

Hamari J, Keronen L. **Why do people buy virtual goods: A meta-analysis.** Computers in Human Behavior. 2017 kesä 1;71:59-69. <https://doi.org/10.1016/j.chb.2017.01.042>

Ilves M, Surakka V. **Subjective responses to synthesised speech with lexical emotional content: The effect of the naturalness of the synthetic voice.** Behaviour and Information Technology. 2013 helmi 1;32(2):117-131. <https://doi.org/10.1080/0144929X.2012.702285>

Kallio KP, Mäyrä F, Kaipainen K. **At least nine ways to play: Approaching gamer mentalities.** GAMES AND CULTURE: A JOURNAL OF INTERACTIVE MEDIA. 2011 heinä;6(4):327-353. <https://doi.org/10.1177/1555412010391089>

Korkeila H, Hamari J. **Avatar capital: The relationships between player orientation and their avatar's social, symbolic, economic and cultural capital.** Computers in Human Behavior. 2020;102:14-21. <https://doi.org/10.1016/j.chb.2019.07.036>

Macey J, Tyrväinen V, Pirkkalainen H, Hamari J. **Does esports spectating influence game consumption?** Behaviour and Information Technology. 2020. <https://doi.org/10.1080/0144929X.2020.1797876>

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

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

Hella L, Kuusisto A, Meier A, Virtema J. **Model checking and validity in propositional and modal inclusion logics.** JOURNAL OF LOGIC AND COMPUTATION. 2019 syys 1;29(5):605-630. <https://doi.org/10.1093/logcom/exz008>

Kylliäinen M, Virjonen P, Hongisto V. **Optimized reference spectrum for rating the impact sound insulation of concrete floors.** Journal of the Acoustical Society of America. 2019;145(1):407-416. <https://doi.org/10.1121/1.5087553>

Bramsløw L, Naithani G, Hafez A, Barker T, Pontoppidan NH, Virtanen T. **Improving competing voices segregation for hearing impaired listeners using a low-latency deep neural network algorithm.** Journal of the Acoustical Society of America. 2018 heinä 1;144(1):172-185. <https://doi.org/10.1121/1.5045322>

Macey J, Hamari J. **Investigating relationships between video gaming, spectating esports, and gambling.** Computers in Human Behavior. 2018 maalisk;80:344-353. <https://doi.org/10.1016/j.chb.2017.11.027>

Hilvert-Bruce Z, Neill JT, Sjöblom M, Hamari J. **Social motivations of live-streaming viewer engagement on Twitch.** Computers in Human Behavior. 2018 helmi 14;84:58-67. <https://doi.org/10.1016/j.chb.2018.02.013>

Morschheuser B, Riar M, Hamari J, Maedche A. **How games induce cooperation? A study on the relationship between game features and we-intentions in an augmented reality game.** Computers in Human Behavior. 2017 joulu 1;77:169-183. <https://doi.org/10.1016/j.chb.2017.08.026>

Sjöblom M, Törhönen M, Hamari J, Macey J. **Content structure is king: An empirical study on gratifications, game genres and content type on Twitch.** Computers in Human Behavior. 2017 elo 1;73:161-171. <https://doi.org/10.1016/j.chb.2017.03.036>

Hamari J. **Do badges increase user activity? A field experiment on the effects of gamification.** Computers in Human Behavior. 2017 kesä 1;71:469-478. <https://doi.org/10.1016/j.chb.2015.03.036>

Ninaus M, Kiili K, McMullen J, Moeller K. **Assessing fraction knowledge by a digital game.** Computers in Human Behavior. 2017 touko 1;70:197-206. <https://doi.org/10.1016/j.chb.2017.01.004>

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

Sun L, Peräkylä J, Polvivaara M, Öhman J, Peltola J, Lehtimäki K et al. **Human anterior thalamic nuclei are involved in emotion-attention interaction.** NEUROPSYCHOLOGIA. 2015 marras 1;78:88-94. <https://doi.org/10.1016/j.neuropsychologia.2015.10.001>

Kaasinen E, Roto V, Hakulinen J, Heimonen T, Jokinen JPP, Karvonen H et al. **Defining user experience goals to guide the design of industrial systems.** Behaviour and Information Technology. 2015 loka 3;34(10):976-991. <https://doi.org/10.1080/0144929X.2015.1035335>

Pyhalto K, Pietarinen J, Soini T. **Teachers professional agency and learning-from adaption to active modification in the teacher community.** TEACHERS AND TEACHING: THEORY AND PRACTICE. 2015 loka 3;21(7):811-830. <https://doi.org/10.1080/13540602.2014.995483>

Hamari J, Koivisto J. **"Working out for likes": An empirical study on social influence in exercise gamification.** Computers in Human Behavior. 2015 syys 1;50:333-347. <https://doi.org/10.1016/j.chb.2015.04.018>

Soini T, Pietarinen J, Toom A, Pyhältö K. **What contributes to first-year student teachers sense of professional agency in the classroom?** TEACHERS AND TEACHING: THEORY AND PRACTICE. 2015 elo 18;21(6):641-659. <https://doi.org/10.1080/13540602.2015.1044326>

Partala T, Saari T. **Understanding the most influential user experiences in successful and unsuccessful technology adoptions.** Computers in Human Behavior. 2015 heinä 25;53:381-395. <https://doi.org/10.1016/j.chb.2015.07.012>

Luoto TM, Iverson GL, Losoi H, Wäljas M, Tenovuori O, Kataja A et al. **Clinical correlates of retrograde amnesia in mild traumatic brain injury.** BRAIN INJURY. 2015 touko 1;29(5):565-572. <https://doi.org/10.3109/02699052.2014.1002421>

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

Silverberg ND, Luoto TM, Öhman J, Iverson GL. **Assessment of mild traumatic brain injury with the King-Devick Test® in an emergency department sample.** BRAIN INJURY. 2014 marras 1;28(12):1590-1593. <https://doi.org/10.3109/02699052.2014.943287>

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

Koivisto J, Hamari J. **Demographic differences in perceived benefits from gamification.** Computers in Human Behavior. 2014;35:179-188. <https://doi.org/10.1016/j.chb.2014.03.007>

Hamari J, Koivisto J. **Measuring flow in gamification: Dispositional Flow Scale-2.** Computers in Human Behavior. 2014;40:133-143. <https://doi.org/10.1016/j.chb.2014.07.048>

Pyysalo MJ, Pyysalo LM, Pessi T, Karhunen PJ, Öhman JE. **The connection between ruptured cerebral aneurysms and odontogenic bacteria.** JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY. 2013;84(11):1214-1218. <https://doi.org/10.1136/jnnp-2012-304635>

Sibolt G, Curtze S, Melkas S, Putaala J, Pohjasvaara T, Kaste M et al. **Poststroke dementia is associated with recurrent ischaemic stroke.** JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY. 2013;84(7):722-726. <https://doi.org/10.1136/jnnp-2012-304084>

Pyysalo L, Luostarinen T, Keski-Nisula L, Öhman J. **Long-term excess mortality of patients with treated and untreated unruptured intracranial aneurysms.** JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY. 2013;84(8):888-892. <https://doi.org/10.1136/jnnp-2012-303073>

Wäljas M, Iverson GL, Hartikainen KM, Liimatainen S, Dastidar P, Soimakallio S et al. **Reliability, validity and clinical usefulness of the BNI fatigue scale in mild traumatic brain injury.** BRAIN INJURY. 2012 heinä;26(7-8):972-978. <https://doi.org/10.3109/02699052.2012.660511>

Iverson GL, Hakulinen U, Wäljas M, Dastidar P, Lange RT, Soimakallio S et al. **To exclude or not to exclude: White matter hyperintensities in diffusion tensor imaging research.** BRAIN INJURY. 2011 joulu;25(13-14):1325-1332. <https://doi.org/10.3109/02699052.2011.608409>

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

Pyysalo LM, Niskakangas TT, Keski-Nisula LH, Kähärä VJ, Öhman JE. **Long term outcome after subarachnoid haemorrhage of unknown aetiology.** JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY. 2011 marras;82(11):1264-1266. <https://doi.org/10.1136/jnnp.2010.239335>