

Disentangling the factors driving electronic word-of-mouth use through a configurational approach

Artificial backbone neuronal network for nano scale sensors

Fame and fortune, or just fun? A study on why people create content on video platforms

Guerrilla Memory
Street Art and Play Engraving the Memory of Martyrs in Urban Spaces

Low-complexity sequential information and energy reception

Young mobile users
Radical and individual - Not

Digital athletics in analogue stadiums
Comparing gratifications for engagement between live attendance and online esports spectating

Cybersecurity Attacks and Defences for Unmanned Smart Ships

Planar monopole antennas on substrates fabricated through an additive manufacturing process

A post-mortem empirical investigation of the popularity and distribution of malware files in the contemporary web-facing internet

Designing interactive systems for work engagement

Special Issue on Designing Interactive Systems for Work Engagement

Review of technologies for low-cost integrated sensors

Automatic word count estimation from daylong child-centered recordings in various language environments using language-independent syllabification of speech

Digital Games Research
A Survey Study on an Emerging Field and Its Prevalent Debates

The effect of small-scale mobility on terahertz band communications

Distant speech separation using predicted time-frequency masks from spatial features

Transparency of intentions decreases privacy concerns in ubiquitous surveillance

Optimal subgroup configuration for multicast services over 5G-satellite systems

Advanced packet scheduling for efficient video support with limited channel feedback on MIMO LTE downlink

Digital storytelling promoting twenty-first century skills and student engagement

Cultural influence on online community use
A cross-cultural study on online exercise diary users of three nationalities

Value Emergence in the Usage of Mobile News Alerts

Social capital characteristics in RD project networks

eSports, skins and loot boxes
Participants, practices and problematic behaviour associated with emergent forms of gambling

What predicts esports betting? A study on consumption of video games, esports, gambling and demographic factors

Linearization of BJTs with logarithmic predistortion

Error analysis of NOMA-based user cooperation with SWIPT

Data, 'dusha', and the Internet of Skills music
would a connected Art Glove help to preserve heritage better?

Quo vadis, humanity? Ethics on the last mile toward cybernetic organism

Secure Firmware Updates for IoT
A Survey

2.4 GHz inkjet-printed RF energy harvester on bulk cardboard substrate

Virtualizing power cords by wireless power transmission and energy harvesting

At least nine ways to play
Approaching gamer mentalities

Critical Playable Cities

What is eSports and why do people watch it?

Progress and applications of VECSELS
The most versatile laser platform

Mobility aware eMBMS management in urban 5G-oriented systems

Multipacket reception MAC schemes for the RFID EPC Gen2 protocol

Physical layer security for dual-hop SWIPT-enabled CR networks

OFDM radar with LTE waveform
Processing and performance

Novel D2D-based relaying method for multicast services over 3GPP LTE-A systems

Human-robot interactive learning architecture using ontologies and symbol manipulation

Chip-to-package wireless power transfer and its application to mm-Wave antennas and monolithic radiometric receivers

Utilising EEG signals for modulating neural molecular communications

PAPR reduction and digital predistortion for non-contiguous waveforms with well-localized spectrum