

**At least nine ways to play: Approaching gamer mentalities**

Kallio, K. P., Mäyrä, F. & Kaipainen, K., Jul 2011, In : GAMES AND CULTURE: A JOURNAL OF INTERACTIVE MEDIA. 6 , 4, p. 327-353 27 p.

Research output: Contribution to journal › Review Article › Scientific › peer-review

**Integrating discrete events and continuous head movements for video-based interaction techniques**

Evreinova, T. V., Evreinov, G. & Raisamo, R., Nov 2011, In : Behaviour and Information Technology. 30, 6, p. 739-746 8 p.

Research output: Contribution to journal › Article › Scientific › peer-review

**Long term outcome after subarachnoid haemorrhage of unknown aetiology**

Pyysalo, L. M., Niskakangas, T. T., Keski-Nisula, L. H., Kähärä, V. J. & Öhman, J. E., Nov 2011, In : JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY. 82, 11, p. 1264-1266 3 p.

Research output: Contribution to journal › Article › Scientific › peer-review

**To exclude or not to exclude: White matter hyperintensities in diffusion tensor imaging research**

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Research output: Contribution to journal › Article › Scientific › peer-review

**Reliability, validity and clinical usefulness of the BNI fatigue scale in mild traumatic brain injury**

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Research output: Contribution to journal › Article › Scientific › peer-review

**Long-term excess mortality of patients with treated and untreated unruptured intracranial aneurysms**

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**Poststroke dementia is associated with recurrent ischaemic stroke**

Sibolt, G., Curtze, S., Melkas, S., Putaala, J., Pohjasvaara, T., Kaste, M., Karhunen, P. J., Oksala, N. K. J. & Erkinjuntti, T., 2013, In : JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY. 84, 7, p. 722-726 5 p.

Research output: Contribution to journal › Article › Scientific › peer-review

**The connection between ruptured cerebral aneurysms and odontogenic bacteria**

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**Subjective responses to synthesised speech with lexical emotional content: The effect of the naturalness of the synthetic voice**

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Research output: Contribution to journal › Review Article › Scientific › peer-review

**Demographic differences in perceived benefits from gamification**

Koivisto, J. & Hamari, J., 2014, In : Computers in Human Behavior. 35, p. 179-188 10 p.

Research output: Contribution to journal › Article › Scientific › peer-review

**Measuring flow in gamification: Dispositional Flow Scale-2**

Hamari, J. & Koivisto, J., 2014, In : Computers in Human Behavior. 40, p. 133-143 11 p.

Research output: Contribution to journal › Article › Scientific › peer-review

**Global social knowledge management - Understanding barriers for global workers utilizing social software**

Pirkkalainen, H. & Pawlowski, J. M., Jan 2014, In : Computers in Human Behavior. 30, p. 637-647 11 p.

Research output: Contribution to journal › Article › Scientific › peer-review

**Assessment of mild traumatic brain injury with the King-Devick Test® in an emergency department sample**

Silverberg, N. D., Luoto, T. M., Öhman, J. & Iverson, G. L., 1 Nov 2014, In : BRAIN INJURY. 28, 12, p. 1590-1593 4 p.  
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**A Barrier framework for open e-learning in public administrations**

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**Clinical correlates of retrograde amnesia in mild traumatic brain injury**

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**Understanding the most influential user experiences in successful and unsuccessful technology adoptions**

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Research output: Contribution to journal › Article › Scientific › peer-review

**What contributes to first-year student teachers sense of professional agency in the classroom?**

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Research output: Contribution to journal › Article › Scientific › peer-review

**"Working out for likes": An empirical study on social influence in exercise gamification**

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Research output: Contribution to journal › Article › Scientific › peer-review

**Defining user experience goals to guide the design of industrial systems**

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**Teachers professional agency and learning-from adaption to active modification in the teacher community**

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**Human anterior thalamic nuclei are involved in emotion-attention interaction**

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**Brownfield Process: A method for modular product family development aiming for product configuration**

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**Assessing fraction knowledge by a digital game**

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**Do badges increase user activity? A field experiment on the effects of gamification**

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### **Why do people buy virtual goods: A meta-analysis**

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Research output: Contribution to journal › Review Article › Scientific › peer-review

### **Content structure is king: An empirical study on gratifications, game genres and content type on Twitch**

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Research output: Contribution to journal › Article › Scientific › peer-review

### **How games induce cooperation? A study on the relationship between game features and we-intentions in an augmented reality game**

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### **Social motivations of live-streaming viewer engagement on Twitch**

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### **Investigating relationships between video gaming, spectating esports, and gambling**

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Research output: Contribution to journal › Article › Scientific › peer-review

### **Improving competing voices segregation for hearing impaired listeners using a low-latency deep neural network algorithm**

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### **Optimized reference spectrum for rating the impact sound insulation of concrete floors**

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### **Model checking and validity in propositional and modal inclusion logics**

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Research output: Contribution to journal › Article › Scientific › peer-review

### **ALICE: An open-source tool for automatic measurement of phoneme, syllable, and word counts from child-centered daylong recordings**

Räsänen, O., Seshadri, S., Lavechin, M., Cristia, A. & Casillas, M., 2020, In : BEHAVIOR RESEARCH METHODS. 18 p.

Research output: Contribution to journal › Article › Scientific › peer-review

### **A thorough evaluation of the Language Environment Analysis (LENA) system**

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Research output: Contribution to journal › Article › Scientific › peer-review

### **Avatar capital: The relationships between player orientation and their avatar's social, symbolic, economic and cultural capital**

Korkeila, H. & Hamari, J., 2020, In : Computers in Human Behavior. 102, p. 14-21 8 p.

Research output: Contribution to journal › Article › Scientific › peer-review

### **Does esports spectating influence game consumption?**

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Research output: Contribution to journal › Article › Scientific › peer-review

