

Tailored gamification
A review of literature

The effect of challenge-based gamification on learning
An experiment in the context of statistics education

Some SonarQube issues have a significant but small effect on faults and changes. A large-scale empirical study

Necessary and sufficient conditions for the existence of solution of generalized fuzzy relation equations $A \Leftrightarrow X = B$

Using Deep Learning for price prediction by exploiting stationary limit order book features

Flow-bounded trajectory-scaling algorithm for hydraulic robotic manipulators

On the zeros of the partial Hosoya polynomial of graphs

Kvazaar 2.0
Fast and efficient open-source HEVC inter encoder

Adaptive Normalization for Forecasting Limit Order Book Data Using Convolutional Neural Networks

Peer to Peer Offloading with Delayed Feedback
An Adversary Bandit Approach

SeCon-NG
Implementing a lightweight cryptographic library based on ECDH and ECDSA for the development of secure and privacy-preserving protocols in contiki-NG

Gaussian mixture models for signal mapping and positioning

Serverless
What it Is, What to Do and What Not to Do

A custom processor for protocol-independent packet parsing

Are SonarQube Rules Inducing Bugs?

A preliminary network analysis on steam game tags
Another way of understanding game genres

Color game
A collaborative social robotic game for icebreaking; Towards the design of robotic ambiances as part of smart building services

Demographic differences in accumulated types of capital in massively multiplayer online role-playing games

Innovation challenges as a novel multidisciplinary learning platform

Satisfaction and willingness to consume immersive journalism
Experiment of differences between VR, 360 video, and article

Social human-robot interaction in the wild
A workshop proposal for academic mindtrek 2020

"The superhero of the university"
Experience-driven design and field study of the university guidance robot

Anthropometric clothing measurements from 3D body scans

Sensor-Based Cooperative Multi-Antenna Spectrum Sensing with Imperfect Reporting Channels

Compressive sensed video recovery via iterative thresholding with random transforms

Does code quality affect pull request acceptance? An empirical study

Does migrating a monolithic system to microservices decrease the technical debt?

Exploration and exploitation of sensorimotor contingencies for a cognitive embodied agent

FinnForest dataset
A forest landscape for visual SLAM

IoT-CryptoDiet
Implementing a lightweight cryptographic library based on ecdh and ecdsa for the development of secure and privacy-preserving protocols in contiki-ng

On the diffuseness of technical debt items and accuracy of remediation time when using SonarQube

Patterns for serverless functions (Function-as-a-Service)
A multivocal literature review

Redundancy-based visual tool center point pose estimation for long-reach manipulators

Shearlet Transform-Based Light Field Compression under Low Bitrates

User experience of stereo and spatial audio in 360° live music videos

Validating effectiveness of safety requirements' compliance evaluation in process assessments

Bayesian receiver operating characteristic metric for linear classifiers

Software architecture design in global software development
An empirical study

Promoting local culture and enriching airport experiences through interactive storytelling

Programming languages for data-intensive HPC applications
A systematic mapping study

Action-Oriented Programming Model
Collective Executions and Interactions in the Fog

Feasibility of FPGA accelerated IPsec on cloud

An icon that everyone wants to click
How perceived aesthetic qualities predict app icon successfulness

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

DevOps in practice
A multiple case study of five companies

The Double Shadowed κ - μ Fading Model

Tunable VVC Frame Partitioning based on Lightweight Machine Learning

Model checking and validity in propositional and modal inclusion logics

Performance analysis of single-query 6-DoF camera pose estimation in self-driving setups

Game postmortems vs. developer Reddit AMAs
Computational analysis of developer communication

Social features in hybrid board game marketing material

Are architectural smells independent from code smells? An empirical study

Enabling cybersecurity incident reporting and coordinated handling for maritime sector

Hermitian normalized Laplacian matrix for directed networks

Real-time online drilling vibration analysis using data mining

High-performance SIMD implementation of the lattice-Boltzmann method on the Xeon Phi processor

Detection of Typical Pronunciation Errors in Non-native English Speech Using Convolutional Recurrent Neural Networks

User Experience Study of 360° Music Videos on Computer Monitor and Virtual Reality Goggles

Public and open HEVC encoding service in the cloud

Investigation of egocentric social structures for diversity-enhancing followee recommendations

Facilitating the first move
Exploring inspirational design patterns for aiding initiation of social encounters

Towards Efficient Code Generation for Exposed Datapath Architectures

1-D Convolutional Neural Networks for Signal Processing Applications

Convex Energy Optimization of Streaming Applications for MPSoCs

Deep Reinforcement Learning for Financial Trading Using Price Trailing

Deep Temporal Logistic Bag-of-features for Forecasting High Frequency Limit Order Book Time Series

Low-latency Deep Clustering for Speech Separation

Random Forest Oriented Fast QTBT Frame Partitioning

Time Difference of Arrival Estimation of Speech Signals Using Deep Neural Networks with Integrated Time-frequency Masking

Variance Preserving Initialization for Training Deep Neuromorphic Photonic Networks with Sinusoidal Activations

The FitOptiVis ECSEL Project
Highly Efficient Distributed Embedded Image/Video Processing in Cyber-Physical Systems Invited Paper

How do academics experience use of recorded audio feedback in higher education? A thematic analysis

Challenges of Multi-Factor Authentication for Securing Advanced IoT Applications

Analysis of an efficient parallel implementation of active-set Newton algorithm

Convolutional low-resolution fine-grained classification

Challenges and recommended practices for software architecting in global software development

Additional lossless compression of JPEG images based on BPG

Combined no-reference IQA metric and its performance analysis

Phase masks optimization for broadband diffractive imaging

Thin form-factor super multiview head-up display system

Performance evaluation of bandwidth reservation for mmWave 5G NR systems

Towards detecting structural branching and cyclicity in graphs
A polynomial-based approach

Business intelligence process model revisited

Challenges in developing data-based value creation

Co-creating digital services for citizens
Activity theory analysis

Compatible natural gradient policy search

Continuum approach to high-cycle fatigue. The finite life-time case with stochastic stress history

Farm detection based on deep convolutional neural nets and semi-supervised green texture detection using VIS-NIR satellite image

Institutional Perspectives on the Process of Enterprise Architecture Adoption

Log analysis of 360-degree video users via MQTT

PyGOP
A Python library for Generalized Operational Perceptron algorithms

Revisiting continuous deployment maturity
A two-year perspective

The Lord of the shares
Combining attribute-based encryption and searchable encryption for flexible data sharing

Zeffiro User Interface for Electromagnetic Brain Imaging
a GPU Accelerated FEM Tool for Forward and Inverse Computations in Matlab

On the Secrecy Capacity of Fisher-Snedecor F Fading Channels

The N *Fisher-Snedecor F Cascaded Fading Model

Power mitigation of a heterogeneous multicore architecture on FPGA/ASIC by DFS/DVFS techniques

End-to-End Polyphonic Sound Event Detection Using Convolutional Recurrent Neural Networks with Learned Time-Frequency Representation Input

Guidelines for development and evaluation of usage data analytics tools for human-machine interactions with industrial manufacturing systems

Implications of audio and narration in the user experience design of virtual reality

Multichannel Sound Event Detection Using 3D Convolutional Neural Networks for Learning Inter-channel Features

Robotic process automation - Creating value by digitalizing work in the private healthcare?

Systematic literature review on user logging in virtual reality

The Finnish you – An interactive storytelling application for an airport environment

Graph measures with high discrimination power revisited
A random polynomial approach

Reproducible Evaluation of System Efficiency with a Model of Architecture
From Theory to Practice

Designing for experiences with socially interactive robots

Understanding animals
A critical challenge in ACI

A joint target localization and classification framework for sensor networks

Estimation of time-varying room impulse responses of multiple sound sources from observed mixture and isolated source signals

Low-energy graph fourier basis functions span salient objects

Statistical Evaluation of Visual Quality Metrics for Image Denoising

Low latency edge rendering scheme for interactive 360 degree virtual reality gaming

Liking the game
How can spectating motivations influence social media usage at live esports events?

Code notes
Designing a low-cost tangible coding tool for/with children

Fast and easy live video service setup using lightweight virtualization

Optimized viewport dependent streaming of stereoscopic omnidirectional video

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

Looking for a five-legged sheep
Identifying enterprise architects' skills and competencies

Toward efficient many-core scheduling of partial expansion graphs

Preface

Special Issue on 'New Hydraulic Components for Tough Robots'

On the Definition of Microservice Bad Smells

Backshoring of production in the context of a small and open Nordic economy

Towards secure cloud orchestration for multi-cloud deployments

Ripple thermostat

Affecting the emotional experience through interactive force feedback and shape change

A design tool for high performance image processing on multicore platforms

Deep multiresolution color constancy

A multi-agent approach for processing industrial enterprise data

An approach to production scheduling optimization a case of an oil lubrication and hydraulic systems manufacturer

Configuring and visualizing the data resources in a cloud-based data collection framework

Exploiting suppliers' potential in construction innovations

Memory-Constrained vectorization and scheduling of dataflow graphs for hybrid CPU-GPU platforms

Feature synthesis for image classification and retrieval via one-against-all perceptrons

A Dataset for Camera Independent Color Constancy

An algebraic approach to reducing the number of variables of incompletely defined discrete functions

Architectural patterns for microservices

A systematic mapping study

Blind estimation of white Gaussian noise variance in highly textured images

Combined local and global image enhancement algorithm

Compression of signs of DCT coefficients for additional lossless compression of JPEG images

Conversion of sparsely-captured light field into alias-free fullparallax multiview content

Deep p-Fibonacci scattering networks

Fair testing and stubborn sets

Federated IoT services leveraging 5G technologies at the edge

How to design gamification? A method for engineering gamified software

Information Exchange Architecture for Collaborative Industrial Ecosystem

Information models and information exchange in plant-wide monitoring and control of industrial processes

Is Texture Denoising Efficiency Predictable?

Making the cloud work for software producers
Linking architecture, operating cost and revenue

Memory Tampering Attack on Binary GCD Based Inversion Algorithms

Methods and tools for denoising of complex-valued images based on block-matching and high order singular value decomposition

Mixed-integer linear programming approach for global discrete sizing optimization of frame structures

Modeling and estimation of signal-dependent and correlated noise

Multisensor Time–Frequency Signal Processing MATLAB package
An analysis tool for multichannel non-stationary data

Multi-view predictive latent space learning

On the degeneracy of the Randić entropy and related graph measures

Probabilistic saliency estimation

Reduction of variables of index generation functions using linear and quadratic transformations

Robust linearized combined metrics of image visual quality

Time-of-Flight Range Measurement in Low-sensing Environment
Noise Analysis and Complex-domain Non-local Denoising

How developers perceive smells in source code
A replicated study

Multilinear class-specific discriminant analysis

Quantitative Graph Theory
A new branch of graph theory and network science

Sparse approximations in complex domain based on BM3D modeling

Multi-factor authentication for wearables
Configuring system parameters with risk function

Big Media Data Analysis

Gamified crowdsourcing
Conceptualization, literature review, and future agenda

Highly unique network descriptors based on the roots of the permanent polynomial

Predicting academic success based on learning material usage

Architecting liquid software

Comparison of time metrics in programming

Hardware design methodology using lightweight dataflow and its integration with low power techniques

Multi-robot active information gathering with periodic communication

Robustifying correspondence based 6D object pose estimation

A convolutional neural network approach for acoustic scene classification

Analyzing Forty years of software maintenance models

Class-specific kernel discriminant analysis based on Cholesky decomposition

DevOps in regulated software development
Case medical devices

Generalized model of biological neural networks
Progressive operational perceptrons

Running software research programs
An agile approach

Using and collecting fine-grained usage data to improve online learning materials

Children designing videos
Tools, pedagogical models, and best practices for digital storytelling and media-making in the classroom

Barriers for bridging interpersonal gaps
Three inspirational design patterns for increasing collocated social interaction

A k-nearest neighbor multilabel ranking algorithm with application to content-based image retrieval

An accumulative fusion architecture for discriminating people and vehicles using acoustic and seismic signals

Inband full-duplex radio access system with self-backhauling
Transmit power minimization under QOS requirements

Reduced-complexity digital predistortion for massive MIMO

Comparing communication effort within the scrum, scrum with Kanban, XP, and Banana development processes

Operationalizing the experience factory for effort estimation in agile processes

Microservices in agile software development
A workshop-based study into issues, advantages, and disadvantages

Comparing the Built-In Application Architecture Models in the Web Browser

Effects of extrinsic noise are promoter kinetics dependent

Preventing keystroke based identification in open data sets

On continuous deployment maturity in customer projects

User generated soundscapes activating museum visitors

A Mixed Finite Element Method to Solve the EEG Forward Problem

Modular audio story platform for museums

Post-deployment data
A recipe for satisfying knowledge needs in software development?

Stop it, and be stubborn!

BM3D-HVS
Content-Adaptive denoising for improved visual quality

Data Rate Assessment on L2–L3 CPU Bus and Bus between CPU and RAM in Modern CPUs

From theories to game mechanics
Developing a game for training rational numbers

Full-reference metrics multidistortional analysis

Method for Simulating Dose Reduction in Digital Breast Tomosynthesis

Urban 3D segmentation and modelling from street view images and LiDAR point clouds

Improving the delivery cycle
A multiple-case study of the toolchains in Finnish software intensive enterprises

Casual immersive viewing with smartphones

Focusing on user experience and business models in startups
Investigation of two-dimensional value creation

Participatory development of user experience design guidelines for a B2B company

Software visualization today - Systematic literature review

Temporal dimensions of affect in user experience of digital news in the field

Ensembles of dense and dense sampling descriptors for the HEP-2 cells classification problem

MVP Explained
A Systematic Mapping Study on the Definitions of Minimal Viable Product

Using elicitation studies to generate collocated interaction methods

Nyström-based approximate kernel subspace learning

Trading exploits online
A preliminary case study

SoftWater
Software-defined networking for next-generation underwater communication systems

On the Architecture of Liquid Software: Technology Alternatives and Design Space

Compressive Sensing Image Restoration Using Adaptive Curvelet Thresholding and Nonlocal Sparse Regularization

An evaluation framework for cross-platform mobile app development tools
A case analysis of adobe PhoneGap framework

A survey on aims and environments of diversification and obfuscation in software security

Emotional Reactions to Point-Light Display Animations

Exploring the use of deprecated PHP releases in the wild internet
Still a LAMP issue?

Fifty years of graph matching, network alignment and network comparison

Learning movement synchronization in multi-component robotic systems

Optimizing gaze direction in a visual navigation task

A design framework for mapping vectorized synchronous dataflow graphs onto CPU-GPU platforms

Dynamic software updating techniques in practice and Educator's guides
A review

Blind sub-Nyquist GNSS signal detection

On Renyi's entropy estimation with one-dimensional Gaussian kernels

Supervised subspace learning based on deep randomized networks

Prototyping real-Time tracking systems on mobile devices

Collaboration change in enterprise software development

Coordinating proactive social devices in a mobile cloud
Lessons learned and a way forward

Exploring the role of ten universal values in using products and services

Learnings from the Finnish game industry

Patterns for safety system bus architecture

Patterns for subsidiaries as innovation tools

Texture classification using dense micro-block difference

Detection of bubbles as concentric circular arrangements

An Assessment of Errors and Their Reduction in Terrestrial Laser Scanner Measurements in Marmorean Surfaces

Increasing collocated people's awareness of the mobile user's activities
A field trial of social displays

Social display...We can see what you are doing on your mobile device

Lean manufacturing methods in simulation literature
Review and association analysis

The influence of developer multi-homing on competition between software ecosystems

Analysis of a receiver-based reliable broadcast approach for vehicular networks

Collecting usage data for software development
Selection framework for technological approaches

Comparison of Feature Selection Techniques in Machine Learning for Anatomical Brain MRI in Dementia

Dominant Rotated Local Binary Patterns (DRLBP) for texture classification

Foveated Nonlocal Self-Similarity

Graph Embedded Extreme Learning Machine

Gravity gradient routing for information delivery in fog Wireless Sensor Networks

HTML5-based mobile agents for Web-of-Things

Methodology to obtain the security controls in multi-cloud applications

One-Class Classification based on Extreme Learning and Geometric Class Information

On the arity gap of finite functions
Results and applications

Software Startups - A Research Agenda

Still image/video frame lossy compression providing a desired visual quality

Towards component-aware function point measurement

Network signatures based on gene pair expression ratios improve classification and the analysis of muscle-invasive urothelial cancer

Generative part-based Gabor object detector

A State Space Tool for Concurrent System Models Expressed In C++

Time series trends in software evolution

Need to touch, wonder of discovery, and social capital
Experiences with interactive playful seats

Who is moving - User or device? Experienced quality of mobile 3D video in vehicles

Collaborative navigation in virtual worlds
How gender and game experience influence user behavior

Executing dataflow actors as kahn processes

Sparse extreme learning machine classifier exploiting intrinsic graphs

Model selection for linear classifiers using Bayesian error estimation

Antroposeeni - A mixed reality game

OASIS deck of cards - House of colleagues
A playful

Haptic feedback of gaze gestures with glasses
Localization accuracy and effectiveness

Augmenting Technology Trees: Automation and Tool Support

Software evolution and time series volatility
An empirical exploration

Mobiscool
1st workshop on mobile, social and culturally oriented learning

Scinet
Interactive intent modeling for information discovery

Collaborative filtering based on group coordinates for smoothing and directional sharpening

Enhancing class discrimination in Kernel Discriminant Analysis

Exemplar-based speech enhancement for deep neural network based automatic speech recognition

Exploiting subclass information in one-class support vector machine for video summarization

Low-complexity robust DOA estimation

Low-Latency Sound-Source-Separation using Non-Negative Matrix Factorisation with Coupled Analysis and Synthesis Dictionaries

Similarity induced group sparsity for non-negative matrix factorisation

Automatic image-based detection and inspection of paper fibres for grasping

Exploring the Stability of Software with Time-Series Cross-Sectional Data

Mashing Up Software Issue Management, Development, and Usage Data

Four patterns for internal startups

Three patterns for user involvement in startups

Railway fastener inspection by real-time machine vision

A time-optimal bounded velocity path-following controller for generic Wheeled Mobile Robots

Collaborative cloud-based management of home networks

Electroplated nickel microspring and low-friction precision linear slider
A novel micro-force sensing tool

Novel pairwise coupled kinematic solution for algebraic angular acceleration estimation of serial link manipulators

Optimal sensing via multi-armed bandit relaxations in mixed observability domains

A comparison of security assurance support of agile software development methods

Information retrieval approach to meta-visualization

Glance awareness and gaze interaction in smartwatches

Intentstreams
Smart parallel search streams for branching exploratory search

On the kernel Extreme Learning Machine classifier

The highways and country roads to continuous deployment

The MOBISERV-AIIA eating and drinking multi-view database for vision-based assisted living

LTE indoor MIMO performances field measurements

Adaptive spatial resolution selection for stereoscopic video compression with MV-HEVC
A frequency based approach

Salient event detection in basketball mobile videos

Fault tolerant control architecture design for mobile manipulation in scientific facilities

Classification of iPSC colony images using hierarchical strategies with support vector machines

Image database TID2013
Peculiarities, results and perspectives

PaaSword
A holistic data privacy and security by design framework for cloud services

Social behavior in bacterial nanonetworks
Challenges and opportunities

Analytical model in discrete time for cross-layer video communication over LTE

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

Designing an Unobtrusive Analytics Framework for Monitoring Java Applications

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

Dynamic text presentation in print interpreting - An eye movement study of reading behaviour

Majorization-minimization for manifold embedding

On constructibility and unconstructibility of LTS operators from other LTS operators

Quality measures for improving technology trees

Subjective evaluation of Super Multi-View compressed contents on high-end light-field 3D displays

Schoolchildren's user experiences on a physical exercise game utilizing lighting and audio

Goofy Mus, grumpy Mur and dirty Muf
Talking playful seats with personalities

Information wall
Evaluation of a gesture-controlled public display

Body-touching
An embodied interaction technique for health information systems in developing regions

DYNAMO sound engine - Exploring the aesthetics of dynamic sound interactions

Email intensity, productivity and control in the knowledge worker's performance on the desktop

Games and energy
Profiling power usage during play

MurMur Moderators, the talking playful seats

Discriminant Bag of Words based representation for human action recognition

Kernel reference discriminant analysis

Effects of directional haptic and non-speech audio cues in a cognitively demanding navigation task

Effects of haptic feedback on gaze based auto scrolling

Gaze-contingent scrolling and reading patterns

Human-technology choreographies

Re-thinking body, movement and space in interaction design

Seniors and text messaging on mobile touchscreen phones

The fuzzy front end of experience design

Using gaze gestures with haptic feedback on glasses

Estimating software development effort based on phases

Process configuration framework tool

Patterns for controlling chaos in a startup

Two patterns for minimizing human resources in a startup

Prediction models and techniques for Open Source Software projects

A systematic literature review

Optimizing spatial and temporal reuse in wireless networks by decentralized partially observable markov decision processes

System integration for real-time mobile manipulation

A computational approach to construct a multivariate complete graph invariant

Developing novel multimodal interaction techniques for touchscreen in-vehicle infotainment systems

Haptic user interface enhancement system for touchscreen based interaction

A novel system for multimodal interaction with touchscreen interfaces

Symbol diversification of linux binaries

Domain based storage protection with secure access control for the cloud

The lord of the sense

A privacy preserving reputation system for participatory sensing applications

Controlled experiments comparing fault-tree-based safety analysis techniques

Data-driven stream mining systems for computer vision

Gaze gestures and haptic feedback in mobile devices

Glasses with haptic feedback of gaze gestures

Head movement and facial expressions as game input

IntentRadar

Search user interface that anticipates user's search intents

Layers of user expectations of future technologies

An early framework

Low-Power Reconfigurable Miniature Sensor Nodes for Condition Monitoring

Minimum Variance Extreme Learning Machine for human action recognition

Models for mobile application maintenance based on update history

On application of rational Discrete Short Time Fourier Transform in epileptic seizure classification

Julkaisun otsikon käännös: : On Application of Rational Discrete Short Time Fourier transform in Epileptic seizure Classification

Opportunities and Challenges of Mobile Applications as "Tickets-to-Talk": A Scenario-Based User Study

Julkaisun otsikon käännös: : Opportunities and Challenges of Mobile Applications as "Tickets-to-Talk": A Scenario-Based User Study

Optimal neighborhood preserving visualization by Maximum satisfiability

Optimization equivalence of divergences improves neighbor embedding

Software architectures for implementing achievement badges - Practical experiences

Special Issue on Embedded Computer Systems: Architectures, Modeling and Simulation

The usability of text entry systems now and in the future

Automated design of networks of transport-triggered architecture processors using dynamic dataflow programs

Configurable, resource-optimized FFT architecture for OFDM communication

Programmable lowpower implementation of the HEVC Adaptive Loop Filter

An evaluation of the virtual curvature with the StickGrip haptic device

A case study

Multi-view action recognition based on action volumes, fuzzy distances and cluster discriminant analysis

Indirect measurement of the vascular endothelial glycocalyx layer thickness in human submucosal capillaries with a plugin for ImageJ

High-performance and low-energy buffer mapping method for multiprocessor DSP systems

'Aie-studio' - A pragmatist aesthetic approach for procedural sound design

A lightweight many-to-many authentication protocol for near field communications

A movable immaterial volumetric display

Checking visual data flow programs with finite process models

Dynamic action recognition based on dynemes and Extreme Learning Machine

Front-camera video recordings as emotion responses to mobile photos shared within close-knit groups

Gestures and widgets

Performance in text editing on multi-touch capable mobile devices

Guest editorial

How to study programming on mobile touch devices - Interactive Python code exercises

Information retrieval perspective to meta-visualization

Long-term tracking through failure cases

Mixed reality with multimodal head-mounted pico projector

On the optimal class representation in linear discriminant analysis

Power harvesting from microwave oven electromagnetic leakage

Reading on-screen text with gaze-based auto-scrolling

Recording and analyzing in-browser programming sessions

SiMPE

8th workshop on speech and sound in mobile and pervasive environments

The visual object tracking VOT2013 challenge results

Touch gestures in communicating emotional intention via vibrotactile stimulation

Elastic image registration for guiding focal laser ablation of prostate cancer
Preliminary results

Focused multi-task learning in a Gaussian process framework

SymbolChat
A flexible picture-based communication platform for users with intellectual disabilities

Barriers to task-based information access in molecular medicine

2nd international workshop on pervasive eye tracking and mobile eye-based interaction (PETMEI 2012)
Proposal for a workshop (mini-track) at UbiComp 2012

An empirical investigation of perceived reliability of open source Java programs

An exploratory study of eye typing fundamentals
Dwell time, text entry rate, errors, and workload

Briefing news reporting with mobile assignments - Perceptions, needs and challenges

Comparison of video-based pointing and selection techniques for hands-free text entry

Continuous Edgewise
Dictionary-based disambiguation instead of explicit segmentation by the user

Designing and evaluating text entry methods

Enhanced gaze interaction using simple head gestures

FS-PGBR
A scalable and delay sensitive cloud routing protocol

Inkjet-printed monopole antennas for enhanced-range WBAN and wearable biomonitors application

Novel approaches to crawling important pages early

On the definition of dynamic software measures

Parameterized scheduling for signal processing systems using topological patterns

Power allocation in multi-node cooperative network in Rician fading channels

SenSprout
Inkjet-printed soil moisture and leaf wetness sensor

SiMPE
7th Workshop on speech and sound in mobile and pervasive environments

Systematic integration of flowgraph- and module-level parallelism in implementation of DSP applications on multiprocessor systems-on-chip

Managing concern knowledge in software systems

Interaction strategies for an affective conversational agent

A survey on open source software trustworthiness

Guidelines for improving the testing process of open source software

Multimodal and mobile conversational Health and Fitness Companions

Some background on dialogue management and conversational speech for dialogue systems

A model-based schedule representation for heterogeneous mapping of dataflow graphs

Bit-sliced binary normal basis multiplication

Comparison of gaze-to-objects mapping algorithms

Database-driven tool support for DisCo executable specifications

Designing tactile feedback for piezo buttons

Facial expression classification based on local spatiotemporal edge and texture descriptors

Framework for designing and evaluating game achievements

Generative modeling for maximizing precision and recall in information visualization

Narrative friction in Alternate Reality Games
Design insights from conspiracy for good

Of discs, boxes and cartridges
The material life of digital games

On delay distribution in IEEE 802.11 wireless networks

On the costs of multiple trajectory pointing methods

Reducing the number of unit tests with design by contract

Scheduling of CAL actor networks based on dynamic code analysis

Silicon capillary gripper with self-alignment capability

Social and privacy aspects of a system for collaborative public expression

Squeeze vs. tilt

A comparative study using continuous tactile feedback

System level performance simulation of distributed GENESYS applications on multi-core platforms

The making of Nordic larp

Documenting a tradition of ephemeral co-creative play

Conversion algorithms and implementations for koblitz curve cryptography

Integrated controller for an over-constrained cable driven parallel manipulator
KNTU CDRPM

Predicting OSS trustworthiness on the basis of elementary code assessment

The QualiSPo approach to OSS product quality evaluation

Mobile Journalist Toolkit

A field study on producing news articles with a mobile device

Pure e-learning course in information security

Towards certifying the testing process of open-source software
New challenges or old methodologies?

Wrench feasible workspace analysis of cable-driven parallel manipulators using LMI approach

Classification of large graphs by a local tree decomposition

HCI and homecare

Connecting families and clinicians

A simulation case study of production planning and control in printed wiring board manufacturing