

At least nine ways to play  
Approaching gamer mentalities

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

Long term outcome after subarachnoid haemorrhage of unknown aetiology

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

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

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

Poststroke dementia is associated with recurrent ischaemic stroke

The connection between ruptured cerebral aneurysms and odontogenic bacteria

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

Demographic differences in perceived benefits from gamification

Measuring flow in gamification  
Dispositional Flow Scale-2

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

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

A Barrier framework for open e-learning in public administrations

Clinical correlates of retrograde amnesia in mild traumatic brain injury

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

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

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

Defining user experience goals to guide the design of industrial systems

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

Human anterior thalamic nuclei are involved in emotion-attention interaction

Brownfield Process

A method for modular product family development aiming for product configuration

Assessing fraction knowledge by a digital game

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

Why do people buy virtual goods

A meta-analysis

Content structure is king

An empirical study on gratifications, game genres and content type on Twitch

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

Social motivations of live-streaming viewer engagement on Twitch

Investigating relationships between video gaming, spectating esports, and gambling

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

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

Model checking and validity in propositional and modal inclusion logics

ALICE

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

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

Avatar capital

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

Does esports spectating influence game consumption?