

Ninaus, Manuel et al. "Increased emotional engagement in game-based learning – A machine learning approach on facial emotion detection data". *Computers and Education*. 2019. 142. <https://doi.org/10.1016/j.compedu.2019.103641>

Jylhä, Henrietta and Juho Hamari. "An icon that everyone wants to click: How perceived aesthetic qualities predict app icon successfulness". *International Journal of Human Computer Studies*. 2019, 130. 73-85. <https://doi.org/10.1016/j.ijhcs.2019.04.004>

Litovuo, Lauri et al. "Comparing Three Methods to Capture Multidimensional Service Experience in Children's Health Care: Video Diaries, Narratives, and Semistructured Interviews". *International Journal of Qualitative Methods*. 2019. 18. <https://doi.org/10.1177/1609406919835112>

Heimbirger, Anneli et al. "How do academics experience use of recorded audio feedback in higher education? A thematic analysis". *Frontiers in Education: Fostering Innovation Through Diversity, FIE 2018 - Conference Proceedings*. Proceedings - Frontiers in Education Conference. IEEE. 2019. <https://doi.org/10.1109/FIE.2018.8658635>

Harju, Vilhelmiina, Antti Koskinen and Leila Pehkonen. "An exploration of longitudinal studies of digital learning". *EDUCATIONAL RESEARCH*. 2019. <https://doi.org/10.1080/00131881.2019.1660586>

Niemelä, Pia et al. "Code ABC hackathons: Teachers as tinkerers". *Digital Turn in Schools - Research, Policy, Practice: Proceedings of ICEM 2018 Conference*. Lecture Notes in Educational Technology. Springer International Publishing. 2019, 157-169. [https://doi.org/10.1007/978-981-13-7361-9\\_11](https://doi.org/10.1007/978-981-13-7361-9_11)

Suominen, Anu and Jari Jussila "Collaborative Writing and Knowledge Creation in a Social Media Online Community"., Visvizi, Anna Lytras, Miltiadis D. Daniela, Linda (editors). *The Future of Innovation and Technology in Education: Policies and Practices for Teaching and Learning Excellence (Emerald Studies in Higher Education, Innovation and Technology)*. Chapter 6, Emerald Group Publishing Ltd. 2018, 95-109.

Niemelä, P., V. Mikkolainen and J. Vuorinen. "Compute mindlessly. Not! map consciously". *Universal Journal of Educational Research*. 2018, 6(11). 2669-2678. <https://doi.org/10.13189/ujer.2018.061133>

Pyrhönen, Veli-Pekka *Osaamisperustaisuuden arviointia tentillä*. 2018. 1 p.

Merilampi, Sari, Antti Koivisto and Andrew Sirkka. "Designing serious games for special user groups-design for somebody approach". *British Journal of Educational Technology*. 2018, 49(4). 646-658. <https://doi.org/10.1111/bjet.12631>

Sabuncuoğlu, Alpay et al. "Code notes: Designing a low-cost tangible coding tool for/with children". *IDC 2018 - Proceedings of the 2018 ACM Conference on Interaction Design and Children*. ACM. 2018, 644-649. <https://doi.org/10.1145/3202185.3210791>

Kiili, Kristian, Korbinian Moeller and Manuel Ninaus. "Evaluating the effectiveness of a game-based rational number training - In-game metrics as learning indicators". *Computers and Education*. 2018, 120. 13-28. <https://doi.org/10.1016/j.compedu.2018.01.012>

Nisula, Karoliina and Samuli Pekkola. "How to move away from the silos of business management education?". *Journal of Education for Business*. 2018, 93(3). 97-111. <https://doi.org/10.1080/08832323.2018.1425283>

Kiili, Kristian et al. "Exploring the educational potential of a game-Based math competition". *International Journal of Game-Based Learning*. 2018, 8(2). 14-28. <https://doi.org/10.4018/IJGBL.2018040102>

Rajaniemi, Juho et al. "Urbanisoituvaa yliopistokampus informaalin oppimisen mahdollistajana". *Aikuiskasvatus*. 2018, 2018(1). 18-29.

Poutanen, Jenni "An architect's perspective". and Walton, Graham Matthews, Graham (editors). *Exploring informal learning space in the university: A collaborative approach*. London, New York: Routledge. 2018, 48-62.

Koivisto, J. M. et al. "Design principles for simulation games for learning clinical reasoning: A design-based research approach". *Nurse Education Today*. 2018, 60. 114-120. <https://doi.org/10.1016/j.nedt.2017.10.002>

Niemelä, Pia and Antti Valmari "Elementary math to close the digital skills gap". *CSEDU 2018 - Proceedings of the 10th International Conference on Computer Supported Education*. SCITEPRESS. 2018, 154-165. <https://doi.org/10.5220/0006800201540165>

Hamari, Juho, Lobna Hassan and Antonio Dias. "Gamification, quantified-self or social networking? Matching users' goals with motivational technology". *User Modeling and User-Adapted Interaction*. 2018, 28(1). 35-74. <https://doi.org/10.1007/s11257-018-9200-2>

Morschheuser, Benedikt et al. "Gamified crowdsourcing: Conceptualization, literature review, and future agenda". *International Journal of Human-Computer Studies*. 2017, 106. 26-43. <https://doi.org/10.1016/j.ijhcs.2017.04.005>

Pyrhönen, Veli-Pekka "Vygotsky's Zone of Proximal Development in Connection with Technology-Enhanced Learning Environments"., Quadrado, Jose Bernardino, Jorge Rocha, Joao (editors). *Proceedings of the 45th SEFI Annual Conference*. European Society for Engineering Education SEFI. 2017, 1206-1213.

Leinonen, Juho et al. "Comparison of time metrics in programming". *ICER 2017 - Proceedings of the 2017 ACM Conference on International Computing Education Research*. ACM. 2017, 200-208. <https://doi.org/10.1145/3105726.3106181>

Leppänen, Leo et al. "Using and collecting fine-grained usage data to improve online learning materials". *Proceedings - 2017 IEEE/ACM 39th International Conference on Software Engineering: Software Engineering and Education Track, ICSE-SEET 2017*. IEEE. 2017, 4-12. <https://doi.org/10.1109/ICSE-SEET.2017.12>

Hellas, Arto, Juho Leinonen and Petri Ihanntola "Plagiarism in take-home exams: Help-seeking, collaboration, and systematic cheating". *ITiCSE 2017 - Proceedings of the 2017 ACM Conference on Innovation and Technology in Computer Science Education*. ACM. 2017, 238-243. <https://doi.org/10.1145/3059009.3059065>

Multsilta, Jari, Hannele Niemi and Eric Hamilton "Children designing videos: Tools, pedagogical models, and best practices for digital storytelling and media-making in the classroom". *IDC 2017 - Proceedings of the 2017 ACM Conference on Interaction Design and Children*. ACM. 2017, 693-696. <https://doi.org/10.1145/3078072.3091982>

Leinonen, Juho, Petri Ihanntola and Arto Hellas "Preventing keystroke based identification in open data sets". *L@S 2017 - Proceedings of the 4th (2017) ACM Conference on Learning at Scale*. ACM. 2017, 101-109. <https://doi.org/10.1145/3051457.3051458>

Niemi, T., H. Kalliomäki, and E. Pajarre "A teacher? A mentor? A friend? - Teacher mentoring experience at Tampere University of Technology". *Proceedings of the 45th SEFI Annual Conference 2017 - Education Excellence for Sustainability, SEFI 2017*. European Society for Engineering Education SEFI. 2017, 1352-1361.

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

Salmela, Erno, Kai Häkkinen and Jarkko Rantala. "Hobbyists as a super group of user-centred innovation - Case CreamSound guitar amplifier". *International Journal of Innovation and Learning*. 2017, 21(2). 223-245. <https://doi.org/10.1504/IJIL.2017.081946>

Vihervaara, Juha and Teemu Alapaholuoma "Internet of Things: Opportunities for vocational education and training: Presentation of the pilot project". *CSEDU 2017 - Proceedings of the 9th International Conference on Computer Supported Education*. SCITEPRESS. 2017, 476-480. <https://doi.org/10.5220/0006353204760480>

Pyrhönen, V. P. "Vygotsky's zone of proximal development in connection with technology-enhanced learning environments". *Proceedings of the 45th SEFI Annual Conference 2017 - Education Excellence for Sustainability, SEFI 2017*. European Society for Engineering Education SEFI. 2017, 1206-1213.

Koivisto, Jaana Maija et al. "Learning by playing: A cross-sectional descriptive study of nursing students' experiences of learning clinical reasoning". *Nurse Education Today*. 2016, 45. 22-28. <https://doi.org/10.1016/j.nedt.2016.06.009>

Helander, N. et al. "Affective experiences and student engagement in higher education". *44th Annual Conference Of The European Society For Engineering Education: 12-15 September 2016, Tampere, Finland*. Tampere. 2016.

Tukiainen, M. O: "Students as mystery shoppers: lowering knowledge sharing barriers in higher education". *44th Annual Conference Of The European Society For Engineering Education: 12-15 September 2016, Tampere, Finland*. Tampere. 2016.

Iivonen, Ville, Petri Ihanola and Tommi Mikkonen "Dynamic software updating techniques in practice and Educator's guides: A review". *2016 IEEE 29th International Conference on Software Engineering Education and Training (CSEET)*. IEEE. 2016, 86-90. <https://doi.org/10.1109/CSEET.2016.16>

Ropo, Matti et al. "First-principles data set of 45,892 isolated and cation-coordinated conformers of 20 proteinogenic amino acids". *Scientific Data*. 2016. 3. <https://doi.org/10.1038/sdata.2016.9>

Pyrhönen, Veli-Pekka, Jari Seppälä, and Mikko Salmenperä "Computer-supported collaborative learning: Praxes in new cell-oriented configurable PC-classroom". *SEFI conference 2016: Engineering Education on Top of the World: Industry University Cooperation*. 2016.

Niemi, Hannele and Jari Multisilta. "Digital storytelling promoting twenty-first century skills and student engagement". *Technology, Pedagogy and Education*. 2016, 25(4). 451-468. <https://doi.org/10.1080/1475939X.2015.1074610>

Pyrhönen, Veli-Pekka "Enhancing old laboratory experiment using flipped learning: Towards self-regulating collaborative groups in blended learning environment". *SEFI conference 2016: Engineering Education on Top of the World: Industry University Cooperation*. 2016.

Juuti, T. et al. "How to benefit from learning logs in engineering education?". *44th Annual Conference of the European Society for Engineering Education - Engineering Education on Top of the World: Industry-University Cooperation, SEFI 2016*. European Society for Engineering Education SEFI. 2016.

Lehtonen, T. et al. "Leadership instead of grading - The new goals of assessment". *44th Annual Conference of the European Society for Engineering Education - Engineering Education on Top of the World: Industry-University Cooperation, SEFI 2016*. European Society for Engineering Education SEFI. 2016.

Juuti, Tero, Kaisu Rättyä, and Timo Lehtonen "Learning logs in product development education". *Proceedings of the 18th International Conference on Engineering and Product Design Education: Design Education: Collaboration and Cross-Disciplinarity, E and PDE 2016*. Institution of Engineering Designers, The Design Society. 2016, 296-301.

Nokelainen, Petri, Heidi Kaisvuori and Laura Pylväs "Self-regulation and competence in work-based learning". Mulder, Martin (ed.). *Competence-based Vocational and Professional Education. Bridging the Worlds of Work and Education : Bridging the Worlds of Work and Education*. Technical and Vocational Education and Training: Issues, Concerns and Prospects. Springer US. 2016, 775-793. [https://doi.org/10.1007/978-3-319-41713-4\\_36](https://doi.org/10.1007/978-3-319-41713-4_36)

Mäkelä, Ari-Mikko et al. "STACK assignments in university mathematics education". *Proceedings of the 44th SEFI Conference, 12 - 15 September 2016, Tampere, Finland*. European Society for Engineering Education SEFI. 2016.

Pyhältö, Kirsi, Janne Pietarinen and Tiina Soini. "When teaching gets tough – Professional community inhibitors of teacher-targeted bullying and turnover intentions". *IMPROVING SCHOOLS*. 2015, 18(3). 263-276.  
<https://doi.org/10.1177/1365480215589663>

Pyhalto, Kirsi, Janne Pietarinen and Tiina Soini. "Teachers professional agency and learning-from adaption to active modification in the teacher community". *TEACHERS AND TEACHING: THEORY AND PRACTICE*. 2015, 21(7). 811-830.  
<https://doi.org/10.1080/13540602.2014.995483>

Aramo-Immonen, Heli, Jari Jussila, and Jukka Huhtamäki. "Exploring co-learning behavior of conference participants with visual network analysis of Twitter data". *Computers in Human Behavior*. 2015, 51(Part B). 1154–1162.  
<https://doi.org/10.1016/j.chb.2015.02.033>

Soini, Tiina et al. "What contributes to first-year student teachers sense of professional agency in the classroom?". *TEACHERS AND TEACHING: THEORY AND PRACTICE*. 2015, 21(6). 641-659.  
<https://doi.org/10.1080/13540602.2015.1044326>

AbuJarour, Safa'A et al. "Enhancing the experience of online users of open education". *2014 International Conference on Web and Open Access to Learning, ICWOAL 2014*. Institute of Electrical and Electronics Engineers Inc. 2015.  
<https://doi.org/10.1109/ICWOAL.2014.7009217>

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

AbuJarour, Safa'a et al. "Design principles for collaboration platforms for open education". *CSEDU 2015 - 7th International Conference on Computer Supported Education, Proceedings*. SCITEPRESS. 2015, 349-359.

Sharmin, Selina, Oleg Špakov and Kari Jouko Räihä. "Dynamic text presentation in print interpreting - An eye movement study of reading behaviour". *International Journal of Human-Computer Studies*. 2015, 78. 17-30.  
<https://doi.org/10.1016/j.ijhcs.2015.01.010>

Marinho, Paulo et al. "Preoperative simulation for the planning of microsurgical clipping of intracranial aneurysms". *SIMULATION IN HEALTHCARE*. 2014, 9(6). 370-376. <https://doi.org/10.1097/SIH.0000000000000056>

Vihavainen, Arto, Matti Luukkainen and Petri Ihantola "Analysis of source code snapshot granularity levels". *SIGITE 2014 - Proceedings of the 15th Annual Conference on Information Technology Education*. Association for Computing Machinery, Inc. 2014, 21-26. <https://doi.org/10.1145/2656450.2656473>

Ihantola, Petri, Juha Sorva and Arto Vihavainen "Automatically detectable indicators of programming assignment difficulty". *SIGITE 2014 - Proceedings of the 15th Annual Conference on Information Technology Education*. Association for Computing Machinery, Inc. 2014, 33-38. <https://doi.org/10.1145/2656450.2656476>

Pirkkalainen, Henri, Jussi P P Jokinen and Jan M. Pawlowski. "Understanding social OER environments-A quantitative study on factors influencing the motivation to share and collaborate". *IEEE Transactions on Learning Technologies*. 2014, 7(4). 388-400. <https://doi.org/10.1109/TLT.2014.2323970>

Mtebe, Joel Samson and Roope Raisamo. "Challenges and instructors' intention to adopt and use open educational resources in higher education in tanzania". *INTERNATIONAL REVIEW OF RESEARCH IN OPEN AND DISTANCE LEARNING*. 2014, 15(1). 249-271.

Pyhältö, Kirsi, Janne Pietarinen and Tiina Soini. "Comprehensive school teachers' professional agency in large-scale educational change". *JOURNAL OF EDUCATIONAL CHANGE*. 2014, 15(3). 303-325. <https://doi.org/10.1007/s10833-013-9215-8>

Busjahn, Teresa et al. "Eye tracking in computing education". *ICER 2014 - Proceedings of the 10th Annual International Conference on International Computing Education Research*. Association for Computing Machinery. 2014, 3-10. <https://doi.org/10.1145/2632320.2632344>

Mtebe, Joel S. and Roope Raisamo. "Investigating perceived barriers to the use of open educational resources in higher education in tanzania". *INTERNATIONAL REVIEW OF RESEARCH IN OPEN AND DISTANCE LEARNING*. 2014, 15(2). 43-66.

Pirkkalainen, Henri et al. "Overcoming cultural distance in social OER environments". *CSEDU 2014 - Proceedings of the 6th International Conference on Computer Supported Education*. SCITEPRESS. 2014, 15-24.

Hyötynen, P., S. Mursu and J.-P. Teini "Professional knowledge, skills and competencies of the new graduates and the engineering professionals - Comparison of the importance in working-life". *SEFI Annual Conference 2014*. Brussel: European Society for Engineering Education SEFI. 2014.

Ullmanen, Sanna et al. "Strategies for academic engagement perceived by Finnish sixth and eighth graders". *CAMBRIDGE JOURNAL OF EDUCATION*. 2014, 44(3). 425-443. <https://doi.org/10.1080/0305764X.2014.921281>

Pietarinen, Janne, Tiina Soini and Kirsi Pyhältö. "Students' emotional and cognitive engagement as the determinants of well-being and achievement in school". *INTERNATIONAL JOURNAL OF EDUCATIONAL RESEARCH*. 2014, 67. 40-51. <https://doi.org/10.1016/j.ijer.2014.05.001>

Ahonen, Elsi et al. "Teachers' professional beliefs about their roles and the pupils' roles in the school". *TEACHER DEVELOPMENT*. 2014, 18(2). 177-197. <https://doi.org/10.1080/13664530.2014.900818>

Pietarinen, Janne et al. "Reducing teacher burnout: A socio-contextual approach". *TEACHING AND TEACHER EDUCATION*. 2013, 35. 62-72. <https://doi.org/10.1016/j.tate.2013.05.003>

Westling, Suvi Krista et al. "How do ninth-graders perceive their involvement in the most meaningful episodes of their school career?". *INTERNATIONAL JOURNAL OF EDUCATIONAL RESEARCH*. 2013, 58. 25-35. <https://doi.org/10.1016/j.ijer.2012.12.005>

Helminen, Juha et al. "How do students solve parsons programming problems? - Execution-based vs. line-based feedback". *Proceedings - 2013 Learning and Teaching in Computing and Engineering, LaTiCE 2013*. 2013, 55-61. <https://doi.org/10.1109/LaTiCE.2013.26>

Hamilton, Eric and Jari Multisilta "The innovations in learning and education SAVI". *Computer-Supported Collaborative Learning Conference, CSCL*. 2013, 511-512.

Rantala, Jussi et al. "Touch gestures in communicating emotional intention via vibrotactile stimulation". *International Journal of Human-Computer Studies*. 2013, 71(6). 679-690. <https://doi.org/10.1016/j.ijhcs.2013.02.004>

Pyhältö, Kirsi, Janne Pietarinen and Tiina Soini. "Do comprehensive school teachers perceive themselves as active professional agents in school reforms?". *JOURNAL OF EDUCATIONAL CHANGE*. 2012, 13(1). 95-116. <https://doi.org/10.1007/s10833-011-9171-0>

Karavirta, Ville, Juha Helminen and Petri Ihantola "A Mobile learning application for parsons problems with automatic feedback". *Proceedings - 12th Koli Calling International Conference on Computing Education Research, Koli Calling 2012*. 2012, 11-18. <https://doi.org/10.1145/2401796.2401798>

Rytkönen, Eelis, Suvi Nenonen and Sami Kärnä "Exploring facilities management - Towards future campuses". *Proceedings of the 40th SEFI Annual Conference 2012 - Engineering Education 2020: Meet the Future*. European Society for Engineering Education SEFI. 2012.

Helminen, Juha et al. "How do students solve parsons programming problems? - An analysis of interaction traces". *ICER'12 - Proceedings of the 9th Annual International Conference on International Computing Education Research*. 2012, 119-126. <https://doi.org/10.1145/2361276.2361300>

Aramo-Immonen, Heli. "Knowledge management through learning model in industrial projects". *International Journal of Knowledge and Learning*. 2012, 8(3-4). 298-312. <https://doi.org/10.1504/IJKL.2012.051675>

Pyhältö, Kirsi, Tiina Soini and Janne Pietarinen. "A systemic perspective on school reform: Principals' and chief education officers' perspectives on school development". *JOURNAL OF EDUCATIONAL ADMINISTRATION*. 2011, 49(1). 46-61. <https://doi.org/10.1108/09578231111102054>

Bhattacharyya, Shuvra S. et al. "Teaching cross-platform design and testing methods for embedded systems using DICE" . *Proceedings - 2011 Workshop on Embedded Systems Education, WESE 2011*. 2011, 38-45. <https://doi.org/10.1145/2077370.2077376>

Christophe, François et al. "Integrated design framework: Towards an approach for early design". *DS 46: Proceedings of E and PDE 2008, the 10th International Conference on Engineering and Product Design Education*. 2008.