

- Korkeila, Henry ja Juho Hamari. "Avatar capital: The relationships between player orientation and their avatar's social, symbolic, economic and cultural capital". *Computers in Human Behavior*. 2020, 102. 14-21. <https://doi.org/10.1016/j.chb.2019.07.036>
- Macey, Joseph et al. "Does esports spectating influence game consumption?". *Behaviour and Information Technology*. 2020. <https://doi.org/10.1080/0144929X.2020.1797876>
- Cristia, Alejandrina et al. "A thorough evaluation of the Language Environment Analysis (LENA) system". *BEHAVIOR RESEARCH METHODS*. 2020. <https://doi.org/10.3758/s13428-020-01393-5>
- Räsänen, Okko et al. "ALICE: An open-source tool for automatic measurement of phoneme, syllable, and word counts from child-centered daylong recordings". *BEHAVIOR RESEARCH METHODS*. 2020. <https://doi.org/10.3758/s13428-020-01460-x>
- Hella, Lauri et al. "Model checking and validity in propositional and modal inclusion logics". *JOURNAL OF LOGIC AND COMPUTATION*. 2019, 29(5). 605-630. <https://doi.org/10.1093/logcom/exz008>
- Kylliäinen, Mikko, Petra Virjonen ja Valtteri Hongisto. "Optimized reference spectrum for rating the impact sound insulation of concrete floors". *Journal of the Acoustical Society of America*. 2019, 145(1). 407-416. <https://doi.org/10.1121/1.5087553>
- Bramsløw, Lars et al. "Improving competing voices segregation for hearing impaired listeners using a low-latency deep neural network algorithm". *Journal of the Acoustical Society of America*. 2018, 144(1). 172-185. <https://doi.org/10.1121/1.5045322>
- Macey, Joseph ja Juho Hamari. "Investigating relationships between video gaming, spectating esports, and gambling". *Computers in Human Behavior*. 2018, 80. 344-353. <https://doi.org/10.1016/j.chb.2017.11.027>
- Hilvert-Bruce, Zorah et al. "Social motivations of live-streaming viewer engagement on Twitch". *Computers in Human Behavior*. 2018, 84. 58-67. <https://doi.org/10.1016/j.chb.2018.02.013>
- Morschheuser, Benedikt et al. "How games induce cooperation? A study on the relationship between game features and we-intentions in an augmented reality game". *Computers in Human Behavior*. 2017, 77. 169-183. <https://doi.org/10.1016/j.chb.2017.08.026>
- Sjöblom, Max et al. "Content structure is king: An empirical study on gratifications, game genres and content type on Twitch". *Computers in Human Behavior*. 2017, 73. 161-171. <https://doi.org/10.1016/j.chb.2017.03.036>
- Hamari, Juho. "Do badges increase user activity? A field experiment on the effects of gamification". *Computers in Human Behavior*. 2017, 71. 469-478. <https://doi.org/10.1016/j.chb.2015.03.036>
- Ninaus, Manuel et al. "Assessing fraction knowledge by a digital game". *Computers in Human Behavior*. 2017, 70. 197-206. <https://doi.org/10.1016/j.chb.2017.01.004>
- Pakkanen, Jarkko, Tero Juuti, ja Timo Lehtonen. "Brownfield Process: A method for modular product family development aiming for product configuration". *DESIGN STUDIES*. 2016, 45B. 210-241. <https://doi.org/10.1016/j.destud.2016.04.004>
- Sun, Lihua et al. "Human anterior thalamic nuclei are involved in emotion-attention interaction". *NEUROPSYCHOLOGIA*. 2015, 78. 88-94. <https://doi.org/10.1016/j.neuropsychologia.2015.10.001>
- Kaasinen, Eija et al. "Defining user experience goals to guide the design of industrial systems". *Behaviour and Information Technology*. 2015, 34(10). 976-991. <https://doi.org/10.1080/0144929X.2015.1035335>

Pyhalto, Kirsi, Janne Pietarinen ja Tiina Soini. "Teachers professional agency and learning-from adaption to active modification in the teacher community". *TEACHERS AND TEACHING: THEORY AND PRACTICE*. 2015, 21(7). 811-830. <https://doi.org/10.1080/13540602.2014.995483>

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

Soini, Tiina et al. "What contributes to first-year student teachers sense of professional agency in the classroom?". *TEACHERS AND TEACHING: THEORY AND PRACTICE*. 2015, 21(6). 641-659. <https://doi.org/10.1080/13540602.2015.1044326>

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

Luoto, Teemu M. et al. "Clinical correlates of retrograde amnesia in mild traumatic brain injury". *BRAIN INJURY*. 2015, 29(5). 565-572. <https://doi.org/10.3109/02699052.2014.1002421>

Stoffregen, Julia, Jan M. Pawlowski, ja Henri Pirkkalainen. "A Barrier framework for open e-learning in public administrations". *Computers in Human Behavior*. 2015, 51(B). 674-684. <https://doi.org/10.1016/j.chb.2014.12.024>

Silverberg, Noah D. et al. "Assessment of mild traumatic brain injury with the King-Devick Test® in an emergency department sample". *BRAIN INJURY*. 2014, 28(12). 1590-1593. <https://doi.org/10.3109/02699052.2014.943287>

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

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

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

Pyysalo, Mikko J. et al. "The connection between ruptured cerebral aneurysms and odontogenic bacteria". *JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY*. 2013, 84(11). 1214-1218. <https://doi.org/10.1136/jnnp-2012-304635>

Sibolt, Gerli et al. "Poststroke dementia is associated with recurrent ischaemic stroke". *JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY*. 2013, 84(7). 722-726. <https://doi.org/10.1136/jnnp-2012-304084>

Pyysalo, Liisa et al. "Long-term excess mortality of patients with treated and untreated unruptured intracranial aneurysms". *JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY*. 2013, 84(8). 888-892. <https://doi.org/10.1136/jnnp-2012-303073>

Wäljas, Minna et al. "Reliability, validity and clinical usefulness of the BNI fatigue scale in mild traumatic brain injury". *BRAIN INJURY*. 2012, 26(7-8). 972-978. <https://doi.org/10.3109/02699052.2012.660511>

Iverson, Grant L. et al. "To exclude or not to exclude: White matter hyperintensities in diffusion tensor imaging research". *BRAIN INJURY*. 2011, 25(13-14). 1325-1332. <https://doi.org/10.3109/02699052.2011.608409>

Evreinova, Tatiana V., Grigori Evreinov ja Roope Raisamo. "Integrating discrete events and continuous head movements for video-based interaction techniques". *Behaviour and Information Technology*. 2011, 30(6). 739-746.
<https://doi.org/10.1080/01449290903353013>

Pyysalo, Liisa M. et al. "Long term outcome after subarachnoid haemorrhage of unknown aetiology". *JOURNAL OF NEUROLOGY NEUROSURGERY AND PSYCHIATRY*. 2011, 82(11). 1264-1266.
<https://doi.org/10.1136/jnnp.2010.239335>

Hamari, Juho ja Lauri Keronen. "Why do people buy virtual goods: A meta-analysis". *Computers in Human Behavior*. 2017, 71. 59-69. <https://doi.org/10.1016/j.chb.2017.01.042>

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

Kallio, Kirsi Pauliina, Frans Mäyrä ja Kirsikka Kaipainen. "At least nine ways to play: Approaching gamer mentalities". *GAMES AND CULTURE: A JOURNAL OF INTERACTIVE MEDIA*. 2011, 6(4). 327-353.
<https://doi.org/10.1177/1555412010391089>