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Texture classification using dense micro-block difference

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Graph Embedded Extreme Learning Machine

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Dominant Rotated Local Binary Patterns (DRLBP) for texture classification

Comparison of Feature Selection Techniques in Machine Learning for Anatomical Brain MRI in Dementia

Foveated Nonlocal Self-Similarity

HTML5-based mobile agents for Web-of-Things

Gravity gradient routing for information delivery in fog Wireless Sensor Networks

One-Class Classification based on Extreme Learning and Geometric Class Information

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Sparse extreme learning machine classifier exploiting intrinsic graphs

Model selection for linear classifiers using Bayesian error estimation

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Railway fastener inspection by real-time machine vision

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"The superhero of the university"

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



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Color game

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

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

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Innovation challenges as a novel multidisciplinary learning platform

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

Exploration and exploitation of sensorimotor contingencies for a cognitive embodied agent

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Game postmortems vs. developer Reddit AMAs  
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Enabling cybersecurity incident reporting and coordinated handling for maritime sector

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

Detection of Typical Pronunciation Errors in Non-native English Speech Using Convolutional Recurrent Neural Networks

Public and open HEVC encoding service in the cloud

Investigation of egocentric social structures for diversity-enhancing followee recommendations

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Low-latency Deep Clustering for Speech Separation

Time Difference of Arrival Estimation of Speech Signals Using Deep Neural Networks with Integrated Time-frequency Masking

Convex Energy Optimization of Streaming Applications for MPSoCs

Deep Reinforcement Learning for Financial Trading Using Price Trailing

1-D Convolutional Neural Networks for Signal Processing Applications

Deep Temporal Logistic Bag-of-features for Forecasting High Frequency Limit Order Book Time Series

Random Forest Oriented Fast QTBT Frame Partitioning

Variance Preserving Initialization for Training Deep Neuromorphic Photonic Networks with Sinusoidal Activations

The FitOptiVis ECSEL Project  
Highly Efficient Distributed Embedded Image/Video Processing in Cyber-Physical Systems Invited Paper

How do academics experience use of recorded audio feedback in higher education? A thematic analysis

Thin form-factor super multiview head-up display system

Additional lossless compression of JPEG images based on BPG

Phase masks optimization for broadband diffractive imaging

Combined no-reference IQA metric and its performance analysis

Log analysis of 360-degree video users via MQTT

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Business intelligence process model revisited

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Co-creating digital services for citizens  
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End-to-End Polyphonic Sound Event Detection Using Convolutional Recurrent Neural Networks with Learned Time-Frequency Representation Input

Multichannel Sound Event Detection Using 3D Convolutional Neural Networks for Learning Inter-channel Features

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

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

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

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

Understanding animals  
A critical challenge in ACI

Designing for experiences with socially interactive robots

Estimation of time-varying room impulse responses of multiple sound sources from observed mixture and isolated source signals

Low-energy graph fourier basis functions span salient objects

Statistical Evaluation of Visual Quality Metrics for Image Denoising

A joint target localization and classification framework for sensor networks

Low latency edge rendering scheme for interactive 360 degree virtual reality gaming

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

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

Optimized viewport dependent streaming of stereoscopic omnidirectional video

Fast and easy live video service setup using lightweight virtualization

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Identifying enterprise architects' skills and competencies

Toward efficient many-core scheduling of partial expansion graphs

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Ripple thermostat  
Affecting the emotional experience through interactive force feedback and shape change

A design tool for high performance image processing on multicore platforms

Deep multiresolution color constancy

Exploiting suppliers' potential in construction innovations

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A multi-agent approach for processing industrial enterprise data

An approach to production scheduling optimization a case of an oil lubrication and hydraulic systems manufacturer

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

Deep p-Fibonacci scattering networks

Blind estimation of white Gaussian noise variance in highly textured images

Robust linearized combined metrics of image visual quality

Combined local and global image enhancement algorithm

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

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

Information models and information exchange in plant-wide monitoring and control of industrial processes

Architectural patterns for microservices  
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Multi-factor authentication for wearables  
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Predicting academic success based on learning material usage

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Robustifying correspondence based 6D object pose estimation

Multi-robot active information gathering with periodic communication

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Running software research programs  
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Class-specific kernel discriminant analysis based on Cholesky decomposition

Generalized model of biological neural networks  
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A convolutional neural network approach for acoustic scene classification

Analyzing Forty years of software maintenance models

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

Barriers for bridging interpersonal gaps  
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Reduced-complexity digital predistortion for massive MIMO

A k-nearest neighbor multilabel ranking algorithm with application to content-based image retrieval

Inband full-duplex radio access system with self-backhauling  
Transmit power minimization under QOS requirements

An accumulative fusion architecture for discriminating people and vehicles using acoustic and seismic signals

Operationalizing the experience factory for effort estimation in agile processes

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

Microservices in agile software development  
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Comparing the Built-In Application Architecture Models in the Web Browser

Effects of extrinsic noise are promoter kinetics dependent

Preventing keystroke based identification in open data sets

On continuous deployment maturity in customer projects

User generated soundscapes activating museum visitors

Modular audio story platform for museums

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Full-reference metrics multidistortional analysis

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Casual immersive viewing with smartphones

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

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Learning movement synchronization in multi-component robotic systems

Optimizing gaze direction in a visual navigation task

A design framework for mapping vectorized synchronous dataflow graphs onto CPU-GPU platforms

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Supervised subspace learning based on deep randomized networks

On Renyi's entropy estimation with one-dimensional Gaussian kernels

Blind sub-Nyquist GNSS signal detection

Prototyping real-Time tracking systems on mobile devices

Collaboration change in enterprise software development

Coordinating proactive social devices in a mobile cloud  
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Patterns for subsidiaries as innovation tools

Patterns for safety system bus architecture

Learnings from the Finnish game industry

Increasing collocated people's awareness of the mobile user's activities  
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Social display...We can see what you are doing on your mobile device

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Methodology to obtain the security controls in multi-cloud applications

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Selection framework for technological approaches

Towards component-aware function point measurement

Network signatures based on gene pair expression ratios improve classification and the analysis of muscle-invasive urothelial cancer

A State Space Tool for Concurrent System Models Expressed In C++

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

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Experiences with interactive playful seats

Collaborative navigation in virtual worlds  
How gender and game experience influence user behavior

Executing dataflow actors as kahn processes

Antroposeeni - A mixed reality game

OASIS deck of cards - House of colleagues  
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Software evolution and time series volatility  
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Mobiscool  
1<sup>st</sup> workshop on mobile, social and culturally oriented learning

Scinet  
Interactive intent modeling for information discovery

Enhancing class discrimination in Kernel Discriminant Analysis

Exploiting subclass information in one-class support vector machine for video summarization

Low-complexity robust DOA estimation

Similarity induced group sparsity for non-negative matrix factorisation



Collaborative filtering based on group coordinates for smoothing and directional sharpening

Exemplar-based speech enhancement for deep neural network based automatic speech recognition

Low-Latency Sound-Source-Separation using Non-Negative Matrix Factorisation with Coupled Analysis and Synthesis Dictionaries

Exploring the Stability of Software with Time-Series Cross-Sectional Data

Mashing Up Software Issue Management, Development, and Usage Data

Three patterns for user involvement in startups

Four patterns for internal startups

Electroplated nickel microspring and low-friction precision linear slider  
A novel micro-force sensing tool

Optimal sensing via multi-armed bandit relaxations in mixed observability domains

A time-optimal bounded velocity path-following controller for generic Wheeled Mobile Robots

Novel pairwise coupled kinematic solution for algebraic angular acceleration estimation of serial link manipulators

Collaborative cloud-based management of home networks

A comparison of security assurance support of agile software development methods

Glance awareness and gaze interaction in smartwatches

Intentstreams  
Smart parallel search streams for branching exploratory search

LTE indoor MIMO performances field measurements

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

Salient event detection in basketball mobile videos

Classification of iPSC colony images using hierarchical strategies with support vector machines

PaaSword  
A holistic data privacy and security by design framework for cloud services

Designing an Unobtrusive Analytics Framework for Monitoring Java Applications

Information wall

Evaluation of a gesture-controlled public display

Goofy Mus, grumpy Mur and dirty Muf

Talking playful seats with personalities

DYNAMO sound engine - Exploring the aesthetics of dynamic sound interactions

Body-touching

An embodied interaction technique for health information systems in developing regions

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

Games and energy

Profiling power usage during play

MurMur Moderators, the talking playful seats

The fuzzy front end of experience design

Gaze-contingent scrolling and reading patterns

Using gaze gestures with haptic feedback on glasses

Effects of haptic feedback on gaze based auto scrolling

Human-technology choreographies

Re-thinking body, movement and space in interaction design

Seniors and text messaging on mobile touchscreen phones

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

Process configuration framework tool

Estimating software development effort based on phases

Two patterns for minimizing human resources in a startup

Patterns for controlling chaos in a startup

Haptic user interface enhancement system for touchscreen based interaction

A novel system for multimodal interaction with touchscreen interfaces

Developing novel multimodal interaction techniques for touchscreen in-vehicle infotainment systems

Symbol diversification of linux binaries

The lord of the sense

A privacy preserving reputation system for participatory sensing applications

Domain based storage protection with secure access control for the cloud

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

On application of rational Discrete Short Time Fourier Transform in epileptic seizure classification

Julkaisun otsikon käännös: : On Application of Rational Discrete Short Time Fourier transform in Epileptic seizure Classification

Minimum Variance Extreme Learning Machine for human action recognition

Gaze gestures and haptic feedback in mobile devices

Glasses with haptic feedback of gaze gestures

Layers of user expectations of future technologies

An early framework

The usability of text entry systems now and in the future

Models for mobile application maintenance based on update history

Optimal neighborhood preserving visualization by Maximum satisfiability

IntentRadar

Search user interface that anticipates user's search intents

Optimization equivalence of divergences improves neighbor embedding

Software architectures for implementing achievement badges - Practical experiences

Controlled experiments comparing fault-tree-based safety analysis techniques

Programmable lowpower implementation of the HEVC Adaptive Loop Filter

Configurable, resource-optimized FFT architecture for OFDM communication

A movable immaterial volumetric display

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

SiMPE

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

Mixed reality with multimodal head-mounted pico projector

Gestures and widgets

Performance in text editing on multi-touch capable mobile devices

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

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

Checking visual data flow programs with finite process models

The visual object tracking VOT2013 challenge results

Long-term tracking through failure cases

Power harvesting from microwave oven electromagnetic leakage

Recording and analyzing in-browser programming sessions

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

A lightweight many-to-many authentication protocol for near field communications

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

2nd international workshop on pervasive eye tracking and mobile eye-based interaction (PETMEI 2012)

Proposal for a workshop (mini-track) at UbiComp 2012

Enhanced gaze interaction using simple head gestures

SiMPE

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

Continuous Edgewise

Dictionary-based disambiguation instead of explicit segmentation by the user

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

Designing and evaluating text entry methods

An exploratory study of eye typing fundamentals

Dwell time, text entry rate, errors, and workload

SenSprout  
Inkjet-printed soil moisture and leaf wetness sensor

Inkjet-printed monopole antennas for enhanced-range WBAN and wearable biomonitoring application

Systematic integration of flowgraph- and module-level parallelism in implementation of DSP applications on multiprocessor systems-on-chip

Parameterized scheduling for signal processing systems using topological patterns

Power allocation in multi-node cooperative network in Rician fading channels

FS-PGBR  
A scalable and delay sensitive cloud routing protocol

An empirical investigation of perceived reliability of open source Java programs

System level performance simulation of distributed GENESYS applications on multi-core platforms

Reducing the number of unit tests with design by contract

Bit-sliced binary normal basis multiplication

Comparison of gaze-to-objects mapping algorithms

Designing tactile feedback for piezo buttons

On the costs of multiple trajectory pointing methods

Squeeze vs. tilt  
A comparative study using continuous tactile feedback

Facial expression classification based on local spatiotemporal edge and texture descriptors

Database-driven tool support for DisCo executable specifications

Silicon capillary gripper with self-alignment capability

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

The making of Nordic larp  
Documenting a tradition of ephemeral co-creative play

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

Framework for designing and evaluating game achievements

Social and privacy aspects of a system for collaborative public expression

A model-based schedule representation for heterogeneous mapping of dataflow graphs

Scheduling of CAL actor networks based on dynamic code analysis

On delay distribution in IEEE 802.11 wireless networks

Integrated controller for an over-constrained cable driven parallel manipulator  
KNTU CDRPM

The QualiSPo approach to OSS product quality evaluation

Predicting OSS trustworthiness on the basis of elementary code assessment

Pure e-learning course in information security

Wrench feasible workspace analysis of cable-driven parallel manipulators using LMI approach

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

Towards certifying the testing process of open-source software  
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Classification of large graphs by a local tree decomposition

HCI and homecare  
Connecting families and clinicians

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Special Issue on 'New Hydraulic Components for Tough Robots'

Social human-robot interaction in the wild  
A workshop proposal for academic mindtrek 2020

Special Issue on Embedded Computer Systems: Architectures, Modeling and Simulation

A simulation case study of production planning and control in printed wiring board manufacturing