

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

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

Automatic word count estimation from daylong child-centered recordings in various language environments using language-independent syllabification of speech

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

eSports, skins and loot boxes

Participants, practices and problematic behaviour associated with emergent forms of gambling

Value Emergence in the Usage of Mobile News Alerts

Digital athletics in analogue stadiums

Comparing gratifications for engagement between live attendance and online esports spectating

Guerrilla Memory

Street Art and Play Engraving the Memory of Martyrs in Urban Spaces

Quo vadis, humanity? Ethics on the last mile toward cybernetic organism

What is eSports and why do people watch it?

Data, 'dusha', and the Internet of Skills music

would a connected Art Glove help to preserve heritage better?

Digital storytelling promoting twenty-first century skills and student engagement

Digital Games Research

A Survey Study on an Emerging Field and Its Prevalent Debates

Planar monopole antennas on substrates fabricated through an additive manufacturing process

Distant speech separation using predicted time-frequency masks from spatial features

Cultural influence on online community use

A cross-cultural study on online exercise diary users of three nationalities

Young mobile users

Radical and individual - Not

Transparency of intentions decreases privacy concerns in ubiquitous surveillance

At least nine ways to play

Approaching gamer mentalities

Critical Playable Cities

Low-complexity sequential information and energy reception

Physical layer security for dual-hop SWIPT-enabled CR networks

Linearization of BJTs with logarithmic predistortion

OFDM radar with LTE waveform
Processing and performance

Error analysis of NOMA-based user cooperation with SWIPT

Human-robot interactive learning architecture using ontologies and symbol manipulation

Social capital characteristics in RD project networks

The effect of small-scale mobility on terahertz band communications

Utilising EEG signals for modulating neural molecular communications

Secure Firmware Updates for IoT
A Survey

Cybersecurity Attacks and Defences for Unmanned Smart Ships

Novel D2D-based relaying method for multicast services over 3GPP LTE-A systems

Mobility aware eMBMS management in urban 5G-oriented systems

Optimal subgroup configuration for multicast services over 5G-satellite systems

A post-mortem empirical investigation of the popularity and distribution of malware files in the contemporary web-facing internet

PAPR reduction and digital predistortion for non-contiguous waveforms with well-localized spectrum

Progress and applications of VECSELS
The most versatile laser platform

2.4 GHz inkjet-printed RF energy harvester on bulk cardboard substrate

Chip-to-package wireless power transfer and its application to mm-Wave antennas and monolithic radiometric receivers

Virtualizing power cords by wireless power transmission and energy harvesting

Multipacket reception MAC schemes for the RFID EPC Gen2 protocol

Review of technologies for low-cost integrated sensors

Advanced packet scheduling for efficient video support with limited channel feedback on MIMO LTE downlink

Artificial backbone neuronal network for nano scale sensors

Designing interactive systems for work engagement

Special Issue on Designing Interactive Systems for Work Engagement