

- Kallio, KP, Mäyrä, F & Kaipainen, K 2011, 'At least nine ways to play: Approaching gamer mentalities', *GAMES AND CULTURE: A JOURNAL OF INTERACTIVE MEDIA*, vol. 6, no. 4, pp. 327-353. <https://doi.org/10.1177/1555412010391089>
- Evreinova, TV, Evreinov, G & Raisamo, R 2011, 'Integrating discrete events and continuous head movements for video-based interaction techniques', *Behaviour and Information Technology*, vol. 30, no. 6, pp. 739-746. <https://doi.org/10.1080/01449290903353013>
- Pyysalo, LM, Niskakangas, TT, Keski-Nisula, LH, Kähärä, VJ & Öhman, JE 2011, 'Long term outcome after subarachnoid haemorrhage of unknown aetiology', *JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY*, vol. 82, no. 11, pp. 1264-1266. <https://doi.org/10.1136/jnnp.2010.239335>
- Iverson, GL, Hakulinen, U, Wäljas, M, Dastidar, P, Lange, RT, Soimakallio, S & Öhman, J 2011, 'To exclude or not to exclude: White matter hyperintensities in diffusion tensor imaging research', *BRAIN INJURY*, vol. 25, no. 13-14, pp. 1325-1332. <https://doi.org/10.3109/02699052.2011.608409>
- Wäljas, M, Iverson, GL, Hartikainen, KM, Liimatainen, S, Dastidar, P, Soimakallio, S, Jehkonen, M & Öhman, J 2012, 'Reliability, validity and clinical usefulness of the BNI fatigue scale in mild traumatic brain injury', *BRAIN INJURY*, vol. 26, no. 7-8, pp. 972-978. <https://doi.org/10.3109/02699052.2012.660511>
- Pyysalo, L, Luostarinen, T, Keski-Nisula, L & Öhman, J 2013, 'Long-term excess mortality of patients with treated and untreated unruptured intracranial aneurysms', *JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY*, vol. 84, no. 8, pp. 888-892. <https://doi.org/10.1136/jnnp-2012-303073>
- Sibolt, G, Curtze, S, Melkas, S, Putaala, J, Pohjasvaara, T, Kaste, M, Karhunen, PJ, Oksala, NKJ & Erkinjuntti, T 2013, 'Poststroke dementia is associated with recurrent ischaemic stroke', *JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY*, vol. 84, no. 7, pp. 722-726. <https://doi.org/10.1136/jnnp-2012-304084>
- Pyysalo, MJ, Pyysalo, LM, Pessi, T, Karhunen, PJ & Öhman, JE 2013, 'The connection between ruptured cerebral aneurysms and odontogenic bacteria', *JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY*, vol. 84, no. 11, pp. 1214-1218. <https://doi.org/10.1136/jnnp-2012-304635>
- Ilves, M & Surakka, V 2013, 'Subjective responses to synthesised speech with lexical emotional content: The effect of the naturalness of the synthetic voice', *Behaviour and Information Technology*, vol. 32, no. 2, pp. 117-131. <https://doi.org/10.1080/0144929X.2012.702285>
- Koivisto, J & Hamari, J 2014, 'Demographic differences in perceived benefits from gamification', *Computers in Human Behavior*, vol. 35, pp. 179-188. <https://doi.org/10.1016/j.chb.2014.03.007>
- Hamari, J & Koivisto, J 2014, 'Measuring flow in gamification: Dispositional Flow Scale-2', *Computers in Human Behavior*, vol. 40, pp. 133-143. <https://doi.org/10.1016/j.chb.2014.07.048>
- Pirkkalainen, H & Pawlowski, JM 2014, 'Global social knowledge management - Understanding barriers for global workers utilizing social software', *Computers in Human Behavior*, vol. 30, pp. 637-647. <https://doi.org/10.1016/j.chb.2013.07.041>
- Silverberg, ND, Luoto, TM, Öhman, J & Iverson, GL 2014, 'Assessment of mild traumatic brain injury with the King-Devick Test® in an emergency department sample', *BRAIN INJURY*, vol. 28, no. 12, pp. 1590-1593. <https://doi.org/10.3109/02699052.2014.943287>
- Stoffregen, J, Pawlowski, JM & Pirkkalainen, H 2015, 'A Barrier framework for open e-learning in public administrations', *Computers in Human Behavior*, vol. 51, no. B, pp. 674-684. <https://doi.org/10.1016/j.chb.2014.12.024>

- Luoto, TM, Iverson, GL, Losoi, H, Wäljas, M, Tenovuo, O, Kataja, A, Brander, A & Öhman, J 2015, 'Clinical correlates of retrograde amnesia in mild traumatic brain injury', *BRAIN INJURY*, vol. 29, no. 5, pp. 565-572. <https://doi.org/10.3109/02699052.2014.1002421>
- Partala, T & Saari, T 2015, 'Understanding the most influential user experiences in successful and unsuccessful technology adoptions', *Computers in Human Behavior*, vol. 53, pp. 381-395. <https://doi.org/10.1016/j.chb.2015.07.012>
- Soini, T, Pietarinen, J, Toom, A & Pyhältö, K 2015, 'What contributes to first-year student teachers sense of professional agency in the classroom?', *TEACHERS AND TEACHING: THEORY AND PRACTICE*, vol. 21, no. 6, pp. 641-659. <https://doi.org/10.1080/13540602.2015.1044326>
- Hamari, J & Koivisto, J 2015, "'Working out for likes": An empirical study on social influence in exercise gamification', *Computers in Human Behavior*, vol. 50, pp. 333-347. <https://doi.org/10.1016/j.chb.2015.04.018>
- Kaasinen, E, Roto, V, Hakulinen, J, Heimonen, T, Jokinen, JPP, Karvonen, H, Keskinen, T, Koskinen, H, Lu, Y, Saariluoma, P, Tokkonen, H & Turunen, M 2015, 'Defining user experience goals to guide the design of industrial systems', *Behaviour and Information Technology*, vol. 34, no. 10, pp. 976-991. <https://doi.org/10.1080/0144929X.2015.1035335>
- Pyhalto, K, Pietarinen, J & Soini, T 2015, 'Teachers professional agency and learning-from adaption to active modification in the teacher community', *TEACHERS AND TEACHING: THEORY AND PRACTICE*, vol. 21, no. 7, pp. 811-830. <https://doi.org/10.1080/13540602.2014.995483>
- Sun, L, Peräkylä, J, Polvivaara, M, Öhman, J, Peltola, J, Lehtimäki, K, Huhtala, H & Hartikainen, KM 2015, 'Human anterior thalamic nuclei are involved in emotion-attention interaction', *NEUROPSYCHOLOGIA*, vol. 78, pp. 88-94. <https://doi.org/10.1016/j.neuropsychologia.2015.10.001>
- Pakkanen, J, Juuti, T & Lehtonen, T 2016, 'Brownfield Process: A method for modular product family development aiming for product configuration', *DESIGN STUDIES*, vol. 45B, pp. 210-241. <https://doi.org/10.1016/j.destud.2016.04.004>
- Ninaus, M, Kiili, K, McMullen, J & Moeller, K 2017, 'Assessing fraction knowledge by a digital game', *Computers in Human Behavior*, vol. 70, pp. 197-206. <https://doi.org/10.1016/j.chb.2017.01.004>
- Hamari, J 2017, 'Do badges increase user activity? A field experiment on the effects of gamification', *Computers in Human Behavior*, vol. 71, pp. 469-478. <https://doi.org/10.1016/j.chb.2015.03.036>
- Hamari, J & Keronen, L 2017, 'Why do people buy virtual goods: A meta-analysis', *Computers in Human Behavior*, vol. 71, pp. 59-69. <https://doi.org/10.1016/j.chb.2017.01.042>
- Sjöblom, M, Törhönen, M, Hamari, J & Macey, J 2017, 'Content structure is king: An empirical study on gratifications, game genres and content type on Twitch', *Computers in Human Behavior*, vol. 73, pp. 161-171. <https://doi.org/10.1016/j.chb.2017.03.036>
- Morschheuser, B, Riar, M, Hamari, J & Maedche, A 2017, 'How games induce cooperation? A study on the relationship between game features and we-intentions in an augmented reality game', *Computers in Human Behavior*, vol. 77, pp. 169-183. <https://doi.org/10.1016/j.chb.2017.08.026>
- Hilvert-Bruce, Z, Neill, JT, Sjöblom, M & Hamari, J 2018, 'Social motivations of live-streaming viewer engagement on Twitch', *Computers in Human Behavior*, vol. 84, pp. 58-67. <https://doi.org/10.1016/j.chb.2018.02.013>
- Macey, J & Hamari, J 2018, 'Investigating relationships between video gaming, spectating esports, and gambling', *Computers in Human Behavior*, vol. 80, pp. 344-353. <https://doi.org/10.1016/j.chb.2017.11.027>

Bramsløw, L, Naithani, G, Hafez, A, Barker, T, Pontoppidan, NH & Virtanen, T 2018, 'Improving competing voices segregation for hearing impaired listeners using a low-latency deep neural network algorithm', *Journal of the Acoustical Society of America*, vol. 144, no. 1, pp. 172-185. <https://doi.org/10.1121/1.5045322>

Kylliäinen, M, Virjonen, P & Hongisto, V 2019, 'Optimized reference spectrum for rating the impact sound insulation of concrete floors', *Journal of the Acoustical Society of America*, vol. 145, no. 1, pp. 407-416. <https://doi.org/10.1121/1.5087553>

Hella, L, Kuusisto, A, Meier, A & Virtema, J 2019, 'Model checking and validity in propositional and modal inclusion logics', *JOURNAL OF LOGIC AND COMPUTATION*, vol. 29, no. 5, pp. 605-630. <https://doi.org/10.1093/logcom/exz008>

Räsänen, O, Seshadri, S, Lavechin, M, Cristia, A & Casillas, M 2020, 'ALICE: An open-source tool for automatic measurement of phoneme, syllable, and word counts from child-centered daylong recordings', *BEHAVIOR RESEARCH METHODS*. <https://doi.org/10.3758/s13428-020-01460-x>

Cristia, A, Lavechin, M, Scaff, C, Soderstrom, M, Rowland, C, Räsänen, O, Bunce, J & Bergelson, E 2020, 'A thorough evaluation of the Language Environment Analysis (LENA) system', *BEHAVIOR RESEARCH METHODS*. <https://doi.org/10.3758/s13428-020-01393-5>

Korkeila, H & Hamari, J 2020, 'Avatar capital: The relationships between player orientation and their avatar's social, symbolic, economic and cultural capital', *Computers in Human Behavior*, vol. 102, pp. 14-21. <https://doi.org/10.1016/j.chb.2019.07.036>

Macey, J, Tyrväinen, V, Pirkkalainen, H & Hamari, J 2020, 'Does esports spectating influence game consumption?', *Behaviour and Information Technology*. <https://doi.org/10.1080/0144929X.2020.1797876>