


Kili K, Devlin K, Multisilta J. **Editorial: is Game-Based Math Learning Finally Coming of Age?** International Journal of Serious Games. 2015 Dec 8;2(4). 1.


Kellomäki T. **Large-Scale Water Simulation in Games.** Tampere University of Technology, 2015. 91 p. (Tampere University of Technology. Publication).


Ahtinen A. **Exercise apps cure the sitting disease.** Interface: Science Magazine. 2015 Oct 21;(2).


Efficient Use of Teaching Technologies with Programming Education. Tampere University of Technology, 2015. 133 p. (Tampere University of Technology. Publication).


From the Internet of Things to the Internet of People. IEEE Internet Computing. 2015 Mar 1;19(2):40-47. Available from, DOI: 10.1109/MIC.2015.24

The highways and country roads to continuous deployment. IEEE Software. 2015 Mar 1;32(2):64-72. Available from, DOI: 10.1109/MS.2015.50


Notes in Business Information Processing. Available from, DOI: 10.1007/978-3-319-24285-9_11


Vepsäläinen T, Kuikka S. **Design Patterns for Model-Driven Development.** Communications in Computer and Information Science. 2015;555:21-38. Available from, DOI: 10.1007/978-3-319-25579-8_2


computing education research). Available from, DOI: 10.1145/2674683.2674692


