

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

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

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

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

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

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

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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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### **Demographic differences in perceived benefits from gamification**

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

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

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

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

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