

Dynamics analysis of a redundant parallel manipulator driven by elastic cables

On the control of the KNTU CDRPM
A cable driven redundant parallel manipulator

Comparison of gaze-to-objects mapping algorithms

Facial expression classification based on local spatiotemporal edge and texture descriptors

Local feature based unsupervised alignment of object class images

Reducing the number of unit tests with design by contract

Social and privacy aspects of a system for collaborative public expression

Interaction strategies for an affective conversational agent

Application-specific instruction processor for extracting local binary patterns

Comparison of eye movement filters used in HCI

Face typing
Vision-based perceptual interface for hands-free text entry with a scrollable virtual keyboard

Gaze gestures or dwell-based interaction?

GPU-based acceleration of symbol timing recovery

Model for landmark highlighting in mobile web services

Simple gaze gestures and the closure of the eyes as an interaction technique

The validity of using non-representative users in gaze communication research

Scalar diffraction field calculation from curved surfaces via Gaussian beam decomposition

Active classification for human action recognition

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

An efficient GPU implementation of an arbitrary resampling polyphase channelizer

An image guided treatment platform for prostate cancer photodynamic therapy

Calculation of the scalar diffraction field from curved surfaces by decomposing the three-dimensional field into a sum of Gaussian beams

Color-tone similarity of digital images

Design space exploration and implementation of RVC-CAL applications using the TURNUS framework

Dynamic action recognition based on dynemes and Extreme Learning Machine

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

Long-term tracking through failure cases

Mixed reality with multimodal head-mounted pico projector

Rate-distortion based reversible watermarking for JPEG images with quality factors selection

Julkaisun otsikon käännös: : Rate-distortion based reversible watermarking for JPEG images with quality factors selection

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

Recording and analyzing in-browser programming sessions

The visual object tracking VOT2013 challenge results

View-independent human action recognition based on multi-view action images and discriminant learning

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

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

Controlled experiments comparing fault-tree-based safety analysis techniques

Data-driven stream mining systems for computer vision

Haptic feedback to gaze events

Look and lean

Accurate head-assisted eye pointing

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

Real-time hidden gaze point correction

TraQuMe

A tool for measuring the gaze tracking quality

Patterns for controlling chaos in a startup

Two patterns for minimizing human resources in a startup

Tut MUVIS image retrieval system proposal for MSR-Bing challenge 2014

Julkaisun otsikon käännös: : TUT Muvis Image Retrieval System Proposal for MSR-BING Challenge 2014

Discriminant Bag of Words based representation for human action recognition

Kernel reference discriminant analysis

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

Information wall

Evaluation of a gesture-controlled public display

Implementation of a low-complexity low-latency arbitrary resampler on GPUs

Semi-supervised classification of human actions based on neural networks

Community driven artificial intelligence development for robotics

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

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

Two-time coherence of pulse trains and the integrated degree of temporal coherence

Image database TID2013

Peculiarities, results and perspectives

Stereoscopic video description for human action recognition

Lossless compression of regions-of-interest from retinal images

Adaptive spatial resolution selection for stereoscopic video compression with MV-HEVC

A frequency based approach

Asymmetric luminance based filtering for stereoscopic video compression

Salient event detection in basketball mobile videos

Improved weighted prediction based color gamut scalability in SHVC

On the kernel Extreme Learning Machine classifier

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

A comparison of security assurance support of agile software development methods

Adaptive sampling for compressed sensing based image compression

Four patterns for internal startups

Three patterns for user involvement in startups

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

The effect of region of interest size on textural parameters

Model selection for linear classifiers using Bayesian error estimation

Sparse extreme learning machine classifier exploiting intrinsic graphs

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

Generative part-based Gabor object detector

BM3D image denoising using heterogeneous computing platforms

Dominant Rotated Local Binary Patterns (DRLBP) for texture classification

Foveated Nonlocal Self-Similarity

Detection of bubbles as concentric circular arrangements

Learnings from the Finnish game industry

Patterns for safety system bus architecture

Patterns for subsidiaries as innovation tools

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

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

Image-based characterization of the pulp flows

Decoding complexity reduction in projection-based light-field 3D displays using self-contained HEVC tiles

Sparse modelling and predictive coding of subaperture images for lossless plenoptic image compression

Nyström-based approximate kernel subspace learning

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

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

Low power design methodology for signal processing systems using lightweight dataflow techniques

The Effect of Light Field Reconstruction and Angular Resolution Reduction on the Quality of Experience

Effects of extrinsic noise are promoter kinetics dependent

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

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

Operationalizing the experience factory for effort estimation in agile processes

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

Full search equivalent fast block matching using orthonormal tree-structured haar transform

Bandwidth reduction of omnidirectional viewport-dependent video streaming via subjective quality assessment

Big Media Data Analysis

Paraxial light beams in structured anisotropic media

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

Multilinear class-specific discriminant analysis

Sparse approximations in complex domain based on BM3D modeling

360 panorama super-resolution using deep convolutional networks

A Primal Neural Network for Online Equality-Constrained Quadratic Programming

Evaluation of visual object trackers on equirectangular panorama

Hierarchical deformable part models for heads and tails

Is Texture Denoising Efficiency Predictable?

Keyframe-based video summarization with human in the loop

Modeling and estimation of signal-dependent and correlated noise

Multi-view predictive latent space learning

Probabilistic saliency estimation

Real-time human pose estimation with convolutional neural networks

Sparse sampling for real-time ray tracing

Dual Structured Convolutional Neural Network with Feature Augmentation for Quantitative Characterization of Tissue Histology

Image-Based Localization Using Hourglass Networks

The use of advanced imaging technology in welfare technology solutions - Some ethical aspects

Viewport-dependent delivery schemes for stereoscopic panoramic video

Deep multiresolution color constancy

PIVO

Probabilistic inertial-visual odometry for occlusion-robust navigation

Looking for a five-legged sheep

Identifying enterprise architects' skills and competencies

Liking the game

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

Inertial Odometry on Handheld Smartphones

User Positioning in mmW 5G Networks Using Beam-RSRP Measurements and Kalman Filtering

Designing for experiences with socially interactive robots

Understanding animals
A critical challenge in ACI

Analysis of accommodation cues in holographic stereograms

Benchmark database for fine-grained image classification of benthic macroinvertebrates

Viewing simulation of integral imaging display based on wave optics

Olfactory display prototype for presenting and sensing authentic and synthetic odors

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

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

Eigen Posture Based Fall Risk Assessment System Using Kinect

Identification of Parkinson's Disease Utilizing a Single Self-recorded 20-step Walking Test Acquired by Smartphone's Inertial Measurement Unit

The Accuracy of Atrial Fibrillation Detection from Wrist Photoplethysmography. A Study on Post-Operative Patients

Deep Learning Case Study for Automatic Bird Identification

On the Layer Selection in Small-Scale Deep Networks

Efficient Solving of Markov Decision Processes on GPUs Using Parallelized Sparse Matrices

Log analysis of 360-degree video users via MQTT

Revisiting gray pixel for statistical illumination estimation

Smartphone teleoperation for self-balancing telepresence robots

Convolutional low-resolution fine-grained classification

DGC-Net
Dense geometric correspondence network

Digging deeper into egocentric gaze prediction

Facilitating the first move

Exploring inspirational design patterns for aiding initiation of social encounters

Input magnitude data setting in error-reduction algorithm for one-dimensional discrete phase retrieval problem

Light field reconstruction using shearlet transform in tensorflow

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

Real-time online drilling vibration analysis using data mining

Visibility-Aware Part Coding for Vehicle Viewing Angle Estimation

Game postmortems vs. developer Reddit AMAs

Computational analysis of developer communication

Social features in hybrid board game marketing material

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

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

Fast fourier color constancy and grayness index for ISPA illumination estimation challenge

Promoting local culture and enriching airport experiences through interactive storytelling

Bayesian receiver operating characteristic metric for linear classifiers

Anthropometric clothing measurements from 3D body scans

Compressive sensed video recovery via iterative thresholding with random transforms

End-to-end learning for video frame compression with self-attention

Multi-modal dense video captioning

Multimodal subspace support vector data description

Multi-sensor next-best-view planning as matroid-constrained submodular maximization

Parametric exploration of cellular swelling in a computational model of cortical spreading depression

Probabilistic approach to physical object disentangling

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

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

Deep audio-visual saliency
Baseline model and data

Gaussian mixture models for signal mapping and positioning

ICface

Interpretable and controllable face reenactment using GANs

Soft robotic gripper with compliant cell stacks for industrial part handling