

Stoffregen, Julia ; Pawlowski, Jan M. ; Pirkkalainen, Henri. / **A Barrier framework for open e-learning in public administrations.** In: Computers in Human Behavior. 2015 ; Vol. 51, No. B. pp. 674-684.

Räsänen, Okko ; Seshadri, Shreyas ; Lavechin, Marvin ; Cristia, Alejandrina ; Casillas, Marisa. / **ALICE : An open-source tool for automatic measurement of phoneme, syllable, and word counts from child-centered daylong recordings.** In: BEHAVIOR RESEARCH METHODS. 2020.

Ninaus, Manuel ; Kiili, Kristian ; McMullen, Jake ; Moeller, Korbinian. / **Assessing fraction knowledge by a digital game.** In: Computers in Human Behavior. 2017 ; Vol. 70. pp. 197-206.

Silverberg, Noah D. ; Luoto, Teemu M. ; Öhman, Juha ; Iverson, Grant L. / **Assessment of mild traumatic brain injury with the King-Devick Test® in an emergency department sample.** In: BRAIN INJURY. 2014 ; Vol. 28, No. 12. pp. 1590-1593.

Cristia, Alejandrina ; Lavechin, Marvin ; Scaff, Camila ; Soderstrom, Melanie ; Rowland, Caroline ; Räsänen, Okko ; Bunce, John ; Bergelson, Erika. / **A thorough evaluation of the Language Environment Analysis (LENA) system.** In: BEHAVIOR RESEARCH METHODS. 2020.

Kallio, Kirsi Pauliina ; Mäyrä, Frans ; Kaipainen, Kirsikka. / **At least nine ways to play : Approaching gamer mentalities.** In: GAMES AND CULTURE: A JOURNAL OF INTERACTIVE MEDIA. 2011 ; Vol. 6, No. 4. pp. 327-353.

Korkeila, Henry ; Hamari, Juho. / **Avatar capital : The relationships between player orientation and their avatar's social, symbolic, economic and cultural capital.** In: Computers in Human Behavior. 2020 ; Vol. 102. pp. 14-21.

Pakkanen, Jarkko ; Juuti, Tero ; Lehtonen, Timo. / **Brownfield Process : A method for modular product family development aiming for product configuration.** In: DESIGN STUDIES. 2016 ; Vol. 45B. pp. 210-241.

Luoto, Teemu M. ; Iverson, Grant L. ; Losoi, Heidi ; Wäljas, Minna ; Tenovuo, Olli ; Kataja, Anneli ; Brander, Antti ; Öhman, Juha. / **Clinical correlates of retrograde amnesia in mild traumatic brain injury.** In: BRAIN INJURY. 2015 ; Vol. 29, No. 5. pp. 565-572.

Sjöblom, Max ; Törhönen, Maria ; Hamari, Juho ; Macey, Joseph. / **Content structure is king : An empirical study on gratifications, game genres and content type on Twitch.** In: Computers in Human Behavior. 2017 ; Vol. 73. pp. 161-171.

Kaasinen, Eija ; Roto, Virpi ; Hakulinen, Jaakko ; Heimonen, Tomi ; Jokinen, Jussi P P ; Karvonen, Hannu ; Keskinen, Tuuli ; Koskinen, Hanna ; Lu, Yichen ; Saariluoma, Pertti ; Tokkonen, Helena ; Turunen, Markku. / **Defining user experience goals to guide the design of industrial systems.** In: Behaviour and Information Technology. 2015 ; Vol. 34, No. 10. pp. 976-991.

Koivisto, Jonna ; Hamari, Juho. / **Demographic differences in perceived benefits from gamification.** In: Computers in Human Behavior. 2014 ; Vol. 35. pp. 179-188.

Hamari, Juho. / **Do badges increase user activity? A field experiment on the effects of gamification.** In: Computers in Human Behavior. 2017 ; Vol. 71. pp. 469-478.

Macey, Joseph ; Tyrväinen, Ville ; Pirkkalainen, Henri ; Hamari, Juho. / **Does esports spectating influence game consumption?.** In: Behaviour and Information Technology. 2020.

Pirkkalainen, Henri ; Pawlowski, Jan M. / **Global social knowledge management - Understanding barriers for global workers utilizing social software.** In: Computers in Human Behavior. 2014 ; Vol. 30. pp. 637-647.

Morschheuser, Benedikt ; Riar, Marc ; Hamari, Juho ; Maedche, Alexander. / **How games induce cooperation? A study on the relationship between game features and we-intentions in an augmented reality game.** In: Computers in Human Behavior. 2017 ; Vol. 77. pp. 169-183.

Sun, Lihua ; Peräkylä, Jari ; Polvivaara, Markus ; Öhman, Juha ; Peltola, Jukka ; Lehtimäki, Kai ; Huhtala, Heini ; Hartikainen, Kaisa M. / **Human anterior thalamic nuclei are involved in emotion-attention interaction.** In: NEUROPSYCHOLOGIA. 2015 ; Vol. 78. pp. 88-94.

Bramsløw, Lars ; Naithani, Gaurav ; Hafez, Atefeh ; Barker, Tom ; Pontoppidan, Niels Henrik ; Virtanen, Tuomas. / **Improving competing voices segregation for hearing impaired listeners using a low-latency deep neural network algorithm.** In: Journal of the Acoustical Society of America. 2018 ; Vol. 144, No. 1. pp. 172-185.

Evreinova, Tatiana V. ; Evreinov, Grigori ; Raisamo, Roope. / **Integrating discrete events and continuous head movements for video-based interaction techniques.** In: Behaviour and Information Technology. 2011 ; Vol. 30, No. 6. pp. 739-746.

Macey, Joseph ; Hamari, Juho. / **Investigating relationships between video gaming, spectating esports, and gambling.** In: Computers in Human Behavior. 2018 ; Vol. 80. pp. 344-353.

Pyysalo, Liisa ; Luostarinen, Tapio ; Keski-Nisula, Leo ; Öhman, Juha. / **Long-term excess mortality of patients with treated and untreated unruptured intracranial aneurysms.** In: JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY. 2013 ; Vol. 84, No. 8. pp. 888-892.

Pyysalo, Liisa M. ; Niskakangas, Tero T. ; Keski-Nisula, Leo H. ; Kähärä, Veikko J. ; Öhman, Juha E. / **Long term outcome after subarachnoid haemorrhage of unknown aetiology.** In: JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY. 2011 ; Vol. 82, No. 11. pp. 1264-1266.

Hamari, Juho ; Koivisto, Jonna. / **Measuring flow in gamification : Dispositional Flow Scale-2.** In: Computers in Human Behavior. 2014 ; Vol. 40. pp. 133-143.

Hella, Lauri ; Kuusisto, Antti ; Meier, Arne ; Virtema, Jonni. / **Model checking and validity in propositional and modal inclusion logics.** In: JOURNAL OF LOGIC AND COMPUTATION. 2019 ; Vol. 29, No. 5. pp. 605-630.

Kylliäinen, Mikko ; Virjonen, Petra ; Hongisto, Valtteri. / **Optimized reference spectrum for rating the impact sound insulation of concrete floors.** In: Journal of the Acoustical Society of America. 2019 ; Vol. 145, No. 1. pp. 407-416.

Sibolt, Gerli ; Curtze, Sami ; Melkas, Susanna ; Putaala, Jukka ; Pohjasvaara, Tarja ; Kaste, Markku ; Karhunen, Pekka J. ; Oksala, Niku K J ; Erkinjuntti, Timo. / **Poststroke dementia is associated with recurrent ischaemic stroke.** In: JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY. 2013 ; Vol. 84, No. 7. pp. 722-726.

Wäljas, Minna ; Iverson, Grant L. ; Hartikainen, Kaisa M. ; Liimatainen, Suvi ; Dastidar, Prasun ; Soimakallio, Seppo ; Jehkonen, Mervi ; Öhman, Juha. / **Reliability, validity and clinical usefulness of the BNI fatigue scale in mild traumatic brain injury.** In: BRAIN INJURY. 2012 ; Vol. 26, No. 7-8. pp. 972-978.

Hilvert-Bruce, Zorah ; Neill, James T. ; Sjöblom, Max ; Hamari, Juho. / **Social motivations of live-streaming viewer engagement on Twitch.** In: Computers in Human Behavior. 2018 ; Vol. 84. pp. 58-67.

Ilves, Mirja ; Surakka, Veikko. / **Subjective responses to synthesised speech with lexical emotional content : The effect of the naturalness of the synthetic voice.** In: Behaviour and Information Technology. 2013 ; Vol. 32, No. 2. pp. 117-131.

Pyhälto, Kirsi ; Pietarinen, Janne ; Soini, Tiina. / **Teachers professional agency and learning-from adaption to active modification in the teacher community.** In: TEACHERS AND TEACHING: THEORY AND PRACTICE. 2015 ; Vol. 21, No. 7. pp. 811-830.

Pyysalo, Mikko J. ; Pyysalo, Liisa M. ; Pessi, Tanja ; Karhunen, Pekka J. ; Öhman, Juha E. / **The connection between ruptured cerebral aneurysms and odontogenic bacteria.** In: JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY. 2013 ; Vol. 84, No. 11. pp. 1214-1218.

Iverson, Grant L. ; Hakulinen, Ullamari ; Wäljas, Minna ; Dastidar, Prasun ; Lange, Rael T. ; Soimakallio, Seppo ; Öhman, Juha. / **To exclude or not to exclude : White matter hyperintensities in diffusion tensor imaging research.** In: BRAIN INJURY. 2011 ; Vol. 25, No. 13-14. pp. 1325-1332.

Partala, Timo ; Saari, Timo. / **Understanding the most influential user experiences in successful and unsuccessful technology adoptions.** In: Computers in Human Behavior. 2015 ; Vol. 53. pp. 381-395.

Soini, Tiina ; Pietarinen, Janne ; Toom, Auli ; Pyhältö, Kirsi. / **What contributes to first-year student teachers sense of professional agency in the classroom?.** In: TEACHERS AND TEACHING: THEORY AND PRACTICE. 2015 ; Vol. 21, No. 6. pp. 641-659.

Hamari, Juho ; Keronen, Lauri. / **Why do people buy virtual goods : A meta-analysis.** In: Computers in Human Behavior. 2017 ; Vol. 71. pp. 59-69.

Hamari, Juho ; Koivisto, Jonna. / **"Working out for likes" : An empirical study on social influence in exercise gamification.** In: Computers in Human Behavior. 2015 ; Vol. 50. pp. 333-347.