

Adaptive spatial resolution selection for stereoscopic video compression with MV-HEVC  
A frequency based approach

An evaluation framework for cross-platform mobile app development tools  
A case analysis of adobe PhoneGap framework

Keyframe-based video summarization with human in the loop

Smartphone teleoperation for self-balancing telepresence robots

TraQuMe  
A tool for measuring the gaze tracking quality

Viewing simulation of integral imaging display based on wave optics

Understanding animals  
A critical challenge in ACI

Probabilistic saliency estimation

Deep multiresolution color constancy

Modeling and estimation of signal-dependent and correlated noise

Urban 3D segmentation and modelling from street view images and LiDAR point clouds

Effects of extrinsic noise are promoter kinetics dependent

Dynamics analysis of a redundant parallel manipulator driven by elastic cables

Color game  
A collaborative social robotic game for icebreaking; Towards the design of robotic ambiances as part of smart building services

Compressive sensed video recovery via iterative thresholding with random transforms

An image guided treatment platform for prostate cancer photodynamic therapy

Multi-factor authentication for wearables  
Configuring system parameters with risk function

Data-driven stream mining systems for computer vision

Application-specific instruction processor for extracting local binary patterns

Improved weighted prediction based color gamut scalability in SHVC

Satisfaction and willingness to consume immersive journalism  
Experiment of differences between VR, 360 video, and article

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

Design space exploration and implementation of RVC-CAL applications using the TURNUS framework

A Primal Neural Network for Online Equality-Constrained Quadratic Programming

"The superhero of the university"

Experience-driven design and field study of the university guidance robot

Salient event detection in basketball mobile videos

Bandwidth reduction of omnidirectional viewport-dependent video streaming via subjective quality assessment

Subjective evaluation of Super Multi-View compressed contents on high-end light-field 3D displays

Two-time coherence of pulse trains and the integrated degree of temporal coherence

Rate-distortion based reversible watermarking for JPEG images with quality factors selection

Patterns for controlling chaos in a startup

360 panorama super-resolution using deep convolutional networks

Foveated Nonlocal Self-Similarity

Performance analysis of single-query 6-DoF camera pose estimation in self-driving setups

Light field reconstruction using shearlet transform in tensorflow

Parametric exploration of cellular swelling in a computational model of cortical spreading depression

Viewport-dependent delivery schemes for stereoscopic panoramic video

On the control of the KNTU CDRPM

A cable driven redundant parallel manipulator

Face typing

Vision-based perceptual interface for hands-free text entry with a scrollable virtual keyboard

Facial expression classification based on local spatiotemporal edge and texture descriptors

Reducing the number of unit tests with design by contract

Bayesian receiver operating characteristic metric for linear classifiers

Simple gaze gestures and the closure of the eyes as an interaction technique

Learnings from the Finnish game industry

Sparse modelling and predictive coding of subaperture images for lossless plenoptic image compression

Recording and analyzing in-browser programming sessions

Automatic image-based detection and inspection of paper fibres for grasping

Three patterns for user involvement in startups

User Experience Study of 360° Music Videos on Computer Monitor and Virtual Reality Goggles

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

Social and privacy aspects of a system for collaborative public expression

Asymmetric luminance based filtering for stereoscopic video compression

A survey on aims and environments of diversification and obfuscation in software security

Lossless compression of regions-of-interest from retinal images

Model selection for linear classifiers using Bayesian error estimation

Gaze gestures or dwell-based interaction?

Multi-modal dense video captioning

How to study programming on mobile touch devices - Interactive Python code exercises

On the kernel Extreme Learning Machine classifier

The MOBISERV-AIIA eating and drinking multi-view database for vision-based assisted living

Kernel reference discriminant analysis

Discriminant Bag of Words based representation for human action recognition

Semi-supervised classification of human actions based on neural networks

Active classification for human action recognition

View-independent human action recognition based on multi-view action images and discriminant learning

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

Dynamic action recognition based on dynemes and Extreme Learning Machine

Sparse extreme learning machine classifier exploiting intrinsic graphs

Nyström-based approximate kernel subspace learning

Big Media Data Analysis

The validity of using non-representative users in gaze communication research

Full search equivalent fast block matching using orthonormal tree-structured haar transform

Opportunities and Challenges of Mobile Applications as "Tickets-to-Talk": A Scenario-Based User Study

Paraxial light beams in structured anisotropic media

Innovation challenges as a novel multidisciplinary learning platform

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

Model for landmark highlighting in mobile web services

Haptic feedback to gaze events

The Effect of Light Field Reconstruction and Angular Resolution Reduction on the Quality of Experience

Evaluation of visual object trackers on equirectangular panorama

Sparse approximations in complex domain based on BM3D modeling

Implications of audio and narration in the user experience design of virtual reality

Community driven artificial intelligence development for robotics

Color-tone similarity of digital images

Implementation of a low-complexity low-latency arbitrary resampler on GPUs

An efficient GPU implementation of an arbitrary resampling polyphase channelizer

GPU-based acceleration of symbol timing recovery

Demographic differences in accumulated types of capital in massively multiplayer online role-playing games

The visual object tracking VOT2013 challenge results

Goofy Mus, grumpy Mur and dirty Muf  
Talking playful seats with personalities

Local feature based unsupervised alignment of object class images

Multi-sensor next-best-view planning as matroid-constrained submodular maximization

Long-term tracking through failure cases

Two patterns for minimizing human resources in a startup

Four patterns for internal startups

Patterns for subsidiaries as innovation tools

Low power design methodology for signal processing systems using lightweight dataflow techniques

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

The use of advanced imaging technology in welfare technology solutions - Some ethical aspects

Real-time human pose estimation with convolutional neural networks

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

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

Systematic literature review on user logging in virtual reality

Log analysis of 360-degree video users via MQTT

Stereoscopic video description for human action recognition

Information wall  
Evaluation of a gesture-controlled public display

Analysis of accommodation cues in holographic stereograms

Identification of Parkinson's Disease Utilizing a Single Self-recorded 20-step Walking Test Acquired by Smartphone's Inertial Measurement Unit

Dominant Rotated Local Binary Patterns (DRLBP) for texture classification

Image-Based Localization Using Hourglass Networks

DGC-Net  
Dense geometric correspondence network

Barriers for bridging interpersonal gaps  
Three inspirational design patterns for increasing collocated social interaction

Facilitating the first move  
Exploring inspirational design patterns for aiding initiation of social encounters

Controlled experiments comparing fault-tree-based safety analysis techniques

On the Layer Selection in Small-Scale Deep Networks

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

Soft robotic gripper with compliant cell stacks for industrial part handling

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

Deep Learning Case Study for Automatic Bird Identification

Need to touch, wonder of discovery, and social capital  
Experiences with interactive playful seats

Social features in hybrid board game marketing material

Designing for experiences with socially interactive robots

Probabilistic approach to physical object disentangling

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

Image database TID2013  
Peculiarities, results and perspectives

Revisiting gray pixel for statistical illumination estimation

Fast fourier color constancy and grayness index for ISPA illumination estimation challenge

Tut MUVIS image retrieval system proposal for MSR-Bing challenge 2014

Benchmark database for fine-grained image classification of benthic macroinvertebrates

Gaussian mixture models for signal mapping and positioning

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

User Positioning in mmW 5G Networks Using Beam-RSRP Measurements and Kalman Filtering

Robotic process automation - Creating value by digitalizing work in the private healthcare?

Patterns for safety system bus architecture

Generative part-based Gabor object detector

A comparison of security assurance support of agile software development methods

Is Texture Denoising Efficiency Predictable?

Exploring the use of deprecated PHP releases in the wild internet  
Still a LAMP issue?

Input magnitude data setting in error-reduction algorithm for one-dimensional discrete phase retrieval problem

Calculation of the scalar diffraction field from curved surfaces by decomposing the three-dimensional field into a sum of Gaussian beams

Scalar diffraction field calculation from curved surfaces via Gaussian beam decomposition

Olfactory display prototype for presenting and sensing authentic and synthetic odors

Mixed reality with multimodal head-mounted pico projector

Efficient Solving of Markov Decision Processes on GPUs Using Parallelized Sparse Matrices

BM3D image denoising using heterogeneous computing platforms

Reading on-screen text with gaze-based auto-scrolling

The effect of region of interest size on textural parameters

Liking the game

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

Interaction strategies for an affective conversational agent

Multimodal subspace support vector data description

PIVO

Probabilistic inertial-visual odometry for occlusion-robust navigation

Inertial Odometry on Handheld Smartphones

Image-based characterization of the pulp flows

Real-time hidden gaze point correction

Look and lean

Accurate head-assisted eye pointing

Comparison of eye movement filters used in HCI

Comparison of gaze-to-objects mapping algorithms

Detection of bubbles as concentric circular arrangements

Microservices in agile software development

A workshop-based study into issues, advantages, and disadvantages

Operationalizing the experience factory for effort estimation in agile processes

Comparing communication effort within the scrum, scrum with Kanban, XP, and Banana development processes

The Accuracy of Atrial Fibrillation Detection from Wrist Photoplethysmography. A Study on Post-Operative Patients

Digging deeper into egocentric gaze prediction

Deep audio-visual saliency

Baseline model and data

Multilinear class-specific discriminant analysis

Eigen Posture Based Fall Risk Assessment System Using Kinect

ICface

Interpretable and controllable face reenactment using GANs

Dual Structured Convolutional Neural Network with Feature Augmentation for Quantitative Characterization of Tissue Histology

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

Sparse sampling for real-time ray tracing

Anthropometric clothing measurements from 3D body scans

Hierarchical deformable part models for heads and tails

Visibility-Aware Part Coding for Vehicle Viewing Angle Estimation

Looking for a five-legged sheep  
Identifying enterprise architects' skills and competencies

Multi-view predictive latent space learning

Automated design of networks of transport-triggered architecture processors using dynamic dataflow programs

Decoding complexity reduction in projection-based light-field 3D displays using self-contained HEVC tiles

Real-time online drilling vibration analysis using data mining

Adaptive sampling for compressed sensing based image compression

End-to-end learning for video frame compression with self-attention