

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

Rindell, K., Hyrynsalmi, S., & Leppänen, V. (2015). A comparison of security assurance support of agile software development methods. teoksessa *Computer Systems and Technologies - 16th International Conference, CompSysTech 2015: Proceedings* (Vuosikerta 1008, Sivut 61-68). Association for Computing Machinery. <https://doi.org/10.1145/2812428.2812431>

Merilampi, S., Koivisto, A., & Virkki, J. (2018). Activation game for older adults - Development and initial user experiences. teoksessa *2018 IEEE 6th International Conference on Serious Games and Applications for Health, SeGAH 2018* (Sivut 1-5). IEEE. <https://doi.org/10.1109/SeGAH.2018.8401351>

Aflaki, P., Hannuksela, M. M., & Gabbouj, M. (2015). Adaptive spatial resolution selection for stereoscopic video compression with MV-HEVC: A frequency based approach. teoksessa *2014 IEEE International Symposium on Multimedia, ISM 2014, 10-12 Dec. 2014, Taichung* (Sivut 267-270). The Institute of Electrical and Electronics Engineers, Inc.. <https://doi.org/10.1109/ISM.2014.11>

Ponomarenko, M., Miroshnichenko, O., Lukin, V., & Egiazarian, K. (2019). Additional lossless compression of JPEG images based on BPG. teoksessa *Image Processing: Algorithms and Systems XVII* (IS and T International Symposium on Electronic Imaging Science and Technology). <https://doi.org/10.2352/ISSN.2470-1173.2019.11.IPAS-263>

Luhtala, M., Turunen, M., Hakulinen, J., & Keskinen, T. (2013). 'Aie-studio' - A pragmatist aesthetic approach for procedural sound design. teoksessa *Proceedings of the 8th Audio Mostly: A Conference on Interaction with Sound, AM 2013 - In Cooperation with ACM SIGCHI [7]* Association for Computing Machinery. <https://doi.org/10.1145/2544114.2544124>

Mäkinen, J., Sahin, E., & Gotchev, A. (2018). Analysis of accommodation cues in holographic stereograms. teoksessa *2018 - 3DTV-Conference: The True Vision - Capture, Transmission and Display of 3D Video, 3DTV-CON 2018* [8478586] IEEE. <https://doi.org/10.1109/3DTV.2018.8478586>

Ahti, V., Hyrynsalmi, S., & Nevalainen, O. (2016). An evaluation framework for cross-platform mobile app development tools: A case analysis of adobe PhoneGap framework. teoksessa *Computer Systems and Technologies 17th International Conference, CompSysTech 2016 - Proceedings* (Vuosikerta 1164, Sivut 41-48). Association for Computing Machinery. <https://doi.org/10.1145/2983468.2983484>

Evreinova, T. V., Evreinov, G., & Raisamo, R. (2013). An evaluation of the virtual curvature with the StickGrip haptic device: A case study. *Universal Access in the Information Society*, 12(2), 161-173. <https://doi.org/10.1007/s10209-012-0273-0>

Räihä, K. J., & Ovaska, S. (2012). An exploratory study of eye typing fundamentals: Dwell time, text entry rate, errors, and workload. teoksessa *Conference Proceedings - The 30th ACM Conference on Human Factors in Computing Systems, CHI 2012* (Sivut 3001-3010) <https://doi.org/10.1145/2207676.2208711>

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

Jeyhani, V., Mahdiani, S., Viik, J., Oksala, N., & Vehkaoja, A. (2018). A novel technique for analysis of postural information with wearable devices. teoksessa *2018 IEEE 15th International Conference on Wearable and Implantable Body Sensor Networks, BSN 2018* (Sivut 30-33). IEEE. <https://doi.org/10.1109/BSN.2018.8329651>

Luhtala, M., Karvonen, T., Pylväs, J., Ala-Kokko, A., Magica, R., Takeda, Y., & Turunen, M. (2015). Antroposeeni - A mixed reality game. teoksessa *ACADEMICMINDTREK 2015 - Proceedings of the 19th International Academic Mindtrek Conference* (Sivut 211-213). Association for Computing Machinery, Inc. <https://doi.org/10.1145/2818187.2818287>

- Li, X., & Zhang, B. (2020). A preliminary network analysis on steam game tags: Another way of understanding game genres. teoksessa *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 29-30, 2020, Tampere, Finland* (Sivut 65-73). ACM. <https://doi.org/10.1145/3377290.3377300>
- Ninaus, M., Kiili, K., McMullen, J., & Moeller, K. (2017). Assessing fraction knowledge by a digital game. *Computers in Human Behavior*, 70, 197-206. <https://doi.org/10.1016/j.chb.2017.01.004>
- Hosseinzadeh, S., Rauti, S., Laurén, S., Mäkelä, J. M., Holvitie, J., Hyrynsalmi, S., & Leppänen, V. (2016). A survey on aims and environments of diversification and obfuscation in software security. teoksessa *Computer Systems and Technologies 17th International Conference, CompSysTech 2016 - Proceedings* (Vuosikerta 1164, Sivut 113-120). Association for Computing Machinery. <https://doi.org/10.1145/2983468.2983479>
- Kallio, K. P., Mäyrä, F., & Kaipainen, K. (2011). At least nine ways to play: Approaching gamer mentalities. *GAMES AND CULTURE: A JOURNAL OF INTERACTIVE MEDIA*, 6(4), 327-353. <https://doi.org/10.1177/1555412010391089>
- 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*, 102, 14-21. <https://doi.org/10.1016/j.chb.2019.07.036>
- Curcio, I. D. D., Toukoma, H., & Naik, D. (2017). Bandwidth reduction of omnidirectional viewport-dependent video streaming via subjective quality assessment. teoksessa *AltMM 2017 - Proceedings of the 2nd International Workshop on Multimedia Alternate Realities, co-located with MM 2017* (Sivut 9-14). ACM. <https://doi.org/10.1145/3132361.3132364>
- Mitchell, R., & Olsson, T. (2017). Barriers for bridging interpersonal gaps: Three inspirational design patterns for increasing collocated social interaction. teoksessa *C&T 2017 - 8th International Conference on Communities and Technologies, Conference Proceedings* (Sivut 2-10). ACM. <https://doi.org/10.1145/3083671.3083697>
- Kumpulainen, S., & Järvelin, K. (2012). Barriers to task-based information access in molecular medicine. *JOURNAL OF THE ASSOCIATION FOR INFORMATION SCIENCE AND TECHNOLOGY*, 63(1), 86-97. <https://doi.org/10.1002/asi.21672>
- Siirtola, H. (2014). Bars, pies, doughnuts & tables - Visualization of proportions. teoksessa *Proceedings of the 28th International BCS Human Computer Interaction Conference: Sand, Sea and Sky - Holiday HCI, HCI 2014* (Sivut 241-245). BCS Learning and Development Ltd.. <https://doi.org/10.14236/ewic/hci2014.30>
- Väätäjä, H., Heimonen, T., Tiitinen, K., Hakulinen, J., & Turunen, M. (2015). Benefits for supplier and customer with the help of logged usage data. teoksessa *User Experience and Usability in Complex Systems - UXUS: FIMECC Publications Series No. 8, 2010-2015* (Sivut 110-112). (FIMECC Publication series; Vuosikerta 8).
- Ponomarenko, M., Gapon, N., Voronin, V., & Egiazarian, K. (2018). Blind estimation of white Gaussian noise variance in highly textured images. teoksessa *Electronic Imaging: Image Processing: Algorithms and Systems XVI* Society for Imaging Science and Technology. <https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-382>
- Egiazarian, K., Danielyan, A., Ponomarenko, N., Foia, A., Ieremeiev, O., & Lukin, V. (2017). BM3D-HVS: Content-Adaptive denoising for improved visual quality. teoksessa *Image Processing: Algorithms and Systems XV* (Sivut 48-55). (Electronic Imaging). <https://doi.org/10.2352/ISSN.2470-1173.2017.13.DPMI-083>
- Sharma, S., Srivastava, S., Sorathia, K., Hakulinen, J., Heimonen, T., Turunen, M., & Rajput, N. (2014). Body-touching: An embodied interaction technique for health information systems in developing regions. teoksessa *MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services"* (Sivut 49-56). Association for Computing Machinery, Inc. <https://doi.org/10.1145/2676467.2676514>
- Väätäjä, H., & Egglestone, P. (2012). Briefing news reporting with mobile assignments - Perceptions, needs and challenges. teoksessa *Proceedings of the ACM 2012 conference on Computer Supported Cooperative Work CSCW'12 Seattle, WA, USA, February 11-15, 2012* (Sivut 485-494). (ACM Conference on Computer Supported Cooperative Work). New York, NY: ACM. <https://doi.org/10.1145/2145204.2145280>

Kekäläinen, J., Arvola, P., & Kumpulainen, S. (2014). Browsing patterns in retrieved documents. teoksessa *Proceedings of the 5th Information Interaction in Context Symposium, IIX 2014* (Sivut 299-302). Association for Computing Machinery. <https://doi.org/10.1145/2637002.2637047>

Jussila, J., Helander, N., Lehtonen, T., Kallio, J., & Sillanpää, V. (2016). Can e-government solutions enhance the work in municipalities?: empirical evidence from case lupapiste. teoksessa *AcademicMindtrek '16: Proceedings of the 20th International Academic Mindtrek Conference: Oct. 17th-19th, 2016* (Sivut 20-25). ACM. <https://doi.org/10.1145/2994310.2994357>

Rakkolainen, I., Raisamo, R., Turk, M., Höllerer, T., & Palovuori, K. (2016). Casual immersive viewing with smartphones. teoksessa *AcademicMindtrek 2016 - Proceedings of the 20th International Academic Mindtrek Conference* (Sivut 449-452). ACM. <https://doi.org/10.1145/2994310.2994314>

Viehrig, M., Tuukkanen, S., & Kallio, P. (2016). Challenges and capabilities of conductive polymeric materials for electromechanical stimulation of stem cells: A case study. teoksessa *2016 International Conference on Manipulation, Automation and Robotics at Small Scales, MARSS 2016* Institute of Electrical and Electronics Engineers Inc.. <https://doi.org/10.1109/MARSS.2016.7561744>

Soltani, A., Lahti, J., Järvelä, K., Laurikka, J., Kuokkala, V. T., & Hokka, M. (2019). Characterization of the anisotropic deformation of the right ventricle during open heart surgery. *COMPUTER METHODS IN BIOMECHANICS AND BIOMEDICAL ENGINEERING*. <https://doi.org/10.1080/10255842.2019.1703133>

Väätäjä, H. (2015). Characterizing Context of Use in Mobile Work. teoksessa *Proceedings of Human Work Interaction Design HWID, IFIP TC 13.6 working group* [14] University of West London.

Multsilta, J., Niemi, H., & Hamilton, E. (2017). Children designing videos: Tools, pedagogical models, and best practices for digital storytelling and media-making in the classroom. teoksessa *IDC 2017 - Proceedings of the 2017 ACM Conference on Interaction Design and Children* (Sivut 693-696). ACM. <https://doi.org/10.1145/3078072.3091982>

Iosifidis, A., Tefas, A., & Pitas, I. (2014). Class-Specific Reference Discriminant Analysis With Application in Human Behavior Analysis. *IEEE Transactions on Human-Machine Systems*, 45(3), 315-326. <https://doi.org/10.1109/THMS.2014.2379274>

Mehmood, A., He, H., Chen, X., Vianto, A., Vianto, V., Buruk, O. O., & Virkki, J. (2020). ClothFace: A Passive RFID-Based Human-Technology Interface on a Shirtsleeve. *Advances in Human-Computer Interaction, 2020*, [8854042]. <https://doi.org/10.1155/2020/8854042>

Sabuncuoğlu, A., Erkaya, M., Buruk, O. T., & Göksun, T. (2018). Code notes: Designing a low-cost tangible coding tool for/with children. teoksessa *IDC 2018 - Proceedings of the 2018 ACM Conference on Interaction Design and Children* (Sivut 644-649). ACM. <https://doi.org/10.1145/3202185.3210791>

Suominen, A., & Jussila, J. (2018). Collaborative Writing and Knowledge Creation in a Social Media Online Community. teoksessa A. Visvizi, M. D. Lytras, & L. Daniela (Toimittajat), *The Future of Innovation and Technology in Education: Policies and Practices for Teaching and Learning Excellence (Emerald Studies in Higher Education, Innovation and Technology)* (Sivut 95-109). Emerald Group Publishing Ltd..

Beheshtian, N., Kaipainen, K., Kähkönen, K., & Ahtinen, A. (2020). Color game: A collaborative social robotic game for icebreaking; Towards the design of robotic ambiances as part of smart building services. teoksessa *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere* (Sivut 10-19). ACM. <https://doi.org/10.1145/3377290.3377292>

Voronin, V., Semenishchev, E., Ponomarenko, M., & Agaian, S. (2018). Combined local and global image enhancement algorithm. teoksessa *Electronic Imaging: Image Processing: Algorithms and Systems XVI* Society for Imaging Science and Technology. <https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-220>

Ieremeiev, O., Lukin, V., Ponomarenko, N., & Egiazarian, K. (2019). Combined no-reference IQA metric and its performance analysis. teoksessa *Image Processing: Algorithms and Systems XVII* (IS and T International Symposium on Electronic Imaging Science and Technology). <https://doi.org/10.2352/ISSN.2470-1173.2019.11.IPAS-260>

Taibi, D., Lenarduzzi, V., Ahmad, M. O., & Liukkunen, K. (2017). Comparing communication effort within the scrum, scrum with Kanban, XP, and Banana development processes. teoksessa *Proceedings of the 21st International Conference on Evaluation and Assessment in Software Engineering, EASE 2017* (Vuosikerta Part F128635, Sivut 258-263). Association for Computing Machinery. <https://doi.org/10.1145/3084226.3084270>

Špakov, O. (2012). Comparison of eye movement filters used in HCI. teoksessa *Proceedings - ETRA 2012: Eye Tracking Research and Applications Symposium* (Sivut 281-284) <https://doi.org/10.1145/2168556.2168616>

Špakov, O. (2011). Comparison of gaze-to-objects mapping algorithms. teoksessa *Proceedings of the 1st Conference on Novel Gaze-Controlled Applications, NGCA'11* [6] <https://doi.org/10.1145/1983302.1983308>

Raisamo, J., Raisamo, R., & Surakka, V. (2013). Comparison of Saltation, Amplitude Modulation, and a Hybrid Method of Vibrotactile Stimulation. *IEEE Transactions on Haptics*, 6(4), 517-521. [6517847]. <https://doi.org/10.1109/TOH.2013.25>

Gizatdinova, Y., Špakov, O., & Surakka, V. (2012). Comparison of video-based pointing and selection techniques for hands-free text entry. teoksessa *Proceedings of the Working Conference on Advanced Visual Interfaces, AVI 2012* (Sivut 132-139) <https://doi.org/10.1145/2254556.2254582>

Miroshnichenko, O., Ponomarenko, M., Lukin, V., & Egiazarian, K. (2018). Compression of signs of DCT coefficients for additional lossless compression of JPEG images. teoksessa *Electronic Imaging: Image Processing: Algorithms and Systems XVI* Society for Imaging Science and Technology. <https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-385>

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*, 73, 161-171. <https://doi.org/10.1016/j.chb.2017.03.036>

Martin, B., Isokoski, P., Karmann, G., & Rollinger, T. (2012). Continuous Edgewise: Dictionary-based disambiguation instead of explicit segmentation by the user. teoksessa *Proceedings of the Working Conference on Advanced Visual Interfaces, AVI 2012* (Sivut 357-364) <https://doi.org/10.1145/2254556.2254625>

Mouaffo, A., Taibi, D., & Jamboti, K. (2014). Controlled experiments comparing fault-tree-based safety analysis techniques . teoksessa *18th International Conference on Evaluation and Assessment in Software Engineering, EASE 2014* [a46] Association for Computing Machinery (ACM). <https://doi.org/10.1145/2601248.2601255>

Sahin, E., Vagharshakyan, S., Bregovic, R., Lee, G., & Gotchev, A. (2018). Conversion of sparsely-captured light field into alias-free fullparallax multiview content. teoksessa *Electronic Imaging: Stereoscopic Displays and Applications XXIX* (Sivut 1441-1445). Society for Imaging Science and Technology. <https://doi.org/10.2352/ISSN.2470-1173.2018.04.SDA-144>

Zare, A., Kovacs, P. T., Aminlou, A., Hannuksela, M. M., & Gotchev, A. (2016). Decoding complexity reduction in projection-based light-field 3D displays using self-contained HEVC tiles. teoksessa *2016 3DTV-Conference: The True Vision - Capture, Transmission and Display of 3D Video, 3DTV-CON 2016* IEEE COMPUTER SOCIETY PRESS. <https://doi.org/10.1109/3DTV.2016.7548965>

Tavakoli, H. R., Borji, A., Kannala, J., & Rahtu, E. (2020). Deep audio-visual saliency: Baseline model and data. teoksessa S. N. Spencer (Toimittaja), *Proceedings ETRA 2020 Short Papers - ACM Symposium on Eye Tracking Research and Applications, ETRA 2020* [3] ACM. <https://doi.org/10.1145/3379156.3391337>

- Battisti, F., Carli, M., De Paola, E., & Egiazarian, K. (2018). Deep p-Fibonacci scattering networks. teoksessa *Electronic Imaging: Image Processing: Algorithms and Systems XVI* Society for Imaging Science and Technology. <https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-193>
- Kaasinen, E., Roto, V., Hakulinen, J., Heimonen, T., Jokinen, J. P. P., Karvonen, H., ... Turunen, M. (2015). Defining user experience goals to guide the design of industrial systems. *Behaviour and Information Technology*, 34(10), 976-991. <https://doi.org/10.1080/0144929X.2015.1035335>
- Nukarinen, T., Rantala, J., Farooq, A., & Raisamo, R. (2015). Delivering directional haptic cues through eyeglasses and a seat. teoksessa *IEEE World Haptics Conference, WHC 2015* (Sivut 345-350). [7177736] Institute of Electrical and Electronics Engineers Inc.. <https://doi.org/10.1109/WHC.2015.7177736>
- Korkeila, H., Koivisto, J., & Hamari, J. (2020). Demographic differences in accumulated types of capital in massively multiplayer online role-playing games. teoksessa *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere* (Sivut 74-82). ACM. <https://doi.org/10.1145/3377290.3377302>
- Koivisto, J., & Hamari, J. (2014). Demographic differences in perceived benefits from gamification. *Computers in Human Behavior*, 35, 179-188. <https://doi.org/10.1016/j.chb.2014.03.007>
- Kristensson, P. O., Clawson, J., Dunlop, M., Isokoski, P., Roark, B., Vertanen, K., ... Wobbrock, J. (2012). Designing and evaluating text entry methods. teoksessa *Extended Abstracts - The 30th ACM Conference on Human Factors in Computing Systems, CHI 2012* (Sivut 2747-2750) <https://doi.org/10.1145/2212776.2212711>
- Obaid, M., Kaipainen, K., Ocnarescu, I., & Ahtinen, A. (2018). Designing for experiences with socially interactive robots. teoksessa *NordiCHI 2018: Revisiting the Life Cycle - Proceedings of the 10th Nordic Conference on Human-Computer Interaction* (Sivut 948-951). ACM. <https://doi.org/10.1145/3240167.3240257>
- Roto, V., Clemmensen, T., Vääätäjä, H., & Law, E. L. C. (2018). Designing interactive systems for work engagement. *Human Technology*, 14(2), 135-139. <https://doi.org/10.17011/ht/urn.201808103814>
- Lylykangas, J., Surakka, V., Salminen, K., Raisamo, J., Laitinen, P., Rönning, K., & Raisamo, R. (2011). Designing tactile feedback for piezo buttons. teoksessa *CHI 2011 - 29th Annual CHI Conference on Human Factors in Computing Systems, Conference Proceedings and Extended Abstracts* (Sivut 3281-3284) <https://doi.org/10.1145/1978942.1979428>
- AbuJarour, S., Pirkkalainen, H., Pawlowski, J., Bick, M., Bagucanskyte, M., Frankenberg, A., ... Volungeviciene, A. (2015). Design principles for collaboration platforms for open education. teoksessa *CSEDU 2015 - 7th International Conference on Computer Supported Education, Proceedings* (Vuosikerta 1, Sivut 349-359). SCITEPRESS.
- Jylhä, H., & Hamari, J. (2020). Development of measurement instrument for visual qualities of graphical user interface elements (VISQUAL): a test in the context of mobile game icons. *User Modeling and User-Adapted Interaction*. <https://doi.org/10.1007/s11257-020-09263-7>
- Ellman, A., & Tiainen, T. (2019). Diffusion of innovation: Case of co-design of cabins in mobile work machine industry. *Computers*, 8(2), [39]. <https://doi.org/10.3390/computers8020039>
- Meriläinen, N., Pietilä, I., & Varsaluoma, J. (2018). *Digital services and youth participation in processes of social change: World Café workshops in Finland*. 1-30. Julkaisun esittämisaikka: European Consortium for Political Research General Conference, Hamburg, Saksa.
- Tavella, F., Giaretta, A., Dooley-Cullinane, T. M., Conti, M., Coffey, L., & Balasubramaniam, S. (2019). DNA Molecular Storage System: Transferring Digitally Encoded Information through Bacterial Nanonetworks. *IEEE Transactions on Emerging Topics in Computing*. <https://doi.org/10.1109/TETC.2019.2932685>

- Hamari, J. (2017). Do badges increase user activity? A field experiment on the effects of gamification. *Computers in Human Behavior*, 71, 469-478. <https://doi.org/10.1016/j.chb.2015.03.036>
- 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>
- Sharmin, S., Špakov, O., & Rähkä, K. J. (2015). Dynamic text presentation in print interpreting - An eye movement study of reading behaviour. *International Journal of Human-Computer Studies*, 78, 17-30. <https://doi.org/10.1016/j.ijhcs.2015.01.010>
- Luhtala, M., Heimonen, T., Mäkelä, V., Keskinen, T., Turunen, M., & Saarinen, S. (2014). DYNAMO sound engine - Exploring the aesthetics of dynamic sound interactions. teoksessa *MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services"* (Sivut 159-166). Association for Computing Machinery, Inc. <https://doi.org/10.1145/2676467.2676522>
- Nukarinen, T., Raisamo, R., Farooq, A., Evreinov, G., & Surakka, V. (2014). Effects of directional haptic and non-speech audio cues in a cognitively demanding navigation task. teoksessa *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational* (Sivut 61-64). Association for Computing Machinery, Inc. <https://doi.org/10.1145/2639189.2639231>
- Bahrudeen, M. N. M., Startceva, S., & Ribeiro, A. S. (2017). Effects of extrinsic noise are promoter kinetics dependent. teoksessa *Proceedings of the 2017 9th International Conference on Bioinformatics and Biomedical Technology, ICBBT 2017* (Sivut 44-47). ACM. <https://doi.org/10.1145/3093293.3093295>
- Käki, K., Špakov, O., Majaranta, P., & Kangas, J. (2014). Effects of haptic feedback on gaze based auto scrolling. teoksessa *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational* (Sivut 947-950). Association for Computing Machinery, Inc. <https://doi.org/10.1145/2639189.2670247>
- Peltonen, J., & Georgatzis, K. (2012). Efficient optimization for data visualization as an information retrieval task. teoksessa *2012 IEEE International Workshop on Machine Learning for Signal Processing - Proceedings of MLSP 2012* [6349797] <https://doi.org/10.1109/MLSP.2012.6349797>
- Franssila, H., Okkonen, J., & Savolainen, R. (2014). Email intensity, productivity and control in the knowledge worker's performance on the desktop. teoksessa *MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services"* (Sivut 19-22). Association for Computing Machinery, Inc. <https://doi.org/10.1145/2676467.2676513>
- Koski, K., Ukkonen, L., Sydanheimo, L., & Rahmat-Samii, Y. (2014). Embroidered ground plane implementation for wearable UHF RFID patch tag antennas. teoksessa *2014 USNC-URSI Radio Science Meeting (Joint with AP-S Symposium), USNC-URSI 2014 - Proceedings* (Sivut 274). [6955657] Institute of Electrical and Electronics Engineers Inc.. <https://doi.org/10.1109/USNC-URSI.2014.6955657>
- Venesvirta, H., Surakka, V., Gizatdinova, Y., Lylykangas, J., Špakov, O., Verho, J., ... Lekkala, J. (2016). Emotional Reactions to Point-Light Display Animations. *Interacting with Computers*, 28(4), 521-531. <https://doi.org/10.1093/iwc/iwv028>
- Kallioniemi, P., Hakulinen, J., Keskinen, T., Turunen, M., Heimonen, T., Pihkala-Posti, L., ... Raisamo, R. (2013). Evaluating landmark attraction model in collaborative wayfinding in virtual learning environments. teoksessa *Proceedings of the 12th International Conference on Mobile and Ubiquitous Multimedia, MUM 2013* [a33] <https://doi.org/10.1145/2541831.2541849>
- Keskinen, T., Hakulinen, J., Heimonen, T., Turunen, M., Sharma, S., Miettinen, T., & Luhtala, M. (2013). Evaluating the experiential user experience of public display applications in the wild. teoksessa *Proceedings of the 12th International Conference on Mobile and Ubiquitous Multimedia, MUM 2013* [a7] <https://doi.org/10.1145/2541831.2541840>

Oftadeh, R., Aref, M. M., & Taghirad, H. D. (2010). Explicit dynamics formulation of Stewart-Gough platform: A Newton-Euler approach. teoksessa *IEEE/RSJ 2010 International Conference on Intelligent Robots and Systems, IROS 2010 - Conference Proceedings* (Sivut 2772-2777). [5653157] <https://doi.org/10.1109/IROS.2010.5653157>

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

Partala, T., & Kujala, S. (2016). Exploring the role of ten universal values in using products and services. *Interacting with Computers*, 28(3), 311-331. <https://doi.org/10.1093/iwc/iwv007>

Ruohonen, J., Hyrynsalmi, S., & Leppänen, V. (2016). Exploring the use of deprecated PHP releases in the wild internet: Still a LAMP issue? teoksessa *6th International Conference on Web Intelligence, Mining and Semantics, WIMS 2016* [26] Association for Computing Machinery. <https://doi.org/10.1145/2912845.2912851>

Gizatdinova, Y., Surakka, V., Zhao, G., Mäkinen, E., & Raisamo, R. (2011). Facial expression classification based on local spatiotemporal edge and texture descriptors. teoksessa *Selected Papers from the Proceedings of the 7th International Conference on Methods and Techniques in Behavioral Research - Digital Edition, MB'10* [21] <https://doi.org/10.1145/1931344.1931365>

Mitchell, R., & Olsson, T. (2019). Facilitating the first move: Exploring inspirational design patterns for aiding initiation of social encounters. teoksessa H. Tellioglu, & F. Cech (Toimittajat), *C&T 2019 - 9th International Conference on Communities and Technologies, Conference Proceedings* (Sivut 283-294). ACM. <https://doi.org/10.1145/3328320.3328396>

Heikkinen, A., Pääkkönen, P., Viitanen, M., Vanne, J., Riikonen, T., & Bakanoglu, K. (2018). Fast and easy live video service setup using lightweight virtualization. teoksessa *Proceedings of the 9th ACM Multimedia Systems Conference, MMSys 2018* (Sivut 487-489). ACM. <https://doi.org/10.1145/3204949.3208112>

Ometov, A., Masek, P., Malina, L., Florea, R., Hosek, J., Andreev, S., ... Koucheryavy, Y. (2016). Feasibility characterization of cryptographic primitives for constrained (wearable) IoT devices. teoksessa *IEEE International Conference on Pervasive Computing and Communication Workshops, PerCom Workshops 2016* IEEE. <https://doi.org/10.1109/PERCOMW.2016.7457161>

Hokkanen, L., Xu, Y., & Väänänen, K. (2016). Focusing on user experience and business models in startups: Investigation of two-dimensional value creation. teoksessa *AcademicMindtrek 2016 - Proceedings of the 20th International Academic Mindtrek Conference* (Sivut 59-67). ACM. <https://doi.org/10.1145/2994310.2994371>

Oftadeh, R., Aref, M. M., & Taghirad, H. D. (2010). Forward kinematic analysis of a planar cable driven redundant parallel manipulator using force sensors. teoksessa *IEEE/RSJ 2010 International Conference on Intelligent Robots and Systems, IROS 2010 - Conference Proceedings* (Sivut 2295-2300). [5649471] <https://doi.org/10.1109/IROS.2010.5649471>

Leppänen, M., & Hokkanen, L. (2015). Four patterns for internal startups. teoksessa *Proceedings of the 20th European Conference on Pattern Languages of Programs, EuroPLoP 2015* [a5] ACM. <https://doi.org/10.1145/2855321.2855327>

Hamari, J., & Eranti, V. (2011). Framework for designing and evaluating game achievements. teoksessa *Proceedings of DiGRA 2011 Conference: Think Design Play*

Olshannikova, E., Olsson, T., Huhtamäki, J., Paasovaara, S., & Kärkkäinen, H. (2020). From Chance to Serendipity: Knowledge Workers' Experiences of Serendipitous Social Encounters. *Advances in Human-Computer Interaction, 2020*, [1827107]. <https://doi.org/10.1155/2020/1827107>

- Kiili, K. (2017). From theories to game mechanics: Developing a game for training rational numbers. teoksessa *Proceedings of the 11th European Conference on Games Based Learning, ECGBL 2017* (Sivut 328-334). Academic Conferences and Publishing International Limited.
- Cui, Y., Kangas, J., Holm, J., & Grassel, G. (2013). Front-camera video recordings as emotion responses to mobile photos shared within close-knit groups. teoksessa *CHI 2013: Changing Perspectives, Conference Proceedings - The 31st Annual CHI Conference on Human Factors in Computing Systems* (Sivut 981-990) <https://doi.org/10.1145/2470654.2466125>
- Ieremeiev, O., Lukin, V., Ponomarenko, N., & Egiazarian, K. (2017). Full-reference metrics multidistortional analysis. teoksessa *Image Processing: Algorithms and Systems XV* (Sivut 27-35). (Electronic Imaging). <https://doi.org/10.2352/ISSN.2470-1173.2017.13.IPAS-202>
- Lu, C., Peltonen, J., & Nummenmaa, T. (2019). Game postmortems vs. developer Reddit AMAs: Computational analysis of developer communication. teoksessa F. Khosmood, J. Pirker, T. Apperley, & S. Deterding (Toimittajat), *Proceedings of the 14th International Conference on the Foundations of Digital Games, FDG 2019* [22] ACM. <https://doi.org/10.1145/3337722.3337727>
- Salmela, J. M., Thanisch, P., Sotamaa, O., & Niemi, T. (2014). Games and energy: Profiling power usage during play. teoksessa *MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services"* (Sivut 192-199). Association for Computing Machinery, Inc. <https://doi.org/10.1145/2676467.2676488>
- Hamari, J., Hassan, L., & Dias, A. (2018). Gamification, quantified-self or social networking? Matching users' goals with motivational technology. *User Modeling and User-Adapted Interaction*, 28(1), 35–74. <https://doi.org/10.1007/s11257-018-9200-2>
- Morschheuser, B., Hamari, J., Koivisto, J., & Maedche, A. (2017). Gamified crowdsourcing: Conceptualization, literature review, and future agenda. *International Journal of Human-Computer Studies*, 106, 26-43. <https://doi.org/10.1016/j.ijhcs.2017.04.005>
- Räihä, K. J., & Sharmin, S. (2014). Gaze-contingent scrolling and reading patterns. teoksessa *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational* (Sivut 65-68). Association for Computing Machinery, Inc. <https://doi.org/10.1145/2639189.2639242>
- Kangas, J., Akkil, D., Rantala, J., Isokoski, P., Majaranta, P., & Raisamo, R. (2014). Gaze gestures and haptic feedback in mobile devices. teoksessa *CHI 2014: One of a CHInd - Conference Proceedings, 32nd Annual ACM Conference on Human Factors in Computing Systems* (Sivut 435-438). Association for Computing Machinery. <https://doi.org/10.1145/2556288.2557040>
- Hyrskykari, A., Istance, H., & Vickers, S. (2012). Gaze gestures or dwell-based interaction? teoksessa *Proceedings - ETRA 2012: Eye Tracking Research and Applications Symposium* (Sivut 229-232) <https://doi.org/10.1145/2168556.2168602>
- Fucella, V., Isokoski, P., & Martin, B. (2013). Gestures and widgets: Performance in text editing on multi-touch capable mobile devices. teoksessa *CHI 2013: Changing Perspectives, Conference Proceedings - The 31st Annual CHI Conference on Human Factors in Computing Systems* (Sivut 2785-2794) <https://doi.org/10.1145/2470654.2481385>
- Varsaluoma, J., Väättäjä, H., Kaasinen, E., Karvonen, H., & Lu, Y. (2015). Getting started with the experience design process. teoksessa *User Experience and Usability in Complex Systems - UXUS: FIMECC Publications Series No. 8, 2010-2015* (Sivut 125-127). (FIMECC Publication series; Vuosikerta 8).
- Akkil, D., Kangas, J., Rantala, J., Isokoski, P., Špakov, O., & Raisamo, R. (2015). Glance awareness and gaze interaction in smartwatches. teoksessa *CHI 2015 - Extended Abstracts Publication of the 33rd Annual CHI Conference on Human Factors in Computing Systems: Crossings* (Vuosikerta 18, Sivut 1271-1276). Association for Computing Machinery. <https://doi.org/10.1145/2702613.2732816>

Rantala, J., Isokoski, P., Kangas, J., Raisamo, R., & Akkil, D. (2014). Glasses with haptic feedback of gaze gestures. teoksessa *CHI EA 2014: One of a ChiNd - Extended Abstracts, 32nd Annual ACM Conference on Human Factors in Computing Systems* (Sivut 1597-1602). Association for Computing Machinery. <https://doi.org/10.1145/2559206.2581163>

Pirkkalainen, H., & Pawlowski, J. M. (2014). Global social knowledge management - Understanding barriers for global workers utilizing social software. *Computers in Human Behavior, 30*, 637-647. <https://doi.org/10.1016/j.chb.2013.07.041>

Kultima, A., Nummenmaa, T., Tyni, H., Alha, K., & Mayra, F. (2014). Goofy Mus, grumpy Mur and dirty Muf: Talking playful seats with personalities. teoksessa *ACE 2014 - 11th Advances in Computer Entertainment Technology Conference, Workshops Proceedings* (Vuosikerta 11-14-November-2014). [a9] Association for Computing Machinery. <https://doi.org/10.1145/2693787.2693790>

Iosifidis, A., Tefas, A., & Pitas, I. (2016). Graph Embedded Extreme Learning Machine. *IEEE Transactions on Cybernetics, 46*(1), 311 - 324. <https://doi.org/10.1109/TCYB.2015.2401973>

Varsaluoma, J., Väättäjä, H., Heimonen, T., Tiitinen, K., Hakulinen, J., Turunen, M., & Nieminen, H. (2018). Guidelines for development and evaluation of usage data analytics tools for human-machine interactions with industrial manufacturing systems. teoksessa *Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference* (Sivut 172-181). ACM. <https://doi.org/10.1145/3275116.3275138>

Kangas, J., Rantala, J., Majaranta, P., Isokoski, P., & Raisamo, R. (2014). Haptic feedback to gaze events. teoksessa *Proceedings of the Symposium on Eye Tracking Research and Applications, ETRA 2014* (Sivut 11-18). Association for Computing Machinery. <https://doi.org/10.1145/2578153.2578154>

Evreinova, T. V., Evreinov, G., & Raisamo, R. (2012). Haptic visualization of bathymetric data. teoksessa *Haptics Symposium 2012, HAPTICS 2012 - Proceedings* (Sivut 359-364). [6183815] <https://doi.org/10.1109/HAPTIC.2012.6183815>

Mamykina, L., Bardram, J. E., Korhonen, I., Mynatt, E., & Pratt, W. (2004). HCI and homecare: Connecting families and clinicians. teoksessa *Conference on Human Factors in Computing Systems - Proceedings* (Sivut 1715-1716) <https://doi.org/10.1145/985921.986197>

Ilves, M., Gizatdinova, Y., Surakka, V., & Vankka, E. (2014). Head movement and facial expressions as game input. *Entertainment Computing, 5*(3), 147-156. <https://doi.org/10.1016/j.entcom.2014.04.005>

Ilves, M., & Surakka, V. (2012). Heart rate responses to synthesized affective spoken words. *Advances in Human Computer Interaction, 2012*, [158487]. <https://doi.org/10.1155/2012/158487>

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, 77*, 169-183. <https://doi.org/10.1016/j.chb.2017.08.026>

Ihantola, P., Helminen, J., & Karavirta, V. (2013). How to study programming on mobile touch devices - Interactive Python code exercises. teoksessa *Proceedings - 13th Koli Calling International Conference on Computing Education Research, Koli Calling 2013* (Sivut 51-58) <https://doi.org/10.1145/2526968.2526974>

Angleraud, A., Houbre, Q., Kyrki, V., & Pieters, R. (2018). Human-robot interactive learning architecture using ontologies and symbol manipulation. teoksessa *RO-MAN 2018 - 27th IEEE International Symposium on Robot and Human Interactive Communication: August 27-31, 2018, Nanjing, China*. (Sivut 384-389). (IEEE RO-MAN). IEEE. <https://doi.org/10.1109/ROMAN.2018.8525580>

Pirhonen, A., Parviainen, J., Tuuri, K., Turunen, M., & Heimonen, T. (2014). Human-technology choreographies: Re-thinking body, movement and space in interaction design. teoksessa *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational* (Sivut 841-844). Association for Computing

Machinery, Inc. <https://doi.org/10.1145/2639189.2654843>

Kelling, C., Karhu, J., Kauhanen, O., Turunen, M., Väättäjä, H., & Lindqvist, V. (2018). Implications of audio and narration in the user experience design of virtual reality. teoksessa *Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference* (Sivut 258-261). ACM. <https://doi.org/10.1145/3275116.3275153>

Jarusriboonchai, P., Malapaschas, A., Olsson, T., & Väänänen, K. (2016). Increasing collocated people's awareness of the mobile user's activities: A field trial of social displays. teoksessa *CSCW '16 - Proceedings of the 19th ACM Conference on Computer-Supported Cooperative Work & Social Computing* (Sivut 1691-1702). ACM. <https://doi.org/10.1145/2818048.2819990>

Väättäjä, H., & Haggren, J. (2015). Increasing user and customer understanding through rapid ethnography in emerging markets. teoksessa *User Experience and Usability in Complex Systems - UXUS: FIMECC Publications Series No. 8, 2010-2015* (Sivut 99-101). (FIMECC Publication series; Vuosikerta 8).

Kumpulainen, S., & Järvelin, K. (2010). Information interaction in molecular medicine: Integrated use of multiple channels. teoksessa *IliX 2010 - Proceedings of the 2010 Information Interaction in Context Symposium* (Sivut 95-104) <https://doi.org/10.1145/1840784.1840800>

Mäkelä, V., Heimonen, T., Luhtala, M., & Turunen, M. (2014). Information wall: Evaluation of a gesture-controlled public display. teoksessa *ACE 2014 - 11th Advances in Computer Entertainment Technology Conference, Proceedings* (Vuosikerta 2014-November, Sivut 228-231). Association for Computing Machinery. <https://doi.org/10.1145/2677972.2677998>

Jokiniemi, S., Myllärniemi, J., Poranen, T., & Vuorenmaa, M. (2020). Innovation challenges as a novel multidisciplinary learning platform. teoksessa *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere* (Sivut 145-148). ACM. <https://doi.org/10.1145/3377290.3377311>

Evreinova, T. V., Evreinov, G., & Raisamo, R. (2011). Integrating discrete events and continuous head movements for video-based interaction techniques. *Behaviour and Information Technology*, 30(6), 739-746. <https://doi.org/10.1080/01449290903353013>

Heikkilä, R., Malaska, M., Törmänen, P., & Keyack, C. (2013). Integration of BIM and automation in high-rise building construction. teoksessa *ISARC 2013 - 30th International Symposium on Automation and Robotics in Construction and Mining, Held in Conjunction with the 23rd World Mining Congress* (Sivut 1171-1176)

Ruotsalo, T., Peltonen, J., Eugster, M. J. A., Glowacka, D., Reijonen, A., Jacucci, G., ... Kaski, S. (2014). IntentRadar: Search user interface that anticipates user's search intents. teoksessa *CHI EA 2014: One of a ChiNd - Extended Abstracts, 32nd Annual ACM Conference on Human Factors in Computing Systems* (Sivut 455-458). Association for Computing Machinery. <https://doi.org/10.1145/2559206.2574807>

Andolina, S., Klouche, K., Peltonen, J., Hoque, M., Ruotsalo, T., Cabral, D., ... Jacucci, G. (2015). Intentstreams: Smart parallel search streams for branching exploratory search. teoksessa *IUI 2015 - Proceedings of the 20th ACM International Conference on Intelligent User Interfaces* (Vuosikerta 2015-January, Sivut 300-305). Association for Computing Machinery. <https://doi.org/10.1145/2678025.2701401>

Smith, C., Crook, N., Dobnik, S., Charlton, D., Boye, J., Pulman, S., ... Cavazza, M. (2011). Interaction strategies for an affective conversational agent. *Presence: Teleoperators and Virtual Environments*, 20(5), 395-411. https://doi.org/10.1162/PRES_a_00063

Evreinova, T. V., Evreinov, G., & Raisamo, R. (2011). Interpretation of ambiguous images inspected by the StickGrip device. teoksessa *Proceedings of the IADIS International Conference Interfaces and Human Computer Interaction 2011, Part of the IADIS Multi Conference on Computer Science and Information Systems 2011, MCCSIS 2011* (Sivut 209-216)

- Macey, J., & Hamari, J. (2018). Investigating relationships between video gaming, spectating esports, and gambling. *Computers in Human Behavior, 80*, 344-353. <https://doi.org/10.1016/j.chb.2017.11.027>
- Erkaya, M., Özcan, O., Beşevli, C., & Buruk, O. T. (2018). Investigating the effects of legacy bias: User elicited gestures from the end users perspective. teoksessa *DIS 2018 - Companion Publication of the 2018 Designing Interactive Systems Conference* (Sivut 277-281). ACM. <https://doi.org/10.1145/3197391.3205449>
- Lemmetti, A., Viitanen, M., Mercat, A., & Vanne, J. (2020). Kvazaar 2.0: Fast and efficient open-source HEVC inter encoder. teoksessa *MMSys 2020 - Proceedings of the 2020 Multimedia Systems Conference* (Sivut 237-242). ACM. <https://doi.org/10.1145/3339825.3394927>
- Olsson, T. (2014). Layers of user expectations of future technologies: An early framework. teoksessa *CHI EA 2014: One of a ChiNd - Extended Abstracts, 32nd Annual ACM Conference on Human Factors in Computing Systems* (Sivut 1957-1962). Association for Computing Machinery. <https://doi.org/10.1145/2559206.2581225>
- Helenius, M., Kettunen, P., & Frank, L. (2016). Learnings from the Finnish game industry. teoksessa *Proceedings of the 10th Travelling Conference on Pattern Languages of Programs, VikingPLoP 2016* [a12] ACM. <https://doi.org/10.1145/3022636.3022648>
- Sjöblom, M., Hassan, L., Macey, J., Törhönen, M., & Hamari, J. (2018). Liking the game: How can spectating motivations influence social media usage at live esports events? teoksessa *Proceedings of the 9th International Conference on Social Media and Society, SMSociety 2018* (Sivut 160-167). ACM. <https://doi.org/10.1145/3217804.3217908>
- Väätäjä, H., Vainio, T., & Sirkkunen, E. (2012). Location-based crowdsourcing of hyperlocal news - Dimensions of participation preferences. teoksessa *Proceedings of the 17th ACM international conference on Supporting group work, GROUP '12, October 28-31, 2012, Sanibel Island, FL, USA* (Sivut 85-94). (ACM International Conference on Supporting Group Work). New York, NY: ACM. <https://doi.org/10.1145/2389176.2389189>
- Luoto, A. (2019). Log analysis of 360-degree video users via MQTT. teoksessa *ICGDA 2019: Proceedings of the 2019 2nd International Conference on Geoinformatics and Data Analysis* (Sivut 130-137). ACM. <https://doi.org/10.1145/3318236.3318248>
- Špakov, O., Isokoski, P., & Majaranta, P. (2014). Look and lean: Accurate head-assisted eye pointing. teoksessa *Proceedings of the Symposium on Eye Tracking Research and Applications, ETRA 2014* (Sivut 35-42). Association for Computing Machinery. <https://doi.org/10.1145/2578153.2578157>
- Ylinen, M., & Pekkola, S. (2018). Looking for a five-legged sheep: Identifying enterprise architects' skills and competencies . teoksessa *Proceedings of the 19th Annual International Conference on Digital Government Research: Governance in the Data Age, DG.O 2018* [a58] ACM. <https://doi.org/10.1145/3209281.3209353>
- Hamari, J., & Koivisto, J. (2014). Measuring flow in gamification: Dispositional Flow Scale-2. *Computers in Human Behavior, 40*, 133-143. <https://doi.org/10.1016/j.chb.2014.07.048>
- Ponomarenko, M., Katkovnik, V., & Egiazarian, K. (2018). Methods and tools for denoising of complex-valued images based on block-matching and high order singular value decomposition. teoksessa *Electronic Imaging: Image Processing: Algorithms and Systems XVI* Society for Imaging Science and Technology. <https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-306>
- Taibi, D., Lenarduzzi, V., Pahl, C., & Janes, A. (2017). Microservices in agile software development: A workshop-based study into issues, advantages, and disadvantages. teoksessa *Proceedings of the XP2017 Scientific Workshops, XP 2017* (Vuosikerta Part F129907). [a23] Association for Computing Machinery. <https://doi.org/10.1145/3120459.3120483>
- Rubio Hernandez, R., & Pérez-Guembe, E. (2019). Mille-Oeille: An architectural response to zoos' obsolescence in post-anthropocentric times. Käsikirjoitus lähetetty julkaistavaksi. teoksessa M. Del Signore, & N. Diniz (Toimittajat), *DATA & DESIGN: Methods of Computational Design Strategies* Routledge.

Rubio Hernandez, R., & Pérez-Guembe, E. (2018). Mille-Oeille: Environmental Zoo. teoksessa *Time, Space, Existence* (Sivut 410-413). GAA Foundation.

Sand, A., & Rakkolainen, I. (2013). Mixed reality with multimodal head-mounted pico projector. teoksessa *Proceedings of the Virtual Reality International Conference on Laval Virtual, VRIC 2013* [14] <https://doi.org/10.1145/2466816.2466831>

Keskinen, T., Melto, A., Hakulinen, J., Turunen, M., Saarinen, S., Pallos, T., ... Salanterä, S. (2013). Mobile dictation for healthcare professionals. teoksessa *Proceedings of the 12th International Conference on Mobile and Ubiquitous Multimedia, MUM 2013* [a41] <https://doi.org/10.1145/2541831.2541880>

Jokela, T., Väättäjä, H., & Koponen, T. (2009). Mobile Journalist Toolkit: A field study on producing news articles with a mobile device. teoksessa *MindTrek 2009 - 13th International Academic MindTrek Conference: Everyday Life in the Ubiquitous Era* (Sivut 45-52) <https://doi.org/10.1145/1621841.1621851>

Desogus, C., Fadda, M., Murrioni, M., Araniti, G., & Orsino, A. (2017). Mobility aware eMBMS management in urban 5G-oriented systems. teoksessa *2017 IEEE International Symposium on Broadband Multimedia Systems and Broadcasting, BMSB 2017 IEEE*. <https://doi.org/10.1109/BMSB.2017.7986140>

Nanavati, A. A., Rajput, N., Turunen, M., Knoche, H., & Rehm, M. (2015). Mobiscool: 1st workshop on mobile, social and culturally oriented learning. teoksessa *MobileHCI 2015 - Proceedings of the 17th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct* (Sivut 1187-1190). Association for Computing Machinery, Inc. <https://doi.org/10.1145/2786567.2795402>

Kallioniemi, P., & Turunen, M. (2012). Model for landmark highlighting in mobile web services. teoksessa *Proceedings of the 11th International Conference on Mobile and Ubiquitous Multimedia, MUM 2012* [25] <https://doi.org/10.1145/2406367.2406398>

Salo, K., Zinin, V., Bauters, M., & Mikkonen, T. (2017). Modular audio story platform for museums. teoksessa *IUI 2017 - Companion of the 22nd International Conference on Intelligent User Interfaces* (Sivut 113-116). ACM. <https://doi.org/10.1145/3030024.3040975>

Bezzateev, S., Afanasyeva, A., Voloshina, N., & Ometov, A. (2017). Multi-factor authentication for wearables: Configuring system parameters with risk function. teoksessa *Proceedings of the 2nd International Conference on Advanced Wireless Information, Data, and Communication Technologies, AWICT 2017 ACM*. <https://doi.org/10.1145/3231830.3231834>

Turunen, M., Hakulinen, J., Ståhl, O., Gambäck, B., Hansen, P., Rodríguez Gancedo, M. C., ... Cavazza, M. (2011). Multimodal and mobile conversational Health and Fitness Companions. *Computer Speech and Language*, 25(2), 192-209. <https://doi.org/10.1016/j.csl.2010.04.004>

Turunen, M., Hella, J., Miettinen, T., Valkama, P., Hakulinen, J., & Raisamo, R. (2011). Multimodal multi-device program guide for smart conferences. teoksessa *Mobile HCI 2011 - 13th International Conference on Human-Computer Interaction with Mobile Devices and Services* (Sivut 679-682) <https://doi.org/10.1145/2037373.2037483>

Peltonen, J., & Lin, Z. (2013). Multiplicative update for fast optimization of information retrieval based neighbor embedding . teoksessa *2013 IEEE International Workshop on Machine Learning for Signal Processing - Proceedings of MLSP 2013* [6661899] <https://doi.org/10.1109/MLSP.2013.6661899>

Lauri, M., Pajarinen, J., Peters, J., & Frintrop, S. (2020). Multi-sensor next-best-view planning as matroid-constrained submodular maximization. *IEEE Robotics and Automation Letters*, 5(4), 5323-5330. <https://doi.org/10.1109/LRA.2020.3007445>

Nummenmaa, T., Kultima, A., Tyni, H., & Alha, K. (2014). MurMur Moderators, the talking playful seats. teoksessa *MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services"* (Sivut 231-237). Association for Computing Machinery, Inc.

<https://doi.org/10.1145/2676467.2676505>

Stenros, J., Holopainen, J., Waern, A., Montola, M., & Ollila, E. (2011). Narrative friction in Alternate Reality Games: Design insights from conspiracy for good. teoksessa *Proceedings of DiGRA 2011 Conference: Think Design Play*

Nummenmaa, T., Tyni, H., Kultima, A., Alha, K., & Holopainen, J. (2015). Need to touch, wonder of discovery, and social capital: Experiences with interactive playful seats. teoksessa *ACE 2015 - 12th Advances in Computer Entertainment Technology Conference, Proceedings* (Vuosikerta 16-19-November-2015). [10] Association for Computing Machinery. <https://doi.org/10.1145/2832932.2832959>

Acimovic, J. (2009). *Neural networks, cell cultures and some older work on data analysis..* Julkaisun esittämispaikka: Okinawa Computational Neuroscience Course 2009, Japani.

Alam, M. H., Ha, J. W., & Lee, S. K. (2012). Novel approaches to crawling important pages early. *Knowledge and Information Systems*, 33(3), 707-734. <https://doi.org/10.1007/s10115-012-0535-4>

Araniti, G., Orsino, A., Militano, L., Putrino, G., Andreev, S., Koucheryavy, Y., & Iera, A. (2017). Novel D2D-based relaying method for multicast services over 3GPP LTE-A systems. teoksessa *2017 IEEE International Symposium on Broadband Multimedia Systems and Broadcasting, BMSB 2017 IEEE*. <https://doi.org/10.1109/BMSB.2017.7986137>

Nummenmaa, T., Kultima, A., Kankainen, V., Savolainen, S., Syvänen, A., Alha, K., & Mäyrä, F. (2015). OASIS deck of cards - House of colleagues: A playful. teoksessa *ACADEMICMINDTREK 2015 - Proceedings of the 19th International Academic Mindtrek Conference* (Sivut 2-9). Association for Computing Machinery, Inc. <https://doi.org/10.1145/2818187.2818296>

Toivonen, S., & Sotamaa, O. (2011). Of discs, boxes and cartridges: The material life of digital games. teoksessa *Proceedings of DiGRA 2011 Conference: Think Design Play*

Salminen, K., Rantala, J., Isokoski, P., Lehtonen, M., Müller, P., Karjalainen, M., ... Surakka, V. (2018). Olfactory display prototype for presenting and sensing authentic and synthetic odors. teoksessa *ICMI 2018 - Proceedings of the 2018 International Conference on Multimodal Interaction* (Sivut 73-77). ACM. <https://doi.org/10.1145/3242969.3242999>

Quinn, P., Cockburn, A., Räihä, K. J., & Delamarche, J. (2011). On the costs of multiple trajectory pointing methods. teoksessa *CHI 2011 - 29th Annual CHI Conference on Human Factors in Computing Systems, Conference Proceedings and Extended Abstracts* (Sivut 859-862) <https://doi.org/10.1145/1978942.1979067>

Taibi, D., Lenarduzzi, V., Diebold, P., & Lunesu, I. (2017). Operationalizing the experience factory for effort estimation in agile processes. teoksessa *Proceedings of the 21st International Conference on Evaluation and Assessment in Software Engineering, EASE 2017* (Vuosikerta Part F128635, Sivut 31-40). Association for Computing Machinery. <https://doi.org/10.1145/3084226.3084240>

Jarusriboonchai, P., Olsson, T., Ojala, J., & Väänänen-Vainio-Mattila, K. (2014). Opportunities and Challenges of Mobile Applications as "Tickets-to-Talk": A Scenario-Based User Study. teoksessa *Proceedings of the 13th International Conference on Mobile and Ubiquitous Multimedia, MUM2014, November 25-28, 2014, Melbourne, Australia* (Sivut 89-97). (International conference on mobile and ubiquitous multimedia). New York, NY: ACM. <https://doi.org/10.1145/2677972.2677993>

Orsino, A., Araniti, G., Scopelliti, P., Gudkova, I. A., Samouylov, K. E., & Iera, A. (2017). Optimal subgroup configuration for multicast services over 5G-satellite systems. teoksessa *2017 IEEE International Symposium on Broadband Multimedia Systems and Broadcasting, BMSB 2017 IEEE*. <https://doi.org/10.1109/BMSB.2017.7986134>

Naik, D., Curcio, I. D. D., & Toukoma, H. (2018). Optimized viewport dependent streaming of stereoscopic omnidirectional video. teoksessa *Proceedings of the 23th ACM Workshop on Packet Video, PV 2018* (Sivut 37-42). ACM. <https://doi.org/10.1145/3210424.3210437>

Hildén, E., Väätäjä, H., Roto, V., & Uusitalo, K. (2016). Participatory development of user experience design guidelines for a B2B company. teoksessa *AcademicMindtrek '16 Proceedings of the 20th International Academic Mindtrek Conference* (Sivut 49-58). ACM. <https://doi.org/10.1145/2994310.2994355>

Eloranta, V-P. (2014). Patterns for controlling chaos in a startup. teoksessa *VikingPLoP 2014 Proceedings of the 8th Nordic Conference on Pattern Languages of Programs* (Vuosikerta 2014-April, Sivut 1-8). (ACM International Conference Proceeding Series). Association for Computing Machinery. <https://doi.org/10.1145/2676680.2676682>

Rauhämäki, J. (2016). Patterns for safety system bus architecture. teoksessa *Proceedings of the 10th Travelling Conference on Pattern Languages of Programs, VikingPLoP 2016* [a4] ACM. <https://doi.org/10.1145/3022636.3022640>

Leppänen, M., & Hokkanen, L. (2016). Patterns for subsidiaries as innovation tools. teoksessa *Proceedings of the 10th Travelling Conference on Pattern Languages of Programs, VikingPLoP 2016* [a7] ACM. <https://doi.org/10.1145/3022636.3022643>

Väätäjä, H. (2015). Perceived Impacts as User Experience Components in Mobile News Making with Smartphones. teoksessa J. Lumsden (Toimittaja), *Emerging Perspectives on the Design, Use, and Evaluation of Mobile and Handheld Devices* (Sivut 218-238). IGI Global. <https://doi.org/10.4018/978-1-4666-8583-3>

Begishev, V. O., Sopin, E. S., Molchanov, D. A., Samouylov, A. K., Gaidamaka, Y. V., & Samouylov, K. E. (2019). Performance evaluation of bandwidth reservation for mmWave 5G NR systems. *Informatsionno-Upravliaiushchie Sistemy*, (5), 51-63. <https://doi.org/10.31799/1684-8853-2019-5-51-63>

Ponomarenko, M., Katkovnik, V., & Egiazarian, K. (2019). Phase masks optimization for broadband diffractive imaging. teoksessa *Image Processing: Algorithms and Systems XVII* (IS and T International Symposium on Electronic Imaging Science and Technology). <https://doi.org/10.2352/ISSN.2470-1173.2019.11.IPAS-258>

Suzumori, K., Hyon, S. H., Semini, C., Mattila, J., & Kanda, T. (2018). Preface: Special Issue on 'New Hydraulic Components for Tough Robots'. *Advanced Robotics*, 32(9). <https://doi.org/10.1080/01691864.2018.1466427>

Rantala, J., & Raisamo, R. (2014). Preferences for touch gestures in audio-tactile communication. teoksessa *IEEE Haptics Symposium 2014, HAPTICS 2014 - Proceedings* (Sivut 247-250). [6775462] IEEE COMPUTER SOCIETY PRESS. <https://doi.org/10.1109/HAPTICS.2014.6775462>

Rantala, J., Myllymaa, K., Raisamo, R., Lylykangas, J., Surakka, V., Shull, P., & Cutkosky, M. (2011). Presenting spatial tactile messages with a hand-held device. teoksessa *2011 IEEE World Haptics Conference, WHC 2011* (Sivut 101-106). [5945469] <https://doi.org/10.1109/WHC.2011.5945469>

Pajarinen, J., Arenz, O., Peters, J., & Neumann, G. (2020). Probabilistic approach to physical object disentangling. *IEEE Robotics and Automation Letters*, 5(4), 5510-5517. <https://doi.org/10.1109/LRA.2020.3006789>

Burova, A., Kelling, C., Keskinen, T., Hakulinen, J., Kallioniemi, P., Väätäjä, H., & Turunen, M. (2019). Promoting local culture and enriching airport experiences through interactive storytelling. teoksessa G. Jacucci, F. Paterno, M. Rohs, & C. Santoro (Toimittajat), *MUM 2019 - 18th International Conference on Mobile and Ubiquitous Multimedia, Proceedings* [3365640] (ACM International Conference Proceeding Series). Association for Computing Machinery. <https://doi.org/10.1145/3365610.3365640>

Altonen, A., Viitanen, M., Räsänen, J., Mercat, A., & Vanne, J. (2019). Public and open HEVC encoding service in the cloud. teoksessa *Proceedings of the 10th ACM Multimedia Systems Conference, MMSys 2019* (Sivut 300-303). ACM. <https://doi.org/10.1145/3304109.3323834>

Heinimäki, T. J., & Elomaa, T. (2015). Quality measures for improving technology trees. *International Journal of Computer Games Technology, 2015*, [975371]. <https://doi.org/10.1155/2015/975371>

Aytekin, C., Rezaeitabar, Y., Dogru, S., & Ulusoy, I. (2015). Railway fastener inspection by real-time machine vision. *IEEE Transactions on Systems, Man, and Cybernetics: Systems*, 45(7), 1101-1107. <https://doi.org/10.1109/TSMC.2014.2388435>

Sharmin, S., Špakov, O., & Rähä, K. J. (2013). Reading on-screen text with gaze-based auto-scrolling. teoksessa *Proceedings of the 2013 Conference on Eye Tracking South Africa, ETSA 2013* (Sivut 24-31) <https://doi.org/10.1145/2509315.2509319>

Špakov, O., & Gizatdinova, Y. (2014). Real-time hidden gaze point correction. teoksessa *Proceedings of the Symposium on Eye Tracking Research and Applications, ETRA 2014* (Sivut 291-294). Association for Computing Machinery. <https://doi.org/10.1145/2578153.2578200>

Zare, M., Huova, M., Visa, A., & Launis, S. (2019). Real-time online drilling vibration analysis using data mining. teoksessa *Proceedings of the 2019 2nd International Conference on Data Science and Information Technology, DSIT 2019* (Sivut 175-180). ACM. <https://doi.org/10.1145/3352411.3352439>

Helminen, J., Ihantola, P., & Karavirta, V. (2013). Recording and analyzing in-browser programming sessions. teoksessa *Proceedings - 13th Koli Calling International Conference on Computing Education Research, Koli Calling 2013* (Sivut 13-22) <https://doi.org/10.1145/2526968.2526970>

De Oliveira, M. T., Michalas, A., Groot, A. E. D., Marquering, H. A., & Olabariaga, S. D. (2019). Red Alert: Break-Glass Protocol to Access Encrypted Medical Records in the Cloud. teoksessa *2019 IEEE International Conference on E-Health Networking, Application and Services, HealthCom 2019* [9009598] IEEE. <https://doi.org/10.1109/HealthCom46333.2019.9009598>

Hakonen, H., Hyrynsalmi, S., & Järvi, A. (2011). Reducing the number of unit tests with design by contract. teoksessa *Computer Systems and Technologies - 12th International Conference, CompSysTech'11 - Proceedings* (Vuosikerta 578, Sivut 161-166) <https://doi.org/10.1145/2023607.2023635>

Van Oosterhout, A., Alonso, M. B., & Jumisko-Pyykkö, S. (2018). Ripple thermostat: Affecting the emotional experience through interactive force feedback and shape change. teoksessa *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems* [655] ACM. <https://doi.org/10.1145/3173574.3174229>

Ratia, M., Myllärniemi, J., & Helander, N. (2018). Robotic process automation - Creating value by digitalizing work in the private healthcare? teoksessa *Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference* (Sivut 222-227). ACM. <https://doi.org/10.1145/3275116.3275129>

Ieremeiev, O., Lukin, V., Ponomarenko, N., & Egiazarian, K. (2018). Robust linearized combined metrics of image visual quality. teoksessa *Electronic Imaging: Image Processing: Algorithms and Systems XVI* Society for Imaging Science and Technology. <https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-260>

Cricri, F., Mate, S., Curcio, I. D. D., & Gabbouj, M. (2015). Salient event detection in basketball mobile videos. teoksessa *Proceedings - 2014 IEEE International Symposium on Multimedia, ISM 2014* (Sivut 63-70). [7032995] The Institute of Electrical and Electronics Engineers, Inc.. <https://doi.org/10.1109/ISM.2014.67>

Bujic, M., & Hamari, J. (2020). Satisfaction and willingness to consume immersive journalism: Experiment of differences between VR, 360 video, and article. teoksessa *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere* (Sivut 120-125). ACM. <https://doi.org/10.1145/3377290.3377310>

Yang, Z., Peltonen, J., & Kaski, S. (2013). Scalable optimization of neighbor embedding for visualization. teoksessa *30th International Conference on Machine Learning, ICML 2013* (PART 1 toim., Sivut 786-794). International Machine Learning Society (IMLS).

- Keskinen, T., Hakulinen, J., Turunen, M., Heimonen, T., Sand, A., Paavilainen, J., ... Raisamo, R. (2014). Schoolchildren's user experiences on a physical exercise game utilizing lighting and audio. *Entertainment Computing*, 5 (4), 475-484. <https://doi.org/10.1016/j.entcom.2014.08.009>
- Heimonen, T., Turunen, M., Kangas, S., Pallos, T., Pekkala, P., Saarinen, S., ... Raisamo, R. (2013). Seek'N'Share: A platform for location-based collaborative mobile learning. teoksessa *Proceedings of the 12th International Conference on Mobile and Ubiquitous Multimedia, MUM 2013* [a38] <https://doi.org/10.1145/2541831.2541872>
- Övermark, R., Isokoski, P., & Ovaska, S. (2014). Seniors and text messaging on mobile touchscreen phones. teoksessa *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational* (Sivut 967-970). Association for Computing Machinery, Inc. <https://doi.org/10.1145/2639189.2670252>
- Spakov, O., Rantala, J., & Isokoski, P. (2015). Sequential and simultaneous tactile stimulation with multiple actuators on head, neck and back for gaze cuing. teoksessa *IEEE World Haptics Conference, WHC 2015* (Sivut 333-338). [7177734] Institute of Electrical and Electronics Engineers Inc.. <https://doi.org/10.1109/WHC.2015.7177734>
- Nanavati, A. A., Rajput, N., Srivastava, S., Erkut, C., Jylhä, A., Rudnicky, A. I., ... Turunen, M. (2013). SiMPE: 8th workshop on speech and sound in mobile and pervasive environments. teoksessa *MobileHCI 2013 - Proceedings of the 15th International Conference on Human-Computer Interaction with Mobile Devices and Services* (Sivut 626-629) <https://doi.org/10.1145/2493190.2499471>
- Nanavati, A. A., Rajput, N., Rudnicky, A. I., Turunen, M., Sandholm, T., Munteanu, C., & Penn, G. (2012). SiMPE: 7th Workshop on speech and sound in mobile and pervasive environments. teoksessa *MobileHCI'12 - Companion Proceedings of the 14th International Conference on Human Computer Interaction with Mobile Devices and Services* (Sivut 251-253) <https://doi.org/10.1145/2371664.2371727>
- Nanavati, A. A., Rajput, N., Rudnicky, A. I., Turunen, M., Kun, A. I., Paek, T., & Tashev, I. (2011). SiMPE: 6th Workshop on Speech in Mobile and Pervasive Environments. teoksessa *Mobile HCI 2011 - 13th International Conference on Human-Computer Interaction with Mobile Devices and Services* (Sivut 733-735) <https://doi.org/10.1145/2037373.2037500>
- Heikkilä, H., & Rähkä, K. J. (2012). Simple gaze gestures and the closure of the eyes as an interaction technique. teoksessa *Proceedings - ETRA 2012: Eye Tracking Research and Applications Symposium* (Sivut 147-154) <https://doi.org/10.1145/2168556.2168579>
- Holopainen, J., Lucero, A., Saarenpää, H., Nummenmaa, T., Ali, A. E., & Jokela, T. (2011). Social and privacy aspects of a system for collaborative public expression. teoksessa *Proceedings of the 8th International Conference on Advances in Computer Entertainment Technology, ACE 2011* [23] <https://doi.org/10.1145/2071423.2071452>
- Jarusriboonchai, P., Malapaschas, A., Olsson, T., & Väänänen, K. (2016). Social display...We can see what you are doing on your mobile device. teoksessa *CSCW '16 Proceedings of the 19th ACM Conference on Computer-Supported Cooperative Work & Social Computing* (Sivut 53-56). ACM. <https://doi.org/10.1145/2818052.2874323>
- Nummenmaa, T., & Kankainen, V. (2019). Social features in hybrid board game marketing material. teoksessa F. Khosmood, J. Pirker, T. Apperley, & S. Deterding (Toimittajat), *Proceedings of the 14th International Conference on the Foundations of Digital Games, FDG 2019* [67] ACM. <https://doi.org/10.1145/3337722.3341864>
- Niemelä, M., Ahtinen, A., & Turunen, M. (2020). Social human-robot interaction in the wild: A workshop proposal for academic mindtrek 2020. teoksessa *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere* (Sivut 168-169). ACM. <https://doi.org/10.1145/3377290.3377320>
- Hilvert-Bruce, Z., Neill, J. T., Sjöblom, M., & Hamari, J. (2018). Social motivations of live-streaming viewer engagement on Twitch. *Computers in Human Behavior*, 84, 58-67. <https://doi.org/10.1016/j.chb.2018.02.013>

Netzev, M., Angleraud, A., & Pieters, R. (2020). Soft robotic gripper with compliant cell stacks for industrial part handling. *IEEE Robotics and Automation Letters*, 5(4), 6821-6828. <https://doi.org/10.1109/LRA.2020.3020546>

Mattila, A-L., Ihanola, P., Kilamo, T., Luoto, A., Nurminen, M., & Väättäjä, H. (2016). Software visualization today - Systematic literature review. teoksessa *AcademicMindtrek 2016 - Proceedings of the 20th International Academic Mindtrek Conference* (Sivut 262-271). ACM. <https://doi.org/10.1145/2994310.2994327>

Wilks, Y., Catizone, R., Worgan, S., & Turunen, M. (2011). Some background on dialogue management and conversational speech for dialogue systems. *Computer Speech and Language*, 25(2), 128-139. <https://doi.org/10.1016/j.csl.2010.03.001>

Helin, P., Astola, P., Rao, B., & Tabus, I. (2016). Sparse modelling and predictive coding of subaperture images for lossless plenoptic image compression. teoksessa *2016 3DTV-Conference: The True Vision - Capture, Transmission and Display of 3D Video, 3DTV-CON 2016* IEEE COMPUTER SOCIETY PRESS. <https://doi.org/10.1109/3DTV.2016.7548953>

Roto, V., Clemmensen, T., Väättäjä, H., & Law, E. L. C. (Toimittajat) (2018). Special Issue on Designing Interactive Systems for Work Engagement. *Human Technology*, 14(2), 135-257.

Hoggan, E., Trendafilov, D., Ahmaniemi, T., & Raisamo, R. (2011). Squeeze vs. tilt: A comparative study using continuous tactile feedback. teoksessa *CHI EA 2011 - 29th Annual CHI Conference on Human Factors in Computing Systems, Conference Proceedings and Extended Abstracts* (Sivut 1309-1314) <https://doi.org/10.1145/1979742.1979766>

Mademlis, I., Iosifidis, A., Tefas, A., Nikolaidis, N., & Pitas, I. (2015). Stereoscopic video description for human action recognition. teoksessa *IEEE SSCI 2014 - 2014 IEEE Symposium Series on Computational Intelligence - CIMSIVP 2014: 2014 IEEE Symposium on Computational Intelligence for Multimedia, Signal and Vision Processing, Proceedings* The Institute of Electrical and Electronics Engineers, Inc.. <https://doi.org/10.1109/CIMSIVP.2014.7013263>

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*, 32(2), 117-131. <https://doi.org/10.1080/0144929X.2012.702285>

Väättäjä, H., Heimonen, T., Tiitinen, K., Hakulinen, J., & Turunen, M. (2015). Supplier's Expectations on Usage Data Analytics of Complex Industrial Systems. teoksessa E. Huizingh, S. Conn, & I. Bitran (Toimittajat), *ISPIM Innovation Summit 2015* International Society for Professional Innovation Management ISPIM.

Keskinen, T., Heimonen, T., Turunen, M., Rajaniemi, J. P., & Kauppinen, S. (2012). SymbolChat: A flexible picture-based communication platform for users with intellectual disabilities. *Interacting with Computers*, 24(5), 374-386. <https://doi.org/10.1016/j.intcom.2012.06.003>

Luoto, A. (2018). Systematic literature review on user logging in virtual reality. teoksessa *Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference* (Sivut 110-117). ACM. <https://doi.org/10.1145/3275116.3275123>

Salminen, K., Surakka, V., Lylykangas, J., Rantala, J., Ahmaniemi, T., Raisamo, R., ... Kildal, J. (2012). Tactile modulation of emotional speech samples. *Advances in Human Computer Interaction*, 2012, [741304]. <https://doi.org/10.1155/2012/741304>

Klock, A. C. T., Gasparini, I., Pimenta, M. S., & Hamari, J. (2020). Tailored gamification: A review of literature. *International Journal of Human Computer Studies*, 144, [102495]. <https://doi.org/10.1016/j.ijhcs.2020.102495>

Angleraud, A., Houbre, Q., & Pieters, R. (2019). Teaching semantics and skills for human-robot collaboration. *Paladyn*, 10(1), 318-329. <https://doi.org/10.1515/pjbr-2019-0025>

Jumisko-Pyykkö, S., Pesonen, E., & Väättäjä, H. (2016). Temporal dimensions of affect in user experience of digital news in the field. teoksessa *AcademicMindtrek 2016 - Proceedings of the 20th International Academic Mindtrek Conference* (Sivut 192-197). ACM. <https://doi.org/10.1145/2994310.2994370>

Vuori, V., & Jussila, J. (2016). The 5C categorization of social media tools. teoksessa *Proceedings of the 20th International Academic Mindtrek Conference: Oct. 17th-19th, 2016, Tampere, Finland* (Sivut 26-33). ACM. <https://doi.org/10.1145/2994310.2994367>

Legaki, N. Z., Xi, N., Hamari, J., Karpouzis, K., & Assimakopoulos, V. (2020). The effect of challenge-based gamification on learning: An experiment in the context of statistics education. *International Journal of Human Computer Studies*, 144, [102496]. <https://doi.org/10.1016/j.ijhcs.2020.102496>

Burova, A., Kelling, C., Hakulinen, J., Kallioniemi, P., Keskinen, T., Turunen, M., & Väättäjä, H. (2018). The Finnish you – An interactive storytelling application for an airport environment. teoksessa *Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference* (Sivut 182-191). ACM. <https://doi.org/10.1145/3275116.3275142>

Kaasinen, E., Väättäjä, H., Karvonen, H., & Lu, Y. (2014). The fuzzy front end of experience design. teoksessa *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational* (Sivut 797-800). (Nordic conference on human-computer interaction). New York, NY: ACM. <https://doi.org/10.1145/2639189.2654829>

Varsaluoma, J., Väättäjä, H., Kaasinen, E., Karvonen, H., & Lu, Y. (2015). The Fuzzy Front End of Experience Design: Eliciting and Communicating Experience Goals. teoksessa *OzCHI '15 - Proceedings of the Annual Meeting of the Australian Special Interest Group for Computer Human Interaction* (Sivut 324-332). ACM. <https://doi.org/10.1145/2838739.2838761>

Hamilton, E., & Multisilta, J. (2013). The innovations in learning and education SAVI. teoksessa *Computer-Supported Collaborative Learning Conference, CSCL* (Vuosikerta 2, Sivut 511-512)

Stenos, J., & Montola, M. (2011). The making of Nordic larp: Documenting a tradition of ephemeral co-creative play. teoksessa *Proceedings of DiGRA 2011 Conference: Think Design Play*

Jalonen, H., & Jussila, J. (2016). *The nexus between social media behaviour, negative consumer emotions and brand disloyalty*. Julkaisun esittämisaika: 12th European Conference on Management Leadership and Governance, Bucharest, Romania.

Byrne, D., Doherty, A. R., Jones, G. J. F., Smeaton, A. F., Kumpulainen, S., & Järvelin, K. (2008). The SenseCam as a tool for task observation. teoksessa *Proceedings of the 22nd British HCI Group Annual Conference on People and Computers: Culture, Creativity, Interaction, BCS HCI 2008* (Vuosikerta 2, Sivut 19-22). BRITISH COMPUTER SOCIETY.

Chowdhury, A., Ahtinen, A., & Kaipainen, K. (2020). "The superhero of the university": Experience-driven design and field study of the university guidance robot. teoksessa *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere* (Sivut 1-9). ACM. <https://doi.org/10.1145/3377290.3377304>

Clawson, J., Isokoski, P., Brewster, S., Oulasvirta, A., Dunlop, M., Vertanen, K., ... Waller, A. (2014). The usability of text entry systems now and in the future. teoksessa *CHI EA 2014: One of a ChiNd - Extended Abstracts, 32nd Annual ACM Conference on Human Factors in Computing Systems* (Sivut 1139-1142). Association for Computing Machinery. <https://doi.org/10.1145/2559206.2559217>

Lilja, K. K., & Palomäki, J. (2018). The use of advanced imaging technology in welfare technology solutions - Some ethical aspects. teoksessa *3DTV-CON 2017 - 3D True Vision v2: Research and Applications in Future 3D Media* (Sivut 1-4). IEEE. <https://doi.org/10.1109/3DTV.2017.8280396>

Istance, H., Vickers, S., & Hyrskykari, A. (2012). The validity of using non-representative users in gaze communication research. teoksessa *Proceedings - ETRA 2012: Eye Tracking Research and Applications Symposium* (Sivut 233-236) <https://doi.org/10.1145/2168556.2168603>

Akpınar, U., Sahin, E., Suominen, O., & Gotchev, A. (2019). Thin form-factor super multiview head-up display system. teoksessa *Stereoscopic Displays and Applications XXX* (IS&T International Symposium on Electronic Imaging). <https://doi.org/10.2352/ISSN.2470-1173.2019.3.SDA-631>

Hokkanen, L., & Leppänen, M. (2015). Three patterns for user involvement in startups. teoksessa *Proceedings of the 20th European Conference on Pattern Languages of Programs, EuroPLoP 2015* [a51] ACM. <https://doi.org/10.1145/2855321.2855373>

Rantala, J., Salminen, K., Raisamo, R., & Surakka, V. (2013). Touch gestures in communicating emotional intention via vibrotactile stimulation. *International Journal of Human-Computer Studies*, 71(6), 679-690. <https://doi.org/10.1016/j.ijhcs.2013.02.004>

Chaudhary, S., Berki, E., Nykänen, P., Zolotavkin, Y., Helenius, M., & Kela, J. (2017). Towards a conceptual framework for privacy protection in the use of interactive 360° video surveillance. teoksessa *2016 22nd International Conference on Virtual System & Multimedia (VSMM)* IEEE. <https://doi.org/10.1109/VSMM.2016.7863179>

Halonen, A., Hyrynsalmi, S., Kimppa, K. K., Knuutila, T., Smed, J., & Hakonen, H. (2012). Towards usability heuristics for games utilizing speech recognition. teoksessa *4th Asian Conference on Intelligent Games and Simulation, GAME-ON ASIA 2012 - 4th Asian Simulation Technology Conference, ASTEC 2012* (Sivut 51-55). EUROSIS.

Oulasvirta, A., Suomalainen, T., Hamari, J., Lampinen, A., & Karvonen, K. (2014). Transparency of intentions decreases privacy concerns in ubiquitous surveillance. *CYBERPSYCHOLOGY BEHAVIOR AND SOCIAL NETWORKING*, 17(10). <https://doi.org/10.1089/cyber.2013.0585>

Akkil, D., Isokoski, P., Kangas, J., Rantala, J., & Raisamo, R. (2014). TraQuMe: A tool for measuring the gaze tracking quality. teoksessa *Proceedings of the Symposium on Eye Tracking Research and Applications, ETRA 2014* (Sivut 327-330). Association for Computing Machinery. <https://doi.org/10.1145/2578153.2578192>

Raitoharju, J., Zhang, H., Ozan, E. C., Waris, M. A., Faisal, M., Cao, G., ... Gabbouj, M. (2014). Tut MUVIS image retrieval system proposal for MSR-Bing challenge 2014. teoksessa *IEEE International Conference on Multimedia and Expo, ICME 2014, Chengdu, China, July 14-18, 2014* (Sivut 1-6). Piscataway: Institute of Electrical and Electronics Engineers IEEE. <https://doi.org/10.1109/ICMEW.2014.6890600>

Leppänen, M. (2014). Two patterns for minimizing human resources in a startup. teoksessa *VikingPLoP 2014 Proceedings of the 8th Nordic Conference on Pattern Languages of Programs (VikingPLoP)* [4] ACM. <https://doi.org/10.1145/2676680.2676686>

Aspling, F., Juhlin, O., & Väättäjä, H. (2018). Understanding animals: A critical challenge in ACl. teoksessa *NordiCHI 2018: Revisiting the Life Cycle - Proceedings of the 10th Nordic Conference on Human-Computer Interaction* (Sivut 148-160). ACM. <https://doi.org/10.1145/3240167.3240226>

Koivunen, S., Olsson, T., Olshannikova, E., & Lindberg, A. (2019). Understanding decision-making in recruitment: Opportunities and challenges for information technology. *Proceedings of the ACM on Human-Computer Interaction*, 3 (GROUP), [242]. <https://doi.org/10.1145/3361123>

Kaipainen, K., Sairanen, E., & Lappalainen, P. (2019). *Understanding engagement in web-based Acceptance and Commitment Therapy interventions for parental burnout: Usage, dose-response and user experiences*. Julkaisun esittämispaikka: ACBS World Conference, Dublin, Irlanti.

Partala, T., & Saari, T. (2015). Understanding the most influential user experiences in successful and unsuccessful technology adoptions. *Computers in Human Behavior*, 53, 381-395. <https://doi.org/10.1016/j.chb.2015.07.012>

Pesonen, E., Jumisko-Pyykkö, S., & Väättäjä, H. (2015). User Experience of Digital News: Two Semi-long Term Field Studies. teoksessa *14th International Conference on Mobile and Ubiquitous Multimedia (MUM 2015)* (Sivut 51-63). ACM. <https://doi.org/10.1145/2836041.2836046>

Holm, J., Väänänen, K., & Battah, A. (2020). User experience of stereo and spatial audio in 360° live music videos. teoksessa *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere* (Sivut 134-141). ACM. <https://doi.org/10.1145/3377290.3377291>

Hamari, J., Malik, A., Koski, J., & Johri, A. (2019). Uses and Gratifications of Pokémon Go: Why do People Play Mobile Location-Based Augmented Reality Games? *International Journal of Human-Computer Interaction*, 35(9). <https://doi.org/10.1080/10447318.2018.1497115>

Jokela, T., Rezaei, P. P., & Väänänen, K. (2016). Using elicitation studies to generate collocated interaction methods. teoksessa *Proceedings of the 18th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct, MobileHCI 2016* (Sivut 1129-1133). ACM. <https://doi.org/10.1145/2957265.2962654>

Kangas, J., Akkil, D., Rantala, J., Isokoski, P., Majaranta, P., & Raisamo, R. (2014). Using gaze gestures with haptic feedback on glasses. teoksessa *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational* (Sivut 1047-1050). Association for Computing Machinery, Inc. <https://doi.org/10.1145/2639189.2670272>

Heimonen, T., Tiitinen, K., Turunen, M., Keskinen, T., Väättäjä, H., Varsaluoma, J., ... Nieminen, H. (2015). UX sensors - Understanding the UX of complex systems through usage analysis. teoksessa *User Experience and Usability in Complex Systems - UXUS: FIMECC Publications Series No. 8, 2010-2015* (Sivut 113-115). (FIMECC Publication series; Vuosikerta 8).

Lylykangas, J., Heikkinen, J., Surakka, V., Raisamo, R., Myllymaa, K., & Laitinen, A. (2015). Vibrotactile Stimulation as an Instructor for Mimicry-Based Physical Exercise. *Advances in Human Computer Interaction*, [953794]. <https://doi.org/10.1155/2015/953794>

Akpinar, U., Sahin, E., & Gotchev, A. (2018). Viewing simulation of integral imaging display based on wave optics. teoksessa *2018 - 3DTV-Conference: The True Vision - Capture, Transmission and Display of 3D Video, 3DTV-CON 2018* [8478568] IEEE. <https://doi.org/10.1109/3DTV.2018.8478568>

Ghaznavi-Youvalari, R., Hannuksela, M. M., Aminlou, A., & Gabbouj, M. (2018). Viewport-dependent delivery schemes for stereoscopic panoramic video. teoksessa *3DTV-CON 2017 - 3D True Vision v2: Research and Applications in Future 3D Media* (Sivut 1-4). IEEE. <https://doi.org/10.1109/3DTV.2017.8280404>

Evreinova, T. V., Evreinov, G., & Raisamo, R. (2013). Virtual sectioning and haptic exploration of volumetric shapes in the absence of visual feedback. *Advances in Human Computer Interaction, 2013*, [740324]. <https://doi.org/10.1155/2013/740324>

Scheibel, J. B., Pierson, C., Martin, B., Godard, N., Fuccella, V., & Isokoski, P. (2013). Virtual stick in caret positioning on touch screens. teoksessa *IHM 2013 - Actes de la 25ieme Conference Francophone sur l'Interaction Homme-Machine* (Sivut 107-114) <https://doi.org/10.1145/2534903.2534918>

Brewster, S., Jones, M., Murray-Smith, R., Nanavati, A. A., Rajput, N., Schmidt, A., & Turunen, M. (2011). We need to talk: Rediscovering audio for universal access (A panel). teoksessa *Mobile HCI 2011 - 13th International Conference on Human-Computer Interaction with Mobile Devices and Services* (Sivut 715-716) <https://doi.org/10.1145/2037373.2037494>

Godard, N., Pecci, I., & Isokoski, P. (2013). WeSlide: Gestural text entry for elderly users of interactive television. teoksessa *Proceedings of the 11th European Conference on Interactive TV and Video, EuroITV 2013* (Sivut 55-58) <https://doi.org/10.1145/2465958.2465963>

Jumisko-Pyykkö, S., Markopoulos, P., & Hannuksela, M. M. (2015). Who is moving - User or device? Experienced quality of mobile 3D video in vehicles. teoksessa *ACE 2015 - 12th Advances in Computer Entertainment Technology Conference, Proceedings* [13] ACM. <https://doi.org/10.1145/2832932.2832948>

Hamari, J., & Keronen, L. (2017). Why do people buy virtual goods: A meta-analysis. *Computers in Human Behavior*, 71, 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*, 50, 333-347. <https://doi.org/10.1016/j.chb.2015.04.018>