

### **Assessing Regional Cooperation in Water Services: Finnish Lessons Compared With International Findings**

Water services, that is, water supply and wastewater disposal, are traditionally the responsibility of local governments. Many municipalities have joined forces to meet the challenges of increasing water quality requirements, aging infrastructures, and decreasing fiscal resources. Regional cooperation is claimed to generate benefits in various ways, but there are challenges to this assumption. This article assesses the benefits and challenges of regional cooperation through the following categories: economies of scale, socioeconomic and spatial disparities, autonomy and legitimacy, by comparing Finnish experiences with previous research findings. Our assessment concludes that the benefits and challenges of regional cooperation are not straightforward, not only dependent on the local context but also on the level and tradition of cooperation, especially on the degree of organizational autonomy.

#### **General information**

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Organisations: Department of Civil Engineering  
Contributors: Kurki, V., Pietilä, P., Katko, T.  
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### **Bricolage in Collaborative Housing in Finland: Combining Resources for Alternative Housing Solutions**

Finnish collaborative housing projects are in an experimental stage. These projects are trying to push the conventional practices of housing production into a new shape in order to realize their schemes in the housing market dominated by large construction companies. This paper aims to shed light on the resident groups' resources in a context where resident-driven projects are rare. We apply the concept of bricolage to analyse three collaborative housing projects in Finland. Our analysis highlights that the residents refused to enact limitations imposed by the dominant housing market and examines how this was made possible. The cases we studied were successful for two interconnected reasons: (1) because of the capabilities of the residents; and (2) the professional allies they had. We argue that analyses framed by bricolage can help better understand the local contexts with their real and presumed constraints, and offer a possibility for international comparison of collaborative housing.

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Organisations: Architecture, POLEIS - Research Program on the Politics of Space and the Environment  
Contributors: Laine, M., Helamaa, A., Kuoppa, J., Alatalo, E.  
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Original language: English  
ASJC Scopus subject areas: Development, Sociology and Political Science, Urban Studies  
Keywords: bricolage, Collaborative housing, multi-unit housing production, residents

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### **Bibliographical note**

EXT="Alatalo, Elina"

Source: Scopus

Source ID: 85050374479

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

### **Creating a shared narrative: the use of causal layered analysis to explore value co-creation in a novel service ecosystem**

**Purpose:** The current business environments are increasingly dominated by the networked and systemic conceptualisation of value creation. However, surprisingly, little is known about the explicit and symbolic (inter)relationships between the different actors involved in the value co-creation processes—or about how they impact on the network-specific innovation capabilities. More research is needed to explore and validate the yet theoretical models and concepts of value co-creation in practice. **Design/methodology/approach:** Theoretically, this study is built on the ideas and concepts of Service-Dominant (S-D) logic. Empirically, the research is based on a set of thematic interviews conducted in a real-life service ecosystem, in the context of university-industry collaboration. The method of causal layered analysis (CLA) is used to both identify and develop constitutive narratives that support the service ecosystem's long-term strategic planning and value co-creation practices. **Originality/value:** The use of CLA in exploring the S-D logical view on value co-creation is a unique combination. By studying a highly social, dynamic and interactive process during which different service ecosystem actors first come together to share their values and mental models, and then act upon, significant new knowledge and understanding is offered for all those interested in applying a more systemic approach on service ecosystem development. **Practical implications:** Given that the use of CLA not only increases the awareness of alternative narratives, but of the abilities to facilitate the desired future(s), new insight and practical advice will be provided for both managers and participants taking part in a service ecosystem.

### **General information**

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Organisations: Industrial and Information Management

Contributors: Ketonen-Oksi, S.

Publication date: 2018

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Scopus rating (2018): CiteScore 0.3 SJR 0.13 SNIP 0.119

Original language: English

ASJC Scopus subject areas: Sociology and Political Science, Social Sciences (miscellaneous), Economics, Econometrics and Finance (miscellaneous), Tourism, Leisure and Hospitality Management, Management of Technology and Innovation

**Keywords:** Causal layered analysis, Futures literacy, Service ecosystems, Service systems, Service-dominant logic, Value co-creation

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URLs:

<http://urn.fi/URN:NBN:fi:tty-201806181977>

Source: Scopus

Source ID: 85047209467

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

### **Digital athletics in analogue stadiums: Comparing gratifications for engagement between live attendance and online esports spectating**

**Purpose:** Esports (electronic sports) are watched by hundreds of millions of people every year and many esports have overtaken large traditional sports in spectator numbers. The purpose of this paper is to investigate spectating differences between online spectating of esports and live attendance of esports events. This is done in order to further understand attendance behaviour for a cultural phenomenon that is primarily mediated through internet technologies, and to be able to predict behavioural patterns. **Design/methodology/approach:** This study employs the Motivation Scale for Sports Consumption to investigate the gratifications spectators derive from esports, both from attending tournaments physically

and spectating online, in order to explore which factors may explain the esports spectating behaviour. The authors investigate how these gratifications lead into continued spectatorship online and offline, as well as the likelihood of recommending esports to others. The authors employ two data sets, one collected from online spectators (n=888), the other from live attendees (n=221). Findings: The results indicate that online spectators rate drama, acquisition of knowledge, appreciation of skill, novelty, aesthetics and enjoyment of aggression higher than live attendees. Correspondingly, social interaction and physical attractiveness were rated higher by live attendees. Vicarious achievement and physical attractiveness positively predicted intention to attend live sports events while vicarious achievement and novelty positively predicted future online consumption of esports. Finally, vicarious achievement and novelty positively predicted recommending esports to others. Originality/value: During the past years, esports has emerged as a new form of culture and entertainment, that is unique in comparison to other forms of entertainment, as it is almost fully reliant on computer-human interaction and the internet. This study offers one of the first attempts to compare online spectating and live attendance, in order to better understand the phenomenon and the consumers involved. As the growth of esports is predicted to continue in the coming years, further understanding of this phenomenon is pivotal for multiple stakeholder groups.

#### **General information**

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Organisations: Computing Sciences, Gamification Group  
Contributors: Sjöblom, M., Macey, J., Hamari, J.  
Publication date: 2019  
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ASJC Scopus subject areas: Communication, Sociology and Political Science, Economics and Econometrics  
Keywords: Digital culture, Esports, Online games, Spectating, Sports consumption, Uses and gratifications  
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Research output: Contribution to journal › Article › Scientific › peer-review

#### **Digital services and youth participation in processes of social change: World Café workshops in Finland**

This paper focuses on the role of digital services in empowering youths to participate in social change. The aim is to discover what kind of potential digital services have in creating opportunities for youths of various backgrounds to be active in various processes of change at both the grassroots and policy levels. We also address questions concerning differences between distinct groups in the relationship between ICT proficiency and social participation. The key results of this paper suggest that youths can be engaged to participate by using digital services and becoming active possessors of their human rights. Nevertheless, the role played by power relations and differences in youths' ICT skills must be acknowledged, as they affect opportunities to participate in processes of social change.

#### **General information**

Publication status: Published  
MoE publication type: Not Eligible  
Organisations: Pervasive Computing, Tampere University, Tampere University  
Contributors: Meriläinen, N., Pietilä, I., Varsaluoma, J.  
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ASJC Scopus subject areas: Human-Computer Interaction, Sociology and Political Science  
Keywords: youth participation, processes of social change, digital services, human rights, obligations, legislative processes, user experiences, digital accessibility  
URLs:  
<https://ecpr.eu/Filestore/PaperProposal/b1e33045-418a-4e54-97fd-1689fb07816e.pdf>  
Research output: Other conference contribution › Paper, poster or abstract › Scientific

### **Disentangling the factors driving electronic word-of-mouth use through a configurational approach**

**Purpose:** The purpose of this paper is to show how different combinations of the subdimensions of electronic word-of-mouth (eWOM) information quality (consisting of its accuracy, completeness, relevance, timeliness, and sidedness) may affect consumers' eWOM use behavior from a configurational approach. **Design/methodology/approach:** Based on a synthesis of past literature, five precursors of eWOM use were considered. A fuzzy-set qualitative comparative analysis (fsQCA) was employed to understand the configurations that lead to travel-related eWOM use. The study was conducted with 311 consumers from an online travel service company. **Findings:** Findings identified six solutions that explain eWOM use. EWOM accuracy, completeness, and sidedness are found to be core conditions reinforcing consumers' use of eWOM in combination with different peripheral conditions, including the subdimensions of eWOM information quality and the traits of the consumers (such as social media use time and gender). **Practical implications:** Factors related to eWOM information quality and traits of the consumers, when considered in combination, predict eWOM use behavior in particular sets of conditions. **Originality/value:** This work enriches the eWOM literature by providing an in-depth understanding of eWOM use from a configuration perspective. Configuration analysis serves as a better tool for explaining the complex relationships among variables than a regression analysis approach does. Additionally, in response to the need to move beyond multiple regression analysis to algorithmic approaches, this study shifts the emphasis from a symmetric paradigm to an asymmetric perspective for data analysis focused on eWOM use.

#### **General information**

Publication status: Published

MoE publication type: A1 Journal article-refereed

Organisations: Information and Knowledge Management, Central China Normal University, Aalto University

Contributors: Wang, P., Li, H., Liu, Y.

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Peer-reviewed: Yes

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Original language: English

ASJC Scopus subject areas: Communication, Sociology and Political Science, Economics and Econometrics

Keywords: Configuration analysis, eWOM use, FsQCA, Fuzzy-set qualitative comparative analysis

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Source: Scopus

Source ID: 85084927161

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

### **eSports, skins and loot boxes: Participants, practices and problematic behaviour associated with emergent forms of gambling**

Twenty years since the Internet transformed gambling products and services, the convergence of online games and gambling has initiated a new means of consuming Internet-based media. Gambling specifically connected to eSports is a significant development, not only offering a new avenue for existing gambling products to be inserted into gaming media but also affording several novel experiences (e.g. skins and loot boxes). This study assesses participation rates and demographic characteristics of eSports spectators who gamble via an international online survey (N = 582). The sample highlighted the prevalence of young, often under-age, males in eSports-related gambling activities. Participation in gambling, and gambling-like activities, was found to be 67%, with rates of problematic and potentially problematic gambling in the sample being 50.34%. Finally, increased gambling is associated with increased spectating of eSports. Although the results are not generalisable to the wider population, they suggest a need for increased attention, from academia and regulators, regarding newly emergent gambling behaviours in contemporary digital culture.

#### **General information**

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MoE publication type: A1 Journal article-refereed

Organisations: Pervasive Computing

Contributors: Macey, J., Hamari, J.

Pages: 20-41

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Ratings:

Scopus rating (2019): CiteScore 8.8 SJR 2.964 SNIP 3.187

Original language: English

ASJC Scopus subject areas: Communication, Sociology and Political Science

Keywords: eSports, free-to-play, gambling, gamification, loot boxes, problem gambling, skins gambling, video games  
DOIs:

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Source: Scopus

Source ID: 85049969806

Research output: [Contribution to journal](#) › [Article](#) › [Scientific](#) › [peer-review](#)

### **Evolution of Community-Managed Water Supply Projects From 1994 to the 2010s in Ethiopia**

This article discusses the evolution of community-managed projects (CMPs) along with the global community-based management of water supply and sanitation services since the 1960s, particularly the evolution of Ethiopian water resources development in the last century. The study was conducted with intensive reviews of journals, reports, project documents, and discussions with the people involved in CMP implementation, including many Ethiopian government officials. The article presents the various development phases of the water and sanitation sector in Ethiopia together with national and global influences. Currently, in the 2010s, the CMP financing mechanisms and the national development of water supply and sanitation are more organized and integrated, and are in the stage of scaling up. The recently agreed national water, sanitation, and hygiene strategic framework is expected to have significant impacts on the rural water supply and sanitation development in Ethiopia.

### **General information**

Publication status: Published

MoE publication type: A1 Journal article-refereed

Organisations: Life Cycle Effectiveness of the Built Environment (LCE@BE), Department of Chemistry and Bioengineering, Community-Led Accelerated WASH (COWASH) Project

Contributors: Behailu, B. M., Suominen, A., Katko, T. S.

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Ratings:

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ASJC Scopus subject areas: Business, Management and Accounting (miscellaneous), Sociology and Political Science, Public Administration

Keywords: community-managed projects (CMP), Ethiopia, evolution, sustainability, water sector reforms

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Research output: [Contribution to journal](#) › [Article](#) › [Scientific](#) › [peer-review](#)

### **Examining the rhythms of 'urban elements' on walking and driving routes in the city**

The article follows Kevin Lynch's renowned formulation of 'urban elements' to examine the mobilities, experiences and materialities on ordinary routes in the city. Utilizing route narratives and participant-produced visual data, the article focuses on various identifiable micro-temporalities and mobility rhythms on repeated walking and driving routes, building on Henri Lefebvre's notion of 'rhythmanalysis'. The article examines how a framework built around rhythm and urban elements can add to the analysis of contemporary urban sites from the perspectives of situated mobile contexts, noting

sequences and polyrhythmia as central temporal characteristics in the body–environment relations.

#### General information

Publication status: Published  
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Organisations: Architecture  
Contributors: Tartia, J.  
Publication date: 2018  
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ISSN (Print): 1745-0101  
Ratings:  
Scopus rating (2018): CiteScore 5.1 SJR 1.581 SNIP 1.541  
Original language: English  
ASJC Scopus subject areas: Demography, Geography, Planning and Development, Sociology and Political Science  
Keywords: everyday life, mobile methods, mobilities, Rhythm, rhythmanalysis, urban elements  
DOIs:  
10.1080/17450101.2018.1477303  
Source: Scopus  
Source ID: 85051998023  
Research output: Contribution to journal › Article › Scientific › peer-review

#### Fame and fortune, or just fun? A study on why people create content on video platforms

Purpose: The purpose of this paper is to examine the motivations behind online video content creation on services such as YouTube and Twitch. These activities, performed by private individuals online, have become increasingly monetized and professionalised through the accessible tools provided by video sharing services, which has presented a noteworthy manifestation of the increasing merger of the work and leisure within digital environments and the emergence of a hybrid form of work and play, playbour. Design/methodology/approach: The data for the study were collected using an online survey of 377 video content creators and it was analysed via structural equation modelling. Findings: The findings of the study indicate that although the practice of video content creation is becoming more commercialised and professionalised, the extrinsic motivations, often associated with work (e.g. income, prestige), remain less significant drivers for content creation than intrinsic motivations (e.g. enjoyment, socialisation), which are associated with leisure activities. Originality/value: This study offers insight into how the authors have begun to reorganise the position in the new digital labour culture, where monotonous tasks are increasingly automated, allowing room for intrinsically driven playful labour to develop within the leisure activities.

#### General information

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Organisations: Computing Sciences, Turun yliopisto  
Contributors: Törhönen, M., Sjöblom, M., Hassan, L., Hamari, J.  
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### **Bibliographical note**

INT=comp,"Hassan, Lobna"

Source: Scopus

Source ID: 85071565101

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

### **Features of Water Cooperatives: A Comparative Study of Finland and Kenya**

There are several ways of arranging rural water supply. One of these is through water cooperatives that have been established to provide water supply, irrigation, and/or sewerage services. Water cooperatives are found in developed countries such as Finland, Denmark, Austria, Canada, and United States, and in developing countries in South America, such as Bolivia and Chile. Water cooperatives or their equivalent organizations that exist in Kenya are called self-help water projects. Yet, surprisingly little attention has been paid to this option even in countries with rich tradition of cooperatives in other sectors. In this study, Finland and Kenya were selected for a comparative analysis of the identified features of water cooperatives. Best practices observed in the features with differences could be shared between the two countries.

### **General information**

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MoE publication type: A1 Journal article-refereed

Organisations: Civil Engineering, University of Nairobi

Contributors: Arvonen, V., Kibocha, S. N., Katko, T. S., Pietilä, P.

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Original language: English

ASJC Scopus subject areas: Business, Management and Accounting (miscellaneous), Sociology and Political Science, Public Administration

Keywords: community, rural water supply, self-help water projects, water user associations

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Features of Water Cooperatives 2017

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### **Bibliographical note**

INT=RAK, "Arvonen, Vesa"

Source: Scopus

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

### **Gameful civic engagement: A review of the literature on gamification of e-participation**

With increased digitalization, governments and public institutes became potentially better able to practice fuller and wider ranges of democratic governance through e.g., e-participation. E-participation, as any means of engagement with the common good, is, however, a difficult area of human motivation as it can be seen to exist outside the common hurdles of the everyday life and where the effects of participation are often invisible or take a long time to materialize. Recent trends of digitalization, such as gamification; a popular approach for stimulating motivation, have been proposed as remedies to foster e-participation. A plethora of applications and research has emerged related to gamified e-participation. However, there is currently a dearth in our knowledge of how gamification is being applied, researched or what its possible positive and negative outcomes can be. This study employed a systematic literature review approach in order to summarize research and findings on gamified e-participation. 66 papers were reviewed, the majority of which indicated that gamified e-participation is linked to increased engagement, motivation, civic learning and enjoyment amongst other outcomes. Nonetheless, question remains as to ethical and inclusive gamification, for which, this research provides directions for future research.

### General information

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Organisations: Computing Sciences, Research group: TUT Game Lab, University of Turku  
Contributors: Hassan, L., Hamari, J.  
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Original language: English  
ASJC Scopus subject areas: Sociology and Political Science, Library and Information Sciences, Law  
Keywords: Civic engagement, E-participation, Games, Gamification, Governance, Policy-making  
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<http://urn.fi/URN:NBN:fi:tuni-202008266678>

### Bibliographical note

INT=comp,"Hassan, Lobna"  
Source: Scopus  
Source ID: 85082743323  
Research output: Contribution to journal > Article > Scientific > peer-review

### Identifying weak ties from publicly available social media data in an event

The concept of weak ties was introduced by Granovetter through the seminal paper titled "Strength of weak ties". Since then the role of weak ties in general and their specific role as occupying the structural hole has been explored in many different fields. In this study, we identify actual or potential weak ties using publicly available social media data in the context of an event. Our case study environment is community managers' online discussions in social media in connection to the yearly-organized Community Manager Appreciation Day (CMAD 2016) event in Finland. We were able to identify potential weak ties using the conversation based structural holes, making use of social network analysis methods (like clustering) and content analysis in the context of events. We add to the understanding of and useful data sources for the Strength of weak ties theory originated from Granovetter, and developed further by other researchers. Our approach may be used in future to make more sophisticated conference recommendation systems, and significantly automate the data extraction for making useful contact recommendations from them for conference participants.

### General information

Publication status: Published  
MoE publication type: A4 Article in a conference publication  
Organisations: Department of Information Management and Logistics, Research group: Novi, Department of Mathematics , Research group: MAT Intelligent Information Systems Laboratory, Managing digital industrial transformation (mDIT), Copenhagen Business School  
Contributors: Gupta, J. P., Menon, K., Kärkkäinen, H., Huhtamäki, J., Mulkamala, R. R., Hussain, A., Vatrapu, R., Jussila, J., Pirkkalainen, H.  
Number of pages: 9  
Pages: 11-19  
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ASJC Scopus subject areas: Computational Theory and Mathematics, Sociology and Political Science  
Keywords: weak ties, social media  
DOIs:  
10.1145/2994310.2994354  
URLs:  
<http://www.mindtrek.org/2016/>

### Importance of Knowledge Management at Water Utilities

Water utilities face continuous challenges with the changes of operational environment, aging personnel, and related tacit knowledge of employees. This article explores knowledge management at one Finnish utility and points out knowledge sharing in daily tasks. It highlights how employees interpret knowledge and tacit knowledge and their sharing. Qualitative inquiry was used. Semistructured interviews were conducted with 61 employees (65% of personnel) in 2004 and 33 in 2013 (47%). Knowledge management was regarded as a personal, individually controlled property. Value was one obstacle to the unwillingness to share knowledge and tacit knowledge. Positive change between 2004 and 2013 was seen in the interpretation of tacit knowledge: being something that is recorded in your own head only. Tacit knowledge was daily shared with the closest coworkers. As a strategic asset, knowledge should be managed at water and wastewater utilities as further development needs crucial understanding of previous procedures and practices.

#### General information

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Organisations: Civil Engineering, Satakunta University of Applied Sciences

Contributors: Sandelin, S. K., Hukka, J. J., Katko, T. S.

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Keywords: constraints, Finland, knowledge sharing, tacit knowledge, water utility

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#### Bibliographical note

EXT="Sandelin, Sirpa K."

Source: Scopus

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

### Scalable optimization of neighbor embedding for visualization

Neighbor embedding (NE) methods have found their use in data visualization but are limited in big data analysis tasks due to their  $O(n^2)$  complexity for  $n$  data samples. We demonstrate that the obvious approach of subsampling produces inferior results and propose a generic approximated optimization technique that reduces the NE optimization cost to  $O(n \log n)$ . The technique is based on realizing that in visualization the embedding space is necessarily very low-dimensional (2D or 3D), and hence efficient approximations developed for  $n$ -body force calculations can be applied. In gradient-based NE algorithms the gradient for an individual point decomposes into "forces" exerted by the other points. The contributions of close-by points need to be computed individually but far-away points can be approximated by their "center of mass", rapidly computable by applying a recursive decomposition of the visualization space into quadrants. The new algorithm brings a significant speed-up for medium-size data, and brings "big data" within reach of visualization.

#### General information

Publication status: Published

MoE publication type: A4 Article in a conference publication

Organisations: Research Community on Data-to-Decision (D2D), Aalto University, University of Helsinki

Contributors: Yang, Z., Peltonen, J., Kaski, S.

Number of pages: 9

Pages: 786-794

Publication date: 2013

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Publisher: International Machine Learning Society (IMLS)

Edition: PART 1

ASJC Scopus subject areas: Human-Computer Interaction, Sociology and Political Science

URLs:

<http://www.scopus.com/inward/record.url?scp=84897521276&partnerID=8YFLogxK> (Link to publication in Scopus)

Source: Scopus

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Research output: Chapter in Book/Report/Conference proceeding › Conference contribution › Scientific › peer-review

### **Significance of affect and ethics in applying conservation standards: The practices of flying squirrel surveyors**

We examine human-animal encounters as the generative source of affective knowing and learning to study the role of affect in the implementation of nature conservation. The study is based on an ethnographic approach following the embodied practices of biological field surveyors working with Siberian flying squirrels (*Pteromys volans*) in land use planning in Finland. The case is characterized by radical uncertainties due to the elusive life of flying squirrels, the strict conservation standard of the EU, and the pressure of urban development. The surveyors can use only indirect clues to detect these nocturnal animals, but are required to produce accurate and unambiguous ecological knowledge to planners. We found that affective learning enables knowing and increases the reliability of knowledge in such conditions. Affective learning results from alternation between constant encountering of clues and changing intensities that produce feeling states and a sense of the forest where the animals live. Ethical consideration and personal differences are important in affective learning and shape the surveyors as participants in standard development. Finally we discuss the possible implications of affective learning for standard design in nature conservation.

#### **General information**

Publication status: Published

MoE publication type: A1 Journal article-refereed

Organisations: Life Cycle Effectiveness of the Built Environment (LCE@BE)

Contributors: Nygren, N. V., Jokinen, A.

Pages: 79-90

Publication date: May 2013

Peer-reviewed: Yes

#### **Publication information**

Journal: GEOFORUM

Volume: 46

ISSN (Print): 0016-7185

Ratings:

Scopus rating (2013): CiteScore 4 SJR 1.828 SNIP 1.756

Original language: English

ASJC Scopus subject areas: Sociology and Political Science

Keywords: Affect, Ecological knowledge, Ethics, Land use planning, Nature conservation, Standard

DOIs:

10.1016/j.geoforum.2012.12.006

URLs:

<http://www.scopus.com/inward/record.url?scp=84873496142&partnerID=8YFLogxK> (Link to publication in Scopus)

Source: Scopus

Source ID: 84873496142

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

### **Situated knowledge-situated legitimacy: Consequences of citizen participation in local environmental governance**

This article examines how situated knowledge produced by citizens affects the construction and understanding of legitimacy in local environmental governance. By scrutinising a case from Finland where local citizens decided to take lake restoration in their own hands, we demonstrate how legitimacy is constructed in a specific local context. The main concepts used to interpret this dynamic are situated knowledge (Haraway, 1988; Lang, 2011) and situated legitimacy (Connelly, Richardson, & Miles, 2006). The paper shows how the local traditions together with the historical and social context have distinct effects on the construction of situated knowledge. Further, situated knowledge not only frames the boundaries and possibilities of local action, but also shapes the interpretations of legitimacy. Approaching the construction of knowledge and legitimacy from this perspective challenges the customary understanding of context in participatory practices and, as we suggest, has also the ability to improve these processes.

#### **General information**

Publication status: Published

MoE publication type: A1 Journal article-refereed

Organisations: Institute of Society and Space (SOCIS)

Contributors: Leino, H., Peltomaa, J.

Number of pages: 10

Pages: 159-168

Publication date: Jun 2012

Peer-reviewed: Yes

### Publication information

Journal: POLICY AND SOCIETY

Volume: 31

Issue number: 2

ISSN (Print): 1449-4035

Ratings:

Scopus rating (2012): CiteScore 1.8 SJR 0.314 SNIP 0.483

Original language: English

ASJC Scopus subject areas: Sociology and Political Science, Political Science and International Relations, Public Administration

Keywords: Citizen participation, Environmental governance, Situated knowledge, Situated legitimacy

DOIs:

10.1016/j.polsoc.2012.04.005

URLs:

<http://www.scopus.com/inward/record.url?scp=84862014074&partnerID=8YFLogxK> (Link to publication in Scopus)

Source: Scopus

Source ID: 84862014074

Research output: Contribution to journal > Article > Scientific > peer-review

### Water Supply and Sanitation in a Green Economy Society: The Case of Finland

A green economy specifically considers the welfare of the environment and is closely aligned with sustainable development—in both, the use of natural resources should be less than their natural production. In this article, the concept of a green economy is discussed from the viewpoint of water services, a crucial part of a sustainable society, with the objective of enhancing knowledge about sustainable and resilient water services that will meet society's future demands. Drawing from a literature review and a stakeholder workshop attended by 68 experts, it seeks to answer three research questions: (a) What are appropriate and sustainable urban water supply and sanitation policies for a society that is adopting the basic principles of a green economy? (b) What should be the role of water supply and sanitation in a green and circular economy and what are the current challenges to meeting this objective? and (c) What actions are needed in the Finnish water and sanitation services (WSS) sector to effectively meet the requirements of a green and circular economy? The results are applied to the specific case of Finland, and recommendations and conclusions for the Finnish society and its water services are presented.

### General information

Publication status: E-pub ahead of print

MoE publication type: A1 Journal article-refereed

Organisations: Civil Engineering, Finnish Environment Institute

Contributors: Laitinen, J., Antikainen, R., Hukka, J. J., Katko, T. S.

Publication date: 2019

Peer-reviewed: Yes

### Publication information

Journal: Public Works Management and Policy

ISSN (Print): 1087-724X

Ratings:

Scopus rating (2019): CiteScore 1.9 SJR 0.448 SNIP 1.183

Original language: English

ASJC Scopus subject areas: Business, Management and Accounting (miscellaneous), Sociology and Political Science, Public Administration

Keywords: green economy, sanitation, sustainable development, water services, water supply

DOIs:

10.1177/1087724X19847211

### Bibliographical note

EXT="Laitinen, Jyrki"

Source: Scopus

Source ID: 85066303562

Research output: Contribution to journal > Article > Scientific > peer-review

### What is eSports and why do people watch it?

Purpose: The purpose of this paper is to investigate why do people spectate eSports on the internet. The authors define eSports (electronic sports) as "a form of sports where the primary aspects of the sport are facilitated by electronic systems; the input of players and teams as well as the output of the eSports system are mediated by human-computer interfaces." In more practical terms, eSports refer to competitive video gaming (broadcasted on the internet).

Design/methodology/approach: The study employs the motivations scale for sports consumption which is one of the most widely applied measurement instruments for sports consumption in general. The questionnaire was designed and pre-

tested before distributing to target respondents (n=888). The reliability and validity of the instrument both met the commonly accepted guidelines. The model was assessed first by examining its measurement model and then the structural model. Findings: The results indicate that escapism, acquiring knowledge about the games being played, novelty and eSports athlete aggressiveness were found to positively predict eSport spectating frequency. Originality/value: During recent years, eSports (electronic sports) and video game streaming have become rapidly growing forms of new media in the internet driven by the growing provenance of (online) games and online broadcasting technologies. Today, hundreds of millions of people spectate eSports. The present investigation presents a large study on gratification-related determinants of why people spectate eSports on the internet. Moreover, the study proposes a definition for eSports and further discusses how eSports can be seen as a form of sports.

#### **General information**

Publication status: Published

MoE publication type: A1 Journal article-refereed

Organisations: Research group: TUT Game Lab, Pervasive Computing, Human-Centered Technology (IHTE), Gamification Group, Turun Yliopisto/Turun Biomateriaalikeskus

Contributors: Hamari, J., Sjöblom, M.

Number of pages: 22

Pages: 211-232

Publication date: 2017

Peer-reviewed: Yes

#### **Publication information**

Journal: INTERNET RESEARCH

Volume: 27

Issue number: 2

ISSN (Print): 1066-2243

Ratings:

Scopus rating (2017): CiteScore 5.9 SJR 1.645 SNIP 2.092

Original language: English

ASJC Scopus subject areas: Communication, Sociology and Political Science, Economics and Econometrics

Keywords: eSports, Games, Media consumption, Online video, Streaming, Uses and gratifications

DOIs:

10.1108/IntR-04-2016-0085

Source: Scopus

Source ID: 85016010828

Research output: [Contribution to journal](#) › [Article](#) › [Scientific](#) › [peer-review](#)

#### **What predicts esports betting? A study on consumption of video games, esports, gambling and demographic factors**

The parallel media related to sports, gaming and gambling are expanding, exemplified by the emergence of esports and game-related gambling (e.g. loot boxes, esports betting). The increasing convergence of these phenomena means it is essential to understand how they interact. Given the expanding consumer base of esports, it is important to know how individuals' backgrounds and consumption of game media may lead to esports betting. This study employs survey data (N = 1368) to investigate how demographics, alongside consumption of video games, esports and gambling can predict esports betting activity. Results reveal that both spectating esports and participation in general forms of gambling are associated with increased esports betting, no direct association was observed between the consumption of video games and esports betting. Findings suggest that while games may act as a vehicle for gambling content, highlighting the convergence of gaming and gambling, there is no intrinsic aspect which directly encourages gambling behaviours.

#### **General information**

Publication status: E-pub ahead of print

MoE publication type: A1 Journal article-refereed

Organisations: Computing Sciences, University of Nevada, Las Vegas, University of California, Los Angeles, University of Turku

Contributors: Macey, J., Abarbanel, B., Hamari, J.

Publication date: 2020

Peer-reviewed: Yes

#### **Publication information**

Journal: *New Media and Society*

ISSN (Print): 1461-4448

Original language: English

ASJC Scopus subject areas: Communication, Sociology and Political Science

Keywords: Betting, consumption, convergence, digital media, esports, gambling, gaming, MSSC, video games

DOIs:

10.1177/1461444820908510

Source: Scopus

Source ID: 85081570832

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