

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>

Räsänen, O., Seshadri, S., Lavechin, M., Cristia, A., & Casillas, M. (2020). ALICE: An open-source tool for automatic measurement of phoneme, syllable, and word counts from child-centered daylong recordings. *BEHAVIOR RESEARCH METHODS*. <https://doi.org/10.3758/s13428-020-01460-x>

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>

Silverberg, N. D., Luoto, T. M., Öhman, J., & Iverson, G. L. (2014). Assessment of mild traumatic brain injury with the King-Devick Test® in an emergency department sample. *BRAIN INJURY*, 28(12), 1590-1593. <https://doi.org/10.3109/02699052.2014.943287>

Cristia, A., Lavechin, M., Scaff, C., Soderstrom, M., Rowland, C., Räsänen, O., ... Bergelson, E. (2020). A thorough evaluation of the Language Environment Analysis (LENA) system. *BEHAVIOR RESEARCH METHODS*. <https://doi.org/10.3758/s13428-020-01393-5>

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>

Pakkanen, J., Juuti, T., & Lehtonen, T. (2016). Brownfield Process: A method for modular product family development aiming for product configuration. *DESIGN STUDIES*, 45B, 210-241. <https://doi.org/10.1016/j.destud.2016.04.004>

Luoto, T. M., Iverson, G. L., Losoi, H., Wäljas, M., Tenovuo, O., Kataja, A., ... Öhman, J. (2015). Clinical correlates of retrograde amnesia in mild traumatic brain injury. *BRAIN INJURY*, 29(5), 565-572. <https://doi.org/10.3109/02699052.2014.1002421>

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>

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>

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>

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>

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>

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>

- Sun, L., Peräkylä, J., Polvivaara, M., Öhman, J., Peltola, J., Lehtimäki, K., ... Hartikainen, K. M. (2015). Human anterior thalamic nuclei are involved in emotion-attention interaction. *NEUROPSYCHOLOGIA*, *78*, 88-94. <https://doi.org/10.1016/j.neuropsychologia.2015.10.001>
- Bramsløw, L., Naithani, G., Hafez, A., Barker, T., Pontoppidan, N. H., & Virtanen, T. (2018). Improving competing voices segregation for hearing impaired listeners using a low-latency deep neural network algorithm. *Journal of the Acoustical Society of America*, *144*(1), 172-185. <https://doi.org/10.1121/1.5045322>
- 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>
- 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>
- Pyysalo, L., Luostarinen, T., Keski-Nisula, L., & Öhman, J. (2013). Long-term excess mortality of patients with treated and untreated unruptured intracranial aneurysms. *JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY*, *84* (8), 888-892. <https://doi.org/10.1136/jnnp-2012-303073>
- Pyysalo, L. M., Niskakangas, T. T., Keski-Nisula, L. H., Kähärä, V. J., & Öhman, J. E. (2011). Long term outcome after subarachnoid haemorrhage of unknown aetiology. *JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY*, *82*(11), 1264-1266. <https://doi.org/10.1136/jnnp.2010.239335>
- 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>
- Hella, L., Kuusisto, A., Meier, A., & Virtema, J. (2019). Model checking and validity in propositional and modal inclusion logics. *JOURNAL OF LOGIC AND COMPUTATION*, *29*(5), 605-630. <https://doi.org/10.1093/logcom/exz008>
- Kylliäinen, M., Virjonen, P., & Hongisto, V. (2019). Optimized reference spectrum for rating the impact sound insulation of concrete floors. *Journal of the Acoustical Society of America*, *145*(1), 407-416. <https://doi.org/10.1121/1.5087553>
- Sibolt, G., Curtze, S., Melkas, S., Putaala, J., Pohjasvaara, T., Kaste, M., ... Erkinjuntti, T. (2013). Poststroke dementia is associated with recurrent ischaemic stroke. *JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY*, *84*(7), 722-726. <https://doi.org/10.1136/jnnp-2012-304084>
- Wäljas, M., Iverson, G. L., Hartikainen, K. M., Liimatainen, S., Dastidar, P., Soimakallio, S., ... Öhman, J. (2012). Reliability, validity and clinical usefulness of the BNI fatigue scale in mild traumatic brain injury. *BRAIN INJURY*, *26*(7-8), 972-978. <https://doi.org/10.3109/02699052.2012.660511>
- 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>
- Pyhalto, K., Pietarinen, J., & Soini, T. (2015). Teachers professional agency and learning-from adaption to active modification in the teacher community. *TEACHERS AND TEACHING: THEORY AND PRACTICE*, *21*(7), 811-830. <https://doi.org/10.1080/13540602.2014.995483>
- Pyysalo, M. J., Pyysalo, L. M., Pessi, T., Karhunen, P. J., & Öhman, J. E. (2013). The connection between ruptured cerebral aneurysms and odontogenic bacteria. *JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY*, *84* (11), 1214-1218. <https://doi.org/10.1136/jnnp-2012-304635>

Iverson, G. L., Hakulinen, U., Wäljas, M., Dastidar, P., Lange, R. T., Soimakallio, S., & Öhman, J. (2011). To exclude or not to exclude: White matter hyperintensities in diffusion tensor imaging research. *BRAIN INJURY*, 25(13-14), 1325-1332. <https://doi.org/10.3109/02699052.2011.608409>

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>

Soini, T., Pietarinen, J., Toom, A., & Pyhältö, K. (2015). What contributes to first-year student teachers sense of professional agency in the classroom? *TEACHERS AND TEACHING: THEORY AND PRACTICE*, 21(6), 641-659. <https://doi.org/10.1080/13540602.2015.1044326>

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>

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>

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>

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>