Dehmer, M., Emmert-Streib, F., & Grabner, M. (2014). A computational approach to construct a multivariate complete graph invariant. *Information Sciences*, *260*, 200-208. https://doi.org/10.1016/j.ins.2013.11.008

Mäkitalo, N., Aaltonen, T., Raatikainen, M., Ometov, A., Andreev, S., Koucheryavy, Y., & Mikkonen, T. (2019). Action-Oriented Programming Model: Collective Executions and Interactions in the Fog. *Journal of Systems and Software*, *157*, [110391]. https://doi.org/10.1016/j.jss.2019.110391

Zolfaghari, H., Rossi, D., & Nurmi, J. (2020). A custom processor for protocol-independent packet parsing. *Microprocessors and Microsystems*, *72*. https://doi.org/10.1016/j.micpro.2019.102910

Aytekin, C., Nikkanen, J., & Gabbouj, M. (2018). A Dataset for Camera Independent Color Constancy. *IEEE Transactions on Image Processing*, *27*(2), 530-544. https://doi.org/10.1109/TIP.2017.2764264

Vorwerk, J., Engwer, C., Pursiainen, S., & Wolters, C. H. (2017). A Mixed Finite Element Method to Solve the EEG Forward Problem. *IEEE Transactions on Medical Imaging*, *36*(4), 930-941. [7731161]. https://doi.org/10.1109/TMI.2016.2624634

Astola, J., Astola, P., Stanković, R., & Tabus, I. (2018). An algebraic approach to reducing the number of variables of incompletely defined discrete functions. *Journal of Multiple-Valued Logic and Soft Computing*, *31*(3), 239-253.

San Juan Sebastián, P., Virtanen, T., Garcia-Molla, V. M., & Vidal, A. M. (2019). Analysis of an efficient parallel implementation of active-set Newton algorithm. *Journal of Supercomputing*, *75*(3), 1298-1309. https://doi.org/10.1007/s11227-018-2423-5

Gholibeigi, M., Heijenk, G., Moltchanov, D., & Koucheryavy, Y. (2016). Analysis of a receiver-based reliable broadcast approach for vehicular networks. *Ad Hoc Networks*, *37*, 63-75. https://doi.org/10.1016/j.adhoc.2015.08.003

Efimushkina, T., Gabbouj, M., & Samuylov, K. (2015). Analytical model in discrete time for cross-layer video communication over LTE. *Automatic Control and Computer Sciences*, *48*(6), 345-357. https://doi.org/10.3103/S0146411614060029

Garcia-Fernandez, J. (2016). An Assessment of Errors and Their Reduction in Terrestrial Laser Scanner Measurements in Marmorean Surfaces. *3D Research*, *7*(1), 1-11. [2]. https://doi.org/10.1007/s13319-015-0077-0

Evreinova, T. V., Evreinov, G., & Raisamo, R. (2013). An evaluation of the virtual curvature with the StickGrip haptic device: A case study. *Universal Access in the Information Society*, *12*(2), 161-173. https://doi.org/10.1007/s10209-012-0273-0

Jylhä, H., & Hamari, J. (2019). An icon that everyone wants to click: How perceived aesthetic qualities predict app icon successfulness. *International Journal of Human Computer Studies*, *130*, 73-85. https://doi.org/10.1016/j.ijhcs.2019.04.004

Yan, S., Wirta, J., & Kämäräinen, J-K. (2020). Anthropometric clothing measurements from 3D body scans. *Machine Vision and Applications*, *31*(1-2), [7]. https://doi.org/10.1007/s00138-019-01054-4

Nogueira, I. B. R., Ribeiro, A. M., Requião, R., Pontes, K. V., Koivisto, H., Rodrigues, A. E., & Loureiro, J. M. (2018). 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. *Applied Soft Computing Journal*, *67*, 29-47. https://doi.org/10.1016/j.asoc.2018.03.001

Gallidabino, A., Pautasso, C., Mikkonen, T., Systä, K., Voutilainen, J-P., & Taivalsaari, A. (2017). Architecting liquid software. *Journal of Web Engineering*, *16*(5-6), 433-470. https://doi.org/10.26421/JWE16.5-6

Arcelli Fontana, F., Lenarduzzi, V., Roveda, R., & Taibi, D. (2019). Are architectural smells independent from code smells? An empirical study. *Journal of Systems and Software*, *154*, 139-156. https://doi.org/10.1016/j.jss.2019.04.066

Del Bianco, V., Lavazza, L., Morasca, S., & Taibi, D. (2011). A survey on open source software trustworthiness. *IEEE Software*, *28*(5), 67-75. https://doi.org/10.1109/MS.2011.93

Yviquel, H., Boutellier, J., Raulet, M., & Casseau, E. (2013). Automated design of networks of transport-triggered architecture processors using dynamic dataflow programs. *Signal Processing: Image Communication*, *28*(10), 1295-1302. https://doi.org/10.1016/j.image.2013.08.013

Hirvonen, J., & Kallio, P. (2015). Automatic image-based detection and inspection of paper fibres for grasping. *IET Computer Vision*, *9*(4), 588-594. https://doi.org/10.1049/iet-cvi.2014.0416

Räsänen, O., Seshadri, S., Karadayi, J., Riebling, E., Bunce, J., Cristia, A., ... Soderstrom, M. (2019). Automatic word count estimation from daylong child-centered recordings in various language environments using language-independent syllabification of speech. *Speech Communication*, *113*, 63-80. https://doi.org/10.1016/j.specom.2019.08.005

Heikkilä, J., Martinsuo, M., & Nenonen, S. (2018). Backshoring of production in the context of a small and open Nordic economy. *Journal of Manufacturing Technology Management*, *29*(4), 658-675. https://doi.org/10.1108/JMTM-12-2016-0178

Kumpulainen, S., & Järvelin, K. (2012). Barriers to task-based information access in molecular medicine. *JOURNAL OF THE ASSOCIATION FOR INFORMATION SCIENCE AND TECHNOLOGY*, *63*(1), 86-97. https://doi.org/10.1002/asi.21672

Hassan, S. S., Huttunen, H., Niemi, J., & Tohka, J. (2019). Bayesian receiver operating characteristic metric for linear classifiers. *Pattern Recognition Letters*, *128*, 52-59. https://doi.org/10.1016/j.patrec.2019.07.016

Li, M., Alhussein, O., Sofotasios, P. C., Muhaidat, S., Yoo, P. D., Liang, J., & Wang, A. (2020). Censor-Based Cooperative Multi-Antenna Spectrum Sensing with Imperfect Reporting Channels. *IEEE Transactions on Sustainable Computing*, *5*(1), 48-60. https://doi.org/10.1109/TSUSC.2019.2896667

Sievi-Korte, O., Beecham, S., & Richardson, I. (2019). Challenges and recommended practices for software architecting in global software development. *Information and Software Technology*, *106*, 234-253. https://doi.org/10.1016/j.infsof.2018.10.008

Ometov, A., Petrov, V., Bezzateev, S., Andreev, S., Koucheryavy, Y., & Gerla, M. (2019). Challenges of Multi-Factor Authentication for Securing Advanced IoT Applications. *IEEE Network*, *33*(2), 82-88. https://doi.org/10.1109/MNET.2019.1800240

Tohka, J., Moradi, E., Huttunen, H., Alzheimer's Disease Neuroimaging Initiative, & Alzheimer's Disease Neuroimaging Initiative 2 (2016). Comparison of Feature Selection Techniques in Machine Learning for Anatomical Brain MRI in Dementia. *Neuroinformatics*, *14*(3), 279-296. https://doi.org/10.1007/s12021-015-9292-3

Pajarinen, J., Thai, H. L., Akrour, R., Peters, J., & Neumann, G. (2019). Compatible natural gradient policy search. *Machine Learning*. https://doi.org/10.1007/s10994-019-05807-0

Belyaev, E., Codreanu, M., Juntti, M., & Egiazarian, K. (2020). Compressive sensed video recovery via iterative thresholding with random transforms. *IET Image Processing*, *14*(6), 1187-1200. https://doi.org/10.1049/iet-ipr.2019.0661

Eslahi, N., & Aghagolzadeh, A. (2016). Compressive Sensing Image Restoration Using Adaptive Curvelet Thresholding and Nonlocal Sparse Regularization. *IEEE Transactions on Image Processing*, *25*(7), 3126-3140. https://doi.org/10.1109/TIP.2016.2562563

Orelma, H. (2019). Continuum approach to high-cycle fatigue. The finite life-time case with stochastic stress history. *Vestnik Samarskogo Gosudarstvennogo Tekhnicheskogo Universiteta, Seriya Fiziko-Matematicheskie Nauki*, *23*(3), 452-463. https://doi.org/10.14498/vsgtu1705

Brumley, B. B., & Jarvinen, K. U. (2010). Conversion algorithms and implementations for koblitz curve cryptography. *IEEE Transactions on Computers*, *59*(1), 81-92. [5255226]. https://doi.org/10.1109/TC.2009.132

Cai, D., Chen, K., Qian, Y., & Kämäräinen, J-K. (2019). Convolutional low-resolution fine-grained classification. *Pattern Recognition Letters*, *119*, 166-171. https://doi.org/10.1016/j.patrec.2017.10.020

Malinen, S., & Nurkka, P. (2015). Cultural influence on online community use: A cross-cultural study on online exercise diary users of three nationalities. *International Journal of Web Based Communities*, *11*(2), 153-169. https://doi.org/10.1504/IJWBC.2015.068539

Komar, M. S. (2017). Data Rate Assessment on L2–L3 CPU Bus and Bus between CPU and RAM in Modern CPUs. *Automatic Control and Computer Sciences*, *51*(7), 701-708. https://doi.org/10.3103/S014641161707029X

Strokina, N., Matas, J., Eerola, T., Lensu, L., & Kälviäinen, H. (2016). Detection of bubbles as concentric circular arrangements. *Machine Vision and Applications*, *27*(3), 387-396. https://doi.org/10.1007/s00138-016-0749-7

Lwakatare, L. E., Kilamo, T., Karvonen, T., Sauvola, T., Heikkilä, V., Itkonen, J., ... Lassenius, C. (2019). DevOps in practice: A multiple case study of five companies. *Information and Software Technology*, *114*, 217-230. https://doi.org/10.1016/j.infsof.2019.06.010

Iosifidis, A., Tefas, A., & Pitas, I. (2014). Discriminant Bag of Words based representation for human action recognition. *Pattern Recognition Letters*, *49*, 185-192. https://doi.org/10.1016/j.patrec.2014.07.011

Pertilä, P., & Nikunen, J. (2015). Distant speech separation using predicted time-frequency masks from spatial features. *Speech Communication*, *68*, 97-106. https://doi.org/10.1016/j.specom.2015.01.006

Lenarduzzi, V., Nikkola, V., Saarimäki, N., & Taibi, D. (2020). Does code quality affect pull request acceptance? An empirical study. *Journal of Systems and Software*, *171*, [110806]. https://doi.org/10.1016/j.jss.2020.110806

Mehta, R., & Egiazarian, K. (2016). Dominant Rotated Local Binary Patterns (DRLBP) for texture classification. *Pattern Recognition Letters*, *71*, 16-22. https://doi.org/10.1016/j.patrec.2015.11.019

Iosifidis, A., Tefas, A., & Pitas, I. (2013). Dynamic action recognition based on dynemes and Extreme Learning Machine. *Pattern Recognition Letters*, *34*(15), 1890-1898. https://doi.org/10.1016/j.patrec.2012.10.019

Sharmin, S., Špakov, O., & Räihä, K. J. (2015). Dynamic text presentation in print interpreting - An eye movement study of reading behaviour. *International Journal of Human-Computer Studies*, *78*, 17-30. https://doi.org/10.1016/j.ijhcs.2015.01.010

Makni, N., Puech, P., Colin, P., Azzouzi, A., Mordon, S., & Betrouni, N. (2012). Elastic image registration for guiding focal laser ablation of prostate cancer: Preliminary results. *Computer Methods and Programs in Biomedicine*, *108*(1), 213-223. https://doi.org/10.1016/j.cmpb.2012.04.001

Venesvirta, H., Surakka, V., Gizatdinova, Y., Lylykangas, J., Špakov, O., Verho, J., ... Lekkala, J. (2016). Emotional Reactions to Point-Light Display Animations. *Interacting with Computers*, *28*(4), 521-531. https://doi.org/10.1093/iwc/iwv028

Nanni, L., Lumini, A., dos Santos, F. L. C., Paci, M., & Hyttinen, J. (2016). Ensembles of dense and dense sampling descriptors for the HEp-2 cells classification problem. *Pattern Recognition Letters*, *82*, 28-35. https://doi.org/10.1016/j.patrec.2016.01.026

Partala, T., & Kujala, S. (2016). Exploring the role of ten universal values in using products and services. *Interacting with Computers*, *28*(3), 311-331. https://doi.org/10.1093/iwc/iwv007

Valmari, A., & Vogler, W. (2018). Fair testing and stubborn sets. *International Journal on Software Tools for Technology Transfer*, 589-610. https://doi.org/10.1007/s10009-017-0481-2

M. Aref, M., Oftadeh, R., Ghabcheloo, R., & Mattila, J. (2015). Fault tolerant control architecture design for mobile manipulation in scientific facilities. *international Journal of Advanced Robotic Systems*, *12*(4). https://doi.org/10.5772/60038

Vajaranta, M., Oinonen, A., Hämäläinen, T. D., Viitamäki, V., Markunmäki, J., & Kulmala, A. (2019). Feasibility of FPGA accelerated IPsec on cloud. *Microprocessors and Microsystems*, *71*, [102861]. https://doi.org/10.1016/j.micpro.2019.102861

Raitoharju, J., Kiranyaz, S., & Gabbouj, M. (2018). Feature synthesis for image classification and retrieval via one-against-all perceptrons. *Neural Computing and Applications*, *29*(4), 943–957. https://doi.org/10.1007/s00521-016-2504-4

Farris, I., Orsino, A., Militano, L., Iera, A., & Araniti, G. (2018). Federated IoT services leveraging 5G technologies at the edge. *Ad Hoc Networks*, *68*, 58-69. https://doi.org/10.1016/j.adhoc.2017.09.002

Emmert-Streib, F., Dehmer, M., & Shi, Y. (2016). Fifty years of graph matching, network alignment and network comparison. *Information Sciences*, *346-347*, 180-197. https://doi.org/10.1016/j.ins.2016.01.074

Ali, I., Durmush, A., Suominen, O., Yli-Hietanen, J., Peltonen, S., Collin, J., & Gotchev, A. (2020). FinnForest dataset: A forest landscape for visual SLAM. *ROBOTICS AND AUTONOMOUS SYSTEMS*, *132*, [103610]. https://doi.org/10.1016/j.robot.2020.103610

Leen, G., Peltonen, J., & Kaski, S. (2012). Focused multi-task learning in a Gaussian process framework. *Machine Learning*, *89*(1-2), 157-182. https://doi.org/10.1007/s10994-012-5302-y

Foi, A., & Boracchi, G. (2016). Foveated Nonlocal Self-Similarity. *International Journal of Computer Vision*, *120*(1), 78–110. https://doi.org/10.1007/s11263-016-0898-1

Morschheuser, B., Hamari, J., Koivisto, J., & Maedche, A. (2017). Gamified crowdsourcing: Conceptualization, literature review, and future agenda. *International Journal of Human-Computer Studies*, *106*, 26-43. https://doi.org/10.1016/j.ijhcs.2017.04.005

Raitoharju, M., García-Fernández, F., Hostettler, R., Piché, R., & Särkkä, S. (2020). Gaussian mixture models for signal mapping and positioning. *Signal Processing*, *168*, [107330]. https://doi.org/10.1016/j.sigpro.2019.107330

Peltonen, J., & Kaski, S. (2011). Generative modeling for maximizing precision and recall in information visualization. *Journal of Machine Learning Research*, *15*, 579-587.

Riabchenko, E., & Kämäräinen, J-K. (2015). Generative part-based Gabor object detector. *Pattern Recognition Letters*, *68* (P1), 1-8. https://doi.org/10.1016/j.patrec.2015.08.004

Iosifidis, A., Tefas, A., & Pitas, I. (2016). Graph Embedded Extreme Learning Machine. *IEEE Transactions on Cybernetics* , *46*(1), 311 - 324. https://doi.org/10.1109/TCYB.2015.2401973

Dehmer, M., Chen, Z., Emmert-Streib, F., Shi, Y., & Tripathi, S. (2018). Graph measures with high discrimination power revisited: A random polynomial approach. *Information Sciences*, *467*, 407-414. https://doi.org/10.1016/j.ins.2018.07.072

Ivanov, S., Balasubramaniam, S., Botvich, D., & Akan, O. B. (2016). Gravity gradient routing for information delivery in fog Wireless Sensor Networks. *Ad Hoc Networks*, *46*, 61-74. https://doi.org/10.1016/j.adhoc.2016.03.011

Ellervee, P., & Nurmi, J. (2013). Guest editorial. *Microprocessors and Microsystems*, *37*(4-5), 430-431. https://doi.org/10.1016/j.micpro.2013.05.002

Morasca, S., Taibi, D., & Tosi, D. (2011). Guidelines for improving the testing process of open source software. *International Journal of Open Source Software and Processes*, *3*(2), 1-22. https://doi.org/10.4018/jossp.2011040101

Fanni, T., Li, L., Viitanen, T., Sau, C., Xie, R., Palumbo, F., ... Bhattacharyya, S. S. (2017). Hardware design methodology using lightweight dataflow and its integration with low power techniques. *Journal of Systems Architecture*, *78*, 15-29. https://doi.org/10.1016/j.sysarc.2017.06.003

Ilves, M., Gizatdinova, Y., Surakka, V., & Vankka, E. (2014). Head movement and facial expressions as game input. *Entertainment Computing*, *5*(3), 147-156. https://doi.org/10.1016/j.entcom.2014.04.005

Yu, G., Dehmer, M., Emmert-Streib, F., & Jodlbauer, H. (2019). Hermitian normalized Laplacian matrix for directed networks. *Information Sciences*, *495*, 175-184. https://doi.org/10.1016/j.ins.2019.04.049

Dehmer, M., Emmert-Streib, F., Hu, B., Shi, Y., Stefu, M., & Tripathi, S. (2017). Highly unique network descriptors based on the roots of the permanental polynomial. *Information Sciences*, *408*, 176-181. https://doi.org/10.1016/j.ins.2017.04.041

Lee, D., Wolf, M., & Bhattacharyya, S. S. (2013). High-performance and low-energy buffer mapping method for multiprocessor DSP systems. *ACM Transactions on Embedded Computing Systems*, *12*(3), [82]. https://doi.org/10.1145/2442116.2442132

Robertsén, F., Mattila, K., & Westerholm, J. (2019). High-performance SIMD implementation of the lattice-Boltzmann method on the Xeon Phi processor. *Concurrency Computation*, *31*(13), [e5072]. https://doi.org/10.1002/cpe.5072

Taibi, D., Janes, A., & Lenarduzzi, V. (2017). How developers perceive smells in source code: A replicated study. *Information and Software Technology*, *92*, 223-235. https://doi.org/10.1016/j.infsof.2017.08.008

Morschheuser, B., Hassan, L., Werder, K., & Hamari, J. (2018). How to design gamification? A method for engineering gamified software. *Information and Software Technology*, *95*, 219-237. https://doi.org/10.1016/j.infsof.2017.10.015

Voutilainen, J. P., Mattila, A. L., Systä, K., & Mikkonen, T. (2016). HTML5-based mobile agents for Web-of-Things. *Informatica*, *40*(1), 43-51.

Ponomarenko, N., Jin, L., Ieremeiev, O., Lukin, V., Egiazarian, K., Astola, J., ... Jay Kuo, C. C. (2015). Image database TID2013: Peculiarities, results and perspectives. *Signal Processing: Image Communication*, *30*, 57-77. https://doi.org/10.1016/j.image.2014.10.009

Mäkinen, S., Leppänen, M., Kilamo, T., Mattila, A-L., Laukkanen, E., Pagels, M., & Männistö, T. (2016). Improving the delivery cycle: A multiple-case study of the toolchains in Finnish software intensive enterprises. *Information and Software Technology*, *80*, 1339-1351. https://doi.org/10.1016/j.infsof.2016.09.001

Liuhanen, S., Sallisalmi, M., Pettilä, V., Oksala, N., & Tenhunen, J. (2013). Indirect measurement of the vascular endothelial glycocalyx layer thickness in human submucosal capillaries with a plug-in for ImageJ. *Computer Methods and Programs in Biomedicine*, *110*(1), 38-47. https://doi.org/10.1016/j.cmpb.2012.10.019

Kannisto, P., Hästbacka, D., & Marttinen, A. (2018). Information Exchange Architecture for Collaborative Industrial Ecosystem. *Information Systems Frontiers*, 1-16. https://doi.org/10.1007/s10796-018-9877-0

Peltonen, J., & Lin, Z. (2015). Information retrieval approach to meta-visualization. *Machine Learning*, *99*(2), 189-229. https://doi.org/10.1007/s10994-014-5464-x

Peltonen, J., & Lin, Z. (2013). Information retrieval perspective to meta-visualization. *Journal of Machine Learning Research*, *29*, 165-180.

Dang, D., & Pekkola, S. (2019). Institutional Perspectives on the Process of Enterprise Architecture Adoption. *Information Systems Frontiers*. https://doi.org/10.1007/s10796-019-09944-8

Smith, C., Crook, N., Dobnik, S., Charlton, D., Boye, J., Pulman, S., ... Cavazza, M. (2011). Interaction strategies for an affective conversational agent. *Presence: Teleoperators and Virtual Environments*, *20*(5), 395-411. https://doi.org/10.1162/PRES_a_00063

Rubel, O., Lukin, V., Abramov, S., Vozel, B., Pogrebnyak, O., & Egiazarian, K. (2018). Is Texture Denoising Efficiency Predictable? *International Journal of Pattern Recognition and Artificial Intelligence*, *32*(1), [1860005]. https://doi.org/10.1142/S0218001418600054

Iosifidis, A., Tefas, A., & Pitas, I. (2014). Kernel reference discriminant analysis. *Pattern Recognition Letters*, *49*, 85-91. https://doi.org/10.1016/j.patrec.2014.06.013

Nyländen, T., Boutellier, J., Nikunen, K., Hannuksela, J., & Silvén, O. (2014). Low-Power Reconfigurable Miniature Sensor Nodes for Condition Monitoring. *International Journal of Parallel Programming*, *43*(1), 3-23. https://doi.org/10.1007/s10766-013-0302-5

Yang, Z., Peltonen, J., & Kaski, S. (2015). Majorization-minimization for manifold embedding. *Journal of Machine Learning Research*, *38*, 1088-1097.

Hammouda, I., Koskimies, K., & Mikkonen, T. (2011). Managing concern knowledge in software systems. *INTERNATIONAL JOURNAL OF SOFTWARE ENGINEERING AND KNOWLEDGE ENGINEERING*, *21*(7), 957-987. https://doi.org/10.1142/S0218194011005566

Lin, S., Wu, J., & Bhattacharyya, S. S. (2018). Memory-Constrained vectorization and scheduling of dataflow graphs for hybrid CPU-GPU platforms. *ACM Transactions on Embedded Computing Systems*, *17*(2), [50]. https://doi.org/10.1145/3157669

Aldaya, A. C., Brumley, B. B., Sarmiento, A. J. C., & Sánchez-Solano, S. (2018). Memory Tampering Attack on Binary GCD Based Inversion Algorithms. *International Journal of Parallel Programming*, 1-20. https://doi.org/10.1007/s10766-018-0610-x

Borges, L. R., Guerrero, I., Bakic, P. R., Foi, A., Maidment, A. D. A., & Vieira, M. A. C. (2017). Method for Simulating Dose Reduction in Digital Breast Tomosynthesis. *IEEE Transactions on Medical Imaging*, *36*(11), 2331-2342. https://doi.org/10.1109/TMI.2017.2715826

van Mellaert, R., Mela, K., Tiainen, T., Heinisuo, M., Lombaert, G., & Schevenels, M. (2018). Mixed-integer linear programming approach for global discrete sizing optimization of frame structures. *Structural and Multidisciplinary Optimization*, *57*(2), 579–593. https://doi.org/10.1007/s00158-017-1770-9

Hella, L., Kuusisto, A., Meier, A., & Virtema, J. (2019). Model checking and validity in propositional and modal inclusion logics. *JOURNAL OF LOGIC AND COMPUTATION*, *29*(5), 605-630. https://doi.org/10.1093/logcom/exz008

Huttunen, H., & Tohka, J. (2015). Model selection for linear classifiers using Bayesian error estimation. *Pattern Recognition*, *48*(11), 3739-3748. https://doi.org/10.1016/j.patcog.2015.05.005

Thanh Tran, D., Gabbouj, M., & Iosifidis, A. (2017). Multilinear class-specific discriminant analysis. *Pattern Recognition Letters*, *100*, 131-136. https://doi.org/10.1016/j.patrec.2017.10.027

Turunen, M., Hakulinen, J., Ståhl, O., Gambäck, B., Hansen, P., Rodríguez Gancedo, M. C., ... Cavazza, M. (2011). Multimodal and mobile conversational Health and Fitness Companions. *Computer Speech and Language*, *25*(2), 192-209. https://doi.org/10.1016/j.csl.2010.04.004

Sohrab, F., Raitoharju, J., Iosifidis, A., & Gabbouj, M. (2020). Multimodal subspace support vector data description. *Pattern Recognition*, *110*, [107648]. https://doi.org/10.1016/j.patcog.2020.107648

Boashash, B., Aïssa-El-Bey, A., & Al-Sa'd, M. F. (2018). Multisensor Time–Frequency Signal Processing MATLAB package: An analysis tool for multichannel non-stationary data. *SoftwareX*, *8*, 53-58. https://doi.org/10.1016/j.softx.2017.12.002

Iosifidis, A., Tefas, A., & Pitas, I. (2013). Multi-view action recognition based on action volumes, fuzzy distances and cluster discriminant analysis. *Signal Processing*, *93*(6), 1445-1457. https://doi.org/10.1016/j.sigpro.2012.08.015

Yuan, J., Gao, K., Zhu, P., & Egiazarian, K. (2018). Multi-view predictive latent space learning. *Pattern Recognition Letters* . https://doi.org/10.1016/j.patrec.2018.06.022

Turunen, E. (2020). Necessary and sufficient conditions for the existence of solution of generalized fuzzy relation equations A ⇔X = B. *Information Sciences*, *536*, 351-357. https://doi.org/10.1016/j.ins.2020.05.015

Alam, M. H., Ha, J. W., & Lee, S. K. (2012). Novel approaches to crawling important pages early. *Knowledge and Information Systems*, *33*(3), 707-734. https://doi.org/10.1007/s10115-012-0535-4

Iosifidis, A., & Gabbouj, M. (2016). Nyström-based approximate kernel subspace learning. *Pattern Recognition*, 190-197. https://doi.org/10.1016/j.patcog.2016.03.018

Valmari, A. (2015). On constructibility and unconstructibility of LTS operators from other LTS operators. *Acta Informatica*, *52*(2-3), 207-234. https://doi.org/10.1007/s00236-015-0217-2

Iosifidis, A., Mygdalis, V., Tefas, A., & Pitas, I. (2016). One-Class Classification based on Extreme Learning and Geometric Class Information. *Neural Processing Letters*, 1-16. https://doi.org/10.1007/s11063-016-9541-y

Lavazza, L., Morasca, S., Taibi, D., & Tosi, D. (2012). On the definition of dynamic software measures. *International Symposium on Empirical Software Engineering and Measurement*, 39-48. https://doi.org/10.1145/2372251.2372259

Taibi, D., & Lenarduzzi, V. (2018). On the Definition of Microservice Bad Smells. *IEEE Software*, *35*(3), 56-62. https://doi.org/10.1109/MS.2018.2141031

Dehmer, M., Chen, Z., Mowshowitz, A., Jodlbauer, H., Emmert-Streib, F., Shi, Y., ... Xia, C. (2018). On the degeneracy of the Randić entropy and related graph measures. *Information Sciences*. https://doi.org/10.1016/j.ins.2018.11.011

Baldassarre, M. T., Lenarduzzi, V., Romano, S., & Saarimäki, N. (2020). On the diffuseness of technical debt items and accuracy of remediation time when using SonarQube. *Information and Software Technology*, *128*, [106377]. https://doi.org/10.1016/j.infsof.2020.106377

Iosifidis, A., Tefas, A., & Pitas, I. (2015). On the kernel Extreme Learning Machine classifier. *Pattern Recognition Letters*, *54*, 11-17. https://doi.org/10.1016/j.patrec.2014.12.003

Iosifidis, A., Tefas, A., & Pitas, I. (2013). On the optimal class representation in linear discriminant analysis. *IEEE Transactions on Neural Networks and Learning Systems* , *24*(9), 1491-1497. https://doi.org/10.1109/TNNLS.2013.2258937

Ghorbani, M., Dehmer, M., Cao, S., Feng, L., Tao, J., & Emmert-Streib, F. (2020). On the zeros of the partial Hosoya polynomial of graphs. *Information Sciences*, *524*, 199-215. https://doi.org/10.1016/j.ins.2020.03.011

Pajarinen, J., Hottinen, A., & Peltonen, J. (2014). Optimizing spatial and temporal reuse in wireless networks by decentralized partially observable markov decision processes. *IEEE Transactions on Mobile Computing*, *13*(4), 866-879. [6482133]. https://doi.org/10.1109/TMC.2013.39

Fu, J., Pertuz, S., Matas, J., & Kämäräinen, J-K. (2019). Performance analysis of single-query 6-DoF camera pose estimation in self-driving setups. *Computer Vision and Image Understanding*, *186*, 58-73. https://doi.org/10.1016/j.cviu.2019.04.009

Begishev, V. O., Sopin, E. S., Molchanov, D. A., Samouylov, A. K., Gaidamaka, Y. V., & Samouylov, K. E. (2019). Performance evaluation of bandwidth reservation for mmWave 5G NR systems. *Informatsionno-Upravliaiushchie Sistemy* , (5), 51-63. https://doi.org/10.31799/1684-8853-2019-5-51-63

Nouri, S., Rossi, D., & Nurmi, J. (2018). Power mitigation of a heterogeneous multicore architecture on FPGA/ASIC by DFS/DVFS techniques. *Microprocessors and Microsystems*, *63*, 259-268. https://doi.org/10.1016/j.micpro.2018.09.010

Syeed, M. M. M., Hammouda, I., & Systä, T. (2014). Prediction models and techniques for Open Source Software projects: A systematic literature review. *International Journal of Open Source Software and Processes*, *5*(2), 1-39. https://doi.org/10.4018/ijossp.2014040101

Aytekin, C., Iosifidis, A., & Gabbouj, M. (2018). Probabilistic saliency estimation. *Pattern Recognition*, *74*, 359-372. https://doi.org/10.1016/j.patcog.2017.09.023

Amaral, V., Norberto, B., Goulão, M., Aldinucci, M., Benkner, S., Bracciali, A., ... Visa, A. (2019). Programming languages for data-Intensive HPC applications: A systematic mapping study. *Parallel Computing*, *91*, [102584]. https://doi.org/10.1016/j.parco.2019.102584

Tran, D. T., Kiranyaz, S., Gabbouj, M., & Iosifidis, A. (Accepted/In press). PyGOP: A Python library for Generalized Operational Perceptron algorithms. *Knowledge-Based Systems.* https://doi.org/10.1016/j.knosys.2019.06.009

Heinimäki, T. J., & Elomaa, T. (2015). Quality measures for improving technology trees. *International Journal of Computer Games Technology*, *2015*, [975371]. https://doi.org/10.1155/2015/975371

Dehmer, M., Emmert-Streib, F., & Shi, Y. (2017). Quantitative Graph Theory: A new branch of graph theory and network science. *Information Sciences*, *418-419*, 575-580. https://doi.org/10.1016/j.ins.2017.08.009

Aytekin, C., Rezaeitabar, Y., Dogru, S., & Ulusoy, I. (2015). Railway fastener inspection by real-time machine vision. *IEEE Transactions on Systems, Man, and Cybernetics: Systems*, *45*(7), 1101-1107. https://doi.org/10.1109/TSMC.2014.2388435

Astola, H., Stanković, R., & Astola, J. (2018). Reduction of variables of index generation functions using linear and quadratic transformations. *Journal of Multiple-Valued Logic and Soft Computing*, *31*(3), 255-270.

Pelcat, M., Mercat, A., Desnos, K., Maggiani, L., Liu, Y., Heulot, J., ... Bhattacharyya, S. S. (2018). Reproducible Evaluation of System Efficiency with a Model of Architecture: From Theory to Practice. *IEEE Transactions on Computer-Aided Design of Integrated Circuits and Systems*, *37*(10), 2050-2063. https://doi.org/10.1109/TCAD.2017.2774822

Keskinen, T., Hakulinen, J., Turunen, M., Heimonen, T., Sand, A., Paavilainen, J., ... Raisamo, R. (2014). Schoolchildren's user experiences on a physical exercise game utilizing lighting and audio. *Entertainment Computing*, *5* (4), 475-484. https://doi.org/10.1016/j.entcom.2014.08.009

Ahmad, W., Vagharshakyan, S., Sjostrom, M., Gotchev, A., Bregovic, R., & Olsson, R. (2020). Shearlet Transform-Based Light Field Compression under Low Bitrates. *IEEE Transactions on Image Processing*, *29*, 4269-4280. https://doi.org/10.1109/TIP.2020.2969087

Hasan, M., Hossain, E., Balasubramaniam, S., & Koucheryavy, Y. (2015). Social behavior in bacterial nanonetworks: Challenges and opportunities. *IEEE Network*, *29*(1), 26-34. [7018200]. https://doi.org/10.1109/MNET.2015.7018200

Sievi-Korte, O., Richardson, I., & Beecham, S. (2019). Software architecture design in global software development: An empirical study. *Journal of Systems and Software*, *158*, [110400]. https://doi.org/10.1016/j.jss.2019.110400

Unterkalmsteiner, M., Abrahamsson, P., Wang, X. F., Nguyen-Duc, A., Shah, S., Bajwa, S. S., ... Yagüe, A. (2016). Software Startups - A Research Agenda. *e-Informatica Software Engineering Journal*, *10*(1), 89-123. https://doi.org/10.5277/e-Inf160105

Akyildiz, I. F., Wang, P., & Lin, S. C. (2016). SoftWater: Software-defined networking for next-generation underwater communication systems. *Ad Hoc Networks*, *46*. https://doi.org/10.1016/j.adhoc.2016.02.016

Lenarduzzi, V., Saarimäki, N., & Taibi, D. (2020). Some SonarQube issues have a significant but small effect on faults and changes. A large-scale empirical study. *Journal of Systems and Software*, *170*, [110750]. https://doi.org/10.1016/j.jss.2020.110750

Katkovnik, V., Ponomarenko, M., & Egiazarian, K. (2017). Sparse approximations in complex domain based on BM3D modeling. *Signal Processing*, *141*, 96-108. https://doi.org/10.1016/j.sigpro.2017.05.032

Iosifidis, A., Tefas, A., & Pitas, I. (2015). Sparse extreme learning machine classifier exploiting intrinsic graphs. *Pattern Recognition Letters*, *65*, 192-196. https://doi.org/10.1016/j.patrec.2015.07.036

Zemliachenko, A., Lukin, V., Ponomarenko, N., Egiazarian, K., & Astola, J. (2016). Still image/video frame lossy compression providing a desired visual quality. *Multidimensional Systems and Signal Processing*, *27*(3), 697-718. https://doi.org/10.1007/s11045-015-0333-8

Valmari, A. (2017). Stop it, and be stubborn! *ACM Transactions on Embedded Computing Systems*, *16*(2), [46]. https://doi.org/10.1145/3012279

Dricot, A., Jung, J., Cagnazzo, M., Pesquet, B., Dufaux, F., Kovács, P., & Adhikarla, V. K. (2015). Subjective evaluation of Super Multi-View compressed contents on high-end light-field 3D displays. *Signal Processing: Image Communication*, *39* (Part B), 369–385. https://doi.org/10.1016/j.image.2015.04.012

Keskinen, T., Heimonen, T., Turunen, M., Rajaniemi, J. P., & Kauppinen, S. (2012). SymbolChat: A flexible picture-based communication platform for users with intellectual disabilities. *Interacting with Computers*, *24*(5), 374-386. https://doi.org/10.1016/j.intcom.2012.06.003

Oftadeh, R., Aref, M. M., Ghabcheloo, R., & Mattila, J. (2014). System integration for real-time mobile manipulation. *international Journal of Advanced Robotic Systems*, *11*(1), [51]. https://doi.org/10.5772/58467

Mehta, R., & Egiazarian, K. (2016). Texture classification using dense micro-block difference. *IEEE Transactions on Image Processing*, *25*(4), 1604-1616. https://doi.org/10.1109/TIP.2016.2526898

Legaki, N. Z., Xi, N., Hamari, J., Karpouzis, K., & Assimakopoulos, V. (2020). The effect of challenge-based gamification on learning: An experiment in the context of statistics education. *International Journal of Human Computer Studies*, *144*, [102496]. https://doi.org/10.1016/j.ijhcs.2020.102496

Leppänen, M., Mäkinen, S., Pagels, M., Eloranta, V-P., Itkonen, J., Mäntylä, M. V., & Männistö, T. (2015). The highways and country roads to continuous deployment. *IEEE Software*, *32*(2), 64-72. https://doi.org/10.1109/MS.2015.50

Hyrynsalmi, S., Suominen, A., & Mäntymäki, M. (2016). The influence of developer multi-homing on competition between software ecosystems. *Journal of Systems and Software*, *111*, 119-127. https://doi.org/10.1016/j.jss.2015.08.053

Iosifidis, A., Marami, E., Tefas, A., Pitas, I., & Lyroudia, K. (2015). The MOBISERV-AIIA eating and drinking multi-view database for vision-based assisted living. *Journal of Information Hiding and Multimedia Signal Processing*, *6*(2), 254-273.

Georgiev, M., Bregovic, R., & Gotchev, A. (2018). Time-of-Flight Range Measurement in Low-sensing Environment: Noise Analysis and Complex-domain Non-local Denoising. *IEEE Transactions on Image Processing*, *27*(6). https://doi.org/10.1109/TIP.2018.2807126

Ruohonen, J., Hyrynsalmi, S., & Leppänen, V. (2015). Time series trends in software evolution. *Journal of Software: Evolution and Process*, *27*(12), 990-1015. https://doi.org/10.1002/smr.1755

Rantala, J., Salminen, K., Raisamo, R., & Surakka, V. (2013). Touch gestures in communicating emotional intention via vibrotactile stimulation. *International Journal of Human-Computer Studies*, *71*(6), 679-690. https://doi.org/10.1016/j.ijhcs.2013.02.004

Dehmer, M., Chen, Z., Emmert-Streib, F., Mowshowitz, A., Shi, Y., Tripathi, S., & Zhang, Y. (2019). Towards detecting structural branching and cyclicity in graphs: A polynomial-based approach. *Information Sciences*, *471*, 19-28. https://doi.org/10.1016/j.ins.2018.08.043

Amestoy, T., Mercat, A., Hamidouche, W., Menard, D., & Bergeron, C. (2019). Tunable VVC Frame Partitioning based on Lightweight Machine Learning. *IEEE Transactions on Image Processing*. https://doi.org/10.1109/TIP.2019.2938670

Babahajiani, P., Fan, L., Kämäräinen, J-K., & Gabbouj, M. (2017). Urban 3D segmentation and modelling from street view images and LiDAR point clouds. *Machine Vision and Applications*, *28*(7), 679–694. https://doi.org/10.1007/s00138-017-0845-3

Tsantekidis, A., Passalis, N., Tefas, A., Kanniainen, J., Gabbouj, M., & Iosifidis, A. (2020). Using Deep Learning for price prediction by exploiting stationary limit order book features. *Applied Soft Computing Journal*, *93*, [106401]. https://doi.org/10.1016/j.asoc.2020.106401

Varkoi, T., Mäkinen, T., Cameron, F., & Nevalainen, R. (2020). Validating effectiveness of safety requirements' compliance evaluation in process assessments. *Journal of Software: Evolution and Process*, *32*(3), [e2177]. https://doi.org/10.1002/smr.2177

He, Q., Rezaei, A., & Pursiainen, S. (2019). Zeffiro User Interface for Electromagnetic Brain Imaging: a GPU Accelerated FEM Tool for Forward and Inverse Computations in Matlab. *Neuroinformatics*. https://doi.org/10.1007/s12021-019-09436-9

Couceiro, M., & Lehtonen, E. (2016). On the arity gap of finite functions: Results and applications. *Journal of Multiple-Valued Logic and Soft Computing*, *27*(2-3), 193-207.

Klock, A. C. T., Gasparini, I., Pimenta, M. S., & Hamari, J. (2020). Tailored gamification: A review of literature. *International Journal of Human Computer Studies*, *144*, [102495]. https://doi.org/10.1016/j.ijhcs.2020.102495

Korhonen, H. M. E., Heikkilä, J., & Törnwall, J. M. (2001). A simulation case study of production planning and control in printed wiring board manufacturing. *Winter Simulation Conference Proceedings*, *2*, 844-847.

Suzumori, K., Hyon, S. H., Semini, C., Mattila, J., & Kanda, T. (2018). Preface: Special Issue on 'New Hydraulic Components for Tough Robots'. *Advanced Robotics*, *32*(9). https://doi.org/10.1080/01691864.2018.1466427

Iosifidis, A., Tefas, A., Pitas, I., & Gabbouj, M. (2017). Big Media Data Analysis. *Signal Processing: Image Communication* , *59*, 105-108. https://doi.org/10.1016/j.image.2017.10.004

McAllister, J., Guevorkian, D., Jeschke, H., & Sima, M. (2014). Special Issue on Embedded Computer Systems: Architectures, Modeling and Simulation. *International Journal of Parallel Programming*, *43*(1). https://doi.org/10.1007/s10766-014-0321-x

Bhattacharyya, S. S., Van Der Schaar, M., Atan, O., Tekin, C., & Sudusinghe, K. (2014). Data-driven stream mining systems for computer vision. In *Advances in Computer Vision and Pattern Recognition* (Vol. 68, pp. 249-264). (Advances in Computer Vision and Pattern Recognition; Vol. 68). SPRINGER-VERLAG LONDON LTD. https://doi.org/10.1007/978-3-319-09387-1_12

Azzari, L., Borges, L. R., & Foi, A. (2018). Modeling and estimation of signal-dependent and correlated noise. In *Denoising of Photographic Images and Video: Fundamentals, Open Challenges and New Trends* (pp. 1-36). (Advances in Computer Vision and Pattern Recognition). SPRINGER-VERLAG LONDON LTD. https://doi.org/10.1007/978-3-319-96029-6_1

Niemelä, M., Ahtinen, A., & Turunen, M. (2020). Social human-robot interaction in the wild: A workshop proposal for academic mindtrek 2020. In *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere* (pp. 168-169). ACM. https://doi.org/10.1145/3377290.3377320

Kiranyaz, S., Ince, T., Abdeljaber, O., Avci, O., & Gabbouj, M. (2019). 1-D Convolutional Neural Networks for Signal Processing Applications. In *2019 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2019 - Proceedings* (pp. 8360-8364). IEEE. https://doi.org/10.1109/ICASSP.2019.8682194

Bulling, A., Brône, G., Cheng, S., & Majaranta, P. (2012). 2nd international workshop on pervasive eye tracking and mobile eye-based interaction (PETMEI 2012): Proposal for a workshop (mini-track) at UbiComp 2012. In *UbiComp'12 - Proceedings of the 2012 ACM Conference on Ubiquitous Computing* (pp. 673-676)

Rindell, K., Hyrynsalmi, S., & Leppänen, V. (2015). A comparison of security assurance support of agile software development methods. In *Computer Systems and Technologies - 16th International Conference, CompSysTech 2015: Proceedings* (Vol. 1008, pp. 61-68). Association for Computing Machinery. https://doi.org/10.1145/2812428.2812431

Valenti, M., Squartini, S., Diment, A., Parascandolo, G., & Virtanen, T. (2017). A convolutional neural network approach for acoustic scene classification. In *2017 International Joint Conference on Neural Networks, IJCNN 2017* (pp. 1547-1554). IEEE. https://doi.org/10.1109/IJCNN.2017.7966035

Passalis, N., Tefas, A., Kanniainen, J., Gabbouj, M., & Iosifidis, A. (2020). Adaptive Normalization for Forecasting Limit Order Book Data Using Convolutional Neural Networks. In *2020 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2020 - Proceedings* (pp. 1713-1717). (ICASSP, IEEE International Conference on Acoustics, Speech and Signal Processing - Proceedings; Vol. 2020-May). IEEE. https://doi.org/10.1109/ICASSP40776.2020.9054321

Aflaki, P., Hannuksela, M. M., & Gabbouj, M. (2015). Adaptive spatial resolution selection for stereoscopic video compression with MV-HEVC: A frequency based approach. In *2014 IEEE International Symposium on Multimedia, ISM 2014, 10-12 Dec. 2014, Taichung* (pp. 267-270). The Institute of Electrical and Electronics Engineers, Inc..

https://doi.org/10.1109/ISM.2014.11

Ponomarenko, M., Miroshnichenko, O., Lukin, V., & Egiazarian, K. (2019). Additional lossless compression of JPEG images based on BPG. In *Image Processing: Algorithms and Systems XVII* (IS and T International Symposium on Electronic Imaging Science and Technology). https://doi.org/10.2352/ISSN.2470-1173.2019.11.IPAS-263

Lin, S., Liu, Y., Plishker, W., & Bhattacharyya, S. S. (2016). A design framework for mapping vectorized synchronous dataflow graphs onto CPU-GPU platforms. In *Proceedings of the 19th International Workshop on Software and Compilers for Embedded Systems, SCOPES 2016* (pp. 20-29). ACM. https://doi.org/10.1145/2906363.2906374

Wu, J., Blattner, T., Keyrouz, W., & Bhattacharyya, S. S. (2018). A design tool for high performance image processing on multicore platforms. In *Proceedings of the 2018 Design, Automation and Test in Europe Conference and Exhibition, DATE 2018* (pp. 1304-1309). IEEE. https://doi.org/10.23919/DATE.2018.8342215

Luhtala, M., Turunen, M., Hakulinen, J., & Keskinen, T. (2013). 'Aie-studio' - A pragmatist aesthetic approach for procedural sound design. In *Proceedings of the 8th Audio Mostly: A Conference on Interaction with Sound, AM 2013 - In Cooperation with ACM SIGCHI* [7] Association for Computing Machinery. https://doi.org/10.1145/2544114.2544124

Lee, K., Riggan, B. S., & Bhattacharyya, S. S. (2018). A joint target localization and classification framework for sensor networks. In *2018 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2018 - Proceedings* (Vol. 2018-April, pp. 3076-3080). [8462641] Institute of Electrical and Electronics Engineers Inc.. https://doi.org/10.1109/ICASSP.2018.8462641

Zhang, H., Kiranyaz, S., & Gabbouj, M. (2017). A k-nearest neighbor multilabel ranking algorithm with application to content-based image retrieval. In *2017 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2017 - Proceedings* (pp. 2587-2591). IEEE. https://doi.org/10.1109/ICASSP.2017.7952624

Petrov, V., Komar, M., & Koucheryavy, Y. (2013). A lightweight many-to-many authentication protocol for near field communications. In *Proceedings of the 2013 21st IEEE International Conference on Network Protocols, ICNP 2013* [6733633] IEEE COMPUTER SOCIETY PRESS. https://doi.org/10.1109/ICNP.2013.6733633

Wu, H. H., Shen, C. C., Sane, N., Plishker, W., & Bhattacharyya, S. S. (2011). A model-based schedule representation for heterogeneous mapping of dataflow graphs. In *2011 IEEE International Symposium on Parallel and Distributed Processing, Workshops and Phd Forum, IPDPSW 2011* (pp. 70-81). [6008822] https://doi.org/10.1109/IPDPS.2011.128

Rakkolainen, I., & Sand, A. (2013). A movable immaterial volumetric display. In *SIGGRAPH Asia 2013 Posters, SA 2013* [2] https://doi.org/10.1145/2542302.2542305

Mohammed, W. M., Ferrer, B. R., Martinez, J. L., Sanchis, R., Andres, B., & Agostinho, C. (2018). A multi-agent approach for processing industrial enterprise data. In *2017 International Conference on Engineering, Technology and Innovation: Engineering, Technology and Innovation Management Beyond 2020: New Challenges, New Approaches, ICE/ITMC 2017 - Proceedings* (pp. 1209-1215). IEEE. https://doi.org/10.1109/ICE.2017.8280018

Lee, K., Riggan, B. S., & Bhattacharyya, S. S. (2017). An accumulative fusion architecture for discriminating people and vehicles using acoustic and seismic signals. In *2017 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2017 - Proceedings* (pp. 2976-2980). IEEE. https://doi.org/10.1109/ICASSP.2017.7952702

Lenarduzzi, V., Sillitti, A., & Taibi, D. (2017). Analyzing Forty years of software maintenance models. In *Proceedings - 2017 IEEE/ACM 39th International Conference on Software Engineering Companion, ICSE-C 2017* [7965284] Institute of Electrical and Electronics Engineers Inc.. https://doi.org/10.1109/ICSE-C.2017.122

Katasonov, A., Lastusilta, T., Korvola, T., Saari, L., Bendas, D., Mohammed, W. M., & Lee, A. N. (2018). An approach to production scheduling optimization a case of an oil lubrication and hydraulic systems manufacturer. In *2017 International Conference on Engineering, Technology and Innovation: Engineering, Technology and Innovation Management Beyond 2020: New Challenges, New Approaches, ICE/ITMC 2017 - Proceedings* (pp. 1123-1130). IEEE. https://doi.org/10.1109/ICE.2017.8280007

Lavazza, L., Morasca, S., Taibi, D., & Tosi, D. (2012). An empirical investigation of perceived reliability of open source Java programs. In *27th Annual ACM Symposium on Applied Computing, SAC 2012* (pp. 1109-1114) https://doi.org/10.1145/2245276.2231951

Ahti, V., Hyrynsalmi, S., & Nevalainen, O. (2016). An evaluation framework for cross-platform mobile app development tools: A case analysis of adobe PhoneGap framework. In *Computer Systems and Technologies 17th International Conference, CompSysTech 2016 - Proceedings* (Vol. 1164, pp. 41-48). Association for Computing Machinery. https://doi.org/10.1145/2983468.2983484

Räihä, K. J., & Ovaska, S. (2012). An exploratory study of eye typing fundamentals: Dwell time, text entry rate, errors, and workload. In *Conference Proceedings - The 30th ACM Conference on Human Factors in Computing Systems, CHI 2012* (pp. 3001-3010) https://doi.org/10.1145/2207676.2208711

Luhtala, M., Karvonen, T., Pylväs, J., Ala-Kokko, A., Magica, R., Takeda, Y., & Turunen, M. (2015). Antroposeeni - A mixed reality game. In *ACADEMICMINDTREK 2015 - Proceedings of the 19th International Academic Mindtrek Conference* (pp. 211-213). Association for Computing Machinery, Inc. https://doi.org/10.1145/2818187.2818287

Li, X., & Zhang, B. (2020). A preliminary network analysis on steam game tags: Another way of understanding game genres. In *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 29-30, 2020, Tampere, Finland* (pp. 65-73). ACM. https://doi.org/10.1145/3377290.3377300

Taibi, D., Lenarduzzi, V., & Pahl, C. (2018). Architectural patterns for microservices: A systematic mapping study. In *CLOSER 2018 - Proceedings of the 8th International Conference on Cloud Computing and Services Science* (pp. 221-232). SCITEPRESS. https://doi.org/10.5220/0006798302210232

Lenarduzzi, V., Lomio, F., Huttunen, H., & Taibi, D. (2020). Are SonarQube Rules Inducing Bugs? In K. Kontogiannis, F. Khomh, A. Chatzigeorgiou, M-E. Fokaefs, & M. Zhou (Eds.), *SANER 2020 - Proceedings of the 2020 IEEE 27th International Conference on Software Analysis, Evolution, and Reengineering* (pp. 501-511). IEEE. https://doi.org/10.1109/SANER48275.2020.9054821

Valmari, A. (2015). A State Space Tool for Concurrent System Models Expressed In C++. In J. Nummenmaa, O. Sievi-Korte, & E. Mäkinen (Eds.), *SPLST 2015 Symposium on Programming Languages and Software Tools: Proceedings of the 14th Symposium on Programming Languages and Software Tools (SPLST'15) Tampere, Finland, Oct 9-10, 2015* (Vol. 1525, pp. 91-105). [7] (CEUR Workshop Proceedings; Vol. 1525). CEUR-WS.org.

Hosseinzadeh, S., Rauti, S., Laurén, S., Mäkelä, J. M., Holvitie, J., Hyrynsalmi, S., & Leppänen, V. (2016). A survey on aims and environments of diversification and obfuscation in software security. In *Computer Systems and Technologies 17th International Conference, CompSysTech 2016 - Proceedings* (Vol. 1164, pp. 113-120). Association for Computing Machinery. https://doi.org/10.1145/2983468.2983479

Oftadeh, R., Ghabcheloo, R., & Mattila, J. (2015). A time-optimal bounded velocity path-following controller for generic Wheeled Mobile Robots. In *2015 IEEE International Conference on Robotics and Automation (ICRA), 26-30 May 2015, Seattle, WA* (pp. 676-683). Institute of Electrical and Electronics Engineers IEEE. https://doi.org/10.1109/ICRA.2015.7139252

Heinimäki, T. J., & Elomaa, T. (2015). Augmenting Technology Trees: Automation and Tool Support. In *Proceedings of the Seventh International Conference on Virtual Worlds and Games for Serious Applications (VS-Games 2015)* (pp. 68-75). IEEE. https://doi.org/10.1109/VS-GAMES.2015.7295765

Mitchell, R., & Olsson, T. (2017). Barriers for bridging interpersonal gaps: Three inspirational design patterns for increasing collocated social interaction. In *C&T 2017 - 8th International Conference on Communities and Technologies, Conference Proceedings* (pp. 2-10). ACM. https://doi.org/10.1145/3083671.3083697

Brumley, B., & Page, D. (2011). Bit-sliced binary normal basis multiplication. In *Proceedings - 20th IEEE Symposium on Computer Arithmetic, ARITH-20* (pp. 205-212). [5992128] https://doi.org/10.1109/ARITH.2011.36

Ponomarenko, M., Gapon, N., Voronin, V., & Egiazarian, K. (2018). Blind estimation of white Gaussian noise variance in highly textured images. In *Electronic Imaging: Image Processing: Algorithms and Systems XVI* Society for Imaging Science and Technology. https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-382

Daniel, O., Raasakka, J., Peltola, P., Fröhle, M., Rivero-Rodriguez, A., Wymeersch, H., & Nurmi, J. (2016). Blind sub-Nyquist GNSS signal detection. In *2016 IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP)* (pp. 6575-6579). IEEE. https://doi.org/10.1109/ICASSP.2016.7472944

Egiazarian, K., Danielyan, A., Ponomarenkoa, N., Foia, A., Ieremeiev, O., & Lukin, V. (2017). BM3D-HVS: Content-Adaptive denoising for improved visual quality. In *Image Processing: Algorithms and Systems XV* (pp. 48-55). (Electronic Imaging). https://doi.org/10.2352/ISSN.2470-1173.2017.13.DPMI-083

Sharma, S., Srivastava, S., Sorathia, K., Hakulinen, J., Heimonen, T., Turunen, M., & Rajput, N. (2014). Body-touching: An embodied interaction technique for health information systems in developing regions. In *MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services"* (pp. 49-56). Association for Computing Machinery, Inc. https://doi.org/10.1145/2676467.2676514

Väätäjä, H., & Egglestone, P. (2012). Briefing news reporting with mobile assignments - Perceptions, needs and challenges. In *Proceedings of the ACM 2012 conference on Computer Supported Cooperative Work CSCW'12 Seattle, WA, USA, February 11-15, 2012* (pp. 485-494). (ACM Conference on Computer Supported Cooperative Work). New York, NY: ACM. https://doi.org/10.1145/2145204.2145280

Hellsten, P., & Myllärniemi, J. (2019). Business intelligence process model revisited. In J. Bernardino, A. Salgado, & J. Filipe (Eds.), *IC3K 2019 - Proceedings of the 11th International Joint Conference on Knowledge Discovery, Knowledge Engineering and Knowledge Management* (pp. 341-348). (IC3K 2019 - Proceedings of the 11th International Joint Conference on Knowledge Discovery, Knowledge Engineering and Knowledge Management; Vol. 3). SCITEPRESS.

Rakkolainen, I., Raisamo, R., Turk, M., Höllerer, T., & Palovuori, K. (2016). Casual immersive viewing with smartphones. In *AcademicMindtrek 2016 - Proceedings of the 20th International Academic Mindtrek Conference* (pp. 449-452). ACM. https://doi.org/10.1145/2994310.2994314

Myllärniemi, J., Helander, N., & Pekkola, S. (2019). Challenges in developing data-based value creation. In J. Bernardino, A. Salgado, & J. Filipe (Eds.), *IC3K 2019 - Proceedings of the 11th International Joint Conference on Knowledge Discovery, Knowledge Engineering and Knowledge Management* (pp. 370-376). (IC3K 2019 - Proceedings of the 11th International Joint Conference on Knowledge Discovery, Knowledge Engineering and Knowledge Management; Vol. 3). SCITEPRESS.

Nummenmaa, J., Marttila-Kontio, M., & Nummenmaa, T. (2013). Checking visual data flow programs with finite process models. In *13th Symposium on Programming Languages and Software Tools, SPLST 2013 - Proceedings* (pp. 245-258). University of Szeged.

Multisilta, J., Niemi, H., & Hamilton, E. (2017). Children designing videos: Tools, pedagogical models, and best practices for digital storytelling and media-making in the classroom. In *IDC 2017 - Proceedings of the 2017 ACM Conference on Interaction Design and Children* (pp. 693-696). ACM. https://doi.org/10.1145/3078072.3091982

Joutsijoki, H., Rasku, J., Haponen, M., Baldin, I., Gizatdinova, Y., Paci, M., ... Juhola, M. (2015). Classification of iPSC colony images using hierarchical strategies with support vector machines. In *IEEE SSCI 2014 - 2014 IEEE Symposium Series on Computational Intelligence - CIDM 2014: 2014 IEEE Symposium on Computational Intelligence and Data Mining, Proceedings* (pp. 86-92). [7008152] The Institute of Electrical and Electronics Engineers, Inc.. https://doi.org/10.1109/CIDM.2014.7008152

Emmert-Streib, F., Dehmert, M., & Kilian, J. (2005). Classification of large graphs by a local tree decomposition. In *Proceedings of the 2005 International Conference on Data Mining, DMIN'05* (pp. 200-207)

Iosifidis, A., & Gabbouj, M. (2017). Class-specific kernel discriminant analysis based on Cholesky decomposition. In *2017 International Joint Conference on Neural Networks, IJCNN 2017* (pp. 1141-1146). IEEE. https://doi.org/10.1109/IJCNN.2017.7965980

Jussila, J., Kukkamäki, J., & Helander, N. (2019). Co-creating digital services for citizens: Activity theory analysis. In J. Bernardino, A. Salgado, & J. Filipe (Eds.), *IC3K 2019 - Proceedings of the 11th International Joint Conference on Knowledge Discovery, Knowledge Engineering and Knowledge Management* (pp. 285-290). (IC3K 2019 - Proceedings of the 11th International Joint Conference on Knowledge Discovery, Knowledge Engineering and Knowledge Management; Vol. 3). SCITEPRESS. https://doi.org/10.5220/0008349002850290

Sabuncuoğlu, A., Erkaya, M., Buruk, O. T., & Göksun, T. (2018). Code notes: Designing a low-cost tangible coding tool for/with children. In *IDC 2018 - Proceedings of the 2018 ACM Conference on Interaction Design and Children* (pp. 644-649). ACM. https://doi.org/10.1145/3202185.3210791

Smolander, K., Rossi, M., & Pekkola, S. (2016). Collaboration change in enterprise software development. In *Proceedings - 9th International Workshop on Cooperative and Human Aspects of Software Engineering, CHASE 2016* (pp. 68-74). ACM. https://doi.org/10.1145/2897586.2897590

Silverajan, B., Luoma, J-P., Vajaranta, M., & Itäpuro, R. (2015). Collaborative cloud-based management of home networks . In *Proceedings of the 2015 IFIP/IEEE International Symposium on Integrated Network Management, IM 2015* (pp. 786-789). IEEE. https://doi.org/10.1109/INM.2015.7140376

Azzari, L., & Foi, A. (2015). Collaborative filtering based on group coordinates for smoothing and directional sharpening. In *ICASSP, IEEE International Conference on Acoustics, Speech and Signal Processing - Proceedings* (pp. 1573-1577). IEEE. https://doi.org/10.1109/ICASSP.2015.7178235

Kallioniemi, P., Heimonen, T., Turunen, M., Hakulinen, J., Keskinen, T., Pihkala-Posti, L., ... Raisamo, R. (2015). Collaborative navigation in virtual worlds: How gender and game experience influence user behavior. In *Proceedings - VRST 2015: 21st ACM Symposium on Virtual Reality Software and Technology* (Vol. 13-15-November-2015, pp. 173-182). Association for Computing Machinery. https://doi.org/10.1145/2821592.2821610

Suonsyrjä, S., Systä, K., Mikkonen, T., & Terho, H. (2016). Collecting usage data for software development: Selection framework for technological approaches. In *Proceedings - SEKE 2016: 28th International Conference on Software Engineering and Knowledge Engineering* (pp. 114-119). Knowledge Systems Institute Graduate School. https://doi.org/10.18293/SEKE2016-186

Beheshtian, N., Kaipainen, K., Kähkönen, K., & Ahtinen, A. (2020). Color game: A collaborative social robotic game for icebreaking; Towards the design of robotic ambiences as part of smart building services. In *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere* (pp. 10-19). ACM. https://doi.org/10.1145/3377290.3377292

Voronin, V., Semenishchev, E., Ponomarenko, M., & Agaian, S. (2018). Combined local and global image enhancement algorithm. In *Electronic Imaging: Image Processing: Algorithms and Systems XVI* Society for Imaging Science and Technology. https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-220

Ieremeiev, O., Lukin, V., Ponomarenko, N., & Egiazarian, K. (2019). Combined no-reference IQA metric and its performance analysis. In *Image Processing: Algorithms and Systems XVII* (IS and T International Symposium on Electronic Imaging Science and Technology). https://doi.org/10.2352/ISSN.2470-1173.2019.11.IPAS-260

Taibi, D., Lenarduzzi, V., Ahmad, M. O., & Liukkunen, K. (2017). Comparing communication effort within the scrum, scrum with Kanban, XP, and Banana development processes. In *Proceedings of the 21st International Conference on Evaluation and Assessment in Software Engineering, EASE 2017* (Vol. Part F128635, pp. 258-263). Association for Computing Machinery. https://doi.org/10.1145/3084226.3084270

Taivalsaari, A., Mikkonen, T., Pautasso, C., & Systä, K. (2017). Comparing the Built-In Application Architecture Models in the Web Browser. In *2017 IEEE International Conference on Software Architecture (ICSA)* (pp. 51-54). [7930198] IEEE. https://doi.org/10.1109/ICSA.2017.23

Špakov, O. (2011). Comparison of gaze-to-objects mapping algorithms. In *Proceedings of the 1st Conference on Novel Gaze-Controlled Applications, NGCA'11* [6] https://doi.org/10.1145/1983302.1983308

Leinonen, J., Leppänen, L., Ihantola, P., & Hellas, A. (2017). Comparison of time metrics in programming. In *ICER 2017 - Proceedings of the 2017 ACM Conference on International Computing Education Research* (pp. 200-208). ACM. https://doi.org/10.1145/3105726.3106181

Gizatdinova, Y., Špakov, O., & Surakka, V. (2012). Comparison of video-based pointing and selection techniques for hands-free text entry. In *Proceedings of the Working Conference on Advanced Visual Interfaces, AVI 2012* (pp. 132-139) https://doi.org/10.1145/2254556.2254582

Miroshnichenko, O., Ponomarenko, M., Lukin, V., & Egiazarian, K. (2018). Compression of signs of DCT coefficients for additional lossless compression of JPEG images. In *Electronic Imaging: Image Processing: Algorithms and Systems XVI* Society for Imaging Science and Technology. https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-385

Cho, I., Shen, C. C., Tachwali, Y., Hsu, C. J., & Bhattacharyya, S. S. (2013). Configurable, resource-optimized FFT architecture for OFDM communication. In *2013 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2013 - Proceedings* (pp. 2746-2750). [6638156] https://doi.org/10.1109/ICASSP.2013.6638156

Mohammed, W. M., Ferrer, B. R., Jose, L., Lastra, M., Aleixo, D., & Agostinho, C. (2018). Configuring and visualizing the data resources in a cloud-based data collection framework. In *2017 International Conference on Engineering, Technology and Innovation: Engineering, Technology and Innovation Management Beyond 2020: New Challenges, New Approaches, ICE/ITMC 2017 - Proceedings* (pp. 1201-1208). IEEE. https://doi.org/10.1109/ICE.2017.8280017

Martin, B., Isokoski, P., Karmann, G., & Rollinger, T. (2012). Continuous Edgewrite: Dictionary-based disambiguation instead of explicit segmentation by the user. In *Proceedings of the Working Conference on Advanced Visual Interfaces, AVI 2012* (pp. 357-364) https://doi.org/10.1145/2254556.2254625

Mouaffo, A., Taibi, D., & Jamboti, K. (2014). Controlled experiments comparing fault-tree-based safety analysis techniques . In *18th International Conference on Evaluation and Assessment in Software Engineering, EASE 2014* [a46] Association for Computing Machinery (ACM). https://doi.org/10.1145/2601248.2601255

Sahin, E., Vagharshakyan, S., Bregovic, R., Lee, G., & Gotchev, A. (2018). Conversion of sparsely-captured light field into alias-free fullparallax multiview content. In *Electronic Imaging: Stereoscopic Displays and Applications XXIX* (pp. 1441-1445). Society for Imaging Science and Technology. https://doi.org/10.2352/ISSN.2470-1173.2018.04.SDA-144

Nogues, E., Mercat, A., Arrestier, F., Pelcat, M., & Menard, D. (2019). Convex Energy Optimization of Streaming Applications for MPSoCs. In *2019 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2019 - Proceedings* (pp. 1557-1561). IEEE. https://doi.org/10.1109/ICASSP.2019.8682317

Mäkitalo, N., Aaltonen, T., & Mikkonen, T. (2016). Coordinating proactive social devices in a mobile cloud: Lessons learned and a way forward. In *MOBILESoft '16 Proceedings of the International Conference on Mobile Software Engineering and Systems* (pp. 179-188). ACM. https://doi.org/10.1145/2897073.2897079

Nummenmaa, J., & Nummenmaa, T. (2011). Database-driven tool support for DisCo executable specifications. In *SPLST'11 - Proceedings 12th Symposium on Programming Languages and Software Tools* (pp. 44-54)

Aytekin, C., Nikkanen, J., & Gabbouj, M. (2018). Deep multiresolution color constancy. In *2017 IEEE International Conference on Image Processing, ICIP 2017 - Proceedings* (pp. 3735-3739). IEEE COMPUTER SOCIETY PRESS. https://doi.org/10.1109/ICIP.2017.8296980

Battisti, F., Carli, M., De Paola, E., & Egiazarian, K. (2018). Deep p-Fibonacci scattering networks. In *Electronic Imaging: Image Processing: Algorithms and Systems XVI* Society for Imaging Science and Technology. https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-193

Zarkias, K. S., Passalis, N., Tsantekidis, A., & Tefas, A. (2019). Deep Reinforcement Learning for Financial Trading Using Price Trailing. In *2019 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2019 - Proceedings* (pp. 3067-3071). IEEE. https://doi.org/10.1109/ICASSP.2019.8683161

Passalis, N., Tefas, A., Kanniainen, J., Gabbouj, M., & Iosifidis, A. (2019). Deep Temporal Logistic Bag-of-features for Forecasting High Frequency Limit Order Book Time Series. In *2019 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2019 - Proceedings* (pp. 7545-7549). IEEE. https://doi.org/10.1109/ICASSP.2019.8682297

Korkeila, H., Koivisto, J., & Hamari, J. (2020). Demographic differences in accumulated types of capital in massively multiplayer online role-playing games. In *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere* (pp. 74-82). ACM. https://doi.org/10.1145/3377290.3377302

Kristensson, P. O., Clawson, J., Dunlop, M., Isokoski, P., Roark, B., Vertanen, K., ... Wobbrock, J. (2012). Designing and evaluating text entry methods. In *Extended Abstracts - The 30th ACM Conference on Human Factors in Computing Systems, CHI 2012* (pp. 2747-2750) https://doi.org/10.1145/2212776.2212711

Suonsyrjä, S., & Mikkonen, T. (2015). Designing an Unobtrusive Analytics Framework for Monitoring Java Applications. In A. Kobyliński , B. Czarnacka-Chrobot, & J. Świerczek (Eds.), *Software Measurement: 25th International Workshop on Software Measurement and 10th International Conference on Software Process and Product Measurement, IWSM-Mensura 2015, Kraków, Poland, October 5–7, 2015, Proceedings* (Vol. 230, pp. 160-175). (Lecture Notes in Business Information Processing). Springer International Publishing. https://doi.org/10.1007/978-3-319-24285-9_11

Obaid, M., Kaipainen, K., Ocnarescu, I., & Ahtinen, A. (2018). Designing for experiences with socially interactive robots. In *NordiCHI 2018: Revisiting the Life Cycle - Proceedings of the 10th Nordic Conference on Human-Computer Interaction* (pp. 948-951). ACM. https://doi.org/10.1145/3240167.3240257

Lylykangas, J., Surakka, V., Salminen, K., Raisamo, J., Laitinen, P., Rönning, K., & Raisamo, R. (2011). Designing tactile feedback for piezo buttons. In *CHI 2011 - 29th Annual CHI Conference on Human Factors in Computing Systems, Conference Proceedings and Extended Abstracts* (pp. 3281-3284) https://doi.org/10.1145/1978942.1979428

Diment, A., Fagerlund, E., Benfield, A., & Virtanen, T. (2019). Detection of Typical Pronunciation Errors in Non-native English Speech Using Convolutional Recurrent Neural Networks. In *2019 International Joint Conference on Neural Networks, IJCNN 2019* IEEE. https://doi.org/10.1109/IJCNN.2019.8851963

Farooq, A., Evreinov, G., Raisamo, R., Mäkinen, E., Nukarinen, T., & Majeed, A. A. (2014). Developing novel multimodal interaction techniques for touchscreen in-vehicle infotainment systems. In *ICOSST 2014 - 2014 International Conference on Open Source Systems and Technologies, Proceedings* (pp. 32-42). [7029317] Institute of Electrical and Electronics Engineers Inc.. https://doi.org/10.1109/ICOSST.2014.7029317

Laukkarinen, T., Kuusinen, K., & Mikkonen, T. (2017). DevOps in regulated software development: Case medical devices. In *Proceedings - 2017 IEEE/ACM 39th International Conference on Software Engineering: New Ideas and Emerging Results Track, ICSE-NIER 2017* (pp. 15-18). IEEE. https://doi.org/10.1109/ICSE-NIER.2017.20

Paladi, N., Michalas, A., & Gehrmann, C. (2014). Domain based storage protection with secure access control for the cloud. In *SCC 2014 - Proceedings of the 2nd International Workshop on Security in Cloud Computing* (pp. 35-42). Association for Computing Machinery. https://doi.org/10.1145/2600075.2600082

Ilvonen, V., Ihantola, P., & Mikkonen, T. (2016). Dynamic software updating techniques in practice and Educator's guides: A review. In *2016 IEEE 29th International Conference on Software Engineering Education and Training (CSEET)* (pp. 86-90). IEEE. https://doi.org/10.1109/CSEET.2016.16

Luhtala, M., Heimonen, T., Mäkelä, V., Keskinen, T., Turunen, M., & Saarinen, S. (2014). DYNAMO sound engine - Exploring the aesthetics of dynamic sound interactions. In *MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services"* (pp. 159-166). Association for Computing Machinery, Inc. https://doi.org/10.1145/2676467.2676522

Nukarinen, T., Raisamo, R., Farooq, A., Evreinov, G., & Surakka, V. (2014). Effects of directional haptic and non-speech audio cues in a cognitively demanding navigation task. In *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational* (pp. 61-64). Association for Computing Machinery, Inc. https://doi.org/10.1145/2639189.2639231

Bahrudeen, M. N. M., Startceva, S., & Ribeiro, A. S. (2017). Effects of extrinsic noise are promoter kinetics dependent. In *Proceedings of the 2017 9th International Conference on Bioinformatics and Biomedical Technology, ICBBT 2017* (pp. 44-47). ACM. https://doi.org/10.1145/3093293.3093295

Käki, K., Špakov, O., Majaranta, P., & Kangas, J. (2014). Effects of haptic feedback on gaze based auto scrolling. In *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational* (pp. 947-950). Association for Computing Machinery, Inc. https://doi.org/10.1145/2639189.2670247

Saketi, P., Wangyang, P., Li, H., Wang, Q., & Kallio, P. (2015). Electroplated nickel microspring and low-friction precision linear slider: A novel micro-force sensing tool. In *2015 IEEE International Conference on Robotics and Automation (ICRA), 26-30 May 2015,Seattle, WA* (pp. 2679-2684) https://doi.org/10.1109/ICRA.2015.7139561

Franssila, H., Okkonen, J., & Savolainen, R. (2014). Email intensity, productivity and control in the knowledge worker's performance on the desktop. In *MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services"* (pp. 19-22). Association for Computing Machinery, Inc. https://doi.org/10.1145/2676467.2676513

Silverajan, B., & Vistiaho, P. (2019). Enabling cybersecurity incident reporting and coordinated handling for maritime sector. In *2019 14th Asia Joint Conference on Information Security, AsiaJCIS 2019* (pp. 88-95). IEEE. https://doi.org/10.1109/AsiaJCIS.2019.000-1

Cakir, E., & Virtanen, T. (2018). End-to-End Polyphonic Sound Event Detection Using Convolutional Recurrent Neural Networks with Learned Time-Frequency Representation Input. In *2018 International Joint Conference on Neural Networks, IJCNN 2018 - Proceedings* [8489470] IEEE. https://doi.org/10.1109/IJCNN.2018.8489470

Špakov, O., & Majaranta, P. (2012). Enhanced gaze interaction using simple head gestures. In *UbiComp'12 - Proceedings of the 2012 ACM Conference on Ubiquitous Computing* (pp. 705-710)

Iosifidis, A., Tefas, A., & Pitas, I. (2015). Enhancing class discrimination in Kernel Discriminant Analysis. In *ICASSP, IEEE International Conference on Acoustics, Speech and Signal Processing - Proceedings* (pp. 1926-1930). [7178306] The Institute of Electrical and Electronics Engineers, Inc.. https://doi.org/10.1109/ICASSP.2015.7178306

Lenarduzzi, V., Morasca, S., & Taibi, D. (2014). Estimating software development effort based on phases. In *Proceedings - 40th Euromicro Conference Series on Software Engineering and Advanced Applications, SEAA 2014* (pp. 305-308). Institute of Electrical and Electronics Engineers Inc.. https://doi.org/10.1109/SEAA.2014.54

Nikunen, J., & Virtanen, T. (2018). Estimation of time-varying room impulse responses of multiple sound sources from observed mixture and isolated source signals. In *2018 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2018 - Proceedings* (Vol. 2018-April, pp. 421-425). [8462535] (Proceedings of the IEEE International Conference on Acoustics, Speech, and Signal Processing). Institute of Electrical and Electronics Engineers Inc.. https://doi.org/10.1109/ICASSP.2018.8462535

Tretter, A., Boutellier, J., Guthrie, J., Schor, L., & Thiele, L. (2015). Executing dataflow actors as kahn processes. In *2015 Proceedings of the International Conference on Embedded Software, EMSOFT 2015* (pp. 105-114). [7318265] Institute of Electrical and Electronics Engineers Inc.. https://doi.org/10.1109/EMSOFT.2015.7318265

Baby, D., Gemmeke, J. F., Virtanen, T., & Van Hamme, H. (2015). Exemplar-based speech enhancement for deep neural network based automatic speech recognition. In *ICASSP, IEEE International Conference on Acoustics, Speech and Signal Processing - Proceedings* (pp. 4485-4489). The Institute of Electrical and Electronics Engineers, Inc.. https://doi.org/10.1109/ICASSP.2015.7178819

Mygdalis, V., Iosifidis, A., Tefas, A., & Pitas, I. (2015). Exploiting subclass information in one-class support vector machine for video summarization. In *ICASSP, IEEE International Conference on Acoustics, Speech and Signal Processing - Proceedings* (Vol. 2015-August, pp. 2259-2263). The Institute of Electrical and Electronics Engineers, Inc.. https://doi.org/10.1109/ICASSP.2015.7178373

Sariola, R. (2018). Exploiting suppliers' potential in construction innovations. In *2017 International Conference on Engineering, Technology and Innovation: Engineering, Technology and Innovation Management Beyond 2020: New Challenges, New Approaches, ICE/ITMC 2017 - Proceedings* (pp. 678-684). IEEE. https://doi.org/10.1109/ICE.2017.8279950

Houbre, Q., Angleraud, A., & Pieters, R. (2020). Exploration and exploitation of sensorimotor contingencies for a cognitive embodied agent. In A. Rocha, L. Steels, & J. van den Herik (Eds.), *ICAART 2020 - Proceedings of the 12th International Conference on Agents and Artificial Intelligence* (Vol. 2, pp. 546-554). SCITEPRESS. https://doi.org/10.5220/0008951205460554

Ruohonen, J., Hyrynsalmi, S., & Leppänen, V. (2015). Exploring the Stability of Software with Time-Series Cross-Sectional Data. In *Proceedings - 2nd International Workshop on Software Architecture and Metrics, SAM 2015* (pp. 41-47). Institute of Electrical and Electronics Engineers Inc.. https://doi.org/10.1109/SAM.2015.13

Ruohonen, J., Hyrynsalmi, S., & Leppänen, V. (2016). Exploring the use of deprecated PHP releases in the wild internet: Still a LAMP issue? In *6th International Conference on Web Intelligence, Mining and Semantics, WIMS 2016* [26] Association for Computing Machinery. https://doi.org/10.1145/2912845.2912851

Gizatdinova, Y., Surakka, V., Zhao, G., Mäkinen, E., & Raisamo, R. (2011). Facial expression classification based on local spatiotemporal edge and texture descriptors. In *Selected Papers from the Proceedings of the 7th International Conference on Methods and Techniques in Behavioral Research - Digital Edition, MB'10* [21] https://doi.org/10.1145/1931344.1931365

Mitchell, R., & Olsson, T. (2019). Facilitating the first move: Exploring inspirational design patterns for aiding initiation of social encounters. In H. Tellioglu, & F. Cech (Eds.), *C&T 2019 - 9th International Conference on Communities and Technologies, Conference Proceedings* (pp. 283-294). ACM. https://doi.org/10.1145/3328320.3328396

Sharifzadeh, S., Tata, J., & Tan, B. (2019). Farm detection based on deep convolutional neural nets and semi-supervised green texture detection using VIS-NIR satellite image. In S. Hammoudi, C. Quix, & J. Bernardino (Eds.), *DATA 2019 - Proceedings of the 8th International Conference on Data Science, Technology and Applications* (pp. 100-108). SCITEPRESS. https://doi.org/10.5220/0007954901000108

Heikkinen, A., Pääkkönen, P., Viitanen, M., Vanne, J., Riikonen, T., & Bakanoglu, K. (2018). Fast and easy live video service setup using lightweight virtualization. In *Proceedings of the 9th ACM Multimedia Systems Conference, MMSys 2018* (pp. 487-489). ACM. https://doi.org/10.1145/3204949.3208112

Lampinen, S., Niemi, J., & Mattila, J. (2020). Flow-bounded trajectory-scaling algorithm for hydraulic robotic manipulators. In *2020 IEEE/ASME International Conference on Advanced Intelligent Mechatronics, AIM 2020* (pp. 619-624). (IEEE/ASME International Conference on Advanced Intelligent Mechatronics, AIM). IEEE. https://doi.org/10.1109/AIM43001.2020.9158851

Hokkanen, L., Xu, Y., & Väänänen, K. (2016). Focusing on user experience and business models in startups: Investigation of two-dimensional value creation. In *AcademicMindtrek 2016 - Proceedings of the 20th International Academic Mindtrek Conference* (pp. 59-67). ACM. https://doi.org/10.1145/2994310.2994371

Leppänen, M., & Hokkanen, L. (2015). Four patterns for internal startups. In *Proceedings of the 20th European Conference on Pattern Languages of Programs, EuroPLoP 2015* [a5] ACM. https://doi.org/10.1145/2855321.2855327

Hamari, J., & Eranti, V. (2011). Framework for designing and evaluating game achievements. In *Proceedings of DiGRA 2011 Conference: Think Design Play*

Kiili, K. (2017). From theories to game mechanics: Developing a game for training rational numbers. In *Proceedings of the 11th European Conference on Games Based Learning, ECGBL 2017* (pp. 328-334). Academic Conferences and Publishing International Limited.

Cui, Y., Kangas, J., Holm, J., & Grassel, G. (2013). Front-camera video recordings as emotion responses to mobile photos shared within close-knit groups. In *CHI 2013: Changing Perspectives, Conference Proceedings - The 31st Annual CHI Conference on Human Factors in Computing Systems* (pp. 981-990) https://doi.org/10.1145/2470654.2466125

Mineraud, J., Donnelly, W., Balasubramaniam, S., & Kangasharju, J. (2012). FS-PGBR: A scalable and delay sensitive cloud routing protocol. In *Proceedings of the ACM SIGCOMM 2012 and Best Papers of the Co-located Workshops* (4 ed., Vol. 42, pp. 301-302) https://doi.org/10.1145/2377677.2377741

Ieremeiev, O., Lukin, V., Ponomarenko, N., & Egiazarian, K. (2017). Full-reference metrics multidistortional analysis. In *Image Processing: Algorithms and Systems XV* (pp. 27-35). (Electronic Imaging). https://doi.org/10.2352/ISSN.2470-1173.2017.13.IPAS-202

Lu, C., Peltonen, J., & Nummenmaa, T. (2019). Game postmortems vs. developer Reddit AMAs: Computational analysis of developer communication. In F. Khosmood, J. Pirker, T. Apperley, & S. Deterding (Eds.), *Proceedings of the 14th International Conference on the Foundations of Digital Games, FDG 2019* [22] ACM. https://doi.org/10.1145/3337722.3337727

Salmela, J. M., Thanisch, P., Sotamaa, O., & Niemi, T. (2014). Games and energy: Profiling power usage during play. In *MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services"* (pp. 192-199). Association for Computing Machinery, Inc. https://doi.org/10.1145/2676467.2676488

Räihä, K. J., & Sharmin, S. (2014). Gaze-contingent scrolling and reading patterns. In *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational* (pp. 65-68). Association for Computing Machinery, Inc. https://doi.org/10.1145/2639189.2639242

Kangas, J., Akkil, D., Rantala, J., Isokoski, P., Majaranta, P., & Raisamo, R. (2014). Gaze gestures and haptic feedback in mobile devices. In *CHI 2014: One of a CHInd - Conference Proceedings, 32nd Annual ACM Conference on Human Factors in Computing Systems* (pp. 435-438). Association for Computing Machinery. https://doi.org/10.1145/2556288.2557040

Kiranyaz, S., Ince, T., Iosifidis, A., & Gabbouj, M. (2017). Generalized model of biological neural networks: Progressive operational perceptrons. In *2017 International Joint Conference on Neural Networks, IJCNN 2017* (pp. 2477-2485). IEEE. https://doi.org/10.1109/IJCNN.2017.7966157

Fuccella, V., Isokoski, P., & Martin, B. (2013). Gestures and widgets: Performance in text editing on multi-touch capable mobile devices. In *CHI 2013: Changing Perspectives, Conference Proceedings - The 31st Annual CHI Conference on Human Factors in Computing Systems* (pp. 2785-2794) https://doi.org/10.1145/2470654.2481385

Akkil, D., Kangas, J., Rantala, J., Isokoski, P., Špakov, O., & Raisamo, R. (2015). Glance awareness and gaze interaction in smartwatches. In *CHI 2015 - Extended Abstracts Publication of the 33rd Annual CHI Conference on Human Factors in Computing Systems: Crossings* (Vol. 18, pp. 1271-1276). Association for Computing Machinery. https://doi.org/10.1145/2702613.2732816

Rantala, J., Isokoski, P., Kangas, J., Raisamo, R., & Akkil, D. (2014). Glasses with haptic feedback of gaze gestures. In *CHI EA 2014: One of a ChiNd - Extended Abstracts, 32nd Annual ACM Conference on Human Factors in Computing Systems* (pp. 1597-1602). Association for Computing Machinery. https://doi.org/10.1145/2559206.2581163

Kultima, A., Nummenmaa, T., Tyni, H., Alha, K., & Mayra, F. (2014). Goofy Mus, grumpy Mur and dirty Muf: Talking playful seats with personalities. In *ACE 2014 - 11th Advances in Computer Entertainment Technology Conference, Workshops Proceedings* (Vol. 11-14-November-2014). [a9] Association for Computing Machinery. https://doi.org/10.1145/2693787.2693790

Varsaluoma, J., Väätäjä, H., Heimonen, T., Tiitinen, K., Hakulinen, J., Turunen, M., & Nieminen, H. (2018). Guidelines for development and evaluation of usage data analytics tools for human-machine interactions with industrial manufacturing systems. In *Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference* (pp. 172-181). ACM. https://doi.org/10.1145/3275116.3275138

Rantala, J., Kangas, J., Isokoski, P., Akkil, D., Špakov, O., & Raisamo, R. (2015). Haptic feedback of gaze gestures with glasses: Localization accuracy and effectiveness. In *UbiComp and ISWC 2015 - Proceedings of the 2015 ACM International Joint Conference on Pervasive and Ubiquitous Computing and the Proceedings of the 2015 ACM International Symposium on Wearable Computers* (pp. 855-862). Association for Computing Machinery, Inc. https://doi.org/10.1145/2800835.2804334

Farooq, A., Evreinov, G., Raisamo, R., & Majeed, A. A. (2014). Haptic user interface enhancement system for touchscreen based interaction: A novel system for multimodal interaction with touchscreen interfaces. In *ICOSST 2014 - 2014 International Conference on Open Source Systems and Technologies, Proceedings* (pp. 25-31). [7029316] Institute of Electrical and Electronics Engineers Inc.. https://doi.org/10.1109/ICOSST.2014.7029316

Mamykina, L., Bardram, J. E., Korhonen, I., Mynatt, E., & Pratt, W. (2004). HCI and homecare: Connecting families and clinicians. In *Conference on Human Factors in Computing Systems - Proceedings* (pp. 1715-1716) https://doi.org/10.1145/985921.986197

Heimbirger, A., Isomottonen, V., Nieminen, P., & Keto, H. (2019). How do academics experience use of recorded audio feedback in higher education? A thematic analysis. In *Frontiers in Education: Fostering Innovation Through Diversity, FIE 2018 - Conference Proceedings* [8658635] (Proceedings - Frontiers in Education Conference). IEEE. https://doi.org/10.1109/FIE.2018.8658635

Ihantola, P., Helminen, J., & Karavirta, V. (2013). How to study programming on mobile touch devices - Interactive Python code exercises. In *Proceedings - 13th Koli Calling International Conference on Computing Education Research, Koli Calling 2013* (pp. 51-58) https://doi.org/10.1145/2526968.2526974

Pirhonen, A., Parviainen, J., Tuuri, K., Turunen, M., & Heimonen, T. (2014). Human-technology choreographies: Re-thinking body, movement and space in interaction design. In *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational* (pp. 841-844). Association for Computing Machinery, Inc. https://doi.org/10.1145/2639189.2654843

Kelling, C., Karhu, J., Kauhanen, O., Turunen, M., Väätäjä, H., & Lindqvist, V. (2018). Implications of audio and narration in the user experience design of virtual reality. In *Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference* (pp. 258-261). ACM. https://doi.org/10.1145/3275116.3275153

Korpi, D., Riihonen, T., & Valkama, M. (2017). Inband full-duplex radio access system with self-backhauling: Transmit power minimization under QOS requirements. In *2017 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2017 - Proceedings* (pp. 6558-6562). IEEE. https://doi.org/10.1109/ICASSP.2017.7953420

Jarusriboonchai, P., Malapaschas, A., Olsson, T., & Väänänen, K. (2016). Increasing collocated people's awareness of the mobile user's activities: A field trial of social displays. In *CSCW '16 - Proceedings of the 19th ACM Conference on Computer-Supported Cooperative Work & Social Computing* (pp. 1691-1702). ACM. https://doi.org/10.1145/2818048.2819990

Hästbacka, D., Kannisto, P., & Vilkko, M. (2018). Information models and information exchange in plant-wide monitoring and control of industrial processes. In *Proceedings of the 10th International Joint Conference on Knowledge Discovery, Knowledge Engineering and Knowledge Management - Volume 3: KMIS: September 18-20, 2018, Seville, Spain* (pp. 216-222). SCITEPRESS. https://doi.org/10.5220/0006960602160222

Mäkelä, V., Heimonen, T., Luhtala, M., & Turunen, M. (2014). Information wall: Evaluation of a gesture-controlled public display. In *ACE 2014 - 11th Advances in Computer Entertainment Technology Conference, Proceedings* (Vol. 2014-November, pp. 228-231). Association for Computing Machinery. https://doi.org/10.1145/2677972.2677998

Kim, S., Kawahara, Y., & Tentzeris, M. M. (2012). Inkjet-printed monopole antennas for enhanced-range WBAN and wearable biomonitoring application. In *MobileHealth'12 - Proceedings of the 2nd ACM International Workshop on Pervasive Wireless Healthcare* (pp. 33-38) https://doi.org/10.1145/2248341.2248355

Jokiniemi, S., Myllärniemi, J., Poranen, T., & Vuorenmaa, M. (2020). Innovation challenges as a novel multidisciplinary learning platform. In *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere* (pp. 145-148). ACM. https://doi.org/10.1145/3377290.3377311

Vafaei, A., Aref, M. M., & Taghirad, H. D. (2010). Integrated controller for an over-constrained cable driven parallel manipulator: KNTU CDRPM. In *Proceedings - IEEE International Conference on Robotics and Automation* (pp. 650-655). [5509991] https://doi.org/10.1109/ROBOT.2010.5509991

Ruotsalo, T., Peltonen, J., Eugster, M. J. A., Glowacka, D., Reijonen, A., Jacucci, G., ... Kaski, S. (2014). IntentRadar: Search user interface that anticipates user's search intents. In *CHI EA 2014: One of a ChiNd - Extended Abstracts, 32nd Annual ACM Conference on Human Factors in Computing Systems* (pp. 455-458). Association for Computing Machinery. https://doi.org/10.1145/2559206.2574807

Andolina, S., Klouche, K., Peltonen, J., Hoque, M., Ruotsalo, T., Cabral, D., ... Jacucci, G. (2015). Intentstreams: Smart parallel search streams for branching exploratory search. In *IUI 2015 - Proceedings of the 20th ACM International Conference on Intelligent User Interfaces* (Vol. 2015-January, pp. 300-305). Association for Computing Machinery. https://doi.org/10.1145/2678025.2701401

Skenderi, E., Olshannikova, E., Olsson, T., Huhtamäki, J., Koivunen, S., Yao, P., & Huttunen, H. (2019). Investigation of egocentric social structures for diversity-enhancing followee recommendations. In *ACM UMAP 2019 Adjunct - Adjunct Publication of the 27th Conference on User Modeling, Adaptation and Personalization* (pp. 257-261). ACM. https://doi.org/10.1145/3314183.3323460

Frimpong, E., & Michalas, A. (2020). IoT-CryptoDiet: Implementing a lightweight cryptographic library based on ecdh and ecdsa for the development of secure and rivacy-preserving protocols in contiki-ng. In G. Wills, P. Kacsuk, & V. Chang (Eds.), *IoTBDS 2020 - Proceedings of the 5th International Conference on Internet of Things, Big Data and Security* (pp. 101-111). SCITEPRESS. https://doi.org/10.5220/0009405401010111

Lemmetti, A., Viitanen, M., Mercat, A., & Vanne, J. (2020). Kvazaar 2.0: Fast and efficient open-source HEVC inter encoder. In *MMSys 2020 - Proceedings of the 2020 Multimedia Systems Conference* (pp. 237-242). ACM. https://doi.org/10.1145/3339825.3394927

Olsson, T. (2014). Layers of user expectations of future technologies: An early framework. In *CHI EA 2014: One of a ChiNd - Extended Abstracts, 32nd Annual ACM Conference on Human Factors in Computing Systems* (pp. 1957-1962). Association for Computing Machinery. https://doi.org/10.1145/2559206.2581225

Tokola, H., Niemi, E., & Väistö, V. (2016). Lean manufacturing methods in simulation literature: Review and association analysis. In *2015 Winter Simulation Conference (WSC)* (pp. 2239-2248) https://doi.org/10.1109/WSC.2015.7408336

Thabet, M., Montebelli, A., & Kyrki, V. (2016). Learning movement synchronization in multi-component robotic systems. In *2016 IEEE International Conference on Robotics and Automation (ICRA)* (pp. 249-256). IEEE. https://doi.org/10.1109/ICRA.2016.7487141

Helenius, M., Kettunen, P., & Frank, L. (2016). Learnings from the Finnish game industry. In *Proceedings of the 10th Travelling Conference on Pattern Languages of Programs, VikingPLoP 2016* [a12] ACM. https://doi.org/10.1145/3022636.3022648

Sjöblom, M., Hassan, L., Macey, J., Törhönen, M., & Hamari, J. (2018). Liking the game: How can spectating motivations influence social media usage at live esports events? In *Proceedings of the 9th International Conference on Social Media and Society, SMSociety 2018* (pp. 160-167). ACM. https://doi.org/10.1145/3217804.3217908

Luoto, A. (2019). Log analysis of 360-degree video users via MQTT. In *ICGDA 2019: Proceedings of the 2019 2nd International Conference on Geoinformatics and Data Analysis* (pp. 130-137). ACM. https://doi.org/10.1145/3318236.3318248

Lebeda, K., Hadfield, S., Matas, J., & Bowden, R. (2013). Long-term tracking through failure cases. In *Proceedings - 2013 IEEE International Conference on Computer Vision Workshops, ICCVW 2013* (pp. 153-160). [6755891] Institute of Electrical and Electronics Engineers Inc.. https://doi.org/10.1109/ICCVW.2013.26

Ylinen, M., & Pekkola, S. (2018). Looking for a five-legged sheep: Identifying enterprise architects' skills and competencies . In *Proceedings of the 19th Annual International Conference on Digital Government Research: Governance in the Data Age, DG.O 2018* [a58] ACM. https://doi.org/10.1145/3209281.3209353

Dumitrescu, B., Rusu, C., Tabus, I., & Astola, J. (2015). Low-complexity robust DOA estimation. In *ICASSP, IEEE International Conference on Acoustics, Speech and Signal Processing - Proceedings* (pp. 2794-2798). The Institute of Electrical and Electronics Engineers, Inc.. https://doi.org/10.1109/ICASSP.2015.7178480

Malik, J., Aytekin, C., & Gabbouj, M. (2018). Low-energy graph fourier basis functions span salient objects. In *2018 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2018 - Proceedings* (Vol. 2018-April, pp. 1548-1552). [8462672] Institute of Electrical and Electronics Engineers Inc.. https://doi.org/10.1109/ICASSP.2018.8462672

Wang, S., Naithani, G., & Virtanen, T. (2019). Low-latency Deep Clustering for Speech Separation. In *2019 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2019 - Proceedings* (pp. 76-80). IEEE. https://doi.org/10.1109/ICASSP.2019.8683437

Viitanen, M., Vanne, J., Hämäläinen, T. D., & Kulmala, A. (2018). Low latency edge rendering scheme for interactive 360 degree virtual reality gaming. In *Proceedings - 2018 IEEE 38th International Conference on Distributed Computing Systems, ICDCS 2018* (pp. 1557-1560). IEEE. https://doi.org/10.1109/ICDCS.2018.00168

Barker, T., Virtanen, T., & Pontoppidan, N. H. (2015). Low-Latency Sound-Source-Separation using Non-Negative Matrix Factorisation with Coupled Analysis and Synthesis Dictionaries. In *2015 IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP)* (pp. 241-245). IEEE. https://doi.org/10.1109/ICASSP.2015.7177968

Nguyen-Thanh, D., Le-Tien, T., Bui-Thu, C., & Le-Thanh, T. (2015). LTE indoor MIMO performances field measurements. In *International Conference on Advanced Technologies for Communications* (pp. 84-89). IEEE. https://doi.org/10.1109/ATC.2014.7043361

Rosati, P., Fowley, F., Pahl, C., Taibi, D., & Lynn, T. (2018). Making the cloud work for software producers: Linking architecture, operating cost and revenue. In *CLOSER 2018 - Proceedings of the 8th International Conference on Cloud Computing and Services Science* (pp. 364-375). SCITEPRESS. https://doi.org/10.5220/0006679303640375

Mattila, A-L., Lehtonen, T., Terho, H., Mikkonen, T., & Systä, K. (2015). Mashing Up Software Issue Management, Development, and Usage Data. In *2015 IEEE/ACM 2nd International Workshop on Rapid Continuous Software Engineering (RCoSE)* (pp. 26-29). The Institute of Electrical and Electronics Engineers, Inc.. https://doi.org/10.1109/RCoSE.2015.12

Afolaranmi, S. O., Gonzalez Moctezuma, L. E., Rak, M., Casola, V., Rios, E., & Martinez Lastra, J. L. (2016). Methodology to obtain the security controls in multi-cloud applications. In *CLOSER 2016 - Proceedings of the 6th International Conference on Cloud Computing and Services Science* (Vol. 1, pp. 327-332). SCITEPRESS. https://doi.org/10.5220/0005912603270332

Ponomarenko, M., Katkovnik, V., & Egiazarian, K. (2018). Methods and tools for denoising of complex-valued images based on block-matching and high order singular value decomposition. In *Electronic Imaging: Image Processing: Algorithms and Systems XVI* Society for Imaging Science and Technology. https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-306

Taibi, D., Lenarduzzi, V., Pahl, C., & Janes, A. (2017). Microservices in agile software development: A workshop-based study into issues, advantages, and disadvantages. In *Proceedings of the XP2017 Scientific Workshops, XP 2017* (Vol. Part F129907). [a23] Association for Computing Machinery. https://doi.org/10.1145/3120459.3120483

Iosifidis, A., Tefas, A., & Pitas, I. (2014). Minimum Variance Extreme Learning Machine for human action recognition. In *ICASSP, IEEE International Conference on Acoustics, Speech and Signal Processing - Proceedings* (pp. 5427-5431). [6854640] The Institute of Electrical and Electronics Engineers, Inc.. https://doi.org/10.1109/ICASSP.2014.6854640

Sand, A., & Rakkolainen, I. (2013). Mixed reality with multimodal head-mounted pico projector. In *Proceedings of the Virtual Reality International Conference on Laval Virtual, VRIC 2013* [14] https://doi.org/10.1145/2466816.2466831

Jokela, T., Väätäjä, H., & Koponen, T. (2009). Mobile Journalist Toolkit: A field study on producing news articles with a mobile device. In *MindTrek 2009 - 13th International Academic MindTrek Conference: Everyday Life in the Ubiquitous Era* (pp. 45-52) https://doi.org/10.1145/1621841.1621851

Nanavati, A. A., Rajput, N., Turunen, M., Knoche, H., & Rehm, M. (2015). Mobiscool: 1st workshop on mobile, social and culturally oriented learning. In *MobileHCI 2015 - Proceedings of the 17th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct* (pp. 1187-1190). Association for Computing Machinery, Inc. https://doi.org/10.1145/2786567.2795402

Li, X., Zhang, Z., & Nummenmaa, J. (2014). Models for mobile application maintenance based on update history. In *ENASE 2014 - Proceedings of the 9th International Conference on Evaluation of Novel Approaches to Software Engineering* (pp. 212-217). SCITEPRESS.

Salo, K., Zinin, V., Bauters, M., & Mikkonen, T. (2017). Modular audio story platform for museums. In *IUI 2017 - Companion of the 22nd International Conference on Intelligent User Interfaces* (pp. 113-116). ACM. https://doi.org/10.1145/3030024.3040975

Adavanne, S., Politis, A., & Virtanen, T. (2018). Multichannel Sound Event Detection Using 3D Convolutional Neural Networks for Learning Inter-channel Features. In *2018 International Joint Conference on Neural Networks, IJCNN 2018 - Proceedings* [8489542] IEEE. https://doi.org/10.1109/IJCNN.2018.8489542

Bezzateev, S., Afanasyeva, A., Voloshina, N., & Ometov, A. (2017). Multi-factor authentication for wearables: Configuring system parameters with risk function. In *Proceedings of the 2nd International Conference on Advanced Wireless Information, Data, and Communication Technologies, AWICT 2017* ACM. https://doi.org/10.1145/3231830.3231834

Lauri, M., Heinänen, E., & Frintrop, S. (2017). Multi-robot active information gathering with periodic communication. In *ICRA 2017 - IEEE International Conference on Robotics and Automation* (pp. 851-856). IEEE. https://doi.org/10.1109/ICRA.2017.7989104

Nummenmaa, T., Kultima, A., Tyni, H., & Alha, K. (2014). MurMur Moderators, the talking playful seats. In *MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services"* (pp. 231-237). Association for Computing Machinery, Inc. https://doi.org/10.1145/2676467.2676505

Lenarduzzi, V., & Taibi, D. (2016). MVP Explained: A Systematic Mapping Study on the Definitions of Minimal Viable Product. In *Proceedings - 42nd Euromicro Conference on Software Engineering and Advanced Applications, SEAA 2016* (pp. 112-119). IEEE. https://doi.org/10.1109/SEAA.2016.56

Stenros, J., Holopainen, J., Waern, A., Montola, M., & Ollila, E. (2011). Narrative friction in Alternate Reality Games: Design insights from conspiracy for good. In *Proceedings of DiGRA 2011 Conference: Think Design Play*

Nummenmaa, T., Tyni, H., Kultima, A., Alha, K., & Holopainen, J. (2015). Need to touch, wonder of discovery, and social capital: Experiences with interactive playful seats. In *ACE 2015 - 12th Advances in Computer Entertainment Technology Conference, Proceedings* (Vol. 16-19-November-2015). [10] Association for Computing Machinery. https://doi.org/10.1145/2832932.2832959

De Matos Simoes, R., Mitsiades, C., Williamson, K. E., & Emmert-Streib, F. (2015). Network signatures based on gene pair expression ratios improve classification and the analysis of muscle-invasive urothelial cancer. In *2015 IEEE International Conference on Bioinformatics and Biomedicine (BIBM)* (pp. 1216-1223). IEEE. https://doi.org/10.1109/BIBM.2015.7359855

Vihonen, J., Honkakorpi, J., Mattila, J., & Visa, A. (2015). Novel pairwise coupled kinematic solution for algebraic angular acceleration estimation of serial link manipulators. In *2015 IEEE International Conference on Robotics and Automation (ICRA)* (pp. 809-814). Institute of Electrical and Electronics Engineers IEEE. https://doi.org/10.1109/ICRA.2015.7139271

Nummenmaa, T., Kultima, A., Kankainen, V., Savolainen, S., Syvänen, A., Alha, K., & Mäyrä, F. (2015). OASIS deck of cards - House of colleagues: A playful. In *ACADEMICMINDTREK 2015 - Proceedings of the 19th International Academic Mindtrek Conference* (pp. 2-9). Association for Computing Machinery, Inc. https://doi.org/10.1145/2818187.2818296

Toivonen, S., & Sotamaa, O. (2011). Of discs, boxes and cartridges: The material life of digital games. In *Proceedings of DiGRA 2011 Conference: Think Design Play*

Kovács, P., Samiee, K., & Gabbouj, M. (2014). On application of rational Discrete Short Time Fourier Transform in epileptic seizure classification. In *2014 IEEE International Conference on Acoustics, Speech and Signal processing (ICASSP), May 4-9 2014, Florence, Italy* (pp. 5839-5843). [6854723] (IEEE International Conference on Acoustics, Speech and Signal Processing). Piscataway: IEEE. https://doi.org/10.1109/ICASSP.2014.6854723

Virtanen, A., Kuusinen, K., Leppänen, M., Luoto, A., Kilamo, T., & Mikkonen, T. (2017). On continuous deployment maturity in customer projects. In *32nd Annual ACM Symposium on Applied Computing, SAC 2017* (pp. 1205-1212). ACM. https://doi.org/10.1145/3019612.3019777

Ivanov, S., Botvich, D., & Balasubramaniam, S. (2011). On delay distribution in IEEE 802.11 wireless networks. In *16th IEEE Symposium on Computers and Communications, ISCC'11* (pp. 254-256). [5983849] https://doi.org/10.1109/ISCC.2011.5983849

Sarbu, S. (2016). On Renyi's entropy estimation with one-dimensional Gaussian kernels. In *2016 IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP)* (pp. 4408-4412). IEEE. https://doi.org/10.1109/ICASSP.2016.7472510

Gallidabino, A., Pautasso, C., Ilvonen, V., Mikkonen, T., Systä, K., Voutilainen, J-P., & Taivalsaari, A. (2016). On the Architecture of Liquid Software: Technology Alternatives and Design Space. In *Proceedings - 2016 13th Working IEEE/IFIP Conference on Software Architecture, WICSA 2016* (pp. 122-127). IEEE. https://doi.org/10.1109/WICSA.2016.14

Quinn, P., Cockburn, A., Räihä, K. J., & Delamarche, J. (2011). On the costs of multiple trajectory pointing methods. In *CHI 2011 - 29th Annual CHI Conference on Human Factors in Computing Systems, Conference Proceedings and Extended Abstracts* (pp. 859-862) https://doi.org/10.1145/1978942.1979067

Badarneh, O. S., Sofotasios, P. C., Muhaidat, S., Cotton, S. L., Rabie, K., & Al-Dhahir, N. (2018). On the Secrecy Capacity of Fisher-Snedecor F Fading Channels. In *2018 14th International Conference on Wireless and Mobile Computing, Networking and Communications, WiMob 2018* (pp. 102-107). IEEE. https://doi.org/10.1109/WiMOB.2018.8589137

Taibi, D., Lenarduzzi, V., Diebold, P., & Lunesu, I. (2017). Operationalizing the experience factory for effort estimation in agile processes. In *Proceedings of the 21st International Conference on Evaluation and Assessment in Software Engineering, EASE 2017* (Vol. Part F128635, pp. 31-40). Association for Computing Machinery. https://doi.org/10.1145/3084226.3084240

Jarusriboonchai, P., Olsson, T., Ojala, J., & Väänänen-Vainio-Mattila, K. (2014). Opportunities and Challenges of Mobile Applications as "Tickets-to-Talk": A Scenario-Based User Study. In *Proceedings of the 13th International Conference on Mobile and Ubiquitous Multimedia, MUM2014, November 25-28, 2014, Melbourne, Australia* (pp. 89-97). (International conference on mobile and ubiquitous multimedia). New York, NY: ACM. https://doi.org/10.1145/2677972.2677993

Bunte, K., Järvisalo, M., Berg, J., Myllymäki, P., Peltonen, J., & Kaski, S. (2014). Optimal neighborhood preserving visualization by Maximum satisfiability. In *Proceedings of the National Conference on Artificial Intelligence* (Vol. 3, pp. 1694-1700). AI Access Foundation.

Lauri, M., & Ritala, R. (2015). Optimal sensing via multi-armed bandit relaxations in mixed observability domains. In *2015 IEEE International Conference on Robotics and Automation (ICRA), 26-30 May 2015, Seattle, WA* (Vol. 2015-June, pp. 4807-4812) https://doi.org/10.1109/ICRA.2015.7139867

Yang, Z., Peltonen, J., & Kaski, S. (2014). Optimization equivalence of divergences improves neighbor embedding. In *31st International Conference on Machine Learning, ICML 2014* (Vol. 2, pp. 1808-1839). International Machine Learning Society (IMLS).

Naik, D., Curcio, I. D. D., & Toukomaa, H. (2018). Optimized viewport dependent streaming of stereoscopic omnidirectional video. In *Proceedings of the 23th ACM Workshop on Packet Video, PV 2018* (pp. 37-42). ACM. https://doi.org/10.1145/3210424.3210437

Välimäki, T., & Ritala, R. (2016). Optimizing gaze direction in a visual navigation task. In *2016 IEEE International Conference on Robotics and Automation (ICRA)* (pp. 1427-1432). IEEE. https://doi.org/10.1109/ICRA.2016.7487276

Verginadis, Y., Michalas, A., Gouvas, P., Schiefer, G., Hübsch, G., & Paraskakis, I. (2015). PaaSword: A holistic data privacy and security by design framework for cloud services. In *CLOSER 2015 - 5th International Conference on Cloud Computing and Services Science, Proceedings* (pp. 206-213). SCITEPRESS.

Wu, S., Shen, C. C., Sane, N., Davis, K., & Bhattacharyya, S. S. (2012). Parameterized scheduling for signal processing systems using topological patterns. In *2012 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2012 - Proceedings* (pp. 1561-1564). [6288190] https://doi.org/10.1109/ICASSP.2012.6288190

Hildén, E., Väätäjä, H., Roto, V., & Uusitalo, K. (2016). Participatory development of user experience design guidelines for a B2B company. In *AcademicMindtrek '16 Proceedings of the 20th International Academic Mindtrek Conference* (pp. 49-58). ACM. https://doi.org/10.1145/2994310.2994355

Eloranta, V-P. (2014). Patterns for controlling chaos in a startup. In *VikingPLoP 2014 Proceedings of the 8th Nordic Conference on Pattern Languages of Programs* (Vol. 2014-April, pp. 1-8). (ACM International Conference Proceeding Series). Association for Computing Machinery. https://doi.org/10.1145/2676680.2676682

Rauhamäki, J. (2016). Patterns for safety system bus architecture. In *Proceedings of the 10th Travelling Conference on Pattern Languages of Programs, VikingPLoP 2016* [a4] ACM. https://doi.org/10.1145/3022636.3022640

Taibi, D., El Ioini, N., Pahl, C., & Niederkofler, J. R. S. (2020). Patterns for serverless functions (Function-as-a-Service): A multivocal literature review. In D. Ferguson, M. Helfert, & C. Pahl (Eds.), *CLOSER 2020 - Proceedings of the 10th International Conference on Cloud Computing and Services Science* (Vol. 1, pp. 181-192). SCITEPRESS. https://doi.org/10.5220/0009578501810192

Leppänen, M., & Hokkanen, L. (2016). Patterns for subsidiaries as innovation tools. In *Proceedings of the 10th Travelling Conference on Pattern Languages of Programs, VikingPLoP 2016* [a7] ACM. https://doi.org/10.1145/3022636.3022643

Yang, M., Zhu, H., Wang, H., Koucheryavy, Y., Samouylov, K., & Qian, H. (2020). Peer to Peer Offloading with Delayed Feedback: An Adversary Bandit Approach. In *2020 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2020 - Proceedings* (pp. 5035-5039). (ICASSP, IEEE International Conference on Acoustics, Speech and Signal Processing - Proceedings; Vol. 2020-May). IEEE. https://doi.org/10.1109/ICASSP40776.2020.9053680

Ponomarenko, M., Katkovnik, V., & Egiazarian, K. (2019). Phase masks optimization for broadband diffractive imaging. In *Image Processing: Algorithms and Systems XVII* (IS and T International Symposium on Electronic Imaging Science and Technology). https://doi.org/10.2352/ISSN.2470-1173.2019.11.IPAS-258

Suonsyrjä, S., Hokkanen, L., Terho, H., Systä, K., & Mikkonen, T. (2017). Post-deployment data: A recipe for satisfying knowledge needs in software development? In *2016 Joint Conference of the International Workshop on Software Measurement and the International Conference on Software Process and Product Measurement (IWSM-MENSURA)* (pp. 139-147). IEEE. https://doi.org/10.1109/IWSM-Mensura.2016.029

Fikadu, M. K., Elmusrati, M., & Virrankoski, R. (2012). Power allocation in multi-node cooperative network in Rician fading channels. In *2012 IEEE 8th International Conference on Wireless and Mobile Computing, Networking and Communications, WiMob 2012* (pp. 496-501). [6379119] https://doi.org/10.1109/WiMOB.2012.6379119

Kawahara, Y., Bian, X., Shigeta, R., Vyas, R., Tentzeris, M. M., & Asami, T. (2013). Power harvesting from microwave oven electromagnetic leakage. In *UbiComp 2013 - Proceedings of the 2013 ACM International Joint Conference on Pervasive and Ubiquitous Computing* (pp. 373-381) https://doi.org/10.1145/2493432.2493500

Leppänen, L., Leinonen, J., Ihantola, P., & Hellas, A. (2017). Predicting academic success based on learning material usage. In *SIGITE 2017 - Proceedings of the 18th Annual Conference on Information Technology Education* (pp. 13-18). ACM. https://doi.org/10.1145/3125659.3125695

Lavazza, L., Morasca, S., Taibi, D., & Tosi, D. (2010). Predicting OSS trustworthiness on the basis of elementary code assessment. In *ESEM 2010 - Proceedings of the 2010 ACM-IEEE International Symposium on Empirical Software Engineering and Measurement* [1852834] https://doi.org/10.1145/1852786.1852834

Leinonen, J., Ihantola, P., & Hellas, A. (2017). Preventing keystroke based identification in open data sets. In *L@S 2017 - Proceedings of the 4th (2017) ACM Conference on Learning at Scale* (pp. 101-109). ACM. https://doi.org/10.1145/3051457.3051458

Diebold, P., Dieudonne, L., & Taibi, D. (2014). Process configuration framework tool. In *Proceedings - 40th Euromicro Conference Series on Software Engineering and Advanced Applications, SEAA 2014* (pp. 389-390). Institute of Electrical and Electronics Engineers Inc.. https://doi.org/10.1109/SEAA.2014.28

Hautala, I., Boutellier, J., & Hannuksela, J. (2013). Programmable lowpower implementation of the HEVC Adaptive Loop Filter. In *2013 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2013 - Proceedings* (pp. 2664-2668). [6638139] https://doi.org/10.1109/ICASSP.2013.6638139

Burova, A., Kelling, C., Keskinen, T., Hakulinen, J., Kallioniemi, P., Väätäjä, H., & Turunen, M. (2019). Promoting local culture and enriching airport experiences through interactive storytelling. In G. Jacucci, F. Paterno, M. Rohs, & C. Santoro (Eds.), *MUM 2019 - 18th International Conference on Mobile and Ubiquitous Multimedia, Proceedings* [3365640] (ACM International Conference Proceeding Series). Association for Computing Machinery. https://doi.org/10.1145/3365610.3365640

Lee, K., Salem, H. B., Damarla, T., Stechele, W., & Bhattacharyya, S. S. (2016). Prototyping real-Time tracking systems on mobile devices. In *CF '16 Proceedings of the ACM International Conference on Computing Frontiers* (pp. 301-308). ACM. https://doi.org/10.1145/2903150.2903471

Altonen, A., Viitanen, M., Räsänen, J., Mercat, A., & Vanne, J. (2019). Public and open HEVC encoding service in the cloud. In *Proceedings of the 10th ACM Multimedia Systems Conference, MMSys 2019* (pp. 300-303). ACM. https://doi.org/10.1145/3304109.3323834

Koskinen, J. A., & Kelo, T. O. (2009). Pure e-learning course in information security. In A. Elci (Ed.), *Proceedings of SIN'09, Second International Conference on Security of Information and Networks, Famagusta, North Cypros, October 6-10, 2009* (pp. 8-13). [1626200] https://doi.org/10.1145/1626195.1626200

Amestoy, T., Mercat, A., Hamidouche, W., Bergeron, C., & Menard, D. (2019). Random Forest Oriented Fast QTBT Frame Partitioning. In *2019 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2019 - Proceedings* (pp. 1837-1841). IEEE. https://doi.org/10.1109/ICASSP.2019.8683413

Sharmin, S., Špakov, O., & Räihä, K. J. (2013). Reading on-screen text with gaze-based auto-scrolling. In *Proceedings of the 2013 Conference on Eye Tracking South Africa, ETSA 2013* (pp. 24-31) https://doi.org/10.1145/2509315.2509319

Zare, M., Huova, M., Visa, A., & Launis, S. (2019). Real-time online drilling vibration analysis using data mining. In *Proceedings of the 2019 2nd International Conference on Data Science and Information Technology, DSIT 2019* (pp. 175-180). ACM. https://doi.org/10.1145/3352411.3352439

Helminen, J., Ihantola, P., & Karavirta, V. (2013). Recording and analyzing in-browser programming sessions. In *Proceedings - 13th Koli Calling International Conference on Computing Education Research, Koli Calling 2013* (pp. 13-22) https://doi.org/10.1145/2526968.2526970

Abdelaziz, M., Anttila, L., & Valkama, M. (2017). Reduced-complexity digital predistortion for massive MIMO. In *2017 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2017 - Proceedings* (pp. 6478-6482). IEEE. https://doi.org/10.1109/ICASSP.2017.7953404

Hakonen, H., Hyrynsalmi, S., & Järvi, A. (2011). Reducing the number of unit tests with design by contract. In *Computer Systems and Technologies - 12th International Conference, CompSysTech'11 - Proceedings* (Vol. 578, pp. 161-166) https://doi.org/10.1145/2023607.2023635

Mäkinen, P., Mustalahti, P., Launis, S., & Mattila, J. (2020). Redundancy-based visual tool center point pose estimation for long-reach manipulators. In *2020 IEEE/ASME International Conference on Advanced Intelligent Mechatronics, AIM 2020* (pp. 1387-1393). (IEEE/ASME International Conference on Advanced Intelligent Mechatronics). IEEE. https://doi.org/10.1109/AIM43001.2020.9159022

Mäkinen, S., Puonti, M., Lehtonen, T., Mikkonen, T., Kilamo, T., & Männistö, T. (2019). Revisiting continuous deployment maturity: A two-year perspective. In *Proceedings of the 34th ACM/SIGAPP Symposium on Applied Computing* (pp. 1810-1817). ACM. https://doi.org/10.1145/3297280.3297458

Van Oosterhout, A., Alonso, M. B., & Jumisko-Pyykkö, S. (2018). Ripple thermostat: Affecting the emotional experience through interactive force feedback and shape change. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems* [655] ACM. https://doi.org/10.1145/3173574.3174229

Ratia, M., Myllärniemi, J., & Helander, N. (2018). Robotic process automation - Creating value by digitalizing work in the private healthcare? In *Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference* (pp. 222-227). ACM. https://doi.org/10.1145/3275116.3275129

Hietanen, A., Halme, J., Buch, A. G., Latokartano, J., & Kamarainen, J-K. (2017). Robustifying correspondence based 6D object pose estimation. In *ICRA 2017 - IEEE International Conference on Robotics and Automation* (pp. 739-745). IEEE. https://doi.org/10.1109/ICRA.2017.7989091

Ieremeiev, O., Lukin, V., Ponomarenko, N., & Egiazarian, K. (2018). Robust linearized combined metrics of image visual quality. In *Electronic Imaging: Image Processing: Algorithms and Systems XVI* Society for Imaging Science and Technology. https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-260

Järvinen, J., Huomo, T., & Mikkonen, T. (2017). Running software research programs: An agile approach. In *Proceedings - 2017 IEEE/ACM 39th International Conference on Software Engineering Companion, ICSE-C 2017* (pp. 314-316). IEEE. https://doi.org/10.1109/ICSE-C.2017.59

Cricri, F., Mate, S., Curcio, I. D. D., & Gabbouj, M. (2015). Salient event detection in basketball mobile videos. In *Proceedings - 2014 IEEE International Symposium on Multimedia, ISM 2014* (pp. 63-70). [7032995] The Institute of Electrical and Electronics Engineers, Inc.. https://doi.org/10.1109/ISM.2014.67

Bujic, M., & Hamari, J. (2020). Satisfaction and willingness to consume immersive journalism: Experiment of differences between VR, 360 video, and article. In *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere* (pp. 120-125). ACM. https://doi.org/10.1145/3377290.3377310

Boutellier, J., Silven, O., & Raulet, M. (2011). Scheduling of CAL actor networks based on dynamic code analysis. In *2011 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2011 - Proceedings* (pp. 1609-1612). [5946805] https://doi.org/10.1109/ICASSP.2011.5946805

Ruotsalo, T., Peltonen, J., Eugster, M. J. A., Glowacka, D., Reijonen, A., Jacucci, G., ... Kaski, S. (2015). Scinet: Interactive intent modeling for information discovery. In *SIGIR 2015 - Proceedings of the 38th International ACM SIGIR Conference on Research and Development in Information Retrieval* (pp. 1043-1044). Association for Computing Machinery, Inc. https://doi.org/10.1145/2766462.2767863

Frimpong, E., & Michalas, A. (2020). SeCon-NG: Implementing a lightweight cryptographic library based on ECDH and ECDSA for the development of secure and privacy-preserving protocols in contiki-NG. In *35th Annual ACM Symposium on Applied Computing, SAC 2020* (pp. 767-769). ACM. https://doi.org/10.1145/3341105.3374076

Övermark, R., Isokoski, P., & Ovaska, S. (2014). Seniors and text messaging on mobile touchscreen phones. In *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational* (pp. 967-970). Association for Computing Machinery, Inc. https://doi.org/10.1145/2639189.2670252

Kawahara, Y., Lee, H., & Tentzeris, M. M. (2012). SenSprout: Inkjet-printed soil moisture and leaf wetness sensor. In *UbiComp'12 - Proceedings of the 2012 ACM Conference on Ubiquitous Computing* (pp. 545)

Nupponen, J., & Taibi, D. (2020). Serverless: What it Is, What to Do and What Not to Do. In *2020 IEEE International Conference on Software Architecture Companion, ICSA-C 2020* (pp. 49-50). IEEE. https://doi.org/10.1109/ICSA-C50368.2020.00016

Sariola, V., Liimatainen, V., Tolonen, T., Udd, R., & Zhou, Q. (2011). Silicon capillary gripper with self-alignment capability . In *2011 IEEE International Conference on Robotics and Automation, ICRA 2011* (pp. 4098-4103). [5979980] https://doi.org/10.1109/ICRA.2011.5979980

Hurmalainen, A., Saeidi, R., & Virtanen, T. (2015). Similarity induced group sparsity for non-negative matrix factorisation. In *ICASSP, IEEE International Conference on Acoustics, Speech and Signal Processing - Proceedings* (pp. 4425-4429). The Institute of Electrical and Electronics Engineers, Inc.. https://doi.org/10.1109/ICASSP.2015.7178807

Nanavati, A. A., Rajput, N., Srivastava, S., Erkut, C., Jylhä, A., Rudnicky, A. I., ... Turunen, M. (2013). SiMPE: 8th workshop on speech and sound in mobile and pervasive environments. In *MobileHCI 2013 - Proceedings of the 15th International Conference on Human-Computer Interaction with Mobile Devices and Services* (pp. 626-629) https://doi.org/10.1145/2493190.2499471

Nanavati, A. A., Rajput, N., Rudnicky, A. I., Turunen, M., Sandholm, T., Munteanu, C., & Penn, G. (2012). SiMPE: 7th Workshop on speech and sound in mobile and pervasive environments. In *MobileHCI'12 - Companion Proceedings of the 14th International Conference on Human Computer Interaction with Mobile Devices and Services* (pp. 251-253) https://doi.org/10.1145/2371664.2371727

Holopainen, J., Lucero, A., Saarenpää, H., Nummenmaa, T., Ali, A. E., & Jokela, T. (2011). Social and privacy aspects of a system for collaborative public expression. In *Proceedings of the 8th International Conference on Advances in Computer Entertainment Technology, ACE 2011* [23] https://doi.org/10.1145/2071423.2071452

Jarusriboonchai, P., Malapaschas, A., Olsson, T., & Väänänen, K. (2016). Social display...We can see what you are doing on your mobile device. In *CSCW '16 Proceedings of the 19th ACM Conference on Computer-Supported Cooperative Work & Social Computing* (pp. 53-56). ACM. https://doi.org/10.1145/2818052.2874323

Nummenmaa, T., & Kankainen, V. (2019). Social features in hybrid board game marketing material. In F. Khosmood, J. Pirker, T. Apperley, & S. Deterding (Eds.), *Proceedings of the 14th International Conference on the Foundations of Digital Games, FDG 2019* [67] ACM. https://doi.org/10.1145/3337722.3341864

Haaranen, L., Hakulinen, L., Ihantola, P., & Korhonen, A. (2014). Software architectures for implementing achievement badges - Practical experiences. In *Proceedings - 2014 International Conference on Teaching and Learning in Computing and Engineering, LATICE 2014* (pp. 41-46). [6821826] IEEE COMPUTER SOCIETY PRESS. https://doi.org/10.1109/LaTiCE.2014.16

Ruohonen, J., Hyrynsalmi, S., & Leppänen, V. (2015). Software evolution and time series volatility: An empirical exploration. In *14th International Workshop on Principles of Software Evolution, IWPSE 2015 - Proceedings* (Vol. 30-Aug-2015, pp. 56-65). Institute of Electrical and Electronics Engineers Inc.. https://doi.org/10.1145/2804360.2804367

Mattila, A-L., Ihantola, P., Kilamo, T., Luoto, A., Nurminen, M., & Väätäjä, H. (2016). Software visualization today - Systematic literature review. In *AcademicMindtrek 2016 - Proceedings of the 20th International Academic Mindtrek Conference* (pp. 262-271). ACM. https://doi.org/10.1145/2994310.2994327

Hoggan, E., Trendafilov, D., Ahmaniemi, T., & Raisamo, R. (2011). Squeeze vs. tilt: A comparative study using continuous tactile feedback. In *CHI EA 2011 - 29th Annual CHI Conference on Human Factors in Computing Systems, Conference Proceedings and Extended Abstracts* (pp. 1309-1314) https://doi.org/10.1145/1979742.1979766

Egiazarian, K., Ponomarenko, M., Lukin, V., & Ieremeiev, O. (2018). Statistical Evaluation of Visual Quality Metrics for Image Denoising. In *2018 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2018 - Proceedings* (Vol. 2018-April, pp. 6752-6756). [8462294] Institute of Electrical and Electronics Engineers Inc.. https://doi.org/10.1109/ICASSP.2018.8462294

Iosifidis, A., & Gabbouj, M. (2016). Supervised subspace learning based on deep randomized networks. In *2016 IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP)* (pp. 2584-2588). The Institute of Electrical and Electronics Engineers, Inc.. https://doi.org/10.1109/ICASSP.2016.7472144

Lauren, S., Maki, P., Rauti, S., Hosseinzadeh, S., Hyrynsalmi, S., & Leppanen, V. (2014). Symbol diversification of linux binaries. In *2014 World Congress on Internet Security, WorldCIS 2014* (pp. 74-79). Institute of Electrical and Electronics Engineers Inc.. https://doi.org/10.1109/WorldCIS.2014.7028170

Zhou, Z., Shen, C. C., Plishker, W., Wu, H. H., & Bhattacharyya, S. S. (2012). Systematic integration of flowgraph- and module-level parallelism in implementation of DSP applications on multiprocessor systems-on-chip. In *ICSP 2012 - 2012 11th International Conference on Signal Processing, Proceedings* (Vol. 1, pp. 402-408). [6491686] https://doi.org/10.1109/ICoSP.2012.6491686

Luoto, A. (2018). Systematic literature review on user logging in virtual reality. In *Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference* (pp. 110-117). ACM. https://doi.org/10.1145/3275116.3275123

Khan, S. A., Saastamoinen, J., Tiensyrjä, K., & Nurmi, J. (2011). System level performance simulation of distributed GENESYS applications on multi-core platforms. In *Proceedings - IEEE 9th International Conference on Dependable, Autonomic and Secure Computing, DASC 2011* (pp. 313-320) https://doi.org/10.1109/DASC.2011.70

Jumisko-Pyykkö, S., Pesonen, E., & Väätäjä, H. (2016). Temporal dimensions of affect in user experience of digital news in the field. In *AcademicMindtrek 2016 - Proceedings of the 20th International Academic Mindtrek Conference* (pp. 192-197). ACM. https://doi.org/10.1145/2994310.2994370

Simmons, N., Nogueira Da Silva, C. R., Cotton, S. L., Sofotasios, P. C., Ki Yoo, S., & Yacoub, M. D. (2019). The Double Shadowed κ-μ Fading Model. In *2019 International Conference on Wireless and Mobile Computing, Networking and Communications, WiMob 2019* (International Conference on Wireless and Mobile Computing, Networking and Communications). IEEE. https://doi.org/10.1109/WiMOB.2019.8923336

Burova, A., Kelling, C., Hakulinen, J., Kallioniemi, P., Keskinen, T., Turunen, M., & Väätäjä, H. (2018). The Finnish you – An interactive storytelling application for an airport environment. In *Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference* (pp. 182-191). ACM. https://doi.org/10.1145/3275116.3275142

Al-Ars, Z., Basten, T., Beer, A., Geilen, M., Goswami, D., Jääskeläinen, P., ... Zedda, M. K. (2019). The FitOptiVis ECSEL Project: Highly Efficient Distributed Embedded Image/Video Processing in Cyber-Physical Systems Invited Pape. In *ACM International Conference on Computing Frontiers 2019, CF 2019 - Proceedings* (pp. 333-338). ACM. https://doi.org/10.1145/3310273.3323437

Kaasinen, E., Väätäjä, H., Karvonen, H., & Lu, Y. (2014). The fuzzy front end of experience design. In *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational* (pp. 797-800). (Nordic conference on human-computer interaction). New York, NY: ACM. https://doi.org/10.1145/2639189.2654829

Michalas, A., & Komninos, N. (2014). The lord of the sense: A privacy preserving reputation system for participatory sensing applications. In *2014 IEEE Symposium on Computers and Communications, ISCC 2014 - Proceedings* [6912480] Institute of Electrical and Electronics Engineers Inc.. https://doi.org/10.1109/ISCC.2014.6912480

Michalas, A. (2019). The Lord of the shares: Combining attribute-based encryption and searchable encryption for flexible data sharing. In *Proceedings of the 34th ACM/SIGAPP Symposium on Applied Computing* (pp. 146-155). ACM. https://doi.org/10.1145/3297280.3297297

Stenros, J., & Montola, M. (2011). The making of Nordic larp: Documenting a tradition of ephemeral co-creative play. In *Proceedings of DiGRA 2011 Conference: Think Design Play*

Badarneh, O. S., Muhaidat, S., Sofotasios, P. C., Cotton, S. L., Rabie, K., & Da Costa, D. B. (2018). The N∗Fisher-Snedecor F Cascaded Fading Model. In *2018 14th International Conference on Wireless and Mobile Computing, Networking and Communications, WiMob 2018* IEEE. https://doi.org/10.1109/WiMOB.2018.8589124

Del Bianco, V., Lavazza, L., Morasca, S., Taibi, D., & Tosi, D. (2010). The QualiSPo approach to OSS product quality evaluation. In *3rd Int. Workshop on Emerging Trends in Free/Libre/Open Source Software Research and Development, FLOSS-3, in Conj. with the 32nd ACM/IEEE International Conference on Software Engineering, ICSE 2010* (pp. 23-28) https://doi.org/10.1145/1833272.1833277

Chowdhury, A., Ahtinen, A., & Kaipainen, K. (2020). "The superhero of the university": Experience-driven design and field study of the university guidance robot. In *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere* (pp. 1-9). ACM. https://doi.org/10.1145/3377290.3377304

Clawson, J., Isokoski, P., Brewster, S., Oulasvirta, A., Dunlop, M., Vertanen, K., ... Waller, A. (2014). The usability of text entry systems now and in the future. In *CHI EA 2014: One of a ChiNd - Extended Abstracts, 32nd Annual ACM Conference on Human Factors in Computing Systems* (pp. 1139-1142). Association for Computing Machinery. https://doi.org/10.1145/2559206.2559217

Kristan, M., Pflugfelder, R., Leonardis, A., Matas, J., Porikli, F., Čehovin, L., ... Niu, Z. (2013). The visual object tracking VOT2013 challenge results. In *Proceedings - 2013 IEEE International Conference on Computer Vision Workshops, ICCVW 2013* (pp. 98-111). [6755885] Institute of Electrical and Electronics Engineers Inc.. https://doi.org/10.1109/ICCVW.2013.20

Akpinar, U., Sahin, E., Suominen, O., & Gotchev, A. (2019). Thin form-factor super multiview head-up display system. In *Stereoscopic Displays and Applications XXX* (IS&T International Symposium on Electronic Imaging). https://doi.org/10.2352/ISSN.2470-1173.2019.3.SDA-631

Hokkanen, L., & Leppänen, M. (2015). Three patterns for user involvement in startups. In *Proceedings of the 20th European Conference on Pattern Languages of Programs, EuroPLoP 2015* [a51] ACM. https://doi.org/10.1145/2855321.2855373

Pertilä, P., & Parviainen, M. (2019). Time Difference of Arrival Estimation of Speech Signals Using Deep Neural Networks with Integrated Time-frequency Masking. In *2019 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2019 - Proceedings* (pp. 436-440). IEEE. https://doi.org/10.1109/ICASSP.2019.8682574

Tran, H. N., Bhattacharyya, S. S., Talpin, J. P., & Gautier, T. (2018). Toward efficient many-core scheduling of partial expansion graphs. In *Proceedings of the 21st International Workshop on Software and Compilers for Embedded Systems, SCOPES 2018* (pp. 100-103). Association for Computing Machinery, Inc. https://doi.org/10.1145/3207719.3207734

Morasca, S., Taibi, D., & Tosi, D. (2009). Towards certifying the testing process of open-source software: New challenges or old methodologies? In *Proceedings of the 2009 ICSE Workshop on Emerging Trends in Free/Libre/Open Source Software Research and Development, FLOSS 2009* (pp. 25-30). [5071356] https://doi.org/10.1109/FLOSS.2009.5071356

Lavazza, L., Lenarduzzi, V., & Taibi, D. (2016). Towards component-aware function point measurement. In *Proceedings - 26th International Workshop on Software Measurement, IWSM 2016 and the 11th International Conference on Software Process and Product Measurement, Mensura 2016* (pp. 35-44). IEEE. https://doi.org/10.1109/IWSM-Mensura.2016.017

Vadivel, K., Jordans, R., Stujik, S., Corporaal, H., Jääskeläinen, P., & Kultala, H. (2019). Towards Efficient Code Generation for Exposed Datapath Architectures. In S. Stuijk (Ed.), *Proceedings of the 22nd International Workshop on Software and Compilers for Embedded Systems, SCOPES 2019* (pp. 86-89). ACM. https://doi.org/10.1145/3323439.3323990

Paladi, N., Michalas, A., & Dang, H. V. (2018). Towards secure cloud orchestration for multi-cloud deployments. In *CrossCloud 2018 - 5th Workshop on CrossCloud Infrastructures and Platforms, colocated with EuroSys 2018* [a4] ACM. https://doi.org/10.1145/3195870.3195874

Ruohonen, J., Hyrynsalmi, S., & Leppänen, V. (2016). Trading exploits online: A preliminary case study. In *IEEE RCIS 2016 - IEEE 10th International Conference on Research Challenges in Information Science* IEEE COMPUTER SOCIETY PRESS. https://doi.org/10.1109/RCIS.2016.7549301

Leppänen, M. (2014). Two patterns for minimizing human resources in a startup. In *VikingPLoP 2014 Proceedings of the 8th Nordic Conference on Pattern Languages of Programs (VikingPLoP)* [4] ACM. https://doi.org/10.1145/2676680.2676686

Aspling, F., Juhlin, O., & Väätäjä, H. (2018). Understanding animals: A critical challenge in ACI. In *NordiCHI 2018: Revisiting the Life Cycle - Proceedings of the 10th Nordic Conference on Human-Computer Interaction* (pp. 148-160). ACM. https://doi.org/10.1145/3240167.3240226

Holm, J., Väänänen, K., & Battah, A. (2020). User experience of stereo and spatial audio in 360° live music videos. In *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere* (pp. 134-141). ACM. https://doi.org/10.1145/3377290.3377291

Holm, J., Väänänen, K., & Remans, M. M. R. (2019). User Experience Study of 360° Music Videos on Computer Monitor and Virtual Reality Goggles. In E. Banissi, A. Ursyn, M. W. McK. Bannatyne, N. Datia, J. M. Pires, R. Francese, M. Sarfraz, T. G. Wyeld, F. Bouali, G. Venturin, H. Azzag, M. Lebbah, M. Trutschl, U. Cvek, H. Muller, M. Nakayama, S. Kernbach, L. Caruccio, M. Risi, U. Erra, A. Vitiello, ... V. Rossano (Eds.), *Information Visualization - Biomedical Visualization and Geometric Modelling and Imaging, IV 2019* (pp. 81-87). (Proceedings of the International Conference on Information Visualisation). IEEE. https://doi.org/10.1109/IV.2019.00023

Salo, K., Bauters, M., & Mikkonen, T. (2017). User generated soundscapes activating museum visitors. In *32nd Annual ACM Symposium on Applied Computing, SAC 2017* (pp. 220-227). ACM. https://doi.org/10.1145/3019612.3019691

Leppänen, L., Leinonen, J., Ihantola, P., & Hellas, A. (2017). Using and collecting fine-grained usage data to improve online learning materials. In *Proceedings - 2017 IEEE/ACM 39th International Conference on Software Engineering: Software Engineering and Education Track, ICSE-SEET 2017* (pp. 4-12). IEEE. https://doi.org/10.1109/ICSE-SEET.2017.12

Jokela, T., Rezaei, P. P., & Väänänen, K. (2016). Using elicitation studies to generate collocated interaction methods. In *Proceedings of the 18th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct, MobileHCI 2016* (pp. 1129-1133). ACM. https://doi.org/10.1145/2957265.2962654

Kangas, J., Akkil, D., Rantala, J., Isokoski, P., Majaranta, P., & Raisamo, R. (2014). Using gaze gestures with haptic feedback on glasses. In *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational* (pp. 1047-1050). Association for Computing Machinery, Inc. https://doi.org/10.1145/2639189.2670272

Passalis, N., Mourgias-Alexandris, G., Tsakyridis, A., Pleros, N., & Tefas, A. (2019). Variance Preserving Initialization for Training Deep Neuromorphic Photonic Networks with Sinusoidal Activations. In *2019 IEEE International Conference on Acoustics, Speech, and Signal Processing, ICASSP 2019 - Proceedings* (pp. 1483-1487). IEEE. https://doi.org/10.1109/ICASSP.2019.8682218

Jumisko-Pyykkö, S., Markopoulos, P., & Hannuksela, M. M. (2015). Who is moving - User or device? Experienced quality of mobile 3D video in vehicles. In *ACE 2015 - 12th Advances in Computer Entertainment Technology Conference, Proceedings* [13] ACM. https://doi.org/10.1145/2832932.2832948

Loloei, A. Z., Mohammadi Aref, M., & Taghirad, H. D. (2009). Wrench feasible workspace analysis of cable-driven parallel manipulators using LMI approach. In *IEEE/ASME International Conference on Advanced Intelligent Mechatronics, AIM* (pp. 1034-1039). [5229723] https://doi.org/10.1109/AIM.2009.5229723

Lenarduzzi, V., Lomio, F., Saarimäki, N., & Taibi, D. (2020). Does migrating a monolithic system to microservices decrease the technical debt? *Journal of Systems and Software*, *169*, [110710]. https://doi.org/10.1016/j.jss.2020.110710

Wilks, Y., Catizone, R., Worgan, S., & Turunen, M. (2011). Some background on dialogue management and conversational speech for dialogue systems. *Computer Speech and Language*, *25*(2), 128-139. https://doi.org/10.1016/j.csl.2010.03.001