

- Bramsløw, L, Naithani, G, Hafez, A, Barker, T, Pontoppidan, NH & Virtanen, T 2018, 'Improving competing voices segregation for hearing impaired listeners using a low-latency deep neural network algorithm', *Journal of the Acoustical Society of America*, Vuosikerta. 144, Nro 1, Sivut 172-185. <https://doi.org/10.1121/1.5045322>
- Cristia, A, Lavechin, M, Scaff, C, Soderstrom, M, Rowland, C, Räsänen, O, Bunce, J & Bergelson, E 2020, 'A thorough evaluation of the Language Environment Analysis (LENA) system', *BEHAVIOR RESEARCH METHODS*. <https://doi.org/10.3758/s13428-020-01393-5>
- Evreinova, TV, Evreinov, G & Raisamo, R 2011, 'Integrating discrete events and continuous head movements for video-based interaction techniques', *Behaviour and Information Technology*, Vuosikerta. 30, Nro 6, Sivut 739-746. <https://doi.org/10.1080/01449290903353013>
- Hamari, J & Keronen, L 2017, 'Why do people buy virtual goods: A meta-analysis', *Computers in Human Behavior*, Vuosikerta. 71, Sivut 59-69. <https://doi.org/10.1016/j.chb.2017.01.042>
- Hamari, J & Koivisto, J 2015, "'Working out for likes": An empirical study on social influence in exercise gamification', *Computers in Human Behavior*, Vuosikerta. 50, Sivut 333-347. <https://doi.org/10.1016/j.chb.2015.04.018>
- Hamari, J 2017, 'Do badges increase user activity? A field experiment on the effects of gamification', *Computers in Human Behavior*, Vuosikerta. 71, Sivut 469-478. <https://doi.org/10.1016/j.chb.2015.03.036>
- Hamari, J & Koivisto, J 2014, 'Measuring flow in gamification: Dispositional Flow Scale-2', *Computers in Human Behavior*, Vuosikerta. 40, Sivut 133-143. <https://doi.org/10.1016/j.chb.2014.07.048>
- Hella, L, Kuusisto, A, Meier, A & Virtema, J 2019, 'Model checking and validity in propositional and modal inclusion logics', *JOURNAL OF LOGIC AND COMPUTATION*, Vuosikerta. 29, Nro 5, Sivut 605-630. <https://doi.org/10.1093/logcom/exz008>
- Hilvert-Bruce, Z, Neill, JT, Sjöblom, M & Hamari, J 2018, 'Social motivations of live-streaming viewer engagement on Twitch', *Computers in Human Behavior*, Vuosikerta. 84, Sivut 58-67. <https://doi.org/10.1016/j.chb.2018.02.013>
- Ilves, M & Surakka, V 2013, 'Subjective responses to synthesised speech with lexical emotional content: The effect of the naturalness of the synthetic voice', *Behaviour and Information Technology*, Vuosikerta. 32, Nro 2, Sivut 117-131. <https://doi.org/10.1080/0144929X.2012.702285>
- Iverson, GL, Hakulinen, U, Wäljas, M, Dastidar, P, Lange, RT, Soimakallio, S & Öhman, J 2011, 'To exclude or not to exclude: White matter hyperintensities in diffusion tensor imaging research', *BRAIN INJURY*, Vuosikerta. 25, Nro 13-14, Sivut 1325-1332. <https://doi.org/10.3109/02699052.2011.608409>
- Kaasinen, E, Roto, V, Hakulinen, J, Heimonen, T, Jokinen, JPP, Karvonen, H, Keskinen, T, Koskinen, H, Lu, Y, Saariluoma, P, Tokkonen, H & Turunen, M 2015, 'Defining user experience goals to guide the design of industrial systems', *Behaviour and Information Technology*, Vuosikerta. 34, Nro 10, Sivut 976-991. <https://doi.org/10.1080/0144929X.2015.1035335>
- Kallio, KP, Mäyrä, F & Kaipainen, K 2011, 'At least nine ways to play: Approaching gamer mentalities', *GAMES AND CULTURE: A JOURNAL OF INTERACTIVE MEDIA*, Vuosikerta. 6, Nro 4, Sivut 327-353. <https://doi.org/10.1177/1555412010391089>
- Koivisto, J & Hamari, J 2014, 'Demographic differences in perceived benefits from gamification', *Computers in Human Behavior*, Vuosikerta. 35, Sivut 179-188. <https://doi.org/10.1016/j.chb.2014.03.007>
- Korkeila, H & Hamari, J 2020, 'Avatar capital: The relationships between player orientation and their avatar's social, symbolic, economic and cultural capital', *Computers in Human Behavior*, Vuosikerta. 102, Sivut 14-21. <https://doi.org/10.1016/j.chb.2019.07.036>

- Kylliäinen, M, Virjonen, P & Hongisto, V 2019, 'Optimized reference spectrum for rating the impact sound insulation of concrete floors', *Journal of the Acoustical Society of America*, Vuosikerta. 145, Nro 1, Sivut 407-416. <https://doi.org/10.1121/1.5087553>
- Luoto, TM, Iverson, GL, Losoi, H, Wäljas, M, Tenovuo, O, Kataja, A, Brander, A & Öhman, J 2015, 'Clinical correlates of retrograde amnesia in mild traumatic brain injury', *BRAIN INJURY*, Vuosikerta. 29, Nro 5, Sivut 565-572. <https://doi.org/10.3109/02699052.2014.1002421>
- Macey, J & Hamari, J 2018, 'Investigating relationships between video gaming, spectating esports, and gambling', *Computers in Human Behavior*, Vuosikerta. 80, Sivut 344-353. <https://doi.org/10.1016/j.chb.2017.11.027>
- Macey, J, Tyrväinen, V, Pirkkalainen, H & Hamari, J 2020, 'Does esports spectating influence game consumption?', *Behaviour and Information Technology*. <https://doi.org/10.1080/0144929X.2020.1797876>
- Morschheuser, B, Riar, M, Hamari, J & Maedche, A 2017, 'How games induce cooperation? A study on the relationship between game features and we-intentions in an augmented reality game', *Computers in Human Behavior*, Vuosikerta. 77, Sivut 169-183. <https://doi.org/10.1016/j.chb.2017.08.026>
- Ninaus, M, Kiili, K, McMullen, J & Moeller, K 2017, 'Assessing fraction knowledge by a digital game', *Computers in Human Behavior*, Vuosikerta. 70, Sivut 197-206. <https://doi.org/10.1016/j.chb.2017.01.004>
- Pakkanen, J, Juuti, T & Lehtonen, T 2016, 'Brownfield Process: A method for modular product family development aiming for product configuration', *DESIGN STUDIES*, Vuosikerta. 45B, Sivut 210-241. <https://doi.org/10.1016/j.destud.2016.04.004>
- Partala, T & Saari, T 2015, 'Understanding the most influential user experiences in successful and unsuccessful technology adoptions', *Computers in Human Behavior*, Vuosikerta. 53, Sivut 381-395. <https://doi.org/10.1016/j.chb.2015.07.012>
- Pirkkalainen, H & Pawlowski, JM 2014, 'Global social knowledge management - Understanding barriers for global workers utilizing social software', *Computers in Human Behavior*, Vuosikerta. 30, Sivut 637-647. <https://doi.org/10.1016/j.chb.2013.07.041>
- Pyhalto, K, Pietarinen, J & Soini, T 2015, 'Teachers professional agency and learning-from adaption to active modification in the teacher community', *TEACHERS AND TEACHING: THEORY AND PRACTICE*, Vuosikerta. 21, Nro 7, Sivut 811-830. <https://doi.org/10.1080/13540602.2014.995483>
- Pyysalo, MJ, Pyysalo, LM, Pessi, T, Karhunen, PJ & Öhman, JE 2013, 'The connection between ruptured cerebral aneurysms and odontogenic bacteria', *JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY*, Vuosikerta. 84, Nro 11, Sivut 1214-1218. <https://doi.org/10.1136/jnnp-2012-304635>
- Pyysalo, L, Luostarinen, T, Keski-Nisula, L & Öhman, J 2013, 'Long-term excess mortality of patients with treated and untreated unruptured intracranial aneurysms', *JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY*, Vuosikerta. 84, Nro 8, Sivut 888-892. <https://doi.org/10.1136/jnnp-2012-303073>
- Pyysalo, LM, Niskakangas, TT, Keski-Nisula, LH, Kähärä, VJ & Öhman, JE 2011, 'Long term outcome after subarachnoid haemorrhage of unknown aetiology', *JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY*, Vuosikerta. 82, Nro 11, Sivut 1264-1266. <https://doi.org/10.1136/jnnp.2010.239335>
- Räsänen, O, Seshadri, S, Lavechin, M, Cristia, A & Casillas, M 2020, 'ALICE: An open-source tool for automatic measurement of phoneme, syllable, and word counts from child-centered daylong recordings', *BEHAVIOR RESEARCH METHODS*. <https://doi.org/10.3758/s13428-020-01460-x>

Sibolt, G, Curtze, S, Melkas, S, Putaala, J, Pohjasvaara, T, Kaste, M, Karhunen, PJ, Oksala, NKJ & Erkinjuntti, T 2013, 'Poststroke dementia is associated with recurrent ischaemic stroke', *JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY*, Vuosikerta. 84, Nro 7, Sivut 722-726. <https://doi.org/10.1136/jnnp-2012-304084>

Silverberg, ND, Luoto, TM, Öhman, J & Iverson, GL 2014, 'Assessment of mild traumatic brain injury with the King-Devick Test® in an emergency department sample', *BRAIN INJURY*, Vuosikerta. 28, Nro 12, Sivut 1590-1593. <https://doi.org/10.3109/02699052.2014.943287>

Sjöblom, M, Törhönen, M, Hamari, J & Macey, J 2017, 'Content structure is king: An empirical study on gratifications, game genres and content type on Twitch', *Computers in Human Behavior*, Vuosikerta. 73, Sivut 161-171. <https://doi.org/10.1016/j.chb.2017.03.036>

Soini, T, Pietarinen, J, Toom, A & Pyhältö, K 2015, 'What contributes to first-year student teachers sense of professional agency in the classroom?', *TEACHERS AND TEACHING: THEORY AND PRACTICE*, Vuosikerta. 21, Nro 6, Sivut 641-659. <https://doi.org/10.1080/13540602.2015.1044326>

Stoffregen, J, Pawlowski, JM & Pirkkalainen, H 2015, 'A Barrier framework for open e-learning in public administrations', *Computers in Human Behavior*, Vuosikerta. 51, Nro B, Sivut 674-684. <https://doi.org/10.1016/j.chb.2014.12.024>

Sun, L, Peräkylä, J, Polvivaara, M, Öhman, J, Peltola, J, Lehtimäki, K, Huhtala, H & Hartikainen, KM 2015, 'Human anterior thalamic nuclei are involved in emotion-attention interaction', *NEUROPSYCHOLOGIA*, Vuosikerta. 78, Sivut 88-94. <https://doi.org/10.1016/j.neuropsychologia.2015.10.001>

Wäljas, M, Iverson, GL, Hartikainen, KM, Liimatainen, S, Dastidar, P, Soimakallio, S, Jehkonen, M & Öhman, J 2012, 'Reliability, validity and clinical usefulness of the BNI fatigue scale in mild traumatic brain injury', *BRAIN INJURY*, Vuosikerta. 26, Nro 7-8, Sivut 972-978. <https://doi.org/10.3109/02699052.2012.660511>