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Methodology to obtain the security controls in multi-cloud applications

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The FitOptiVis ECSEL Project  
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A collaborative social robotic game for icebreaking; Towards the design of robotic ambiances as part of smart building services

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Experiment of differences between VR, 360 video, and article

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The Finnish you – An interactive storytelling application for an airport environment

Promoting local culture and enriching airport experiences through interactive storytelling

Convolutional low-resolution fine-grained classification

End-to-End Polyphonic Sound Event Detection Using Convolutional Recurrent Neural Networks with Learned Time-Frequency Representation Input

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Information models and information exchange in plant-wide monitoring and control of industrial processes

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Fast and easy live video service setup using lightweight virtualization

How do academics experience use of recorded audio feedback in higher education? A thematic analysis

Quality measures for improving technology trees

Augmenting Technology Trees: Automation and Tool Support

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User experience of stereo and spatial audio in 360° live music videos

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Exploration and exploitation of sensorimotor contingencies for a cognitive embodied agent

Similarity induced group sparsity for non-negative matrix factorisation

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Discriminant Bag of Words based representation for human action recognition

Minimum Variance Extreme Learning Machine for human action recognition

Multi-view action recognition based on action volumes, fuzzy distances and cluster discriminant analysis

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Sparse extreme learning machine classifier exploiting intrinsic graphs

Enhancing class discrimination in Kernel Discriminant Analysis

Nyström-based approximate kernel subspace learning

Supervised subspace learning based on deep randomized networks

One-Class Classification based on Extreme Learning and Geometric Class Information

Class-specific kernel discriminant analysis based on Cholesky decomposition

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Mobile Journalist Toolkit  
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Who is moving - User or device? Experienced quality of mobile 3D video in vehicles



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Gaze gestures and haptic feedback in mobile devices

Using gaze gestures with haptic feedback on glasses

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Schoolchildren's user experiences on a physical exercise game utilizing lighting and audio

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Multi-robot active information gathering with periodic communication

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An empirical investigation of perceived reliability of open source Java programs

Predicting OSS trustworthiness on the basis of elementary code assessment

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Prototyping real-Time tracking systems on mobile devices

High-performance and low-energy buffer mapping method for multiprocessor DSP systems

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A joint target localization and classification framework for sensor networks

Focused multi-task learning in a Gaussian process framework

The effect of challenge-based gamification on learning  
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Analyzing Forty years of software maintenance models

Estimating software development effort based on phases

MVP Explained  
A Systematic Mapping Study on the Definitions of Minimal Viable Product

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Some SonarQube issues have a significant but small effect on faults and changes. A large-scale empirical study

Does migrating a monolithic system to microservices decrease the technical debt?

Does code quality affect pull request acceptance? An empirical study

The highways and country roads to continuous deployment

Two patterns for minimizing human resources in a startup

Four patterns for internal startups

Patterns for subsidiaries as innovation tools

Using and collecting fine-grained usage data to improve online learning materials

Predicting academic success based on learning material usage

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A preliminary network analysis on steam game tags  
Another way of understanding game genres

Censor-Based Cooperative Multi-Antenna Spectrum Sensing with Imperfect Reporting Channels

A design framework for mapping vectorized synchronous dataflow graphs onto CPU-GPU platforms

Memory-Constrained vectorization and scheduling of dataflow graphs for hybrid CPU-GPU platforms

Indirect measurement of the vascular endothelial glycocalyx layer thickness in human submucosal capillaries with a plugin for ImageJ

Wrench feasible workspace analysis of cable-driven parallel manipulators using LMI approach

Game postmortems vs. developer Reddit AMAs  
Computational analysis of developer communication

Antroposeeni - A mixed reality game

DYNAMO sound engine - Exploring the aesthetics of dynamic sound interactions

'Aie-studio' - A pragmatist aesthetic approach for procedural sound design

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Elastic image registration for guiding focal laser ablation of prostate cancer  
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Software visualization today - Systematic literature review

Special Issue on Embedded Computer Systems: Architectures, Modeling and Simulation

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Texture classification using dense micro-block difference

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A privacy preserving reputation system for participatory sensing applications

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Facilitating the first move  
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How to design gamification? A method for engineering gamified software

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Children designing videos  
Tools, pedagogical models, and best practices for digital storytelling and media-making in the classroom

Exploiting subclass information in one-class support vector machine for video summarization

Challenges in developing data-based value creation

Optimized viewport dependent streaming of stereoscopic omnidirectional video

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1<sup>st</sup> workshop on mobile, social and culturally oriented learning

SiMPE  
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SiMPE  
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Ensembles of dense and dense sampling descriptors for the HEP-2 cells classification problem

LTE indoor MIMO performances field measurements

Social human-robot interaction in the wild  
A workshop proposal for academic mindtrek 2020

Estimation of time-varying room impulse responses of multiple sound sources from observed mixture and isolated source signals

A quasi-virtual online analyser based on an artificial neural networks and offline measurements to predict purities of raffinate/extract in simulated moving bed processes

Convex Energy Optimization of Streaming Applications for MPSoCs

Power mitigation of a heterogeneous multicore architecture on FPGA/ASIC by DFS/DVFS techniques

Effects of directional haptic and non-speech audio cues in a cognitively demanding navigation task

Checking visual data flow programs with finite process models

Database-driven tool support for DisCo executable specifications

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Low-Power Reconfigurable Miniature Sensor Nodes for Condition Monitoring

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A time-optimal bounded velocity path-following controller for generic Wheeled Mobile Robots

Layers of user expectations of future technologies  
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Challenges of Multi-Factor Authentication for Securing Advanced IoT Applications

Continuum approach to high-cycle fatigue. The finite life-time case with stochastic stress history

Seniors and text messaging on mobile touchscreen phones

Optimizing spatial and temporal reuse in wireless networks by decentralized partially observable markov decision processes

Compatible natural gradient policy search

Towards secure cloud orchestration for multi-cloud deployments

Domain based storage protection with secure access control for the cloud

Exploring the role of ten universal values in using products and services

Deep Temporal Logistic Bag-of-features for Forecasting High Frequency Limit Order Book Time Series

Variance Preserving Initialization for Training Deep Neuromorphic Photonic Networks with Sinusoidal Activations

Adaptive Normalization for Forecasting Limit Order Book Data Using Convolutional Neural Networks

Reproducible Evaluation of System Efficiency with a Model of Architecture  
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Information retrieval perspective to meta-visualization

Generative modeling for maximizing precision and recall in information visualization

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

Time Difference of Arrival Estimation of Speech Signals Using Deep Neural Networks with Integrated Time-frequency Masking

A lightweight many-to-many authentication protocol for near field communications

Human-technology choreographies  
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Image database TID2013  
Peculiarities, results and perspectives

Methods and tools for denoising of complex-valued images based on block-matching and high order singular value decomposition

Blind estimation of white Gaussian noise variance in highly textured images

Additional lossless compression of JPEG images based on BPG

Phase masks optimization for broadband diffractive imaging

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An exploratory study of eye typing fundamentals  
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Casual immersive viewing with smartphones

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Glasses with haptic feedback of gaze gestures

Touch gestures in communicating emotional intention via vibrotactile stimulation

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

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Patterns for safety system bus architecture

Generative part-based Gabor object detector

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High-performance SIMD implementation of the lattice-Boltzmann method on the Xeon Phi processor

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Exploring the Stability of Software with Time-Series Cross-Sectional Data

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Interactive intent modeling for information discovery

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Designing a low-cost tangible coding tool for/with children

Conversion of sparsely-captured light field into alias-free fullparallax multiview content

Electroplated nickel microspring and low-friction precision linear slider

A novel micro-force sensing tool

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Profiling power usage during play

User generated soundscapes activating museum visitors

Modular audio story platform for museums

Mixed reality with multimodal head-mounted pico projector

Analysis of an efficient parallel implementation of active-set Newton algorithm

On Renyi's entropy estimation with one-dimensional Gaussian kernels

Silicon capillary gripper with self-alignment capability

Exploiting suppliers' potential in construction innovations

Farm detection based on deep convolutional neural nets and semi-supervised green texture detection using VIS-NIR satellite image

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An embodied interaction technique for health information systems in developing regions

Dynamic text presentation in print interpreting - An eye movement study of reading behaviour

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How can spectating motivations influence social media usage at live esports events?

Investigation of egocentric social structures for diversity-enhancing followee recommendations

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Collaboration change in enterprise software development

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Enhanced gaze interaction using simple head gestures

Comparison of gaze-to-objects mapping algorithms

The making of Nordic larp

Documenting a tradition of ephemeral co-creative play

Narrative friction in Alternate Reality Games

Design insights from conspiracy for good

Detection of bubbles as concentric circular arrangements

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How developers perceive smells in source code  
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Using Deep Learning for price prediction by exploiting stationary limit order book features

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Necessary and sufficient conditions for the existence of solution of generalized fuzzy relation equations  $A \Leftrightarrow X = B$

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Optimizing gaze direction in a visual navigation task

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Stop it, and be stubborn!

Fair testing and stubborn sets

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Affecting the emotional experience through interactive force feedback and shape change

Validating effectiveness of safety requirements' compliance evaluation in process assessments

Guidelines for development and evaluation of usage data analytics tools for human-machine interactions with industrial manufacturing systems

Emotional Reactions to Point-Light Display Animations

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Novel pairwise coupled kinematic solution for algebraic angular acceleration estimation of serial link manipulators

Low latency edge rendering scheme for interactive 360 degree virtual reality gaming

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Combined local and global image enhancement algorithm

A Mixed Finite Element Method to Solve the EEG Forward Problem

HTML5-based mobile agents for Web-of-Things

Low-latency Deep Clustering for Speech Separation

Some background on dialogue management and conversational speech for dialogue systems

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A design tool for high performance image processing on multicore platforms

Anthropometric clothing measurements from 3D body scans

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Deep Reinforcement Learning for Financial Trading Using Price Trailing

Still image/video frame lossy compression providing a desired visual quality

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