

A Barrier framework for open e-learning in public administrations

A comparison of security assurance support of agile software development methods

Activation game for older adults - Development and initial user experiences

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

Additional lossless compression of JPEG images based on BPG

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

Analysis of accommodation cues in holographic stereograms

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

An evaluation of the virtual curvature with the StickGrip haptic device  
A case study

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

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

A novel technique for analysis of postural information with wearable devices

Antroposeeni - A mixed reality game

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

Assessing fraction knowledge by a digital game

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

At least nine ways to play  
Approaching gamer mentalities

Avatar capital  
The relationships between player orientation and their avatar's social, symbolic, economic and cultural capital

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

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

Barriers to task-based information access in molecular medicine

Bars, pies, doughnuts & tables - Visualization of proportions

Benefits for supplier and customer with the help of logged usage data

Blind estimation of white Gaussian noise variance in highly textured images

BM3D-HVS

Content-Adaptive denoising for improved visual quality

Body-touching

An embodied interaction technique for health information systems in developing regions

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

Browsing patterns in retrieved documents

Can e-government solutions enhance the work in municipalities?: empirical evidence from case lupapiste

Casual immersive viewing with smartphones

Challenges and capabilities of conductive polymeric materials for electromechanical stimulation of stem cells  
A case study

Characterization of the anisotropic deformation of the right ventricle during open heart surgery

Characterizing Context of Use in Mobile Work

Children designing videos

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

Class-Specific Reference Discriminant Analysis With Application in Human Behavior Analysis

ClothFace

A Passive RFID-Based Human-Technology Interface on a Shirtsleeve

Code notes

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

Collaborative Writing and Knowledge Creation in a Social Media Online Community

Color game

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

Combined local and global image enhancement algorithm

Combined no-reference IQA metric and its performance analysis

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

Comparison of eye movement filters used in HCI

Comparison of gaze-to-objects mapping algorithms

Comparison of Saltation, Amplitude Modulation, and a Hybrid Method of Vibrotactile Stimulation

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

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

Content structure is king

An empirical study on gratifications, game genres and content type on Twitch

Continuous Edgewrite

Dictionary-based disambiguation instead of explicit segmentation by the user

Controlled experiments comparing fault-tree-based safety analysis techniques

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

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

Deep audio-visual saliency

Baseline model and data

Deep p-Fibonacci scattering networks

Defining user experience goals to guide the design of industrial systems

Delivering directional haptic cues through eyeglasses and a seat

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

Demographic differences in perceived benefits from gamification

Designing and evaluating text entry methods

Designing for experiences with socially interactive robots

Designing interactive systems for work engagement

Designing tactile feedback for piezo buttons

Design principles for collaboration platforms for open education

Development of measurement instrument for visual qualities of graphical user interface elements (VISQUAL)  
a test in the context of mobile game icons

Diffusion of innovation  
Case of co-design of cabins in mobile work machine industry

Digital services and youth participation in processes of social change: World Café workshops in Finland

DNA Molecular Storage System  
Transferring Digitally Encoded Information through Bacterial Nanonetworks

Do badges increase user activity? A field experiment on the effects of gamification

Does esports spectating influence game consumption?

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

DYNAMO sound engine - Exploring the aesthetics of dynamic sound interactions

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

Effects of extrinsic noise are promoter kinetics dependent

Effects of haptic feedback on gaze based auto scrolling

Efficient optimization for data visualization as an information retrieval task

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

Embroidered ground plane implementation for wearable UHF RFID patch tag antennas

Emotional Reactions to Point-Light Display Animations

Evaluating landmark attraction model in collaborative wayfinding in virtual learning environments

Evaluating the experiential user experience of public display applications in the wild

Explicit dynamics formulation of Stewart-Gough platform  
A Newton-Euler approach

Exploring co-learning behavior of conference participants with visual network analysis of Twitter data

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

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

Facial expression classification based on local spatiotemporal edge and texture descriptors

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

Fast and easy live video service setup using lightweight virtualization

Feasibility characterization of cryptographic primitives for constrained (wearable) IoT devices

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

Forward kinematic analysis of a planar cable driven redundant parallel manipulator using force sensors

Four patterns for internal startups

Framework for designing and evaluating game achievements

From Chance to Serendipity  
Knowledge Workers' Experiences of Serendipitous Social Encounters

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

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

Full-reference metrics multidistortional analysis

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

Games and energy  
Profiling power usage during play

Gamification, quantified-self or social networking? Matching users' goals with motivational technology

Gamified crowdsourcing  
Conceptualization, literature review, and future agenda

Gaze-contingent scrolling and reading patterns

Gaze gestures and haptic feedback in mobile devices

Gaze gestures or dwell-based interaction?

Gestures and widgets  
Performance in text editing on multi-touch capable mobile devices

Getting started with the experience design process

Glance awareness and gaze interaction in smartwatches

Glasses with haptic feedback of gaze gestures

Global social knowledge management - Understanding barriers for global workers utilizing social software

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

Graph Embedded Extreme Learning Machine

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

Haptic feedback to gaze events

Haptic visualization of bathymetric data

HCI and homecare  
Connecting families and clinicians

Head movement and facial expressions as game input

Heart rate responses to synthesized affective spoken words

How games induce cooperation? A study on the relationship between game features and we-intentions in an augmented reality game

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

Human-robot interactive learning architecture using ontologies and symbol manipulation

Human-technology choreographies  
Re-thinking body, movement and space in interaction design

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

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

Increasing user and customer understanding through rapid ethnography in emerging markets

Information interaction in molecular medicine  
Integrated use of multiple channels

Information wall  
Evaluation of a gesture-controlled public display

Innovation challenges as a novel multidisciplinary learning platform

Integrating discrete events and continuous head movements for video-based interaction techniques

Integration of BIM and automation in high-rise building construction

IntentRadar  
Search user interface that anticipates user's search intents

Intentstreams  
Smart parallel search streams for branching exploratory search

Interaction strategies for an affective conversational agent

Interpretation of ambiguous images inspected by the StickGrip device

Investigating relationships between video gaming, spectating esports, and gambling

Investigating the effects of legacy bias  
User elicited gestures from the end users perspective

Kvazaar 2.0  
Fast and efficient open-source HEVC inter encoder

Layers of user expectations of future technologies  
An early framework

Learnings from the Finnish game industry

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

Location-based crowdsourcing of hyperlocal news - Dimensions of participation preferences  
Julkaisun otsikon käännös: : Location-Based Crowdsourcing of Hyperlocal News - Dimensions of Participation Preferences

Log analysis of 360-degree video users via MQTT

Look and lean  
Accurate head-assisted eye pointing

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

Measuring flow in gamification  
Dispositional Flow Scale-2

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

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

Mille-Oeille  
An architectural response to zoos' obsolescence in post-anthropocentric times

Mille-Oeille  
Environmental Zoo

Mixed reality with multimodal head-mounted pico projector

Mobile dictation for healthcare professionals

Mobile Journalist Toolkit  
A field study on producing news articles with a mobile device

Mobility aware eMBMS management in urban 5G-oriented systems

Mobiscool  
1<sup>st</sup> workshop on mobile, social and culturally oriented learning

Model for landmark highlighting in mobile web services

Modular audio story platform for museums

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

Multimodal and mobile conversational Health and Fitness Companions

Multimodal multi-device program guide for smart conferences

Multiplicative update for fast optimization of information retrieval based neighbor embedding

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

MurMur Moderators, the talking playful seats



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

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

Neural networks, cell cultures and some older work on data analysis.

Novel approaches to crawling important pages early

Novel D2D-based relaying method for multicast services over 3GPP LTE-A systems

OASIS deck of cards - House of colleagues  
A playful

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

Olfactory display prototype for presenting and sensing authentic and synthetic odors

On the costs of multiple trajectory pointing methods

Operationalizing the experience factory for effort estimation in agile processes

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

Optimal subgroup configuration for multicast services over 5G-satellite systems

Optimized viewport dependent streaming of stereoscopic omnidirectional video

Participatory development of user experience design guidelines for a B2B company

Patterns for controlling chaos in a startup

Patterns for safety system bus architecture

Patterns for subsidiaries as innovation tools

Perceived Impacts as User Experience Components in Mobile News Making with Smartphones

Performance evaluation of bandwidth reservation for mmWave 5G NR systems

Phase masks optimization for broadband diffractive imaging

Preface  
Special Issue on 'New Hydraulic Components for Tough Robots'

Preferences for touch gestures in audio-tactile communication

Presenting spatial tactile messages with a hand-held device

Probabilistic approach to physical object disentangling

Promoting local culture and enriching airport experiences through interactive storytelling

Public and open HEVC encoding service in the cloud

Quality measures for improving technology trees

Railway fastener inspection by real-time machine vision

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

Real-time hidden gaze point correction

Real-time online drilling vibration analysis using data mining

Recording and analyzing in-browser programming sessions

Red Alert

Break-Glass Protocol to Access Encrypted Medical Records in the Cloud

Reducing the number of unit tests with design by contract

Ripple thermostat

Affecting the emotional experience through interactive force feedback and shape change

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

Robust linearized combined metrics of image visual quality

Salient event detection in basketball mobile videos

Satisfaction and willingness to consume immersive journalism

Experiment of differences between VR, 360 video, and article

Scalable optimization of neighbor embedding for visualization

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

Seek'N'Share

A platform for location-based collaborative mobile learning

Seniors and text messaging on mobile touchscreen phones

Sequential and simultaneous tactile stimulation with multiple actuators on head, neck and back for gaze cuing

SiMPE

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

SiMPE

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

SiMPE

6th Workshop on Speech in Mobile and Pervasive Environments

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

Social and privacy aspects of a system for collaborative public expression

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

Social features in hybrid board game marketing material

Social human-robot interaction in the wild

A workshop proposal for academic mindtrek 2020

Social motivations of live-streaming viewer engagement on Twitch

Soft robotic gripper with compliant cell stacks for industrial part handling

Software visualization today - Systematic literature review

Some background on dialogue management and conversational speech for dialogue systems

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

Special Issue on Designing Interactive Systems for Work Engagement

Squeeze vs. tilt

A comparative study using continuous tactile feedback

Stereoscopic video description for human action recognition

Subjective responses to synthesised speech with lexical emotional content

The effect of the naturalness of the synthetic voice

Supplier's Expectations on Usage Data Analytics of Complex Industrial Systems

SymbolChat

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

Systematic literature review on user logging in virtual reality

Tactile modulation of emotional speech samples

Tailored gamification

A review of literature

Teaching semantics and skills for human-robot collaboration

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

The 5C categorization of social media tools

The effect of challenge-based gamification on learning

An experiment in the context of statistics education

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

The fuzzy front end of experience design

The Fuzzy Front End of Experience Design: Eliciting and Communicating Experience Goals

The innovations in learning and education SAVI

The making of Nordic larp

Documenting a tradition of ephemeral co-creative play

The nexus between social media behaviour, negative consumer emotions and brand disloyalty

The SenseCam as a tool for task observation

"The superhero of the university"

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

The usability of text entry systems now and in the future

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

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

Thin form-factor super multiview head-up display system

Three patterns for user involvement in startups

Touch gestures in communicating emotional intention via vibrotactile stimulation

Towards a conceptual framework for privacy protection in the use of interactive 360° video surveillance

Towards usability heuristics for games utilizing speech recognition

Transparency of intentions decreases privacy concerns in ubiquitous surveillance

TraQuMe

A tool for measuring the gaze tracking quality

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

Two patterns for minimizing human resources in a startup

Understanding animals

A critical challenge in ACI

Understanding decision-making in recruitment

Opportunities and challenges for information technology

Understanding engagement in web-based Acceptance and Commitment Therapy interventions for parental burnout:

Usage, dose-response and user experiences

Understanding the most influential user experiences in successful and unsuccessful technology adoptions

User Experience of Digital News

Two Semi-long Term Field Studies

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

Uses and Gratifications of Pokémon Go

Why do People Play Mobile Location-Based Augmented Reality Games?

Using elicitation studies to generate collocated interaction methods

Using gaze gestures with haptic feedback on glasses

UX sensors - Understanding the UX of complex systems through usage analysis

Vibrotactile Stimulation as an Instructor for Mimicry-Based Physical Exercise

Viewing simulation of integral imaging display based on wave optics

Viewport-dependent delivery schemes for stereoscopic panoramic video

Virtual sectioning and haptic exploration of volumetric shapes in the absence of visual feedback

Virtual stick in caret positioning on touch screens

We need to talk  
Rediscovering audio for universal access (A panel)

WeSlide  
Gestural text entry for elderly users of interactive television

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

Why do people buy virtual goods  
A meta-analysis

"Working out for likes"  
An empirical study on social influence in exercise gamification