


Kiili 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).


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


Chaudhary S, Li L, Berki E, Helenius M, Kela J, Turunen M. **Applying finite state process algebra to formally specify a computational model of security requirements in the key2phone-mobile access solution.** In Lecture Notes in Computer Science. Springer Verlag. 2015. p. 128-145. (Lecture Notes in Computer Science). Available from, DOI: 10.1007/978-3-319-19458-5_9


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


Sand A, Rakkolainen I, Isokoski P, Raisamo R, Palovuori K. **Lightweight Immaterial Particle Displays with Mid-Air Tactile Feedback.** In IEEE international symposium on haptic audio-visual environments and games. 2015. p. 30-34. Available from, DOI: 10.1109/HAVE.2015.7359448


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


