

Legaki, NZ, 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*, Vuosikerta. 144, 102496. <https://doi.org/10.1016/j.ijhcs.2020.102496>

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

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*, Vuosikerta. 102, Sivut 14-21. <https://doi.org/10.1016/j.chb.2019.07.036>

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*, Vuosikerta. 2020, 1827107. <https://doi.org/10.1155/2020/1827107>

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>

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>

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

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

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*, Vuosikerta. 5, Nro 4, Sivut 5323-5330. <https://doi.org/10.1109/LRA.2020.3007445>

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*, Vuosikerta. 3, Nro GROUP, 242. <https://doi.org/10.1145/3361123>

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*, Vuosikerta. 130, Sivut 73-85. <https://doi.org/10.1016/j.ijhcs.2019.04.004>

Ellman, A & Tiainen, T 2019, 'Diffusion of innovation: Case of co-design of cabins in mobile work machine industry', *Computers*, Vuosikerta. 8, Nro 2, 39. <https://doi.org/10.3390/computers8020039>

Begishev, VO, Sopin, ES, Molchanov, DA, Samouylov, AK, Gaidamaka, YV & Samouylov, KE 2019, 'Performance evaluation of bandwidth reservation for mmWave 5G NR systems', *Informatsionno-Upravliaiushchie Sistemy*, Nro 5, Sivut 51-63. <https://doi.org/10.31799/1684-8853-2019-5-51-63>

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*, Vuosikerta. 35, Nro 9. <https://doi.org/10.1080/10447318.2018.1497115>

- Tavella, F, Giaretta, A, Dooley-Cullinane, TM, 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>
- Angleraud, A, Houbre, Q & Pieters, R 2019, 'Teaching semantics and skills for human-robot collaboration', *Paladyn, Vuosikerta*. 10, Nro 1, Sivut 318-329. <https://doi.org/10.1515/pjbr-2019-0025>
- Soltani, A, Lahti, J, Järvelä, K, Laurikka, J, Kuokkala, VT & 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>
- Macey, J & Hamari, J 2018, 'Investigating relationships between video gaming, spectating esports, and gambling', *Computers in Human Behavior, Vuosikerta*. 80, Sivut 344-353. <https://doi.org/10.1016/j.chb.2017.11.027>
- Hilvert-Bruce, Z, Neill, JT, Sjöblom, M & Hamari, J 2018, 'Social motivations of live-streaming viewer engagement on Twitch', *Computers in Human Behavior, Vuosikerta*. 84, Sivut 58-67. <https://doi.org/10.1016/j.chb.2018.02.013>
- 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, Vuosikerta*. 28, Nro 1, Sivut 35–74. <https://doi.org/10.1007/s11257-018-9200-2>
- 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, Vuosikerta*. 77, Sivut 169-183. <https://doi.org/10.1016/j.chb.2017.08.026>
- Morschheuser, B, Hamari, J, Koivisto, J & Maedche, A 2017, 'Gamified crowdsourcing: Conceptualization, literature review, and future agenda', *International Journal of Human-Computer Studies, Vuosikerta*. 106, Sivut 26-43. <https://doi.org/10.1016/j.ijhcs.2017.04.005>
- 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, Vuosikerta*. 73, Sivut 161-171. <https://doi.org/10.1016/j.chb.2017.03.036>
- Hamari, J 2017, 'Do badges increase user activity? A field experiment on the effects of gamification', *Computers in Human Behavior, Vuosikerta*. 71, Sivut 469-478. <https://doi.org/10.1016/j.chb.2015.03.036>
- Ninaus, M, Kiili, K, McMullen, J & Moeller, K 2017, 'Assessing fraction knowledge by a digital game', *Computers in Human Behavior, Vuosikerta*. 70, Sivut 197-206. <https://doi.org/10.1016/j.chb.2017.01.004>
- Venesvirta, H, Surakka, V, Gizatdinova, Y, Lylykangas, J, Špakov, O, Verho, J, Vetek, A & Lekkala, J 2016, 'Emotional Reactions to Point-Light Display Animations', *Interacting with Computers, Vuosikerta*. 28, Nro 4, Sivut 521-531. <https://doi.org/10.1093/iwc/iwv028>
- Partala, T & Kujala, S 2016, 'Exploring the role of ten universal values in using products and services', *Interacting with Computers, Vuosikerta*. 28, Nro 3, Sivut 311-331. <https://doi.org/10.1093/iwc/iwv007>
- Iosifidis, A, Tefas, A & Pitas, I 2016, 'Graph Embedded Extreme Learning Machine', *IEEE Transactions on Cybernetics, Vuosikerta*. 46, Nro 1, Sivut 311 - 324. <https://doi.org/10.1109/TCYB.2015.2401973>
- Kaasinen, E, Roto, V, Hakulinen, J, Heimonen, T, Jokinen, JPP, Karvonen, H, Keskinen, T, Koskinen, H, Lu, Y, Saariluoma, P, Tokkonen, H & Turunen, M 2015, 'Defining user experience goals to guide the design of industrial systems', *Behaviour and Information Technology, Vuosikerta*. 34, Nro 10, Sivut 976-991. <https://doi.org/10.1080/0144929X.2015.1035335>

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*, Vuosikerta. 51, Nro Part B, Sivut 1154–1162. <https://doi.org/10.1016/j.chb.2015.02.033>

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

Partala, T & Saari, T 2015, 'Understanding the most influential user experiences in successful and unsuccessful technology adoptions', *Computers in Human Behavior*, Vuosikerta. 53, Sivut 381-395. <https://doi.org/10.1016/j.chb.2015.07.012>

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*, Vuosikerta. 45, Nro 7, Sivut 1101-1107. <https://doi.org/10.1109/TSMC.2014.2388435>

Heinimäki, TJ & Elomaa, T 2015, 'Quality measures for improving technology trees', *International Journal of Computer Games Technology*, Vuosikerta. 2015, 975371. <https://doi.org/10.1155/2015/975371>

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*. <https://doi.org/10.1155/2015/953794>

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

Sharmin, S, Špakov, O & Rähä, KJ 2015, 'Dynamic text presentation in print interpreting - An eye movement study of reading behaviour', *International Journal of Human-Computer Studies*, Vuosikerta. 78, Sivut 17-30. <https://doi.org/10.1016/j.ijhcs.2015.01.010>

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

Keskinen, T, Hakulinen, J, Turunen, M, Heimonen, T, Sand, A, Paavilainen, J, Parviainen, J, Yrjänäinen, S, Mäyrä, F, Okkonen, J & Raisamo, R 2014, 'Schoolchildren's user experiences on a physical exercise game utilizing lighting and audio', *Entertainment Computing*, Vuosikerta. 5, Nro 4, Sivut 475-484. <https://doi.org/10.1016/j.entcom.2014.08.009>

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

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

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

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*, Vuosikerta. 17, Nro 10. <https://doi.org/10.1089/cyber.2013.0585>

- Hamari, J & Koivisto, J 2014, 'Measuring flow in gamification: Dispositional Flow Scale-2', *Computers in Human Behavior*, Vuosikerta. 40, Sivut 133-143. <https://doi.org/10.1016/j.chb.2014.07.048>
- Raisamo, J, Raisamo, R & Surakka, V 2013, 'Comparison of Saltation, Amplitude Modulation, and a Hybrid Method of Vibrotactile Stimulation', *IEEE Transactions on Haptics*, Vuosikerta. 6, Nro 4, 6517847, Sivut 517-521. <https://doi.org/10.1109/TOH.2013.25>
- Evreinova, TV, 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*, Vuosikerta. 12, Nro 2, Sivut 161-173. <https://doi.org/10.1007/s10209-012-0273-0>
- Evreinova, TV, Evreinov, G & Raisamo, R 2013, 'Virtual sectioning and haptic exploration of volumetric shapes in the absence of visual feedback', *Advances in Human Computer Interaction*, Vuosikerta. 2013, 740324. <https://doi.org/10.1155/2013/740324>
- Rantala, J, Salminen, K, Raisamo, R & Surakka, V 2013, 'Touch gestures in communicating emotional intention via vibrotactile stimulation', *International Journal of Human-Computer Studies*, Vuosikerta. 71, Nro 6, Sivut 679-690. <https://doi.org/10.1016/j.ijhcs.2013.02.004>
- Keskinen, T, Heimonen, T, Turunen, M, Rajaniemi, JP & Kauppinen, S 2012, 'SymbolChat: A flexible picture-based communication platform for users with intellectual disabilities', *Interacting with Computers*, Vuosikerta. 24, Nro 5, Sivut 374-386. <https://doi.org/10.1016/j.intcom.2012.06.003>
- Kumpulainen, S & Järvelin, K 2012, 'Barriers to task-based information access in molecular medicine', *JOURNAL OF THE ASSOCIATION FOR INFORMATION SCIENCE AND TECHNOLOGY*, Vuosikerta. 63, Nro 1, Sivut 86-97. <https://doi.org/10.1002/asi.21672>
- Salminen, K, Surakka, V, Lylykangas, J, Rantala, J, Ahmaniemi, T, Raisamo, R, Trendafilov, D & Kildal, J 2012, 'Tactile modulation of emotional speech samples', *Advances in Human Computer Interaction*, Vuosikerta. 2012, 741304. <https://doi.org/10.1155/2012/741304>
- Ilves, M & Surakka, V 2012, 'Heart rate responses to synthesized affective spoken words', *Advances in Human Computer Interaction*, Vuosikerta. 2012, 158487. <https://doi.org/10.1155/2012/158487>
- Alam, MH, Ha, JW & Lee, SK 2012, 'Novel approaches to crawling important pages early', *Knowledge and Information Systems*, Vuosikerta. 33, Nro 3, Sivut 707-734. <https://doi.org/10.1007/s10115-012-0535-4>
- Evreinova, TV, Evreinov, G & Raisamo, R 2011, 'Integrating discrete events and continuous head movements for video-based interaction techniques', *Behaviour and Information Technology*, Vuosikerta. 30, Nro 6, Sivut 739-746. <https://doi.org/10.1080/01449290903353013>
- Smith, C, Crook, N, Dobnik, S, Charlton, D, Boye, J, Pulman, S, Santos de la Camara, R, Turunen, M, Benyon, D, Bradley, J, Gambäck, B, Hansen, P, Mival, O, Webb, N & Cavazza, M 2011, 'Interaction strategies for an affective conversational agent', *Presence: Teleoperators and Virtual Environments*, Vuosikerta. 20, Nro 5, Sivut 395-411. https://doi.org/10.1162/PRES_a_00063
- Turunen, M, Hakulinen, J, Ståhl, O, Gambäck, B, Hansen, P, Rodríguez Gancedo, MC, De La Cámara, RS, Smith, C, Charlton, D & Cavazza, M 2011, 'Multimodal and mobile conversational Health and Fitness Companions', *Computer Speech and Language*, Vuosikerta. 25, Nro 2, Sivut 192-209. <https://doi.org/10.1016/j.csl.2010.04.004>
- Klock, ACT, Gasparini, I, Pimenta, MS & Hamari, J 2020, 'Tailored gamification: A review of literature', *International Journal of Human Computer Studies*, Vuosikerta. 144, 102495. <https://doi.org/10.1016/j.ijhcs.2020.102495>

- Hamari, J & Keronen, L 2017, 'Why do people buy virtual goods: A meta-analysis', *Computers in Human Behavior*, Vuosikerta. 71, Sivut 59-69. <https://doi.org/10.1016/j.chb.2017.01.042>
- 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*, Vuosikerta. 32, Nro 2, Sivut 117-131. <https://doi.org/10.1080/0144929X.2012.702285>
- Kallio, KP, Mäyrä, F & Kaipainen, K 2011, 'At least nine ways to play: Approaching gamer mentalities', *GAMES AND CULTURE: A JOURNAL OF INTERACTIVE MEDIA*, Vuosikerta. 6, Nro 4, Sivut 327-353. <https://doi.org/10.1177/1555412010391089>
- Wilks, Y, Catizone, R, Worgan, S & Turunen, M 2011, 'Some background on dialogue management and conversational speech for dialogue systems', *Computer Speech and Language*, Vuosikerta. 25, Nro 2, Sivut 128-139. <https://doi.org/10.1016/j.csl.2010.03.001>
- Rubio Hernandez, R & Pérez-Guembe, E 2019, Mille-Oeille: An architectural response to zoos' obsolescence in post-anthropocentric times. julkaisussa M Del Signore & N Diniz (toim), *DATA & DESIGN: Methods of Computational Design Strategies*. Routledge.
- Suominen, A & Jussila, J 2018, Collaborative Writing and Knowledge Creation in a Social Media Online Community. julkaisussa A Visvizi, MD Lytras & L Daniela (toim), *The Future of Innovation and Technology in Education: Policies and Practices for Teaching and Learning Excellence (Emerald Studies in Higher Education, Innovation and Technology)*. Emerald Group Publishing Ltd., Sivut 95-109.
- Rubio Hernandez, R & Pérez-Guembe, E 2018, Mille-Oeille: Environmental Zoo. julkaisussa *Time, Space, Existence*. GAA Foundation, Sivut 410-413, Venice, Italia, 26/05/18.
- Väättäjä, H 2015, Perceived Impacts as User Experience Components in Mobile News Making with Smartphones. julkaisussa J Lumsden (Toimittaja), *Emerging Perspectives on the Design, Use, and Evaluation of Mobile and Handheld Devices*. IGI Global, Sivut 218-238. <https://doi.org/10.4018/978-1-4666-8583-3>
- Lemmetti, A, Viitanen, M, Mercat, A & Vanne, J 2020, Kvazaar 2.0: Fast and efficient open-source HEVC inter encoder. julkaisussa *MMSys 2020 - Proceedings of the 2020 Multimedia Systems Conference*. ACM, Sivut 237-242, Istanbul, Turkki, 8/06/20. <https://doi.org/10.1145/3339825.3394927>
- Tavakoli, HR, Borji, A, Kannala, J & Rahtu, E 2020, Deep audio-visual saliency: Baseline model and data. julkaisussa SN Spencer (Toimittaja), *Proceedings ETRA 2020 Short Papers - ACM Symposium on Eye Tracking Research and Applications, ETRA 2020.*, 3, ACM, Stuttgart, Saksa, 2/06/20. <https://doi.org/10.1145/3379156.3391337>
- Chowdhury, A, Ahtinen, A & Kaipainen, K 2020, "The superhero of the university": Experience-driven design and field study of the university guidance robot. julkaisussa *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere*. ACM, Sivut 1-9, Tampere, Suomi, 29/01/20. <https://doi.org/10.1145/3377290.3377304>
- Li, X & Zhang, B 2020, A preliminary network analysis on steam game tags: Another way of understanding game genres. julkaisussa *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 29-30, 2020, Tampere, Finland*. ACM, Sivut 65-73, Tampere, Suomi, 29/01/20. <https://doi.org/10.1145/3377290.3377300>
- 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. julkaisussa *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere*. ACM, Sivut 10-19, Tampere, Suomi, 29/01/20. <https://doi.org/10.1145/3377290.3377292>
- Korkeila, H, Koivisto, J & Hamari, J 2020, Demographic differences in accumulated types of capital in massively multiplayer online role-playing games. julkaisussa *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere*. ACM, Sivut 74-82, Tampere, Suomi, 29/01/20.

<https://doi.org/10.1145/3377290.3377302>

Bujic, M & Hamari, J 2020, Satisfaction and willingness to consume immersive journalism: Experiment of differences between VR, 360 video, and article. julkaisussa *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere*. ACM, Sivut 120-125, Tampere, Suomi, 29/01/20. <https://doi.org/10.1145/3377290.3377310>

Jokiniemi, S, Myllärniemi, J, Poranen, T & Vuorenmaa, M 2020, Innovation challenges as a novel multidisciplinary learning platform. julkaisussa *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere*. ACM, Sivut 145-148, Tampere, Suomi, 29/01/20. <https://doi.org/10.1145/3377290.3377311>

Holm, J, Väänänen, K & Battah, A 2020, User experience of stereo and spatial audio in 360° live music videos. julkaisussa *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere*. ACM, Sivut 134-141, Tampere, Suomi, 29/01/20. <https://doi.org/10.1145/3377290.3377291>

Burova, A, Kelling, C, Keskinen, T, Hakulinen, J, Kallioniemi, P, Väättäjä, H & Turunen, M 2019, Promoting local culture and enriching airport experiences through interactive storytelling. julkaisussa G Jacucci, F Paterno, M Rohs & C Santoro (toim), *MUM 2019 - 18th International Conference on Mobile and Ubiquitous Multimedia, Proceedings.*, 3365640, ACM International Conference Proceeding Series, Association for Computing Machinery, Pisa, Italia, 26/11/19. <https://doi.org/10.1145/3365610.3365640>

De Oliveira, MT, Michalas, A, Groot, AED, Marquering, HA & Olabarriaga, SD 2019, Red Alert: Break-Glass Protocol to Access Encrypted Medical Records in the Cloud. julkaisussa *2019 IEEE International Conference on E-Health Networking, Application and Services, HealthCom 2019.*, 9009598, IEEE, Bogota, Kolumbia, 14/10/19. <https://doi.org/10.1109/HealthCom46333.2019.9009598>

Nummenmaa, T & Kankainen, V 2019, Social features in hybrid board game marketing material. julkaisussa F Khosmood, J Pirker, T Apperley & S Deterding (toim), *Proceedings of the 14th International Conference on the Foundations of Digital Games, FDG 2019.*, 67, ACM, San Luis Obispo, Yhdysvallat, 26/08/19. <https://doi.org/10.1145/3337722.3341864>

Lu, C, Peltonen, J & Nummenmaa, T 2019, Game postmortems vs. developer Reddit AMAs: Computational analysis of developer communication. julkaisussa F Khosmood, J Pirker, T Apperley & S Deterding (toim), *Proceedings of the 14th International Conference on the Foundations of Digital Games, FDG 2019.*, 22, ACM, San Luis Obispo, Yhdysvallat, 26/08/19. <https://doi.org/10.1145/3337722.3337727>

Zare, M, Huova, M, Visa, A & Launis, S 2019, Real-time online drilling vibration analysis using data mining. julkaisussa *Proceedings of the 2019 2nd International Conference on Data Science and Information Technology, DSIT 2019*. ACM, Sivut 175-180, Seoul, Etelä-Korea, 19/07/19. <https://doi.org/10.1145/3352411.3352439>

Altonen, A, Viitanen, M, Räsänen, J, Mercat, A & Vanne, J 2019, Public and open HEVC encoding service in the cloud. julkaisussa *Proceedings of the 10th ACM Multimedia Systems Conference, MMSys 2019*. ACM, Sivut 300-303, Amherst, Yhdysvallat, 18/06/19. <https://doi.org/10.1145/3304109.3323834>

Mitchell, R & Olsson, T 2019, Facilitating the first move: Exploring inspirational design patterns for aiding initiation of social encounters. julkaisussa H Tellioglu & F Cech (toim), *C&T 2019 - 9th International Conference on Communities and Technologies, Conference Proceedings*. ACM, Sivut 283-294, Vienna, Itävalta, 3/06/19. <https://doi.org/10.1145/3328320.3328396>

Akpinar, U, Sahin, E, Suominen, O & Gotchev, A 2019, Thin form-factor super multiview head-up display system. julkaisussa *Stereoscopic Displays and Applications XXX*. IS&T International Symposium on Electronic Imaging, Burlingame, Yhdysvallat, 13/01/19. <https://doi.org/10.2352/ISSN.2470-1173.2019.3.SDA-631>

Ponomarenko, M, Miroshnichenko, O, Lukin, V & Egiazarian, K 2019, Additional lossless compression of JPEG images based on BPG. julkaisussa *Image Processing: Algorithms and Systems XVII*. IS and T International Symposium on Electronic Imaging Science and Technology, Burlingame, Yhdysvallat, 13/01/19. <https://doi.org/10.2352/ISSN.2470-1173.2019.11.IPAS-263>

Ponomarenko, M, Katkovnik, V & Egiazarian, K 2019, Phase masks optimization for broadband diffractive imaging. julkaisussa *Image Processing: Algorithms and Systems XVII*. IS and T International Symposium on Electronic Imaging Science and Technology, Burlingame, Yhdysvallat, 13/01/19. <https://doi.org/10.2352/ISSN.2470-1173.2019.11.IPAS-258>

Ieremeiev, O, Lukin, V, Ponomarenko, N & Egiazarian, K 2019, Combined no-reference IQA metric and its performance analysis. julkaisussa *Image Processing: Algorithms and Systems XVII*. IS and T International Symposium on Electronic Imaging Science and Technology, Burlingame, Yhdysvallat, 13/01/19. <https://doi.org/10.2352/ISSN.2470-1173.2019.11.IPAS-260>

Luoto, A 2019, Log analysis of 360-degree video users via MQTT. julkaisussa *ICGDA 2019: Proceedings of the 2019 2nd International Conference on Geoinformatics and Data Analysis*. ACM, Sivut 130-137, Prague, Tshekki, 15/03/19. <https://doi.org/10.1145/3318236.3318248>

Angleraud, A, Houbre, Q, Kyrki, V & Pieters, R 2018, Human-robot interactive learning architecture using ontologies and symbol manipulation. julkaisussa *RO-MAN 2018 - 27th IEEE International Symposium on Robot and Human Interactive Communication: August 27-31, 2018, Nanjing, China*. IEEE RO-MAN, IEEE, Sivut 384-389, IEEE INTERNATIONAL SYMPOSIUM ON ROBOT AND HUMAN INTERACTIVE COMMUNICATION, 1/01/00. <https://doi.org/10.1109/ROMAN.2018.8525580>

Luoto, A 2018, Systematic literature review on user logging in virtual reality. julkaisussa *Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference*. ACM, Sivut 110-117, Tampere, Suomi, 10/10/18. <https://doi.org/10.1145/3275116.3275123>

Ratia, M, Myllärniemi, J & Helander, N 2018, Robotic process automation - Creating value by digitalizing work in the private healthcare? julkaisussa *Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference*. ACM, Sivut 222-227, Tampere, Suomi, 10/10/18. <https://doi.org/10.1145/3275116.3275129>

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. julkaisussa *Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference*. ACM, Sivut 182-191, Tampere, Suomi, 10/10/18. <https://doi.org/10.1145/3275116.3275142>

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. julkaisussa *Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference*. ACM, Sivut 258-261, Tampere, Suomi, 10/10/18. <https://doi.org/10.1145/3275116.3275153>

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. julkaisussa *Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference*. ACM, Sivut 172-181, Tampere, Suomi, 10/10/18. <https://doi.org/10.1145/3275116.3275138>

Salminen, K, Rantala, J, Isokoski, P, Lehtonen, M, Müller, P, Karjalainen, M, Väliaho, J, Kontunen, A, Nieminen, V, Leivo, J, Telembeci, AA, Lekkala, J, Kallio, P & Surakka, V 2018, Olfactory display prototype for presenting and sensing authentic and synthetic odors. julkaisussa *ICMI 2018 - Proceedings of the 2018 International Conference on Multimodal Interaction*. ACM, Sivut 73-77, Boulder, Yhdysvallat, 16/10/18. <https://doi.org/10.1145/3242969.3242999>

Mäkinen, J, Sahin, E & Gotchev, A 2018, Analysis of accommodation cues in holographic stereograms. julkaisussa *2018 - 3DTV-Conference: The True Vision - Capture, Transmission and Display of 3D Video, 3DTV-CON 2018*, 8478586, IEEE, Helsinki, Suomi, 3/06/18. <https://doi.org/10.1109/3DTV.2018.8478586>

Akpınar, U, Sahin, E & Gotchev, A 2018, Viewing simulation of integral imaging display based on wave optics. julkaisussa *2018 - 3DTV-Conference: The True Vision - Capture, Transmission and Display of 3D Video, 3DTV-CON 2018*, 8478568, IEEE, Helsinki, Suomi, 3/06/18. <https://doi.org/10.1109/3DTV.2018.8478568>

- Aspling, F, Juhlin, O & Väättäjä, H 2018, Understanding animals: A critical challenge in ACI. julkaisussa *NordiCHI 2018: Revisiting the Life Cycle - Proceedings of the 10th Nordic Conference on Human-Computer Interaction*. ACM, Sivut 148-160, Oslo, Norja, 29/09/18. <https://doi.org/10.1145/3240167.3240226>
- Obaid, M, Kaipainen, K, Ocnarescu, I & Ahtinen, A 2018, Designing for experiences with socially interactive robots. julkaisussa *NordiCHI 2018: Revisiting the Life Cycle - Proceedings of the 10th Nordic Conference on Human-Computer Interaction*. ACM, Sivut 948-951, Oslo, Norja, 29/09/18. <https://doi.org/10.1145/3240167.3240257>
- 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? julkaisussa *Proceedings of the 9th International Conference on Social Media and Society, SMSociety 2018*. ACM, Sivut 160-167, Copenhagen, Tanska, 18/07/18. <https://doi.org/10.1145/3217804.3217908>
- Merilampi, S, Koivisto, A & Virkki, J 2018, Activation game for older adults - Development and initial user experiences. julkaisussa *2018 IEEE 6th International Conference on Serious Games and Applications for Health, SeGAH 2018*. IEEE, Sivut 1-5, IEEE International Conference on Serious Games and Applications for Health, 1/01/00. <https://doi.org/10.1109/SeGAH.2018.8401351>
- Sabuncuoğlu, A, Erkaya, M, Buruk, OT & Göksun, T 2018, Code notes: Designing a low-cost tangible coding tool for/with children. julkaisussa *IDC 2018 - Proceedings of the 2018 ACM Conference on Interaction Design and Children*. ACM, Sivut 644-649, Trondheim, Norja, 19/06/18. <https://doi.org/10.1145/3202185.3210791>
- Naik, D, Curcio, IDD & Toukoma, H 2018, Optimized viewport dependent streaming of stereoscopic omnidirectional video . julkaisussa *Proceedings of the 23th ACM Workshop on Packet Video, PV 2018*. ACM, Sivut 37-42, Amsterdam, Alankomaat, 12/06/18. <https://doi.org/10.1145/3210424.3210437>
- Heikkinen, A, Pääkkönen, P, Viitanen, M, Vanne, J, Riikonen, T & Bakanoglu, K 2018, Fast and easy live video service setup using lightweight virtualization. julkaisussa *Proceedings of the 9th ACM Multimedia Systems Conference, MMSys 2018*. ACM, Sivut 487-489, Amsterdam, Alankomaat, 12/06/18. <https://doi.org/10.1145/3204949.3208112>
- Ylinen, M & Pekkola, S 2018, Looking for a five-legged sheep: Identifying enterprise architects' skills and competencies. julkaisussa *Proceedings of the 19th Annual International Conference on Digital Government Research: Governance in the Data Age, DG.O 2018.*, a58, ACM, 1/01/00. <https://doi.org/10.1145/3209281.3209353>
- Erkaya, M, Özcan, O, Beşevli, C & Buruk, OT 2018, Investigating the effects of legacy bias: User elicited gestures from the end users perspective. julkaisussa *DIS 2018 - Companion Publication of the 2018 Designing Interactive Systems Conference*. ACM, Sivut 277-281, Hong Kong, Hongkong, 9/06/18. <https://doi.org/10.1145/3197391.3205449>
- Van Oosterhout, A, Alonso, MB & Jumisko-Pyykkö, S 2018, Ripple thermostat: Affecting the emotional experience through interactive force feedback and shape change. julkaisussa *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems* ., 655, ACM, ACM SIGCHI CONFERENCE ON HUMAN FACTORS IN COMPUTING SYSTEMS, 1/01/00. <https://doi.org/10.1145/3173574.3174229>
- Jeyhani, V, Mahdiani, S, Viik, J, Oksala, N & Vehkaoja, A 2018, A novel technique for analysis of postural information with wearable devices. julkaisussa *2018 IEEE 15th International Conference on Wearable and Implantable Body Sensor Networks, BSN 2018*. IEEE, Sivut 30-33, 1/01/00. <https://doi.org/10.1109/BSN.2018.8329651>
- Lilja, KK & Palomäki, J 2018, The use of advanced imaging technology in welfare technology solutions - Some ethical aspects. julkaisussa *3DTV-CON 2017 - 3D True Vision v2: Research and Applications in Future 3D Media*. IEEE, Sivut 1-4, Yhdysvallat, 1/01/00. <https://doi.org/10.1109/3DTV.2017.8280396>
- Ghaznavi-Youvalari, R, Hannuksela, MM, Aminlou, A & Gabbouj, M 2018, Viewport-dependent delivery schemes for stereoscopic panoramic video. julkaisussa *3DTV-CON 2017 - 3D True Vision v2: Research and Applications in Future 3D Media*. IEEE, Sivut 1-4, Yhdysvallat, 1/01/00. <https://doi.org/10.1109/3DTV.2017.8280404>

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. julkaisussa *Electronic Imaging: Image Processing: Algorithms and Systems XVI*. Society for Imaging Science and Technology, 28/01/18. <https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-306>

Battisti, F, Carli, M, De Paola, E & Egiazarian, K 2018, Deep p-Fibonacci scattering networks. julkaisussa *Electronic Imaging: Image Processing: Algorithms and Systems XVI*. Society for Imaging Science and Technology, 28/01/18. <https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-193>

Ponomarenko, M, Gapon, N, Voronin, V & Egiazarian, K 2018, Blind estimation of white Gaussian noise variance in highly textured images. julkaisussa *Electronic Imaging: Image Processing: Algorithms and Systems XVI*. Society for Imaging Science and Technology, 28/01/18. <https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-382>

Ieremeiev, O, Lukin, V, Ponomarenko, N & Egiazarian, K 2018, Robust linearized combined metrics of image visual quality. julkaisussa *Electronic Imaging: Image Processing: Algorithms and Systems XVI*. Society for Imaging Science and Technology, 28/01/18. <https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-260>

Voronin, V, Semenishchev, E, Ponomarenko, M & Aghaian, S 2018, Combined local and global image enhancement algorithm. julkaisussa *Electronic Imaging: Image Processing: Algorithms and Systems XVI*. Society for Imaging Science and Technology, 28/01/18. <https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-220>

Miroshnichenko, O, Ponomarenko, M, Lukin, V & Egiazarian, K 2018, Compression of signs of DCT coefficients for additional lossless compression of JPEG images. julkaisussa *Electronic Imaging: Image Processing: Algorithms and Systems XVI*. Society for Imaging Science and Technology, 28/01/18. <https://doi.org/10.2352/ISSN.2470-1173.2018.13.IPAS-385>

Sahin, E, Vagharshakyan, S, Bregovic, R, Lee, G & Gotchev, A 2018, Conversion of sparsely-captured light field into alias-free fullparallax multiview content. julkaisussa *Electronic Imaging: Stereoscopic Displays and Applications XXIX*. Society for Imaging Science and Technology, Sivut 1441-1445, 28/01/18. <https://doi.org/10.2352/ISSN.2470-1173.2018.04.SDA-144>

Bezzateev, S, Afanasyeva, A, Voloshina, N & Ometov, A 2017, Multi-factor authentication for wearables: Configuring system parameters with risk function. julkaisussa *Proceedings of the 2nd International Conference on Advanced Wireless Information, Data, and Communication Technologies, AWICT 2017*. ACM, Paris, Ranska, 13/11/17. <https://doi.org/10.1145/3231830.3231834>

Curcio, IDD, Toukoma, H & Naik, D 2017, Bandwidth reduction of omnidirectional viewport-dependent video streaming via subjective quality assessment. julkaisussa *AltMM 2017 - Proceedings of the 2nd International Workshop on Multimedia Alternate Realities, co-located with MM 2017*. ACM, Sivut 9-14, 1/01/00. <https://doi.org/10.1145/3132361.3132364>

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. julkaisussa *2017 IEEE International Symposium on Broadband Multimedia Systems and Broadcasting, BMSB 2017*. IEEE, IEEE INTERNATIONAL SYMPOSIUM ON BROADBAND MULTIMEDIA SYSTEMS AND BROADCASTING, 1/01/00. <https://doi.org/10.1109/BMSB.2017.7986137>

Desogus, C, Fadda, M, Murrioni, M, Araniti, G & Orsino, A 2017, Mobility aware eMBMS management in urban 5G-oriented systems. julkaisussa *2017 IEEE International Symposium on Broadband Multimedia Systems and Broadcasting, BMSB 2017*. IEEE, IEEE INTERNATIONAL SYMPOSIUM ON BROADBAND MULTIMEDIA SYSTEMS AND BROADCASTING, 1/01/00. <https://doi.org/10.1109/BMSB.2017.7986140>

Orsino, A, Araniti, G, Scopelliti, P, Gudkova, IA, Samouylov, KE & Iera, A 2017, Optimal subgroup configuration for multicast services over 5G-satellite systems. julkaisussa *2017 IEEE International Symposium on Broadband Multimedia Systems and Broadcasting, BMSB 2017*. IEEE, IEEE INTERNATIONAL SYMPOSIUM ON BROADBAND MULTIMEDIA SYSTEMS AND BROADCASTING, 1/01/00. <https://doi.org/10.1109/BMSB.2017.7986134>

Multisilta, J, Niemi, H & Hamilton, E 2017, Children designing videos: Tools, pedagogical models, and best practices for digital storytelling and media-making in the classroom. julkaisussa *IDC 2017 - Proceedings of the 2017 ACM Conference on Interaction Design and Children*. ACM, Sivut 693-696, 1/01/00. <https://doi.org/10.1145/3078072.3091982>

Mitchell, R & Olsson, T 2017, Barriers for bridging interpersonal gaps: Three inspirational design patterns for increasing collocated social interaction. julkaisussa *C&T 2017 - 8th International Conference on Communities and Technologies, Conference Proceedings*. ACM, Sivut 2-10, INTERNATIONAL CONFERENCE ON COMMUNITIES AND TECHNOLOGIES, 1/01/00. <https://doi.org/10.1145/3083671.3083697>

Taibi, D, Lenarduzzi, V, Diebold, P & Lunesu, I 2017, Operationalizing the experience factory for effort estimation in agile processes. julkaisussa *Proceedings of the 21st International Conference on Evaluation and Assessment in Software Engineering, EASE 2017*. Vuosikerta. Part F128635, Association for Computing Machinery, Sivut 31-40, Karlskrona, Ruotsi, 15/06/17. <https://doi.org/10.1145/3084226.3084240>

Taibi, D, Lenarduzzi, V, Ahmad, MO & Liukkunen, K 2017, Comparing communication effort within the scrum, scrum with Kanban, XP, and Banana development processes. julkaisussa *Proceedings of the 21st International Conference on Evaluation and Assessment in Software Engineering, EASE 2017*. Vuosikerta. Part F128635, Association for Computing Machinery, Sivut 258-263, Karlskrona, Ruotsi, 15/06/17. <https://doi.org/10.1145/3084226.3084270>

Taibi, D, Lenarduzzi, V, Pahl, C & Janes, A 2017, Microservices in agile software development: A workshop-based study into issues, advantages, and disadvantages. julkaisussa *Proceedings of the XP2017 Scientific Workshops, XP 2017*. Vuosikerta. Part F129907, a23, Association for Computing Machinery, Cologne, Saksa, 22/05/17. <https://doi.org/10.1145/3120459.3120483>

Bahrudeen, MNM, Startceva, S & Ribeiro, AS 2017, Effects of extrinsic noise are promoter kinetics dependent. julkaisussa *Proceedings of the 2017 9th International Conference on Bioinformatics and Biomedical Technology, ICBBT 2017*. ACM, Sivut 44-47, 1/01/00. <https://doi.org/10.1145/3093293.3093295>

Salo, K, Zinin, V, Bauters, M & Mikkonen, T 2017, Modular audio story platform for museums. julkaisussa *IUI 2017 - Companion of the 22nd International Conference on Intelligent User Interfaces*. ACM, Sivut 113-116, INTERNATIONAL CONFERENCE ON INTELLIGENT USER INTERFACES, 1/01/00. <https://doi.org/10.1145/3030024.3040975>

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. julkaisussa *2016 22nd International Conference on Virtual System & Multimedia (VSMM)*. IEEE, INTERNATIONAL CONFERENCE ON VIRTUAL SYSTEMS AND MULTIMEDIA, 1/01/00. <https://doi.org/10.1109/VSMM.2016.7863179>

Kiili, K 2017, From theories to game mechanics: Developing a game for training rational numbers. julkaisussa *Proceedings of the 11th European Conference on Games Based Learning, ECGBL 2017*. Academic Conferences and Publishing International Limited, Sivut 328-334, EUROPEAN CONFERENCE ON GAMES-BASED LEARNING, 1/01/00.

Ieremeiev, O, Lukin, V, Ponomarenko, N & Egiazarian, K 2017, Full-reference metrics multidistortional analysis. julkaisussa *Image Processing: Algorithms and Systems XV*. Electronic Imaging, Sivut 27-35, 1/01/00. <https://doi.org/10.2352/ISSN.2470-1173.2017.13.IPAS-202>

Egiazarian, K, Danielyan, A, Ponomarenko, N, Foia, A, Ieremeiev, O & Lukin, V 2017, BM3D-HVS: Content-Adaptive denoising for improved visual quality. julkaisussa *Image Processing: Algorithms and Systems XV*. Electronic Imaging, Sivut 48-55, 1/01/00. <https://doi.org/10.2352/ISSN.2470-1173.2017.13.DPMI-083>

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. julkaisussa *AcademicMindtrek '16: Proceedings of the 20th International Academic Mindtrek Conference: Oct. 17th-19th, 2016*. ACM, Sivut 20-25, MINDTREK CONFERENCE, 1/01/00. <https://doi.org/10.1145/2994310.2994357>

Vuori, V & Jussila, J 2016, The 5C categorization of social media tools. julkaisussa *Proceedings of the 20th International Academic Mindtrek Conference: Oct. 17th-19th, 2016, Tampere, Finland*. ACM, Sivut 26-33, MINDTREK CONFERENCE, 1/01/00. <https://doi.org/10.1145/2994310.2994367>

Jumisko-Pyykkö, S, Pesonen, E & Väättäjä, H 2016, Temporal dimensions of affect in user experience of digital news in the field. julkaisussa *AcademicMindtrek 2016 - Proceedings of the 20th International Academic Mindtrek Conference*. ACM, Sivut 192-197, MINDTREK CONFERENCE, 1/01/00. <https://doi.org/10.1145/2994310.2994370>

Mattila, A-L, Ihantola, P, Kilamo, T, Luoto, A, Nurminen, M & Väättäjä, H 2016, Software visualization today - Systematic literature review. julkaisussa *AcademicMindtrek 2016 - Proceedings of the 20th International Academic Mindtrek Conference*. ACM, Sivut 262-271, MINDTREK CONFERENCE, 1/01/00. <https://doi.org/10.1145/2994310.2994327>

Hildén, E, Väättäjä, H, Roto, V & Uusitalo, K 2016, Participatory development of user experience design guidelines for a B2B company. julkaisussa *AcademicMindtrek '16 Proceedings of the 20th International Academic Mindtrek Conference*. ACM, Sivut 49-58, MINDTREK CONFERENCE, 1/01/00. <https://doi.org/10.1145/2994310.2994355>

Hokkanen, L, Xu, Y & Väänänen, K 2016, Focusing on user experience and business models in startups: Investigation of two-dimensional value creation. julkaisussa *AcademicMindtrek 2016 - Proceedings of the 20th International Academic Mindtrek Conference*. ACM, Sivut 59-67, MINDTREK CONFERENCE, 1/01/00. <https://doi.org/10.1145/2994310.2994371>

Rakkolainen, I, Raisamo, R, Turk, M, Höllerer, T & Palovuori, K 2016, Casual immersive viewing with smartphones. julkaisussa *AcademicMindtrek 2016 - Proceedings of the 20th International Academic Mindtrek Conference*. ACM, Sivut 449-452, MINDTREK CONFERENCE, 1/01/00. <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. julkaisussa *2016 International Conference on Manipulation, Automation and Robotics at Small Scales, MARSS 2016*. Institute of Electrical and Electronics Engineers Inc., 1/01/00. <https://doi.org/10.1109/MARSS.2016.7561744>

Jokela, T, Rezaei, PP & Väänänen, K 2016, Using elicitation studies to generate collocated interaction methods. julkaisussa *Proceedings of the 18th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct, MobileHCI 2016*. ACM, Sivut 1129-1133, INTERNATIONAL CONFERENCE ON HUMAN-COMPUTER INTERACTION WITH MOBILE DEVICES AND SERVICES, 1/01/00. <https://doi.org/10.1145/2957265.2962654>

Helin, P, Astola, P, Rao, B & Tabus, I 2016, Sparse modelling and predictive coding of subaperture images for lossless plenoptic image compression. julkaisussa *2016 3DTV-Conference: The True Vision - Capture, Transmission and Display of 3D Video, 3DTV-CON 2016*. IEEE COMPUTER SOCIETY PRESS, 3DTV-CONFERENCE : THE TRUE VISION - CAPTURE, TRANSMISSION AND DISPLAY OF 3D VIDEO, 1/01/00. <https://doi.org/10.1109/3DTV.2016.7548953>

Zare, A, Kovacs, PT, Aminlou, A, Hannuksela, MM & Gotchev, A 2016, Decoding complexity reduction in projection-based light-field 3D displays using self-contained HEVC tiles. julkaisussa *2016 3DTV-Conference: The True Vision - Capture, Transmission and Display of 3D Video, 3DTV-CON 2016*. IEEE COMPUTER SOCIETY PRESS, Yhdysvallat, 1/01/00. <https://doi.org/10.1109/3DTV.2016.7548965>

Ahti, V, Hyrynsalmi, S & Nevalainen, O 2016, An evaluation framework for cross-platform mobile app development tools: A case analysis of adobe PhoneGap framework. julkaisussa *Computer Systems and Technologies 17th International Conference, CompSysTech 2016 - Proceedings*. Vuosikerta. 1164, Association for Computing Machinery, Sivut 41-48, Palermo, Italia, 23/06/16. <https://doi.org/10.1145/2983468.2983484>

Hosseinzadeh, S, Rauti, S, Laurén, S, Mäkelä, JM, Holvitie, J, Hyrynsalmi, S & Leppänen, V 2016, A survey on aims and environments of diversification and obfuscation in software security. julkaisussa *Computer Systems and Technologies 17th International Conference, CompSysTech 2016 - Proceedings*. Vuosikerta. 1164, Association for Computing Machinery, Sivut 113-120, Palermo, Italia, 23/06/16. <https://doi.org/10.1145/2983468.2983479>

Ruohonen, J, Hyrynsalmi, S & Leppänen, V 2016, Exploring the use of deprecated PHP releases in the wild internet: Still a LAMP issue? julkaisussa *6th International Conference on Web Intelligence, Mining and Semantics, WIMS 2016.*, 26, Association for Computing Machinery, Nimes, Ranska, 13/06/16. <https://doi.org/10.1145/2912845.2912851>

Ometov, A, Masek, P, Malina, L, Florea, R, Hosek, J, Andreev, S, Hajny, J, Niutanen, J & Koucheryavy, Y 2016, Feasibility characterization of cryptographic primitives for constrained (wearable) IoT devices. julkaisussa *IEEE International Conference on Pervasive Computing and Communication Workshops, PerCom Workshops 2016*. IEEE, IEEE INTERNATIONAL CONFERENCE ON PERVASIVE COMPUTING AND COMMUNICATIONS WORKSHOPS, 1/01/00. <https://doi.org/10.1109/PERCOMW.2016.7457161>

Leppänen, M & Hokkanen, L 2016, Patterns for subsidiaries as innovation tools. julkaisussa *Proceedings of the 10th Travelling Conference on Pattern Languages of Programs, VikingPLoP 2016.*, a7, ACM, 1/01/00. <https://doi.org/10.1145/3022636.3022643>

Rauhamaäki, J 2016, Patterns for safety system bus architecture. julkaisussa *Proceedings of the 10th Travelling Conference on Pattern Languages of Programs, VikingPLoP 2016.*, a4, ACM, 1/01/00. <https://doi.org/10.1145/3022636.3022640>

Helenius, M, Kettunen, P & Frank, L 2016, Learnings from the Finnish game industry. julkaisussa *Proceedings of the 10th Travelling Conference on Pattern Languages of Programs, VikingPLoP 2016.*, a12, ACM, 1/01/00. <https://doi.org/10.1145/3022636.3022648>

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. julkaisussa *CSCW '16 - Proceedings of the 19th ACM Conference on Computer-Supported Cooperative Work & Social Computing*. ACM, Sivut 1691-1702, 1/01/00. <https://doi.org/10.1145/2818048.2819990>

Jarusriboonchai, P, Malapaschas, A, Olsson, T & Väänänen, K 2016, Social display...We can see what you are doing on your mobile device. julkaisussa *CSCW '16 Proceedings of the 19th ACM Conference on Computer-Supported Cooperative Work & Social Computing*. ACM, Sivut 53-56, 1/01/00. <https://doi.org/10.1145/2818052.2874323>

Jumisko-Pyykkö, S, Markopoulos, P & Hannuksela, MM 2015, Who is moving - User or device? Experienced quality of mobile 3D video in vehicles. julkaisussa *ACE 2015 - 12th Advances in Computer Entertainment Technology Conference, Proceedings.*, 13, ACM, INTERNATIONAL CONFERENCE ON ADVANCES IN COMPUTER ENTERTAINMENT TECHNOLOGY, 1/01/00. <https://doi.org/10.1145/2832932.2832948>

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. julkaisussa *ACE 2015 - 12th Advances in Computer Entertainment Technology Conference, Proceedings*. Vuosikerta. 16-19-November-2015, 10, Association for Computing Machinery, Iskandar, Malesia, 16/11/15. <https://doi.org/10.1145/2832932.2832959>

Luhtala, M, Karvonen, T, Pylväs, J, Ala-Kokko, A, Magica, R, Takeda, Y & Turunen, M 2015, Antroposeeni - A mixed reality game. julkaisussa *ACADEMICMINDTREK 2015 - Proceedings of the 19th International Academic Mindtrek Conference*. Association for Computing Machinery, Inc, Sivut 211-213, Tampere, Suomi, 22/09/15. <https://doi.org/10.1145/2818187.2818287>

Nummenmaa, T, Kultima, A, Kankainen, V, Savolainen, S, Syvänen, A, Alha, K & Mäyrä, F 2015, OASIS deck of cards - House of colleagues: A playful. julkaisussa *ACADEMICMINDTREK 2015 - Proceedings of the 19th International Academic Mindtrek Conference*. Association for Computing Machinery, Inc, Sivut 2-9, Tampere, Suomi, 22/09/15. <https://doi.org/10.1145/2818187.2818296>

Nanavati, AA, Rajput, N, Turunen, M, Knoche, H & Rehm, M 2015, Mobiscool: 1st workshop on mobile, social and culturally oriented learning. julkaisussa *MobileHCI 2015 - Proceedings of the 17th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct*. Association for Computing Machinery, Inc, Sivut 1187-1190, Copenhagen, Tanska, 24/08/15. <https://doi.org/10.1145/2786567.2795402>

Nukarinen, T, Rantala, J, Farooq, A & Raisamo, R 2015, Delivering directional haptic cues through eyeglasses and a seat . julkaisussa *IEEE World Haptics Conference, WHC 2015.*, 7177736, Institute of Electrical and Electronics Engineers Inc., Sivut 345-350, Evanston, Yhdysvallat, 22/06/15. <https://doi.org/10.1109/WHC.2015.7177736>

Spakov, O, Rantala, J & Isokoski, P 2015, Sequential and simultaneous tactile stimulation with multiple actuators on head, neck and back for gaze cuing. julkaisussa *IEEE World Haptics Conference, WHC 2015.*, 7177734, Institute of Electrical and Electronics Engineers Inc., Sivut 333-338, Evanston, Yhdysvallat, 22/06/15. <https://doi.org/10.1109/WHC.2015.7177734>

Hokkanen, L & Leppänen, M 2015, Three patterns for user involvement in startups. julkaisussa *Proceedings of the 20th European Conference on Pattern Languages of Programs, EuroPLoP 2015.*, a51, ACM, EUROPEAN CONFERENCE ON PATTERN LANGUAGES OF PROGRAMS, 1/01/00. <https://doi.org/10.1145/2855321.2855373>

Leppänen, M & Hokkanen, L 2015, Four patterns for internal startups. julkaisussa *Proceedings of the 20th European Conference on Pattern Languages of Programs, EuroPLoP 2015.*, a5, ACM, EUROPEAN CONFERENCE ON PATTERN LANGUAGES OF PROGRAMS, 1/01/00. <https://doi.org/10.1145/2855321.2855327>

Rindell, K, Hyrynsalmi, S & Leppänen, V 2015, A comparison of security assurance support of agile software development methods. julkaisussa *Computer Systems and Technologies - 16th International Conference, CompSysTech 2015: Proceedings.* Vuosikerta. 1008, Association for Computing Machinery, Sivut 61-68, Dublin, Irlanti, 25/06/15. <https://doi.org/10.1145/2812428.2812431>

Akkil, D, Kangas, J, Rantala, J, Isokoski, P, Špakov, O & Raisamo, R 2015, Glance awareness and gaze interaction in smartwatches. julkaisussa *CHI 2015 - Extended Abstracts Publication of the 33rd Annual CHI Conference on Human Factors in Computing Systems: Crossings.* Vuosikerta. 18, Association for Computing Machinery, Sivut 1271-1276, Seoul, Etelä-Korea, 18/04/15. <https://doi.org/10.1145/2702613.2732816>

Andolina, S, Klouche, K, Peltonen, J, Hoque, M, Ruotsalo, T, Cabral, D, Klami, A, Głowacka, D, Floréen, P & Jacucci, G 2015, Intentstreams: Smart parallel search streams for branching exploratory search. julkaisussa *IUI 2015 - Proceedings of the 20th ACM International Conference on Intelligent User Interfaces.* Vuosikerta. 2015-January, Association for Computing Machinery, Sivut 300-305, Atlanta, Yhdysvallat, 29/03/15. <https://doi.org/10.1145/2678025.2701401>

Aflaki, P, Hannuksela, MM & Gabbouj, M 2015, Adaptive spatial resolution selection for stereoscopic video compression with MV-HEVC: A frequency based approach. julkaisussa *2014 IEEE International Symposium on Multimedia, ISM 2014, 10-12 Dec. 2014, Taichung.* The Institute of Electrical and Electronics Engineers, Inc., Sivut 267-270, IEEE INTERNATIONAL SYMPOSIUM ON MULTIMEDIA, 1/01/00. <https://doi.org/10.1109/ISM.2014.11>

Cricri, F, Mate, S, Curcio, IDD & Gabbouj, M 2015, Salient event detection in basketball mobile videos. julkaisussa *Proceedings - 2014 IEEE International Symposium on Multimedia, ISM 2014.*, 7032995, The Institute of Electrical and Electronics Engineers, Inc., Sivut 63-70, IEEE INTERNATIONAL SYMPOSIUM ON MULTIMEDIA, 1/01/00. <https://doi.org/10.1109/ISM.2014.67>

Mademlis, I, Iosifidis, A, Tefas, A, Nikolaidis, N & Pitas, I 2015, Stereoscopic video description for human action recognition. julkaisussa *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., Orlando, Yhdysvallat, 9/12/14. <https://doi.org/10.1109/CIMSIVP.2014.7013263>

Varsaluoma, J, Väättäjä, H, Kaasinen, E, Karvonen, H & Lu, Y 2015, The Fuzzy Front End of Experience Design: Eliciting and Communicating Experience Goals. julkaisussa *OzCHI '15 - Proceedings of the Annual Meeting of the Australian Special Interest Group for Computer Human Interaction .* ACM, Sivut 324-332, Iso-Britannia, 1/01/00. <https://doi.org/10.1145/2838739.2838761>

- Pesonen, E, Jumisko-Pyykkö, S & Väättäjä, H 2015, User Experience of Digital News: Two Semi-long Term Field Studies. julkaisussa *14th International Conference on Mobile and Ubiquitous Multimedia (MUM 2015)*. ACM, Sivut 51-63 , INTERNATIONAL CONFERENCE ON MOBILE AND UBIQUITOUS MULTIMEDIA, 1/01/00. <https://doi.org/10.1145/2836041.2836046>
- Väättäjä, H, Heimonen, T, Tiitinen, K, Hakulinen, J & Turunen, M 2015, Supplier's Expectations on Usage Data Analytics of Complex Industrial Systems. julkaisussa E Huizingh, S Conn & I Bitran (toim), *ISPIIM Innovation Summit 2015*. International Society for Professional Innovation Management ISPIIM, Iso-Britannia, 1/01/15.
- AbuJarour, S, Pirkkalainen, H, Pawlowski, J, Bick, M, Bagucanskyte, M, Frankenberg, A, Hudak, R, Makropoulos, C, Pappa, D, Pitsilis, V, Tannhauser, AC, Trepule, E, Vidalis, A & Volungeviciene, A 2015, Design principles for collaboration platforms for open education. julkaisussa *CSEDU 2015 - 7th International Conference on Computer Supported Education, Proceedings*. Vuosikerta. 1, SCITEPRESS, Sivut 349-359, Lisbon, Portugali, 23/05/15.
- Koski, K, Ukkonen, L, Sydanheimo, L & Rahmat-Samii, Y 2014, Embroidered ground plane implementation for wearable UHF RFID patch tag antennas. julkaisussa *2014 USNC-URSI Radio Science Meeting (Joint with AP-S Symposium), USNC-URSI 2014 - Proceedings.*, 6955657, Institute of Electrical and Electronics Engineers Inc., Sivut 274, Memphis, Yhdysvallat, 6/07/14. <https://doi.org/10.1109/USNC-URSI.2014.6955657>
- Mäkelä, V, Heimonen, T, Luhtala, M & Turunen, M 2014, Information wall: Evaluation of a gesture-controlled public display . julkaisussa *ACE 2014 - 11th Advances in Computer Entertainment Technology Conference, Proceedings*. Vuosikerta. 2014-November, Association for Computing Machinery, Sivut 228-231, Melbourne, Australia, 25/11/14. <https://doi.org/10.1145/2677972.2677998>
- Kultima, A, Nummenmaa, T, Tyni, H, Alha, K & Mayra, F 2014, Goofy Mus, grumpy Mur and dirty Muf: Talking playful seats with personalities. julkaisussa *ACE 2014 - 11th Advances in Computer Entertainment Technology Conference, Workshops Proceedings*. Vuosikerta. 11-14-November-2014, a9, Association for Computing Machinery, Funchal, Madeira, Portugali, 11/11/14. <https://doi.org/10.1145/2693787.2693790>
- Luhtala, M, Heimonen, T, Mäkelä, V, Keskinen, T, Turunen, M & Saarinen, S 2014, DYNAMO sound engine - Exploring the aesthetics of dynamic sound interactions. julkaisussa *MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services"*. Association for Computing Machinery, Inc, Sivut 159-166, Tampere, Suomi, 4/11/14. <https://doi.org/10.1145/2676467.2676522>
- 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. julkaisussa *MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services"*. Association for Computing Machinery, Inc, Sivut 49-56, Tampere, Suomi, 4/11/14. <https://doi.org/10.1145/2676467.2676514>
- Franssila, H, Okkonen, J & Savolainen, R 2014, Email intensity, productivity and control in the knowledge worker's performance on the desktop. julkaisussa *MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services"*. Association for Computing Machinery, Inc, Sivut 19-22, Tampere, Suomi, 4/11/14. <https://doi.org/10.1145/2676467.2676513>
- Salmela, JM, Thanisch, P, Sotamaa, O & Niemi, T 2014, Games and energy: Profiling power usage during play. julkaisussa *MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services"*. Association for Computing Machinery, Inc, Sivut 192-199, Tampere, Suomi, 4/11/14 . <https://doi.org/10.1145/2676467.2676488>
- Nummenmaa, T, Kultima, A, Tyni, H & Alha, K 2014, MurMur Moderators, the talking playful seats. julkaisussa *MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services"*. Association for Computing Machinery, Inc, Sivut 231-237, Tampere, Suomi, 4/11/14 . <https://doi.org/10.1145/2676467.2676505>

Kaasinen, E, Väättäjä, H, Karvonen, H & Lu, Y 2014, The fuzzy front end of experience design. julkaisussa *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational*. Nordic conference on human-computer interaction, ACM, New York, NY, Sivut 797-800, Nordic Conference on Human-Computer Interaction, 1/01/14. <https://doi.org/10.1145/2639189.2654829>

Räihä, KJ & Sharmin, S 2014, Gaze-contingent scrolling and reading patterns. julkaisussa *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational*. Association for Computing Machinery, Inc, Sivut 65-68, Helsinki, Suomi, 26/10/14. <https://doi.org/10.1145/2639189.2639242>

Kangas, J, Akkil, D, Rantala, J, Isokoski, P, Majaranta, P & Raisamo, R 2014, Using gaze gestures with haptic feedback on glasses. julkaisussa *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational*. Association for Computing Machinery, Inc, Sivut 1047-1050, Helsinki, Suomi, 26/10/14. <https://doi.org/10.1145/2639189.2670272>

Käki, K, Špakov, O, Majaranta, P & Kangas, J 2014, Effects of haptic feedback on gaze based auto scrolling. julkaisussa *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational*. Association for Computing Machinery, Inc, Sivut 947-950, Helsinki, Suomi, 26/10/14. <https://doi.org/10.1145/2639189.2670247>

Pirhonen, A, Parviainen, J, Tuuri, K, Turunen, M & Heimonen, T 2014, Human-technology choreographies: Re-thinking body, movement and space in interaction design. julkaisussa *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational*. Association for Computing Machinery, Inc, Sivut 841-844, Helsinki, Suomi, 26/10/14. <https://doi.org/10.1145/2639189.2654843>

Övermark, R, Isokoski, P & Ovaska, S 2014, Seniors and text messaging on mobile touchscreen phones. julkaisussa *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational*. Association for Computing Machinery, Inc, Sivut 967-970, Helsinki, Suomi, 26/10/14. <https://doi.org/10.1145/2639189.2670252>

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. julkaisussa *Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational*. Association for Computing Machinery, Inc, Sivut 61-64, Helsinki, Suomi, 26/10/14. <https://doi.org/10.1145/2639189.2639231>

Raitoharju, J, Zhang, H, Ozan, EC, Waris, MA, Faisal, M, Cao, G, Roininen, M, Ahmad, I, Shetty, R, Uhlmann, S, Samiee, K, Kiranyaz, S & Gabbouj, M 2014, Tut MUVIS image retrieval system proposal for MSR-Bing challenge 2014. julkaisussa *IEEE International Conference on Multimedia and Expo, ICME 2014, Chengdu, China, July 14-18, 2014*. Institute of Electrical and Electronics Engineers IEEE, Piscataway, Sivut 1-6, IEEE INTERNATIONAL CONFERENCE ON MULTIMEDIA AND EXPO, 1/01/00. <https://doi.org/10.1109/ICMEW.2014.6890600>

Leppänen, M 2014, Two patterns for minimizing human resources in a startup. julkaisussa *VikingPLoP 2014 Proceedings of the 8th Nordic Conference on Pattern Languages of Programs (VikingPLoP)* ., 4, ACM, Nordic Conference on Pattern Languages of Programs, 1/01/00. <https://doi.org/10.1145/2676680.2676686>

Eloranta, V-P 2014, Patterns for controlling chaos in a startup. julkaisussa *VikingPLoP 2014 Proceedings of the 8th Nordic Conference on Pattern Languages of Programs*. Vuosikerta. 2014-April, ACM International Conference Proceeding Series, Association for Computing Machinery, Sivut 1-8, Nordic Conference on Pattern Languages of Programs, 1/01/00. <https://doi.org/10.1145/2676680.2676682>

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. julkaisussa *Proceedings of the 13th International Conference on Mobile and Ubiquitous Multimedia, MUM2014, November 25-28, 2014, Melbourne, Australia*. International conference on mobile and ubiquitous multimedia, ACM, New York, NY, Sivut 89-97, INTERNATIONAL CONFERENCE ON MOBILE AND UBIQUITOUS MULTIMEDIA, 1/01/00. <https://doi.org/10.1145/2677972.2677993>

- Kekäläinen, J, Arvola, P & Kumpulainen, S 2014, Browsing patterns in retrieved documents. julkaisussa *Proceedings of the 5th Information Interaction in Context Symposium, IliX 2014*. Association for Computing Machinery, Sivut 299-302, Regensburg, Saksa, 26/08/14. <https://doi.org/10.1145/2637002.2637047>
- Špakov, O & Gizatdinova, Y 2014, Real-time hidden gaze point correction. julkaisussa *Proceedings of the Symposium on Eye Tracking Research and Applications, ETRA 2014*. Association for Computing Machinery, Sivut 291-294, Safety Harbor, FL, Yhdysvallat, 26/03/14. <https://doi.org/10.1145/2578153.2578200>
- Kangas, J, Akkil, D, Rantala, J, Isokoski, P, Majaranta, P & Raisamo, R 2014, Gaze gestures and haptic feedback in mobile devices. julkaisussa *CHI 2014: One of a CHIInd - Conference Proceedings, 32nd Annual ACM Conference on Human Factors in Computing Systems*. Association for Computing Machinery, Sivut 435-438, Toronto, ON, Kanada, 26/04/14. <https://doi.org/10.1145/2556288.2557040>
- Rantala, J, Isokoski, P, Kangas, J, Raisamo, R & Akkil, D 2014, Glasses with haptic feedback of gaze gestures. julkaisussa *CHI EA 2014: One of a CHIInd - Extended Abstracts, 32nd Annual ACM Conference on Human Factors in Computing Systems*. Association for Computing Machinery, Sivut 1597-1602, Toronto, ON, Kanada, 26/04/14. <https://doi.org/10.1145/2559206.2581163>
- Olsson, T 2014, Layers of user expectations of future technologies: An early framework. julkaisussa *CHI EA 2014: One of a CHIInd - Extended Abstracts, 32nd Annual ACM Conference on Human Factors in Computing Systems*. Association for Computing Machinery, Sivut 1957-1962, Toronto, ON, Kanada, 26/04/14. <https://doi.org/10.1145/2559206.2581225>
- Clawson, J, Isokoski, P, Brewster, S, Oulasvirta, A, Dunlop, M, Vertanen, K, Kristensson, PO & Waller, A 2014, The usability of text entry systems now and in the future. julkaisussa *CHI EA 2014: One of a CHIInd - Extended Abstracts, 32nd Annual ACM Conference on Human Factors in Computing Systems*. Association for Computing Machinery, Sivut 1139-1142, Toronto, ON, Kanada, 26/04/14. <https://doi.org/10.1145/2559206.2559217>
- Akkil, D, Isokoski, P, Kangas, J, Rantala, J & Raisamo, R 2014, TraQuMe: A tool for measuring the gaze tracking quality. julkaisussa *Proceedings of the Symposium on Eye Tracking Research and Applications, ETRA 2014*. Association for Computing Machinery, Sivut 327-330, Safety Harbor, FL, Yhdysvallat, 26/03/14. <https://doi.org/10.1145/2578153.2578192>
- Špakov, O, Isokoski, P & Majaranta, P 2014, Look and lean: Accurate head-assisted eye pointing. julkaisussa *Proceedings of the Symposium on Eye Tracking Research and Applications, ETRA 2014*. Association for Computing Machinery, Sivut 35-42, Safety Harbor, FL, Yhdysvallat, 26/03/14. <https://doi.org/10.1145/2578153.2578157>
- Rantala, J & Raisamo, R 2014, Preferences for touch gestures in audio-tactile communication. julkaisussa *IEEE Haptics Symposium 2014, HAPTICS 2014 - Proceedings.*, 6775462, IEEE COMPUTER SOCIETY PRESS, Sivut 247-250, Houston, TX, Yhdysvallat, 23/02/14. <https://doi.org/10.1109/HAPTICS.2014.6775462>
- Kangas, J, Rantala, J, Majaranta, P, Isokoski, P & Raisamo, R 2014, Haptic feedback to gaze events. julkaisussa *Proceedings of the Symposium on Eye Tracking Research and Applications, ETRA 2014*. Association for Computing Machinery, Sivut 11-18, Safety Harbor, FL, Yhdysvallat, 26/03/14. <https://doi.org/10.1145/2578153.2578154>
- Siirtola, H 2014, Bars, pies, doughnuts & tables - Visualization of proportions. julkaisussa *Proceedings of the 28th International BCS Human Computer Interaction Conference: Sand, Sea and Sky - Holiday HCI, HCI 2014*. BCS Learning and Development Ltd., Sivut 241-245, Southport, Iso-Britannia, 9/09/14. <https://doi.org/10.14236/ewic/hci2014.30>
- Ruotsalo, T, Peltonen, J, Eugster, MJA, Glowacka, D, Reijonen, A, Jacucci, G, Myllymäki, P & Kaski, S 2014, IntentRadar: Search user interface that anticipates user's search intents. julkaisussa *CHI EA 2014: One of a CHIInd - Extended Abstracts, 32nd Annual ACM Conference on Human Factors in Computing Systems*. Association for Computing Machinery, Sivut 455-458, Toronto, ON, Kanada, 26/04/14. <https://doi.org/10.1145/2559206.2574807>
- Mouaffo, A, Taibi, D & Jamboti, K 2014, Controlled experiments comparing fault-tree-based safety analysis techniques. julkaisussa *18th International Conference on Evaluation and Assessment in Software Engineering, EASE 2014.*, a46, Association for Computing Machinery (ACM), London, Iso-Britannia, 12/05/14. <https://doi.org/10.1145/2601248.2601255>

- Heikkilä, R, Malaska, M, Törmänen, P & Keyack, C 2013, Integration of BIM and automation in high-rise building construction. julkaisussa *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, Montreal, QC, Kanada, 11/08/13.
- Scheibel, JB, Pierson, C, Martin, B, Godard, N, Fuccella, V & Isokoski, P 2013, Virtual stick in caret positioning on touch screens. julkaisussa *IHM 2013 - Actes de la 25ieme Conference Francophone sur l'Interaction Homme-Machine*. Sivut 107-114, Bordeaux, Ranska, 13/11/13. <https://doi.org/10.1145/2534903.2534918>
- Keskinen, T, Melto, A, Hakulinen, J, Turunen, M, Saarinen, S, Pallos, T, Kallioniemi, P, Danielsson-Ojala, R & Salanterä, S 2013, Mobile dictation for healthcare professionals. julkaisussa *Proceedings of the 12th International Conference on Mobile and Ubiquitous Multimedia, MUM 2013.*, a41, Lulea, Ruotsi, 2/12/13. <https://doi.org/10.1145/2541831.2541880>
- Heimonen, T, Turunen, M, Kangas, S, Pallos, T, Pekkala, P, Saarinen, S, Tiitinen, K, Keskinen, T, Luhtala, M, Koskinen, O, Okkonen, J & Raisamo, R 2013, Seek'N'Share: A platform for location-based collaborative mobile learning. julkaisussa *Proceedings of the 12th International Conference on Mobile and Ubiquitous Multimedia, MUM 2013.*, a38, Lulea, Ruotsi, 2/12/13. <https://doi.org/10.1145/2541831.2541872>
- 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. julkaisussa *Proceedings of the 12th International Conference on Mobile and Ubiquitous Multimedia, MUM 2013.*, a7, Lulea, Ruotsi, 2/12/13. <https://doi.org/10.1145/2541831.2541840>
- Kallioniemi, P, Hakulinen, J, Keskinen, T, Turunen, M, Heimonen, T, Pihkala-Posti, L, Uusi-Mäkelä, M, Hietala, P, Okkonen, J & Raisamo, R 2013, Evaluating landmark attraction model in collaborative wayfinding in virtual learning environments. julkaisussa *Proceedings of the 12th International Conference on Mobile and Ubiquitous Multimedia, MUM 2013.*, a33, Lulea, Ruotsi, 2/12/13. <https://doi.org/10.1145/2541831.2541849>
- Sharmin, S, Špakov, O & Rähä, KJ 2013, Reading on-screen text with gaze-based auto-scrolling. julkaisussa *Proceedings of the 2013 Conference on Eye Tracking South Africa, ETSA 2013*. Sivut 24-31, Cape Town, Etelä-Afrikka, 29/08/13. <https://doi.org/10.1145/2509315.2509319>
- Nanavati, AA, Rajput, N, Srivastava, S, Erkut, C, Jylhä, A, Rudnicky, AI, Serafin, S & Turunen, M 2013, SiMPE: 8th workshop on speech and sound in mobile and pervasive environments. julkaisussa *MobileHCI 2013 - Proceedings of the 15th International Conference on Human-Computer Interaction with Mobile Devices and Services*. Sivut 626-629, Munich, Saksa, 27/08/13. <https://doi.org/10.1145/2493190.2499471>
- Sand, A & Rakkolainen, I 2013, Mixed reality with multimodal head-mounted pico projector. julkaisussa *Proceedings of the Virtual Reality International Conference on Laval Virtual, VRIC 2013.*, 14, Laval, Ranska, 20/03/13. <https://doi.org/10.1145/2466816.2466831>
- Godard, N, Pecci, I & Isokoski, P 2013, WeSlide: Gestural text entry for elderly users of interactive television. julkaisussa *Proceedings of the 11th European Conference on Interactive TV and Video, EuroITV 2013*. Sivut 55-58, Como, Italia, 24/06/13. <https://doi.org/10.1145/2465958.2465963>
- Fuccella, V, Isokoski, P & Martin, B 2013, Gestures and widgets: Performance in text editing on multi-touch capable mobile devices. julkaisussa *CHI 2013: Changing Perspectives, Conference Proceedings - The 31st Annual CHI Conference on Human Factors in Computing Systems*. Sivut 2785-2794, Paris, Ranska, 27/04/13. <https://doi.org/10.1145/2470654.2481385>
- Cui, Y, Kangas, J, Holm, J & Grassel, G 2013, Front-camera video recordings as emotion responses to mobile photos shared within close-knit groups. julkaisussa *CHI 2013: Changing Perspectives, Conference Proceedings - The 31st Annual CHI Conference on Human Factors in Computing Systems*. Sivut 981-990, Paris, Ranska, 27/04/13. <https://doi.org/10.1145/2470654.2466125>

Luhtala, M, Turunen, M, Hakulinen, J & Keskinen, T 2013, 'Aie-studio' - A pragmatist aesthetic approach for procedural sound design. julkaisussa *Proceedings of the 8th Audio Mostly: A Conference on Interaction with Sound, AM 2013 - In Cooperation with ACM SIGCHI.*, 7, Association for Computing Machinery, Pitea, Ruotsi, 18/09/13. <https://doi.org/10.1145/2544114.2544124>

Peltonen, J & Lin, Z 2013, Multiplicative update for fast optimization of information retrieval based neighbor embedding. julkaisussa *2013 IEEE International Workshop on Machine Learning for Signal Processing - Proceedings of MLSP 2013.*, 6661899, Southampton, Iso-Britannia, 22/09/13. <https://doi.org/10.1109/MLSP.2013.6661899>

Yang, Z, Peltonen, J & Kaski, S 2013, Scalable optimization of neighbor embedding for visualization. julkaisussa *30th International Conference on Machine Learning, ICML 2013. PART 1 toim.*, International Machine Learning Society (IMLS), Sivut 786-794, Atlanta, GA, Yhdysvallat, 16/06/13.

Helminen, J, Ihanntola, P & Karavirta, V 2013, Recording and analyzing in-browser programming sessions. julkaisussa *Proceedings - 13th Koli Calling International Conference on Computing Education Research, Koli Calling 2013.* Sivut 13-22, Koli, Suomi, 14/11/13. <https://doi.org/10.1145/2526968.2526970>

Ihanntola, P, Helminen, J & Karavirta, V 2013, How to study programming on mobile touch devices - Interactive Python code exercises. julkaisussa *Proceedings - 13th Koli Calling International Conference on Computing Education Research, Koli Calling 2013.* Sivut 51-58, Koli, Suomi, 14/11/13. <https://doi.org/10.1145/2526968.2526974>

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

Väättäjä, H & Egglestone, P 2012, Briefing news reporting with mobile assignments - Perceptions, needs and challenges. julkaisussa *Proceedings of the ACM 2012 conference on Computer Supported Cooperative Work CSCW'12 Seattle, WA, USA, February 11-15, 2012.* ACM Conference on Computer Supported Cooperative Work, ACM, New York, NY, Sivut 485-494, Seattle, WA, Yhdysvallat, 11/02/12. <https://doi.org/10.1145/2145204.2145280>

Väättäjä, H, Vainio, T & Sirkkunen, E 2012, Location-based crowdsourcing of hyperlocal news - Dimensions of participation preferences. julkaisussa *Proceedings of the 17th ACM international conference on Supporting group work, GROUP '12, October 28-31, 2012, Sanibel Island, FL, USA.* ACM International Conference on Supporting Group Work, ACM, New York, NY, Sivut 85-94, ACM INTERNATIONAL CONFERENCE ON SUPPORTING GROUP WORK, 1/01/00. <https://doi.org/10.1145/2389176.2389189>

Halonen, A, Hyrynsalmi, S, Kimppa, KK, Knuutila, T, Smed, J & Hakonen, H 2012, Towards usability heuristics for games utilizing speech recognition. julkaisussa *4th Asian Conference on Intelligent Games and Simulation, GAME-ON ASIA 2012 - 4th Asian Simulation Technology Conference, ASTEC 2012.* EUROSIS, Sivut 51-55, Kyoto, Japani, 24/02/12.

Kallioniemi, P & Turunen, M 2012, Model for landmark highlighting in mobile web services. julkaisussa *Proceedings of the 11th International Conference on Mobile and Ubiquitous Multimedia, MUM 2012.*, 25, Ulm, Saksa, 4/12/12. <https://doi.org/10.1145/2406367.2406398>

Nanavati, AA, Rajput, N, Rudnicky, AI, Turunen, M, Sandholm, T, Munteanu, C & Penn, G 2012, SiMPE: 7th Workshop on speech and sound in mobile and pervasive environments. julkaisussa *MobileHCI'12 - Companion Proceedings of the 14th International Conference on Human Computer Interaction with Mobile Devices and Services.* Sivut 251-253, San Francisco, CA, Yhdysvallat, 21/09/12. <https://doi.org/10.1145/2371664.2371727>

Martin, B, Isokoski, P, Karmann, G & Rollinger, T 2012, Continuous Edgewise: Dictionary-based disambiguation instead of explicit segmentation by the user. julkaisussa *Proceedings of the Working Conference on Advanced Visual Interfaces, AVI 2012.* Sivut 357-364, Capri Island, Italia, 21/05/12. <https://doi.org/10.1145/2254556.2254625>

Gizatdinova, Y, Špakov, O & Surakka, V 2012, Comparison of video-based pointing and selection techniques for hands-free text entry. julkaisussa *Proceedings of the Working Conference on Advanced Visual Interfaces, AVI 2012.* Sivut 132-139, Capri Island, Italia, 21/05/12. <https://doi.org/10.1145/2254556.2254582>

Hyrskykari, A, Istance, H & Vickers, S 2012, Gaze gestures or dwell-based interaction? julkaisussa *Proceedings - ETRA 2012: Eye Tracking Research and Applications Symposium*. Sivut 229-232, Santa Barbara, CA, Yhdysvallat, 28/03/12. <https://doi.org/10.1145/2168556.2168602>

Špakov, O 2012, Comparison of eye movement filters used in HCI. julkaisussa *Proceedings - ETRA 2012: Eye Tracking Research and Applications Symposium*. Sivut 281-284, Santa Barbara, CA, Yhdysvallat, 28/03/12. <https://doi.org/10.1145/2168556.2168616>

Heikkilä, H & Rähä, KJ 2012, Simple gaze gestures and the closure of the eyes as an interaction technique. julkaisussa *Proceedings - ETRA 2012: Eye Tracking Research and Applications Symposium*. Sivut 147-154, Santa Barbara, CA, Yhdysvallat, 28/03/12. <https://doi.org/10.1145/2168556.2168579>

Istance, H, Vickers, S & Hyrskykari, A 2012, The validity of using non-representative users in gaze communication research. julkaisussa *Proceedings - ETRA 2012: Eye Tracking Research and Applications Symposium*. Sivut 233-236, Santa Barbara, CA, Yhdysvallat, 28/03/12. <https://doi.org/10.1145/2168556.2168603>

Kristensson, PO, Clawson, J, Dunlop, M, Isokoski, P, Roark, B, Vertanen, K, Waller, A & Wobbrock, J 2012, Designing and evaluating text entry methods. julkaisussa *Extended Abstracts - The 30th ACM Conference on Human Factors in Computing Systems, CHI 2012*. Sivut 2747-2750, Austin, TX, Yhdysvallat, 5/05/12. <https://doi.org/10.1145/2212776.2212711>

Rähä, KJ & Ovaska, S 2012, An exploratory study of eye typing fundamentals: Dwell time, text entry rate, errors, and workload. julkaisussa *Conference Proceedings - The 30th ACM Conference on Human Factors in Computing Systems, CHI 2012*. Sivut 3001-3010, Austin, TX, Yhdysvallat, 5/05/12. <https://doi.org/10.1145/2207676.2208711>

Evreinova, TV, Evreinov, G & Raisamo, R 2012, Haptic visualization of bathymetric data. julkaisussa *Haptics Symposium 2012, HAPTICS 2012 - Proceedings.*, 6183815, Sivut 359-364, Vancouver, BC, Kanada, 4/03/12. <https://doi.org/10.1109/HAPTIC.2012.6183815>

Peltonen, J & Georgatzis, K 2012, Efficient optimization for data visualization as an information retrieval task. julkaisussa *2012 IEEE International Workshop on Machine Learning for Signal Processing - Proceedings of MLSP 2012.*, 6349797, Santander, Espanja, 23/09/12. <https://doi.org/10.1109/MLSP.2012.6349797>

Hakonen, H, Hyrynsalmi, S & Järvi, A 2011, Reducing the number of unit tests with design by contract. julkaisussa *Computer Systems and Technologies - 12th International Conference, CompSysTech'11 - Proceedings*. Vuosikerta. 578, Sivut 161-166, Vienna, Itävalta, 16/06/11. <https://doi.org/10.1145/2023607.2023635>

Evreinova, TV, Evreinov, G & Raisamo, R 2011, Interpretation of ambiguous images inspected by the StickGrip device. julkaisussa *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, Rome, Italia, 24/07/11.

Nanavati, AA, Rajput, N, Rudnicky, AI, Turunen, M, Kun, AI, Paek, T & Tashev, I 2011, SiMPE: 6th Workshop on Speech in Mobile and Pervasive Environments. julkaisussa *Mobile HCI 2011 - 13th International Conference on Human-Computer Interaction with Mobile Devices and Services*. Sivut 733-735, Stockholm, Ruotsi, 30/08/11. <https://doi.org/10.1145/2037373.2037500>

Turunen, M, Hella, J, Miettinen, T, Valkama, P, Hakulinen, J & Raisamo, R 2011, Multimodal multi-device program guide for smart conferences. julkaisussa *Mobile HCI 2011 - 13th International Conference on Human-Computer Interaction with Mobile Devices and Services*. Sivut 679-682, Stockholm, Ruotsi, 30/08/11. <https://doi.org/10.1145/2037373.2037483>

Brewster, S, Jones, M, Murray-Smith, R, Nanavati, AA, Rajput, N, Schmidt, A & Turunen, M 2011, We need to talk: Rediscovering audio for universal access (A panel). julkaisussa *Mobile HCI 2011 - 13th International Conference on Human-Computer Interaction with Mobile Devices and Services*. Sivut 715-716, Stockholm, Ruotsi, 30/08/11. <https://doi.org/10.1145/2037373.2037494>

Rantala, J, Myllymaa, K, Raisamo, R, Lylykangas, J, Surakka, V, Shull, P & Cutkosky, M 2011, Presenting spatial tactile messages with a hand-held device. julkaisussa *2011 IEEE World Haptics Conference, WHC 2011.*, 5945469, Sivut 101-106, Istanbul, Turkki, 22/06/11. <https://doi.org/10.1109/WHC.2011.5945469>

Špakov, O 2011, Comparison of gaze-to-objects mapping algorithms. julkaisussa *Proceedings of the 1st Conference on Novel Gaze-Controlled Applications, NGCA'11.*, 6, Karlskrona, Ruotsi, 26/05/11. <https://doi.org/10.1145/1983302.1983308>

Lylykangas, J, Surakka, V, Salminen, K, Raisamo, J, Laitinen, P, Rönning, K & Raisamo, R 2011, Designing tactile feedback for piezo buttons. julkaisussa *CHI 2011 - 29th Annual CHI Conference on Human Factors in Computing Systems, Conference Proceedings and Extended Abstracts.* Sivut 3281-3284, Vancouver, BC, Kanada, 7/05/11. <https://doi.org/10.1145/1978942.1979428>

Quinn, P, Cockburn, A, Rähkä, KJ & Delamarche, J 2011, On the costs of multiple trajectory pointing methods. julkaisussa *CHI 2011 - 29th Annual CHI Conference on Human Factors in Computing Systems, Conference Proceedings and Extended Abstracts.* Sivut 859-862, Vancouver, BC, Kanada, 7/05/11. <https://doi.org/10.1145/1978942.1979067>

Hoggan, E, Trendafilov, D, Ahmaniemi, T & Raisamo, R 2011, Squeeze vs. tilt: A comparative study using continuous tactile feedback. julkaisussa *CHI EA 2011 - 29th Annual CHI Conference on Human Factors in Computing Systems, Conference Proceedings and Extended Abstracts.* Sivut 1309-1314, Vancouver, BC, Kanada, 7/05/11. <https://doi.org/10.1145/1979742.1979766>

Gizatdinova, Y, Surakka, V, Zhao, G, Mäkinen, E & Raisamo, R 2011, Facial expression classification based on local spatiotemporal edge and texture descriptors. julkaisussa *Selected Papers from the Proceedings of the 7th International Conference on Methods and Techniques in Behavioral Research - Digital Edition, MB'10.*, 21, Eindhoven, Alankomaat, 24/08/10. <https://doi.org/10.1145/1931344.1931365>

Toivonen, S & Sotamaa, O 2011, Of discs, boxes and cartridges: The material life of digital games. julkaisussa *Proceedings of DiGRA 2011 Conference: Think Design Play.*, Utrecht, Alankomaat, 14/09/11.

Stenros, J & Montola, M 2011, The making of Nordic larp: Documenting a tradition of ephemeral co-creative play. julkaisussa *Proceedings of DiGRA 2011 Conference: Think Design Play.*, Utrecht, Alankomaat, 14/09/11.

Stenros, J, Holopainen, J, Waern, A, Montola, M & Ollila, E 2011, Narrative friction in Alternate Reality Games: Design insights from conspiracy for good. julkaisussa *Proceedings of DiGRA 2011 Conference: Think Design Play.*, Utrecht, Alankomaat, 14/09/11.

Hamari, J & Eranti, V 2011, Framework for designing and evaluating game achievements. julkaisussa *Proceedings of DiGRA 2011 Conference: Think Design Play.*, Utrecht, Alankomaat, 14/09/11.

Holopainen, J, Lucero, A, Saarenpää, H, Nummenmaa, T, Ali, AE & Jokela, T 2011, Social and privacy aspects of a system for collaborative public expression. julkaisussa *Proceedings of the 8th International Conference on Advances in Computer Entertainment Technology, ACE 2011.*, 23, Lisbon, Portugali, 8/11/11. <https://doi.org/10.1145/2071423.2071452>

Oftadeh, R, Aref, MM & Taghirad, HD 2010, Forward kinematic analysis of a planar cable driven redundant parallel manipulator using force sensors. julkaisussa *IEEE/RSJ 2010 International Conference on Intelligent Robots and Systems, IROS 2010 - Conference Proceedings.*, 5649471, Sivut 2295-2300, Taipei, Taiwan, 18/10/10. <https://doi.org/10.1109/IROS.2010.5649471>

Oftadeh, R, Aref, MM & Taghirad, HD 2010, Explicit dynamics formulation of Stewart-Gough platform: A Newton-Euler approach. julkaisussa *IEEE/RSJ 2010 International Conference on Intelligent Robots and Systems, IROS 2010 - Conference Proceedings.*, 5653157, Sivut 2772-2777, Taipei, Taiwan, 18/10/10. <https://doi.org/10.1109/IROS.2010.5653157>

- Kumpulainen, S & Järvelin, K 2010, Information interaction in molecular medicine: Integrated use of multiple channels. julkaisussa *IIIX 2010 - Proceedings of the 2010 Information Interaction in Context Symposium*. Sivut 95-104, New Brunswick, NJ, Yhdysvallat, 18/08/10. <https://doi.org/10.1145/1840784.1840800>
- Jokela, T, Väätäjä, H & Koponen, T 2009, Mobile Journalist Toolkit: A field study on producing news articles with a mobile device. julkaisussa *MindTrek 2009 - 13th International Academic MindTrek Conference: Everyday Life in the Ubiquitous Era*. Sivut 45-52, Tampere, Suomi, 30/09/09. <https://doi.org/10.1145/1621841.1621851>
- Byrne, D, Doherty, AR, Jones, GJF, Smeaton, AF, Kumpulainen, S & Järvelin, K 2008, The SenseCam as a tool for task observation. julkaisussa *Proceedings of the 22nd British HCI Group Annual Conference on People and Computers: Culture, Creativity, Interaction, BCS HCI 2008*. Vuosikerta. 2, BRITISH COMPUTER SOCIETY, Sivut 19-22, Liverpool, Iso-Britannia, 1/09/08.
- Mamykina, L, Bardram, JE, Korhonen, I, Mynatt, E & Pratt, W 2004, HCI and homecare: Connecting families and clinicians . julkaisussa *Conference on Human Factors in Computing Systems - Proceedings*. Sivut 1715-1716, Vienna, Itävalta, 24/04/04. <https://doi.org/10.1145/985921.986197>
- Suzumori, K, Hyon, SH, Semini, C, Mattila, J & Kanda, T 2018, 'Preface: Special Issue on 'New Hydraulic Components for Tough Robots'', *Advanced Robotics*, Vuosikerta. 32, Nro 9. <https://doi.org/10.1080/01691864.2018.1466427>
- Roto, V, Clemmensen, T, Väätäjä, H & Law, ELC 2018, 'Designing interactive systems for work engagement', *Human Technology*, Vuosikerta. 14, Nro 2, Sivut 135-139. <https://doi.org/10.17011/ht/urn.201808103814>
- Niemelä, M, Ahtinen, A & Turunen, M 2020, Social human-robot interaction in the wild: A workshop proposal for academic mindtrek 2020. julkaisussa *AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere*. ACM, Sivut 168-169, Tampere, Suomi, 29/01/20. <https://doi.org/10.1145/3377290.3377320>
- Roto, V, Clemmensen, T, Väätäjä, H & Law, ELC (toim) 2018, 'Special Issue on Designing Interactive Systems for Work Engagement', *Human Technology*, Vuosikerta. 14, Nro 2, Sivut 135–257.
- Väätäjä, H & Haggrén, J 2015, Increasing user and customer understanding through rapid ethnography in emerging markets. julkaisussa *User Experience and Usability in Complex Systems - UXUS: FIMECC Publications Series No. 8, 2010-2015*. FIMECC Publication series, Vuosikerta. 8, Sivut 99-101.
- Väätäjä, H, Heimonen, T, Tiitinen, K, Hakulinen, J & Turunen, M 2015, Benefits for supplier and customer with the help of logged usage data. julkaisussa *User Experience and Usability in Complex Systems - UXUS: FIMECC Publications Series No. 8, 2010-2015*. FIMECC Publication series, Vuosikerta. 8, Sivut 110-112.
- Heimonen, T, Tiitinen, K, Turunen, M, Keskinen, T, Väätäjä, H, Varsaluoma, J, Jokinen, J & Nieminen, H 2015, UX sensors - Understanding the UX of complex systems through usage analysis. julkaisussa *User Experience and Usability in Complex Systems - UXUS: FIMECC Publications Series No. 8, 2010-2015*. FIMECC Publication series, Vuosikerta. 8, Sivut 113-115.
- Varsaluoma, J, Väätäjä, H, Kaasinen, E, Karvonen, H & Lu, Y 2015, Getting started with the experience design process. julkaisussa *User Experience and Usability in Complex Systems - UXUS: FIMECC Publications Series No. 8, 2010-2015*. FIMECC Publication series, Vuosikerta. 8, Sivut 125-127.
- Väätäjä, H 2015, Characterizing Context of Use in Mobile Work. julkaisussa *Proceedings of Human Work Interaction Design HWID, IFIP TC 13.6 working group.*, 14, University of West London.
- 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' Artikkelit esitetyt, Dublin, Irlanti, 25/06/19 - 30/06/19, .

Meriläinen, N, Pietilä, I & Varsaluoma, J 2018, 'Digital services and youth participation in processes of social change: World Café workshops in Finland' Artikkelele esitetty, Hamburg, Saksa, 22/08/18 - 25/08/18, Sivut 1-30.

Jalonen, H & Jussila, J 2016, 'The nexus between social media behaviour, negative consumer emotions and brand disloyalty' Artikkelele esitetty, Bucharest, Romania, 10/11/16 - 11/11/16, .

Acimovic, J 2009, 'Neural networks, cell cultures and some older work on data analysis.' Artikkelele esitetty, Japani, 15/06/09 - 2/07/09, .