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

Low-complexity sequential information and energy reception

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

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

Linearization of BJTs with logarithmic predistortion

OFDM radar with LTE waveform
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Error analysis of NOMA-based user cooperation with SWIPT

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

Critical Playable Cities

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

Value Emergence in the Usage of Mobile News Alerts

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

Cybersecurity Attacks and Defences for Unmanned Smart Ships

Secure Firmware Updates for IoT
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Designing interactive systems for work engagement

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

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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

Data, 'dusha', and the Internet of Skills music
would a connected Art Glove help to preserve heritage better?

What is eSports and why do people watch it?

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

Digital storytelling promoting twenty-first century skills and student engagement

Digital Games Research
A Survey Study on an Emerging Field and Its Prevalent Debates

Progress and applications of VECSELs
The most versatile laser platform

Planar monopole antennas on substrates fabricated through an additive manufacturing process

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

Cultural influence on online community use
A cross-cultural study on online exercise diary users of three nationalities

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

Young mobile users
Radical and individual - Not

Transparency of intentions decreases privacy concerns in ubiquitous surveillance

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

At least nine ways to play
Approaching gamer mentalities

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

Artificial backbone neuronal network for nano scale sensors

Review of technologies for low-cost integrated sensors