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The effect of challenge-based gamification on learning
An experiment in the context of statistics education

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

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

Using Deep Learning for price prediction by exploiting stationary limit order book features

Flow-bounded trajectory-scaling algorithm for hydraulic robotic manipulators

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Another way of understanding game genres

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

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

Innovation challenges as a novel multidisciplinary learning platform

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

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

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

Anthropometric clothing measurements from 3D body scans

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

Compressive sensed video recovery via iterative thresholding with random transforms

Does code quality affect pull request acceptance? An empirical study

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

Exploration and exploitation of sensorimotor contingencies for a cognitive embodied agent

FinnForest dataset
A forest landscape for visual SLAM

IoT-CryptoDiet
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Multimodal subspace support vector data description

On the diffuseness of technical debt items and accuracy of remediation time when using SonarQube

Patterns for serverless functions (Function-as-a-Service)
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Redundancy-based visual tool center point pose estimation for long-reach manipulators

Shearlet Transform-Based Light Field Compression under Low Bitrates

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

Validating effectiveness of safety requirements' compliance evaluation in process assessments

Bayesian receiver operating characteristic metric for linear classifiers

Software architecture design in global software development
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Promoting local culture and enriching airport experiences through interactive storytelling

Programming languages for data-intensive HPC applications
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Action-Oriented Programming Model
Collective Executions and Interactions in the Fog

Feasibility of FPGA accelerated IPsec on cloud

An icon that everyone wants to click
How perceived aesthetic qualities predict app icon successfulness

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

DevOps in practice
A multiple case study of five companies

The Double Shadowed κ - μ Fading Model

Tunable VVC Frame Partitioning based on Lightweight Machine Learning

Model checking and validity in propositional and modal inclusion logics

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

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

Social features in hybrid board game marketing material

Are architectural smells independent from code smells? An empirical study

Enabling cybersecurity incident reporting and coordinated handling for maritime sector

Hermitian normalized Laplacian matrix for directed networks

Real-time online drilling vibration analysis using data mining

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

Detection of Typical Pronunciation Errors in Non-native English Speech Using Convolutional Recurrent Neural Networks

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

Public and open HEVC encoding service in the cloud

Investigation of egocentric social structures for diversity-enhancing followee recommendations

Facilitating the first move

Exploring inspirational design patterns for aiding initiation of social encounters

Towards Efficient Code Generation for Exposed Datapath Architectures

1-D Convolutional Neural Networks for Signal Processing Applications

Convex Energy Optimization of Streaming Applications for MPSoCs

Deep Reinforcement Learning for Financial Trading Using Price Trailing

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

Low-latency Deep Clustering for Speech Separation

Random Forest Oriented Fast QTBT Frame Partitioning

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

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

The FitOptiVis ECSEL Project

Highly Efficient Distributed Embedded Image/Video Processing in Cyber-Physical Systems Invited Paper

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

Challenges of Multi-Factor Authentication for Securing Advanced IoT Applications

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

Convolutional low-resolution fine-grained classification

Challenges and recommended practices for software architecting in global software development

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Combined no-reference IQA metric and its performance analysis

Phase masks optimization for broadband diffractive imaging

Thin form-factor super multiview head-up display system

Performance evaluation of bandwidth reservation for mmWave 5G NR systems

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Business intelligence process model revisited

Challenges in developing data-based value creation

Co-creating digital services for citizens
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Compatible natural gradient policy search

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

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

Institutional Perspectives on the Process of Enterprise Architecture Adoption

Log analysis of 360-degree video users via MQTT

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A Python library for Generalized Operational Perceptron algorithms

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The Lord of the shares
Combining attribute-based encryption and searchable encryption for flexible data sharing

Zeffiro User Interface for Electromagnetic Brain Imaging
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The N *Fisher-Snedecor F Cascaded Fading Model

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

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

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

Multichannel Sound Event Detection Using 3D Convolutional Neural Networks for Learning Inter-channel Features

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

Systematic literature review on user logging in virtual reality

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A critical challenge in ACI

A joint target localization and classification framework for sensor networks

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Low-energy graph fourier basis functions span salient objects

Statistical Evaluation of Visual Quality Metrics for Image Denoising

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

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

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

Fast and easy live video service setup using lightweight virtualization

Optimized viewport dependent streaming of stereoscopic omnidirectional video

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

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

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Ripple thermostat

Affecting the emotional experience through interactive force feedback and shape change

A design tool for high performance image processing on multicore platforms

Deep multiresolution color constancy

A multi-agent approach for processing industrial enterprise data

An approach to production scheduling optimization a case of an oil lubrication and hydraulic systems manufacturer

Configuring and visualizing the data resources in a cloud-based data collection framework

Exploiting suppliers' potential in construction innovations

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

Feature synthesis for image classification and retrieval via one-against-all perceptrons

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An algebraic approach to reducing the number of variables of incompletely defined discrete functions

Architectural patterns for microservices

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Combined local and global image enhancement algorithm

Compression of signs of DCT coefficients for additional lossless compression of JPEG images

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

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

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Memory Tampering Attack on Binary GCD Based Inversion Algorithms

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

Mixed-integer linear programming approach for global discrete sizing optimization of frame structures

Modeling and estimation of signal-dependent and correlated noise

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An analysis tool for multichannel non-stationary data

Multi-view predictive latent space learning

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Probabilistic saliency estimation

Reduction of variables of index generation functions using linear and quadratic transformations

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A new branch of graph theory and network science

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Multi-robot active information gathering with periodic communication

Robustifying correspondence based 6D object pose estimation

A convolutional neural network approach for acoustic scene classification

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Class-specific kernel discriminant analysis based on Cholesky decomposition

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

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

A k-nearest neighbor multilabel ranking algorithm with application to content-based image retrieval

An accumulative fusion architecture for discriminating people and vehicles using acoustic and seismic signals

Inband full-duplex radio access system with self-backhauling
Transmit power minimization under QOS requirements

Reduced-complexity digital predistortion for massive MIMO

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Operationalizing the experience factory for effort estimation in agile processes

Microservices in agile software development
A workshop-based study into issues, advantages, and disadvantages

Comparing the Built-In Application Architecture Models in the Web Browser

Effects of extrinsic noise are promoter kinetics dependent

Preventing keystroke based identification in open data sets

On continuous deployment maturity in customer projects

User generated soundscapes activating museum visitors

A Mixed Finite Element Method to Solve the EEG Forward Problem

Modular audio story platform for museums

Post-deployment data
A recipe for satisfying knowledge needs in software development?

Stop it, and be stubborn!

BM3D-HVS
Content-Adaptive denoising for improved visual quality

Data Rate Assessment on L2–L3 CPU Bus and Bus between CPU and RAM in Modern CPUs

From theories to game mechanics
Developing a game for training rational numbers

Full-reference metrics multidistortional analysis

Method for Simulating Dose Reduction in Digital Breast Tomosynthesis

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

Improving the delivery cycle

A multiple-case study of the toolchains in Finnish software intensive enterprises

Casual immersive viewing with smartphones

Focusing on user experience and business models in startups

Investigation of two-dimensional value creation

Participatory development of user experience design guidelines for a B2B company

Software visualization today - Systematic literature review

Temporal dimensions of affect in user experience of digital news in the field

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

MVP Explained

A Systematic Mapping Study on the Definitions of Minimal Viable Product

Using elicitation studies to generate collocated interaction methods

Nyström-based approximate kernel subspace learning

Trading exploits online

A preliminary case study

SoftWater

Software-defined networking for next-generation underwater communication systems

On the Architecture of Liquid Software: Technology Alternatives and Design Space

Compressive Sensing Image Restoration Using Adaptive Curvelet Thresholding and Nonlocal Sparse Regularization

An evaluation framework for cross-platform mobile app development tools

A case analysis of adobe PhoneGap framework

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

Emotional Reactions to Point-Light Display Animations

Exploring the use of deprecated PHP releases in the wild internet

Still a LAMP issue?

Fifty years of graph matching, network alignment and network comparison

Learning movement synchronization in multi-component robotic systems

Optimizing gaze direction in a visual navigation task

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

Dynamic software updating techniques in practice and Educator's guides
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Blind sub-Nyquist GNSS signal detection

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

Supervised subspace learning based on deep randomized networks

Prototyping real-Time tracking systems on mobile devices

Collaboration change in enterprise software development

Coordinating proactive social devices in a mobile cloud
Lessons learned and a way forward

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

Learnings from the Finnish game industry

Patterns for safety system bus architecture

Patterns for subsidiaries as innovation tools

Texture classification using dense micro-block difference

Detection of bubbles as concentric circular arrangements

An Assessment of Errors and Their Reduction in Terrestrial Laser Scanner Measurements in Marmorean Surfaces

Increasing collocated people's awareness of the mobile user's activities
A field trial of social displays

Social display...We can see what you are doing on your mobile device

Lean manufacturing methods in simulation literature
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The influence of developer multi-homing on competition between software ecosystems

Analysis of a receiver-based reliable broadcast approach for vehicular networks

Collecting usage data for software development
Selection framework for technological approaches

Comparison of Feature Selection Techniques in Machine Learning for Anatomical Brain MRI in Dementia

Dominant Rotated Local Binary Patterns (DRLBP) for texture classification

Foveated Nonlocal Self-Similarity

Graph Embedded Extreme Learning Machine

Gravity gradient routing for information delivery in fog Wireless Sensor Networks

HTML5-based mobile agents for Web-of-Things

Methodology to obtain the security controls in multi-cloud applications

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

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

Towards component-aware function point measurement

Network signatures based on gene pair expression ratios improve classification and the analysis of muscle-invasive urothelial cancer

Generative part-based Gabor object detector

A State Space Tool for Concurrent System Models Expressed In C++

Time series trends in software evolution

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

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

Collaborative navigation in virtual worlds
How gender and game experience influence user behavior

Executing dataflow actors as kahn processes

Sparse extreme learning machine classifier exploiting intrinsic graphs

Model selection for linear classifiers using Bayesian error estimation

Antroposeeni - A mixed reality game

OASIS deck of cards - House of colleagues
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Haptic feedback of gaze gestures with glasses
Localization accuracy and effectiveness

Augmenting Technology Trees: Automation and Tool Support

Software evolution and time series volatility
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1st workshop on mobile, social and culturally oriented learning

Scinet
Interactive intent modeling for information discovery

Collaborative filtering based on group coordinates for smoothing and directional sharpening

Enhancing class discrimination in Kernel Discriminant Analysis

Exemplar-based speech enhancement for deep neural network based automatic speech recognition

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

Low-complexity robust DOA estimation

Low-Latency Sound-Source-Separation using Non-Negative Matrix Factorisation with Coupled Analysis and Synthesis Dictionaries

Similarity induced group sparsity for non-negative matrix factorisation

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

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

Mashing Up Software Issue Management, Development, and Usage Data

Four patterns for internal startups

Three patterns for user involvement in startups

Railway fastener inspection by real-time machine vision

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

Collaborative cloud-based management of home networks

Electroplated nickel microspring and low-friction precision linear slider
A novel micro-force sensing tool

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

Optimal sensing via multi-armed bandit relaxations in mixed observability domains

A comparison of security assurance support of agile software development methods

Information retrieval approach to meta-visualization

Glance awareness and gaze interaction in smartwatches

Intentstreams
Smart parallel search streams for branching exploratory search

On the kernel Extreme Learning Machine classifier

The highways and country roads to continuous deployment

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

LTE indoor MIMO performances field measurements

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

Salient event detection in basketball mobile videos

Fault tolerant control architecture design for mobile manipulation in scientific facilities

Classification of iPSC colony images using hierarchical strategies with support vector machines

Image database TID2013
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A holistic data privacy and security by design framework for cloud services

Social behavior in bacterial nanonetworks
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Cultural influence on online community use
A cross-cultural study on online exercise diary users of three nationalities

Designing an Unobtrusive Analytics Framework for Monitoring Java Applications

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

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

Majorization-minimization for manifold embedding

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

Goofy Mus, grumpy Mur and dirty Muf
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Evaluation of a gesture-controlled public display

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An embodied interaction technique for health information systems in developing regions

DYNAMO sound engine - Exploring the aesthetics of dynamic sound interactions

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Effects of haptic feedback on gaze based auto scrolling

Gaze-contingent scrolling and reading patterns

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The fuzzy front end of experience design

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Two patterns for minimizing human resources in a startup

Prediction models and techniques for Open Source Software projects
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Optimizing spatial and temporal reuse in wireless networks by decentralized partially observable markov decision processes

System integration for real-time mobile manipulation

A computational approach to construct a multivariate complete graph invariant

Developing novel multimodal interaction techniques for touchscreen in-vehicle infotainment systems

Haptic user interface enhancement system for touchscreen based interaction
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Domain based storage protection with secure access control for the cloud

The lord of the sense

A privacy preserving reputation system for participatory sensing applications

Controlled experiments comparing fault-tree-based safety analysis techniques

Data-driven stream mining systems for computer vision

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Search user interface that anticipates user's search intents

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Low-Power Reconfigurable Miniature Sensor Nodes for Condition Monitoring

Minimum Variance Extreme Learning Machine for human action recognition

Models for mobile application maintenance based on update history

On application of rational Discrete Short Time Fourier Transform in epileptic seizure classification

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Optimal neighborhood preserving visualization by Maximum satisfiability

Optimization equivalence of divergences improves neighbor embedding

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Configurable, resource-optimized FFT architecture for OFDM communication

Programmable lowpower implementation of the HEVC Adaptive Loop Filter

An evaluation of the virtual curvature with the StickGrip haptic device

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

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

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

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

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

A movable immaterial volumetric display

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Recording and analyzing in-browser programming sessions

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Touch gestures in communicating emotional intention via vibrotactile stimulation

Elastic image registration for guiding focal laser ablation of prostate cancer
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A flexible picture-based communication platform for users with intellectual disabilities

Barriers to task-based information access in molecular medicine

2nd international workshop on pervasive eye tracking and mobile eye-based interaction (PETMEI 2012)
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Dictionary-based disambiguation instead of explicit segmentation by the user

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Inkjet-printed monopole antennas for enhanced-range WBAN and wearable biomonitoring application

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Guidelines for improving the testing process of open source software

Multimodal and mobile conversational Health and Fitness Companions

Some background on dialogue management and conversational speech for dialogue systems

A model-based schedule representation for heterogeneous mapping of dataflow graphs

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Database-driven tool support for DisCo executable specifications

Designing tactile feedback for piezo buttons

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Framework for designing and evaluating game achievements

Generative modeling for maximizing precision and recall in information visualization

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Documenting a tradition of ephemeral co-creative play

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Integrated controller for an over-constrained cable driven parallel manipulator
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A simulation case study of production planning and control in printed wiring board manufacturing