

Tailored gamification : A review of literature. / Klock, Ana Carolina Tomé; Gasparini, Isabela; Pimenta, Marcelo Soares; Hamari, Juho.

julkaisussa: International Journal of Human Computer Studies, Vuosikerta 144, 102495, 01.12.2020.

Tutkimustuotos > > vertaisarvioitu

The effect of challenge-based gamification on learning : An experiment in the context of statistics education. / Legaki, Nikoletta Zampeta; Xi, Nannan; Hamari, Juho; Karpouzis, Kostas; Assimakopoulos, Vassilios.

julkaisussa: International Journal of Human Computer Studies, Vuosikerta 144, 102496, 01.12.2020.

Tutkimustuotos > > vertaisarvioitu

Soft robotic gripper with compliant cell stacks for industrial part handling. / Netzev, Metodi; Angleraud, Alexandre; Pieters, Roel.

julkaisussa: IEEE Robotics and Automation Letters, Vuosikerta 5, Nro 4, 01.10.2020, s. 6821-6828.

Tutkimustuotos > > vertaisarvioitu

Kvazaar 2.0 : Fast and efficient open-source HEVC inter encoder. / Lemmetti, Ari; Viitanen, Marko; Mercat, Alexandre; Vanne, Jarno.

MMSys 2020 - Proceedings of the 2020 Multimedia Systems Conference. ACM, 2020. s. 237-242.

Tutkimustuotos > > vertaisarvioitu

Deep audio-visual saliency : Baseline model and data. / Tavakoli, Hamed Rezazadegan; Borji, Ali; Kannala, Juho; Rahtu, Esa.

Proceedings ETRA 2020 Short Papers - ACM Symposium on Eye Tracking Research and Applications, ETRA 2020. toim. / Stephen N. Spencer. ACM, 2020. 3.

Tutkimustuotos > > vertaisarvioitu

A preliminary network analysis on steam game tags : Another way of understanding game genres. / Li, Xiaozhou; Zhang, Boyang.

AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 29-30, 2020, Tampere, Finland. ACM, 2020. s. 65-73.

Tutkimustuotos > > vertaisarvioitu

Color game : A collaborative social robotic game for icebreaking; Towards the design of robotic ambiances as part of smart building services. / Beheshtian, Nasim; Kaipainen, Kirsikka; Kähkönen, Kalle; Ahtinen, Aino.

AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere. ACM, 2020. s. 10-19.

Tutkimustuotos > > vertaisarvioitu

Demographic differences in accumulated types of capital in massively multiplayer online role-playing games. / Korkeila, Henry; Koivisto, Jonna; Hamari, Juho.

AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere. ACM, 2020. s. 74-82.

Tutkimustuotos > > vertaisarvioitu

Innovation challenges as a novel multidisciplinary learning platform. / Jokiniemi, Sini; Myllärniemi, Jussi; Poranen, Timo; Vuorenmaa, Marika.

AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere. ACM, 2020. s. 145-148.

Tutkimustuotos > > vertaisarvioitu

Satisfaction and willingness to consume immersive journalism : Experiment of differences between VR, 360 video, and article. / Bujic, Mila; Hamari, Juho.

AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere. ACM, 2020. s. 120-125.

Tutkimustuotos > > vertaisarvioitu

Social human-robot interaction in the wild : A workshop proposal for academic mindtrek 2020. / Niemelä, Marketta; Ahtinen, Aino; Turunen, Markku.
AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere. ACM, 2020. s. 168-169.
Tutkimustuotos >

"The superhero of the university" : Experience-driven design and field study of the university guidance robot. / Chowdhury, Aparajita; Ahtinen, Aino; Kaipainen, Kirsikka.
AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere. ACM, 2020. s. 1-9.
Tutkimustuotos > > vertaisarvioitu

Avatar capital : The relationships between player orientation and their avatar's social, symbolic, economic and cultural capital. / Korkeila, Henry; Hamari, Juho.
julkaisussa: Computers in Human Behavior, Vuosikerta 102, 2020, s. 14-21.
Tutkimustuotos > > vertaisarvioitu

ClothFace : A Passive RFID-Based Human-Technology Interface on a Shirtsleeve. / Mehmood, Adnan; He, Han; Chen, Xiaochen; Vianto, Aleks; Vianto, Ville; Buruk, Oğuz 'Oz'; Virkki, Johanna.
julkaisussa: Advances in Human-Computer Interaction, Vuosikerta 2020, 8854042, 2020.
Tutkimustuotos > > vertaisarvioitu

Development of measurement instrument for visual qualities of graphical user interface elements (VISQUAL) : a test in the context of mobile game icons. / Jylhä, Henrietta; Hamari, Juho.
julkaisussa: User Modeling and User-Adapted Interaction, 2020.
Tutkimustuotos > > vertaisarvioitu

Does esports spectating influence game consumption? / Macey, Joseph; Tyrväinen, Ville; Pirkkalainen, Henri; Hamari, Juho.
julkaisussa: Behaviour and Information Technology, 2020.
Tutkimustuotos > > vertaisarvioitu

From Chance to Serendipity : Knowledge Workers' Experiences of Serendipitous Social Encounters. / Olshannikova, Ekaterina; Olsson, Thomas; Huhtamäki, Jukka; Paasovaara, Susanna; Kärkkäinen, Hannu.
julkaisussa: Advances in Human-Computer Interaction, Vuosikerta 2020, 1827107, 2020.
Tutkimustuotos > > vertaisarvioitu

Multi-sensor next-best-view planning as matroid-constrained submodular maximization. / Lauri, Mikko; Pajarinen, Joni; Peters, Jan; Frintrop, Simone.
julkaisussa: IEEE Robotics and Automation Letters, Vuosikerta 5, Nro 4, 2020, s. 5323-5330.
Tutkimustuotos > > vertaisarvioitu

Probabilistic approach to physical object disentangling. / Pajarinen, Joni; Arenz, Oleg; Peters, Jan; Neumann, Gerhard.
julkaisussa: IEEE Robotics and Automation Letters, Vuosikerta 5, Nro 4, 2020, s. 5510-5517.
Tutkimustuotos > > vertaisarvioitu

User experience of stereo and spatial audio in 360° live music videos. / Holm, Jukka; Väänänen, Kaisa; Battah, Anas.
AcademicMindtrek 2020 - Proceedings of the 23rd International Academic Mindtrek Conference: January 2020, Tampere. ACM, 2020. s. 134-141.
Tutkimustuotos > > vertaisarvioitu

Understanding decision-making in recruitment : Opportunities and challenges for information technology. / Koivunen, Sami; Olsson, Thomas; Olshannikova, Ekaterina; Lindberg, Aki.
julkaisussa: Proceedings of the ACM on Human-Computer Interaction, Vuosikerta 3, Nro GROUP, 242, 01.12.2019.
Tutkimustuotos > > vertaisarvioitu

Promoting local culture and enriching airport experiences through interactive storytelling. / Burova, Alisa; Kelling, Chelsea; Keskinen, Tuuli; Hakulinen, Jaakko; Kallioniemi, Pekka; Vääätäjä, Heli; Turunen, Markku.

MUM 2019 - 18th International Conference on Mobile and Ubiquitous Multimedia, Proceedings. toim. / Giulio Jacucci; Fabio Paterno; Michael Rohs; Carmen Santoro. Association for Computing Machinery, 2019. 3365640 (ACM International Conference Proceeding Series).

Tutkimustuotos >> vertaisarvioitu

An icon that everyone wants to click : How perceived aesthetic qualities predict app icon successfulness. / Jylhä, Henrietta ; Hamari, Juho.

julkaisussa: International Journal of Human Computer Studies, Vuosikerta 130, 01.10.2019, s. 73-85.

Tutkimustuotos >> vertaisarvioitu

Red Alert : Break-Glass Protocol to Access Encrypted Medical Records in the Cloud. / De Oliveira, Marcela Tuler; Michalás, Antonis; Groot, Adrien E.D.; Marquering, Henk A.; Olabarriaga, Silvia Delgado.

2019 IEEE International Conference on E-Health Networking, Application and Services, HealthCom 2019. IEEE, 2019. 9009598.

Tutkimustuotos >> vertaisarvioitu

Game postmortems vs. developer Reddit AMAs : Computational analysis of developer communication. / Lu, Chien; Peltonen, Jaakko; Nummenmaa, Timo.

Proceedings of the 14th International Conference on the Foundations of Digital Games, FDG 2019. toim. / Foaad Khosmood; Johanna Pirker; Thomas Apperley; Sebastian Deterding. ACM, 2019. 22.

Tutkimustuotos >> vertaisarvioitu

Social features in hybrid board game marketing material. / Nummenmaa, Timo; Kankainen, Ville.

Proceedings of the 14th International Conference on the Foundations of Digital Games, FDG 2019. toim. / Foaad Khosmood; Johanna Pirker; Thomas Apperley; Sebastian Deterding. ACM, 2019. 67.

Tutkimustuotos >> vertaisarvioitu

Real-time online drilling vibration analysis using data mining. / Zare, Marzieh; Huova, Mikko; Visa, Ari; Launis, Sirpa.

Proceedings of the 2019 2nd International Conference on Data Science and Information Technology, DSIT 2019. ACM, 2019. s. 175-180.

Tutkimustuotos >> vertaisarvioitu

Understanding engagement in web-based Acceptance and Commitment Therapy interventions for parental burnout: Usage, dose-response and user experiences. / Kaipainen, Kirsikka; Sairanen, Essi; Lappalainen, Päivi.

2019. Julkaisun esittämispaiikka: ACBS World Conference, Dublin, Irlanti.

Tutkimustuotos: Konferenssiesitys, posterit tai abstraktit >

Public and open HEVC encoding service in the cloud. / Altonen, Aaro; Viitanen, Marko; Räsänen, Joni; Mercat, Alexandre ; Vanne, Jarno.

Proceedings of the 10th ACM Multimedia Systems Conference, MMSys 2019. ACM, 2019. s. 300-303.

Tutkimustuotos >> vertaisarvioitu

Facilitating the first move : Exploring inspirational design patterns for aiding initiation of social encounters. / Mitchell, Robb; Olsson, Thomas.

C&T 2019 - 9th International Conference on Communities and Technologies, Conference Proceedings. toim. / Hilda Tellioglu; Florian Cech. ACM, 2019. s. 283-294.

Tutkimustuotos >> vertaisarvioitu

Diffusion of innovation : Case of co-design of cabins in mobile work machine industry. / Ellman, Asko; Tiainen, Tarja.

julkaisussa: Computers, Vuosikerta 8, Nro 2, 39, 01.06.2019.

Tutkimustuotos >> vertaisarvioitu

Additional lossless compression of JPEG images based on BPG. / Ponomarenko, Mykola; Miroshnichenko, Oleksandr; Lukin, Vladimir; Egiazarian, Karen.

Image Processing: Algorithms and Systems XVII. 2019. (IS and T International Symposium on Electronic Imaging Science and Technology).

Tutkimustuotos >> vertaisarvioitu

Combined no-reference IQA metric and its performance analysis. / Ieremeiev, Oleg; Lukin, Vladimir; Ponomarenko, Nikolay; Egiazarian, Karen.

Image Processing: Algorithms and Systems XVII. 2019. (IS and T International Symposium on Electronic Imaging Science and Technology).

Tutkimustuotos >> vertaisarvioitu

Phase masks optimization for broadband diffractive imaging. / Ponomarenko, Mykola; Katkovnik, Vladimir; Egiazarian, Karen.

Image Processing: Algorithms and Systems XVII. 2019. (IS and T International Symposium on Electronic Imaging Science and Technology).

Tutkimustuotos >> vertaisarvioitu

Thin form-factor super multiview head-up display system. / Akpinar, Ugur; Sahin, Erdem; Suominen, Olli; Gotchev, Atanas. Stereoscopic Displays and Applications XXX . 2019. (IS&T International Symposium on Electronic Imaging).

Tutkimustuotos >> vertaisarvioitu

Performance evaluation of bandwidth reservation for mmWave 5G NR systems. / Begishev, V. O.; Sopin, E. S.; Molchanov, D. A.; Samouylov, A. K.; Gaidamaka, Yu V.; Samouylov, K. E.

julkaisussa: Informatsionno-Upravliaiushchie Sistemy, Nro 5, 01.01.2019, s. 51-63.

Tutkimustuotos >> vertaisarvioitu

Characterization of the anisotropic deformation of the right ventricle during open heart surgery. / Soltani, A.; Lahti, J.; Järvelä, K.; Laurikka, J.; Kuokkala, V. T.; Hokka, M.

julkaisussa: COMPUTER METHODS IN BIOMECHANICS AND BIOMEDICAL ENGINEERING, 2019.

Tutkimustuotos >> vertaisarvioitu

DNA Molecular Storage System : Transferring Digitally Encoded Information through Bacterial Nanonetworks. / Tavella, Federico; Giaretta, Alberto; Dooley-Cullinane, Triona Marie; Conti, Mauro; Coffey, Lee; Balasubramaniam, Sasitharan.

julkaisussa: IEEE Transactions on Emerging Topics in Computing , 2019.

Tutkimustuotos >> vertaisarvioitu

Log analysis of 360-degree video users via MQTT. / Luoto, Antti.

ICGDA 2019: Proceedings of the 2019 2nd International Conference on Geoinformatics and Data Analysis . ACM, 2019. s. 130-137.

Tutkimustuotos >> vertaisarvioitu

Mille-Oeille : An architectural response to zoos' obsolescence in post-anthropocentric times. / Rubio Hernandez, Rosana; Pérez-Guembe, Elena.

DATA & DESIGN: Methods of Computational Design Strategies. toim. / Marcella Del Signore; Nancy Diniz. Routledge, 2019.

Tutkimustuotos >> vertaisarvioitu

Teaching semantics and skills for human-robot collaboration. / Angleraud, Alexandre; Houbre, Quentin; Pieters, Roel.

julkaisussa: Paladyn, Vuosikerta 10, Nro 1, 2019, s. 318-329.

Tutkimustuotos >> vertaisarvioitu

Uses and Gratifications of Pokémon Go : Why do People Play Mobile Location-Based Augmented Reality Games? /

Hamari, Juho; Malik, Aqdas; Koski, Johannes; Johri, Aditya.

julkaisussa: International Journal of Human-Computer Interaction, Vuosikerta 35, Nro 9, 2019.

Tutkimustuotos >> vertaisarvioitu

Collaborative Writing and Knowledge Creation in a Social Media Online Community. / Suominen, Anu; Jussila, Jari.

The Future of Innovation and Technology in Education: Policies and Practices for Teaching and Learning Excellence (Emerald Studies in Higher Education, Innovation and Technology). toim. / Anna Visvizi; Miltiadis D. Lytras; Linda Daniela. Emerald Group Publishing Ltd., 2018. s. 95-109.

Tutkimustuotos >> vertaisarvioitu

Human-robot interactive learning architecture using ontologies and symbol manipulation. / Angleraud, Alexandre; Houbre, Quentin; Kyrki, Ville; Pieters, Roel.

RO-MAN 2018 - 27th IEEE International Symposium on Robot and Human Interactive Communication: August 27-31, 2018, Nanjing, China.. IEEE, 2018. s. 384-389 (IEEE RO-MAN).

Tutkimustuotos >> vertaisarvioitu

Guidelines for development and evaluation of usage data analytics tools for human-machine interactions with industrial manufacturing systems. / Varsaluoma, Jari; Vääätäjä, Heli; Heimonen, Tomi; Tiitinen, Katariina; Hakulinen, Jaakko; Turunen, Markku; Nieminen, Harri.

Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference. ACM, 2018. s. 172-181.

Tutkimustuotos >> vertaisarvioitu

Implications of audio and narration in the user experience design of virtual reality. / Kelling, Chelsea; Karhu, Jussi; Kauhanen, Otto; Turunen, Markku; Vääätäjä, Heli; Lindqvist, Vesa.

Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference. ACM, 2018. s. 258-261.

Tutkimustuotos >> vertaisarvioitu

Robotic process automation - Creating value by digitalizing work in the private healthcare? / Ratia, M.; Myllärniemi, J.; Helander, N.

Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference. ACM, 2018. s. 222-227.

Tutkimustuotos >> vertaisarvioitu

Systematic literature review on user logging in virtual reality. / Luoto, Antti.

Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference. ACM, 2018. s. 110-117.

Tutkimustuotos >> vertaisarvioitu

The Finnish you – An interactive storytelling application for an airport environment. / Burova, Alisa; Kelling, Chelsea; Hakulinen, Jaakko; Kallioniemi, Pekka; Keskinen, Tuuli; Turunen, Markku; Vääätäjä, Heli.

Mindtrek 2018 - Proceedings of the 22nd International Academic Mindtrek Conference. ACM, 2018. s. 182-191.

Tutkimustuotos >> vertaisarvioitu

Olfactory display prototype for presenting and sensing authentic and synthetic odors. / Salminen, Katri; Rantala, Jussi; Isokoski, Poika; Lehtonen, Marko; Müller, Philipp; Karjalainen, Markus; Väliäho, Jari; Kontunen, Anton; Nieminen, Ville; Leivo, Joni; Telembeci, Anca Andreea; Lekkala, Jukka; Kallio, Pasi; Surakka, Veikko.

ICMI 2018 - Proceedings of the 2018 International Conference on Multimodal Interaction. ACM, 2018. s. 73-77.

Tutkimustuotos >> vertaisarvioitu

Analysis of accommodation cues in holographic stereograms. / Mäkinen, Jani; Sahin, Erdem; Gotchev, Atanas.

2018 - 3DTV-Conference: The True Vision - Capture, Transmission and Display of 3D Video, 3DTV-CON 2018. IEEE, 2018. 8478586.

Tutkimustuotos >> vertaisarvioitu

Viewing simulation of integral imaging display based on wave optics. / Akpınar, Ugur; Sahin, Erdem; Gotchev, Atanas.

2018 - 3DTV-Conference: The True Vision - Capture, Transmission and Display of 3D Video, 3DTV-CON 2018. IEEE, 2018. 8478568.

Tutkimustuotos >> vertaisarvioitu

Designing for experiences with socially interactive robots. / Obaid, Mohammad; Kaipainen, Kirsikka; Ocnarescu, Ioana; Ahtinen, Aino.

NordiCHI 2018: Revisiting the Life Cycle - Proceedings of the 10th Nordic Conference on Human-Computer Interaction. ACM, 2018. s. 948-951.

Tutkimustuotos >> vertaisarvioitu

Understanding animals : A critical challenge in ACI. / Aspling, Fredrik; Juhlin, Oskar; Väättäjä, Heli.
NordiCHI 2018: Revisiting the Life Cycle - Proceedings of the 10th Nordic Conference on Human-Computer Interaction. ACM, 2018. s. 148-160.
Tutkimustuotos >> vertaisarvioitu

Digital services and youth participation in processes of social change: World Café workshops in Finland. / Meriläinen, Niina; Pietilä, Iikka; Varsaluoma, Jari.
2018. 1-30 Julkaisun esittämipaikka: European Consortium for Political Research General Conference, Hamburg, Saksa.
Tutkimustuotos: Konferenssiesitys, posterit tai abstraktit >

Liking the game : How can spectating motivations influence social media usage at live esports events? / Sjöblom, Max; Hassan, Lobna; Macey, Joseph; Törhönen, Maria; Hamari, Juho.
Proceedings of the 9th International Conference on Social Media and Society, SMSociety 2018. ACM, 2018. s. 160-167.
Tutkimustuotos >> vertaisarvioitu

Activation game for older adults - Development and initial user experiences. / Merilampi, Sari; Koivisto, Antti; Virkki, Johanna.
2018 IEEE 6th International Conference on Serious Games and Applications for Health, SeGAH 2018. IEEE, 2018. s. 1-5.
Tutkimustuotos >> vertaisarvioitu

Code notes : Designing a low-cost tangible coding tool for/with children. / Sabuncuoğlu, Alp; Erkaya, Merve; Buruk, Oğuz Turan; Göksun, Tilbe.
IDC 2018 - Proceedings of the 2018 ACM Conference on Interaction Design and Children. ACM, 2018. s. 644-649.
Tutkimustuotos >> vertaisarvioitu

Fast and easy live video service setup using lightweight virtualization. / Heikkinen, Antti; Pääkkönen, Pekka; Viitanen, Marko; Vanne, Jarno; Riikonen, Tommi; Bakanoglu, Kagan.
Proceedings of the 9th ACM Multimedia Systems Conference, MMSys 2018. ACM, 2018. s. 487-489.
Tutkimustuotos >> vertaisarvioitu

Optimized viewport dependent streaming of stereoscopic omnidirectional video. / Naik, Deepa; Curcio, Igor D.D.; Toukoma, Henri.
Proceedings of the 23th ACM Workshop on Packet Video, PV 2018. ACM, 2018. s. 37-42.
Tutkimustuotos >> vertaisarvioitu

Investigating the effects of legacy bias : User elicited gestures from the end users perspective. / Erkaya, Merve; Özcan, Oğuzhan; Beşevli, Ceylan; Buruk, Oğuz Turan.
DIS 2018 - Companion Publication of the 2018 Designing Interactive Systems Conference. ACM, 2018. s. 277-281.
Tutkimustuotos >> vertaisarvioitu

Looking for a five-legged sheep : Identifying enterprise architects' skills and competencies. / Ylinen, M.; Pekkola, Samuli.
Proceedings of the 19th Annual International Conference on Digital Government Research: Governance in the Data Age, DG.O 2018. ACM, 2018. a58.
Tutkimustuotos >> vertaisarvioitu

Preface : Special Issue on 'New Hydraulic Components for Tough Robots'. / Suzumori, Koichi; Hyon, Sang Ho; Semini, Claudio; Mattila, Jouni; Kanda, Takefumi.
julkaisussa: Advanced Robotics, Vuosikerta 32, Nro 9, 03.05.2018.
Tutkimustuotos >

Ripple thermostat : Affecting the emotional experience through interactive force feedback and shape change. / Van Oosterhout, Anke; Alonso, Miguel Bruns; Jumisko-Pyykkö, Satu.
Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems. ACM, 2018. 655.
Tutkimustuotos >> vertaisarvioitu

A novel technique for analysis of postural information with wearable devices. / Jeyhani, Vala; Mahdiani, Shadi; Viik, Jari; Oksala, Niku; Vehkaoja, Antti.
2018 IEEE 15th International Conference on Wearable and Implantable Body Sensor Networks, BSN 2018. IEEE, 2018. s. 30-33.

Tutkimustuotos >> vertaisarvioitu

Investigating relationships between video gaming, spectating esports, and gambling. / Macey, Joseph; Hamari, Juho.
julkaisussa: Computers in Human Behavior, Vuosikerta 80, 03.2018, s. 344-353.

Tutkimustuotos >> vertaisarvioitu

Social motivations of live-streaming viewer engagement on Twitch. / Hilvert-Bruce, Zorah; Neill, James T.; Sjöblom, Max; Hamari, Juho.

julkaisussa: Computers in Human Behavior, Vuosikerta 84, 14.02.2018, s. 58-67.

Tutkimustuotos >> vertaisarvioitu

The use of advanced imaging technology in welfare technology solutions - Some ethical aspects. / Lilja, Kari K.; Palomäki, Jari.

3DTV-CON 2017 - 3D True Vision v2: Research and Applications in Future 3D Media. IEEE, 2018. s. 1-4.

Tutkimustuotos >> vertaisarvioitu

Viewport-dependent delivery schemes for stereoscopic panoramic video. / Ghaznavi-Youvalari, Ramin; Hannuksela, Miska M.; Aminlou, Alireza; Gabbouj, Moncef.

3DTV-CON 2017 - 3D True Vision v2: Research and Applications in Future 3D Media. IEEE, 2018. s. 1-4.

Tutkimustuotos >> vertaisarvioitu

Blind estimation of white Gaussian noise variance in highly textured images. / Ponomarenko, Mykola; Gapon, Nikolay; Voronin, Viacheslav; Egiazarian, Karen.

Electronic Imaging: Image Processing: Algorithms and Systems XVI. Society for Imaging Science and Technology, 2018.

Tutkimustuotos >> vertaisarvioitu

Combined local and global image enhancement algorithm. / Voronin, V.; Semenishchev, E.; Ponomarenko, M.; Agaian, S.

Electronic Imaging: Image Processing: Algorithms and Systems XVI. Society for Imaging Science and Technology, 2018.

Tutkimustuotos >> vertaisarvioitu

Compression of signs of DCT coefficients for additional lossless compression of JPEG images. / Miroshnichenko, Oleksandr; Ponomarenko, Mykola; Lukin, Vladimir; Egiazarian, Karen.

Electronic Imaging: Image Processing: Algorithms and Systems XVI. Society for Imaging Science and Technology, 2018.

Tutkimustuotos >> vertaisarvioitu

Conversion of sparsely-captured light field into alias-free fullparallax multiview content. / Sahin, Erdem; Vagharshakyan, Suren; Bregovic, Robert; Lee, Gwangsoon; Gotchev, Atanas.

Electronic Imaging: Stereoscopic Displays and Applications XXIX. Society for Imaging Science and Technology, 2018. s. 1441-1445.

Tutkimustuotos >> vertaisarvioitu

Deep p-Fibonacci scattering networks. / Battisti, F.; Carli, M.; De Paola, E.; Egiazarian, K.

Electronic Imaging: Image Processing: Algorithms and Systems XVI. Society for Imaging Science and Technology, 2018.

Tutkimustuotos >> vertaisarvioitu

Designing interactive systems for work engagement. / Roto, Virpi; Clemmensen, Torkil; Väättäjä, Heli; Law, Effie Lai Chong.

julkaisussa: Human Technology, Vuosikerta 14, Nro 2, 2018, s. 135-139.

Tutkimustuotos >

Gamification, quantified-self or social networking? Matching users' goals with motivational technology. / Hamari, Juho; Hassan, Lobna; Dias, Antonio.

julkaisussa: User Modeling and User-Adapted Interaction, Vuosikerta 28, Nro 1, 2018, s. 35–74.

Tutkimustuotos > > vertaisarvioitu

Methods and tools for denoising of complex-valued images based on block-matching and high order singular value decomposition. / Ponomarenko, Mykola; Katkovnik, Vladimir; Egiazarian, Karen.

Electronic Imaging: Image Processing: Algorithms and Systems XVI. Society for Imaging Science and Technology, 2018.

Tutkimustuotos > > vertaisarvioitu

Mille-Oeille : Environmental Zoo. / Rubio Hernandez, Rosana; Pérez-Guembe, Elena.

Time, Space, Existence. GAA Foundation, 2018. s. 410-413.

Tutkimustuotos > > vertaisarvioitu

Robust linearized combined metrics of image visual quality. / Ieremeiev, Oleg; Lukin, Vladimir; Ponomarenko, Nikolay; Egiazarian, Karen.

Electronic Imaging: Image Processing: Algorithms and Systems XVI. Society for Imaging Science and Technology, 2018.

Tutkimustuotos > > vertaisarvioitu

Special Issue on Designing Interactive Systems for Work Engagement. / Roto, Virpi (Toimittaja); Clemmensen, Torkil (Toimittaja); Väättäjä, Heli (Toimittaja); Law, Effie Lai Chong (Toimittaja).

julkaisussa: Human Technology, Vuosikerta 14, Nro 2, 2018, s. 135–257.

Tutkimustuotos > > vertaisarvioitu

How games induce cooperation? A study on the relationship between game features and we-intentions in an augmented reality game. / Morschheuser, Benedikt; Riar, Marc; Hamari, Juho; Maedche, Alexander.

julkaisussa: Computers in Human Behavior, Vuosikerta 77, 01.12.2017, s. 169-183.

Tutkimustuotos > > vertaisarvioitu

Multi-factor authentication for wearables : Configuring system parameters with risk function. / Bezzateev, Sergey; Afanasyeva, Aleksandra; Voloshina, Natalia; Ometov, Aleksandr.

Proceedings of the 2nd International Conference on Advanced Wireless Information, Data, and Communication Technologies, AWICT 2017. ACM, 2017.

Tutkimustuotos > > vertaisarvioitu

Bandwidth reduction of omnidirectional viewport-dependent video streaming via subjective quality assessment. / Curcio, Igor D.D.; Toukoma, Henri; Naik, Deepa.

AltMM 2017 - Proceedings of the 2nd International Workshop on Multimedia Alternate Realities, co-located with MM 2017. ACM, 2017. s. 9-14.

Tutkimustuotos > > vertaisarvioitu

Gamified crowdsourcing : Conceptualization, literature review, and future agenda. / Morschheuser, Benedikt; Hamari, Juho; Koivisto, Jonna; Maedche, Alexander.

julkaisussa: International Journal of Human-Computer Studies, Vuosikerta 106, 01.10.2017, s. 26-43.

Tutkimustuotos > > vertaisarvioitu

Content structure is king : An empirical study on gratifications, game genres and content type on Twitch. / Sjöblom, Max; Törhönen, Maria; Hamari, Juho; Macey, Joseph.

julkaisussa: Computers in Human Behavior, Vuosikerta 73, 01.08.2017, s. 161-171.

Tutkimustuotos > > vertaisarvioitu

Mobility aware eMBMS management in urban 5G-oriented systems. / Desogus, C.; Fadda, M.; Murrioni, M.; Araniti, G.; Orsino, A.

2017 IEEE International Symposium on Broadband Multimedia Systems and Broadcasting, BMSB 2017. IEEE, 2017.

Tutkimustuotos > > vertaisarvioitu

Novel D2D-based relaying method for multicast services over 3GPP LTE-A systems. / Araniti, G.; Orsino, A.; Militano, L.; Putrino, G.; Andreev, S.; Koucheryavy, Y.; Iera, A.

2017 IEEE International Symposium on Broadband Multimedia Systems and Broadcasting, BMSB 2017. IEEE, 2017.
Tutkimustuotos >> vertaisarvioitu

Optimal subgroup configuration for multicast services over 5G-satellite systems. / Orsino, A.; Araniti, G.; Scopelliti, P.; Gudkova, I. A.; Samouylov, K. E.; Iera, A.
2017 IEEE International Symposium on Broadband Multimedia Systems and Broadcasting, BMSB 2017. IEEE, 2017.
Tutkimustuotos >> vertaisarvioitu

Children designing videos : Tools, pedagogical models, and best practices for digital storytelling and media-making in the classroom. / Multisilta, Jari; Niemi, Hannele; Hamilton, Eric.
IDC 2017 - Proceedings of the 2017 ACM Conference on Interaction Design and Children. ACM, 2017. s. 693-696.
Tutkimustuotos >> vertaisarvioitu

Barriers for bridging interpersonal gaps : Three inspirational design patterns for increasing collocated social interaction. / Mitchell, Robb; Olsson, Thomas.
C&T 2017 - 8th International Conference on Communities and Technologies, Conference Proceedings. ACM, 2017. s. 2-10.
Tutkimustuotos >> vertaisarvioitu

Comparing communication effort within the scrum, scrum with Kanban, XP, and Banana development processes. / Taibi, Davide; Lenarduzzi, Valentina; Ahmad, Muhammad Ovais; Liukkunen, Kari.
Proceedings of the 21st International Conference on Evaluation and Assessment in Software Engineering, EASE 2017. Vuosikerta Part F128635 Association for Computing Machinery, 2017. s. 258-263.
Tutkimustuotos >> vertaisarvioitu

Operationalizing the experience factory for effort estimation in agile processes. / Taibi, D.; Lenarduzzi, V.; Diebold, P.; Lunesu, I.
Proceedings of the 21st International Conference on Evaluation and Assessment in Software Engineering, EASE 2017. Vuosikerta Part F128635 Association for Computing Machinery, 2017. s. 31-40.
Tutkimustuotos >> vertaisarvioitu

Do badges increase user activity? A field experiment on the effects of gamification. / Hamari, Juho.
julkaisussa: Computers in Human Behavior, Vuosikerta 71, 01.06.2017, s. 469-478.
Tutkimustuotos >> vertaisarvioitu

Why do people buy virtual goods : A meta-analysis. / Hamari, Juho; Keronen, Lauri.
julkaisussa: Computers in Human Behavior, Vuosikerta 71, 01.06.2017, s. 59-69.
Tutkimustuotos: Katsausartikkeli >> vertaisarvioitu

Microservices in agile software development : A workshop-based study into issues, advantages, and disadvantages. / Taibi, Davide; Lenarduzzi, Valentina; Pahl, Claus; Janes, Andrea.
Proceedings of the XP2017 Scientific Workshops, XP 2017. Vuosikerta Part F129907 Association for Computing Machinery, 2017. a23.
Tutkimustuotos >> vertaisarvioitu

Effects of extrinsic noise are promoter kinetics dependent. / Bahrudeen, Mohamed N.M.; Startceva, Sofia; Ribeiro, Andre S.
Proceedings of the 2017 9th International Conference on Bioinformatics and Biomedical Technology, ICBBT 2017. ACM, 2017. s. 44-47.
Tutkimustuotos >> vertaisarvioitu

Assessing fraction knowledge by a digital game. / Ninaus, Manuel; Kiili, Kristian; McMullen, Jake; Moeller, Korbinian.
julkaisussa: Computers in Human Behavior, Vuosikerta 70, 01.05.2017, s. 197-206.
Tutkimustuotos >> vertaisarvioitu

Modular audio story platform for museums. / Salo, Kari; Zinin, Vallo; Bauters, Merja; Mikkonen, Tommi.
IUI 2017 - Companion of the 22nd International Conference on Intelligent User Interfaces. ACM, 2017. s. 113-116.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Towards a conceptual framework for privacy protection in the use of interactive 360° video surveillance. / Chaudhary, Sunil; Berki, Eleni; Nykänen, Pirkko; Zolotavkin, Yevhen; Helenius, Marko; Kela, Juha.
2016 22nd International Conference on Virtual System & Multimedia (VSMM). IEEE, 2017.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

BM3D-HVS : Content-Adaptive denoising for improved visual quality. / Egiazarian, Karen; Danielyan, Aram; Ponomarenkoa, Nikolay; Foia, Alessandro; Ieremeiev, Oleg; Lukin, Vladimir.
Image Processing: Algorithms and Systems XV. 2017. s. 48-55 (Electronic Imaging).
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

From theories to game mechanics : Developing a game for training rational numbers. / Kiili, Kristian.
Proceedings of the 11th European Conference on Games Based Learning, ECGBL 2017. Academic Conferences and Publishing International Limited, 2017. s. 328-334.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Full-reference metrics multidistortional analysis. / Ieremeiev, Oleg; Lukin, Vladimir; Ponomarenko, Nikolay; Egiazarian, Karen.
Image Processing: Algorithms and Systems XV. 2017. s. 27-35 (Electronic Imaging).
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

The nexus between social media behaviour, negative consumer emotions and brand disloyalty. / Jalonen, Harri; Jussila, Jari .
2016. Julkaisun esittämispaiikka: 12th European Conference on Management Leadership and Governance, Bucharest, Romania.
[Tutkimustuotos](#): Konferenssiesitys, posterit tai abstraktit >

Can e-government solutions enhance the work in municipalities?: empirical evidence from case lupapiste. / Jussila, Jari ; Helander, Nina; Lehtonen, Timo; Kallio, Julius; Sillanpää, Virpi .
AcademicMindtrek '16: Proceedings of the 20th International Academic Mindtrek Conference: Oct. 17th-19th, 2016. ACM, 2016. s. 20-25.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Casual immersive viewing with smartphones. / Rakkolainen, Ismo; Raisamo, Roope; Turk, Matthew; Höllner, Tobias; Palovuori, Karri.
AcademicMindtrek 2016 - Proceedings of the 20th International Academic Mindtrek Conference. ACM, 2016. s. 449-452.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Focusing on user experience and business models in startups : Investigation of two-dimensional value creation. / Hokkanen, Laura; Xu, Yueqiang; Väätänen, Kaisa.
AcademicMindtrek 2016 - Proceedings of the 20th International Academic Mindtrek Conference. ACM, 2016. s. 59-67.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Participatory development of user experience design guidelines for a B2B company. / Hildén, Elina; Väätäjä, Heli; Roto, Virpi; Uusitalo, Kero.
AcademicMindtrek '16 Proceedings of the 20th International Academic Mindtrek Conference . ACM, 2016. s. 49-58.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Software visualization today - Systematic literature review. / Mattila, Anna-Liisa; Ihantola, Petri; Kilamo, Terhi; Luoto, Antti ; Nurminen, Mikko; Väätäjä, Heli.
AcademicMindtrek 2016 - Proceedings of the 20th International Academic Mindtrek Conference. ACM, 2016. s. 262-271.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Temporal dimensions of affect in user experience of digital news in the field. / Jumisko-Pyykkö, Satu; Pesonen, Emilia; Väättäjä, Heli.
AcademicMindtrek 2016 - Proceedings of the 20th International Academic Mindtrek Conference. ACM, 2016. s. 192-197.
Tutkimustuotos >> vertaisarvioitu

The 5C categorization of social media tools. / Vuori, Vilma; Jussila, Jari .
Proceedings of the 20th International Academic Mindtrek Conference: Oct. 17th-19th, 2016, Tampere, Finland. ACM, 2016. s. 26-33.
Tutkimustuotos >> vertaisarvioitu

Challenges and capabilities of conductive polymeric materials for electromechanical stimulation of stem cells : A case study. / Viehrig, Marlitt; Tuukkanen, Sampo; Kallio, Pasi.
2016 International Conference on Manipulation, Automation and Robotics at Small Scales, MARSS 2016. Institute of Electrical and Electronics Engineers Inc., 2016.
Tutkimustuotos >> vertaisarvioitu

Using elicitation studies to generate collocated interaction methods. / Jokela, Tero; Rezaei, Parisa Pour; Väänänen, Kaisa.
Proceedings of the 18th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct, MobileHCI 2016. ACM, 2016. s. 1129-1133.
Tutkimustuotos >> vertaisarvioitu

Decoding complexity reduction in projection-based light-field 3D displays using self-contained HEVC tiles. / Zare, Alireza; Kovacs, Peter Tamas; Aminlou, Alireza; Hannuksela, Miska M.; Gotchev, Atanas.
2016 3DTV-Conference: The True Vision - Capture, Transmission and Display of 3D Video, 3DTV-CON 2016. IEEE COMPUTER SOCIETY PRESS, 2016.
Tutkimustuotos >> vertaisarvioitu

Sparse modelling and predictive coding of subaperture images for lossless plenoptic image compression. / Helin, Petri; Astola, Pekka; Rao, Bhaskar; Tabus, Ioan.
2016 3DTV-Conference: The True Vision - Capture, Transmission and Display of 3D Video, 3DTV-CON 2016. IEEE COMPUTER SOCIETY PRESS, 2016.
Tutkimustuotos >> vertaisarvioitu

An evaluation framework for cross-platform mobile app development tools : A case analysis of adobe PhoneGap framework. / Ahti, Ville; Hyrynsalmi, Sami; Nevalainen, Olli.
Computer Systems and Technologies 17th International Conference, CompSysTech 2016 - Proceedings. Vuosikerta 1164 Association for Computing Machinery, 2016. s. 41-48.
Tutkimustuotos >> vertaisarvioitu

A survey on aims and environments of diversification and obfuscation in software security. / Hosseinzadeh, Shohreh; Rauti, Sampsa; Laurén, Samuel; Mäkelä, Jari Matti; Holvitie, Johannes; Hyrynsalmi, Sami; Leppänen, Ville.
Computer Systems and Technologies 17th International Conference, CompSysTech 2016 - Proceedings. Vuosikerta 1164 Association for Computing Machinery, 2016. s. 113-120.
Tutkimustuotos >> vertaisarvioitu

Emotional Reactions to Point-Light Display Animations. / Venesvirta, Hanna; Surakka, Veikko; Gizatdinova, Yulia; Lylykangas, Jani; Špakov, Oleg; Verho, Jarmo; Vetek, Akos; Lekkala, Jukka.
julkaisussa: Interacting with Computers, Vuosikerta 28, Nro 4, 16.06.2016, s. 521-531.
Tutkimustuotos >> vertaisarvioitu

Exploring the use of deprecated PHP releases in the wild internet : Still a LAMP issue? / Ruohonen, Jukka; Hyrynsalmi, Sami; Leppänen, Ville.
6th International Conference on Web Intelligence, Mining and Semantics, WIMS 2016. Association for Computing Machinery, 2016. 26.
Tutkimustuotos >> vertaisarvioitu

Exploring the role of ten universal values in using products and services. / Partala, Timo; Kujala, Sari.
julkaisussa: Interacting with Computers, Vuosikerta 28, Nro 3, 01.05.2016, s. 311-331.
Tutkimustuotos >> vertaisarvioitu

Feasibility characterization of cryptographic primitives for constrained (wearable) IoT devices. / Ometov, Aleksandr; Masek, Pavel; Malina, Lukas; Florea, Roman; Hosek, Jiri; Andreev, Sergey; Hajny, Jan; Niutanen, Jussi; Koucheryavy, Yevgeni.
IEEE International Conference on Pervasive Computing and Communication Workshops, PerCom Workshops 2016. IEEE, 2016.
Tutkimustuotos >> vertaisarvioitu

Learnings from the Finnish game industry. / Helenius, Marko; Kettunen, Petri; Frank, Lauri.
Proceedings of the 10th Travelling Conference on Pattern Languages of Programs, VikingPLoP 2016. ACM, 2016. a12.
Tutkimustuotos >> vertaisarvioitu

Patterns for safety system bus architecture. / Rauhamäki, Jari.
Proceedings of the 10th Travelling Conference on Pattern Languages of Programs, VikingPLoP 2016. ACM, 2016. a4.
Tutkimustuotos >> vertaisarvioitu

Patterns for subsidiaries as innovation tools. / Leppänen, Marko; Hokkanen, Laura.
Proceedings of the 10th Travelling Conference on Pattern Languages of Programs, VikingPLoP 2016. ACM, 2016. a7.
Tutkimustuotos >> vertaisarvioitu

Increasing collocated people's awareness of the mobile user's activities : A field trial of social displays. / Jarusriboonchai, Pradthana; Malapaschas, Aris; Olsson, Thomas; Väänänen, Kaisa.
CSCW '16 - Proceedings of the 19th ACM Conference on Computer-Supported Cooperative Work & Social Computing . ACM, 2016. s. 1691-1702.
Tutkimustuotos >> vertaisarvioitu

Social display...We can see what you are doing on your mobile device. / Jarusriboonchai, Pradthana; Malapaschas, Aris; Olsson, Thomas; Väänänen, Kaisa.
CSCW '16 Proceedings of the 19th ACM Conference on Computer-Supported Cooperative Work & Social Computing. ACM, 2016. s. 53-56.
Tutkimustuotos >> vertaisarvioitu

Graph Embedded Extreme Learning Machine. / Iosifidis, Alexandros; Tefas, Anastasios; Pitas, Ioannis.
julkaisussa: IEEE Transactions on Cybernetics, Vuosikerta 46, Nro 1, 2016, s. 311 - 324.
Tutkimustuotos >> vertaisarvioitu

Need to touch, wonder of discovery, and social capital : Experiences with interactive playful seats. / Nummenmaa, Timo; Tyni, Heikki; Kultima, Annakaisa; Alha, Kati; Holopainen, Jussi.
ACE 2015 - 12th Advances in Computer Entertainment Technology Conference, Proceedings. Vuosikerta 16-19- November-2015 Association for Computing Machinery, 2015. 10.
Tutkimustuotos >> vertaisarvioitu

Who is moving - User or device? Experienced quality of mobile 3D video in vehicles. / Jumisko-Pyykkö, Satu; Markopoulos, Panos; Hannuksela, Miska M.
ACE 2015 - 12th Advances in Computer Entertainment Technology Conference, Proceedings. ACM, 2015. 13.
Tutkimustuotos >> vertaisarvioitu

Defining user experience goals to guide the design of industrial systems. / Kaasinen, Eija; Roto, Virpi; Hakulinen, Jaakko; Heimonen, Tomi; Jokinen, Jussi P P; Karvonen, Hannu; Keskinen, Tuuli; Koskinen, Hanna; Lu, Yichen; Saariluoma, Pertti; Tokkonen, Helena; Turunen, Markku.
julkaisussa: Behaviour and Information Technology, Vuosikerta 34, Nro 10, 03.10.2015, s. 976-991.
Tutkimustuotos >> vertaisarvioitu

Exploring co-learning behavior of conference participants with visual network analysis of Twitter data. / Aramo-Immonen, Heli; Jussila, Jari; Huhtamäki, Jukka.
julkaisussa: Computers in Human Behavior, Vuosikerta 51, Nro Part B, 10.2015, s. 1154–1162.
Tutkimustuotos >> vertaisarvioitu

Antroposeeni - A mixed reality game. / Luhtala, Matti; Karvonen, Tuomo; Pylväs, Jyrki; Ala-Kokko, Aki; Magica, Reina; Takeda, Yuko; Turunen, Markku.
ACADEMICMINDTREK 2015 - Proceedings of the 19th International Academic Mindtrek Conference. Association for Computing Machinery, Inc, 2015. s. 211-213.
Tutkimustuotos >> vertaisarvioitu

OASIS deck of cards - House of colleagues : A playful. / Nummenmaa, Timo; Kultima, Annakaisa; Kankainen, Ville; Savolainen, Sampo; Syvänen, Antti; Alha, Kati; Mäyrä, Frans.
ACADEMICMINDTREK 2015 - Proceedings of the 19th International Academic Mindtrek Conference. Association for Computing Machinery, Inc, 2015. s. 2-9.
Tutkimustuotos >> vertaisarvioitu

"Working out for likes" : An empirical study on social influence in exercise gamification. / Hamari, Juho; Koivisto, Jonna.
julkaisussa: Computers in Human Behavior, Vuosikerta 50, 01.09.2015, s. 333-347.
Tutkimustuotos >> vertaisarvioitu

Mobiscool : 1st workshop on mobile, social and culturally oriented learning. / Nanavati, A. A.; Rajput, N.; Turunen, M.; Knoche, H.; Rehm, M.
MobileHCI 2015 - Proceedings of the 17th International Conference on Human-Computer Interaction with Mobile Devices and Services Adjunct. Association for Computing Machinery, Inc, 2015. s. 1187-1190.
Tutkimustuotos >> vertaisarvioitu

Delivering directional haptic cues through eyeglasses and a seat. / Nukarinen, Tomi; Rantala, Jussi; Farooq, Ahmed; Raisamo, Roope.
IEEE World Haptics Conference, WHC 2015. Institute of Electrical and Electronics Engineers Inc., 2015. s. 345-350 7177736.
Tutkimustuotos >> vertaisarvioitu

Sequential and simultaneous tactile stimulation with multiple actuators on head, neck and back for gaze cuing. / Spakov, Oleg; Rantala, Jussi; Isokoski, Poika.
IEEE World Haptics Conference, WHC 2015. Institute of Electrical and Electronics Engineers Inc., 2015. s. 333-338 7177734.
Tutkimustuotos >> vertaisarvioitu

Understanding the most influential user experiences in successful and unsuccessful technology adoptions. / Partala, Timo; Saari, Timo.
julkaisussa: Computers in Human Behavior, Vuosikerta 53, 25.07.2015, s. 381-395.
Tutkimustuotos >> vertaisarvioitu

Four patterns for internal startups. / Leppänen, Marko; Hokkanen, Laura.
Proceedings of the 20th European Conference on Pattern Languages of Programs, EuroPLoP 2015. ACM, 2015. a5.
Tutkimustuotos >> vertaisarvioitu

Three patterns for user involvement in startups. / Hokkanen, Laura; Leppänen, Marko.
Proceedings of the 20th European Conference on Pattern Languages of Programs, EuroPLoP 2015. ACM, 2015. a51.
Tutkimustuotos >> vertaisarvioitu

Railway fastener inspection by real-time machine vision. / Aytekin, Caglar; Rezaeitabar, Yousef; Dogru, Sedat; Ulusoy, Ilkay.
julkaisussa: IEEE Transactions on Systems, Man, and Cybernetics: Systems, Vuosikerta 45, Nro 7, 01.07.2015, s. 1101-1107.
Tutkimustuotos >> vertaisarvioitu

A comparison of security assurance support of agile software development methods. / Rindell, Kalle; Hyrynsalmi, Sami; Leppänen, Ville.

Computer Systems and Technologies - 16th International Conference, CompSysTech 2015: Proceedings. Vuosikerta 1008 Association for Computing Machinery, 2015. s. 61-68.

[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Glance awareness and gaze interaction in smartwatches. / Akkil, Deepak; Kangas, Jari; Rantala, Jussi; Isokoski, Poika; Špakov, Oleg; Raisamo, Roope.

CHI 2015 - Extended Abstracts Publication of the 33rd Annual CHI Conference on Human Factors in Computing Systems: Crossings. Vuosikerta 18 Association for Computing Machinery, 2015. s. 1271-1276.

[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Intentstreams : Smart parallel search streams for branching exploratory search. / Andolina, Salvatore; Klouche, Khalil; Peltonen, Jaakko; Hoque, Mohammad; Ruotsalo, Tuukka; Cabral, Diogo; Klami, Arto; Glowacka, Dorota; Floréen, Patrik; Jacucci, Giulio.

IUI 2015 - Proceedings of the 20th ACM International Conference on Intelligent User Interfaces. Vuosikerta 2015-January Association for Computing Machinery, 2015. s. 300-305.

[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Adaptive spatial resolution selection for stereoscopic video compression with MV-HEVC : A frequency based approach. / Aflaki, Payman; Hannuksela, Miska M.; Gabbouj, Moncef.

2014 IEEE International Symposium on Multimedia, ISM 2014, 10-12 Dec. 2014, Taichung. The Institute of Electrical and Electronics Engineers, Inc., 2015. s. 267-270.

[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Salient event detection in basketball mobile videos. / Cricri, Francesco; Mate, Sujeet; Curcio, Igor D D; Gabbouj, Moncef.

Proceedings - 2014 IEEE International Symposium on Multimedia, ISM 2014. The Institute of Electrical and Electronics Engineers, Inc., 2015. s. 63-70 7032995.

[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Stereoscopic video description for human action recognition. / Mademlis, Ioannis; Iosifidis, Alexandros; Tefas, Anastasios; Nikolaidis, Nikos; Pitas, Ioannis.

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., 2015.

[Tutkimustuotos](#) > > [vertaisarvioitu](#)

A Barrier framework for open e-learning in public administrations. / Stoffregen, Julia; Pawlowski, Jan M.; Pirkkalainen, Henri.

julkaisussa: Computers in Human Behavior, Vuosikerta 51, Nro B, 2015, s. 674-684.

[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Benefits for supplier and customer with the help of logged usage data. / Väätäjä, Heli; Heimonen, Tomi; Tiitinen, Katariina; Hakulinen, Jaakko; Turunen, Markku.

User Experience and Usability in Complex Systems - UXUS: FIMECC Publications Series No. 8, 2010-2015. 2015. s. 110-112 (FIMECC Publication series; Vuosikerta 8).

[Tutkimustuotos](#) >

Characterizing Context of Use in Mobile Work. / Väätäjä, Heli.

Proceedings of Human Work Interaction Design HWID, IFIP TC 13.6 working group. University of West London, 2015. 14.

[Tutkimustuotos](#) >

Design principles for collaboration platforms for open education. / AbuJarour, Safa'a; Pirkkalainen, Henri; Pawlowski, Jan; Bick, Markus; Bagucanskyte, Migle; Frankenberg, Anna; Hudak, Raimund; Makropoulos, Constantinos; Pappa, Dimitra; Pitsilis, Vassilis; Tannhauser, Anne Christin; Trepule, Elena; Vidalis, Aristedes; Volungeviciene, Airina.

CSEDU 2015 - 7th International Conference on Computer Supported Education, Proceedings. Vuosikerta 1 SCITEPRESS, 2015. s. 349-359.

Tutkimustuotos >> vertaisarvioitu

Dynamic text presentation in print interpreting - An eye movement study of reading behaviour. / Sharmin, Selina; Špakov, Oleg; Rähkä, Kari Jouko.

julkaisussa: International Journal of Human-Computer Studies, Vuosikerta 78, 2015, s. 17-30.

Tutkimustuotos >> vertaisarvioitu

Getting started with the experience design process. / Varsaluoma, Jari; Väättäjä, Heli; Kaasinen, Eija; Karvonen, Hannu; Lu, Yichen.

User Experience and Usability in Complex Systems - UXUS: FIMECC Publications Series No. 8, 2010-2015. 2015. s. 125-127 (FIMECC Publication series; Vuosikerta 8).

Tutkimustuotos >

Increasing user and customer understanding through rapid ethnography in emerging markets. / Väättäjä, Heli; Haggrén, Jaakko.

User Experience and Usability in Complex Systems - UXUS: FIMECC Publications Series No. 8, 2010-2015. 2015. s. 99-101 (FIMECC Publication series; Vuosikerta 8).

Tutkimustuotos >

Perceived Impacts as User Experience Components in Mobile News Making with Smartphones. / Väättäjä, Heli.

Emerging Perspectives on the Design, Use, and Evaluation of Mobile and Handheld Devices. toim. / Joanna Lumsden. IGI Global, 2015. s. 218-238.

Tutkimustuotos >> vertaisarvioitu

Quality measures for improving technology trees. / Heinimäki, Teemu J.; Elomaa, Tapio.

julkaisussa: International Journal of Computer Games Technology, Vuosikerta 2015, 975371, 2015.

Tutkimustuotos >> vertaisarvioitu

Supplier's Expectations on Usage Data Analytics of Complex Industrial Systems. / Väättäjä, Heli; Heimonen, Tomi; Tiitinen, Katariina; Hakulinen, Jaakko; Turunen, Markku.

ISPIM Innovation Summit 2015. toim. / Eelko Huizingh; Steffen Conn; Iain Bitran. International Society for Professional Innovation Management ISPIM, 2015.

Tutkimustuotos >> vertaisarvioitu

The Fuzzy Front End of Experience Design: Eliciting and Communicating Experience Goals. / Varsaluoma, Jari; Väättäjä, Heli; Kaasinen, Eija; Karvonen, Hannu; Lu, Yichen.

OzCHI '15 - Proceedings of the Annual Meeting of the Australian Special Interest Group for Computer Human Interaction . ACM, 2015. s. 324-332.

Tutkimustuotos >> vertaisarvioitu

User Experience of Digital News : Two Semi-long Term Field Studies. / Pesonen, Emilia; Jumisko-Pyykkö, Satu; Väättäjä, Heli.

14th International Conference on Mobile and Ubiquitous Multimedia (MUM 2015). ACM, 2015. s. 51-63 .

Tutkimustuotos >> vertaisarvioitu

UX sensors - Understanding the UX of complex systems through usage analysis. / Heimonen, Tomi; Tiitinen, Katariina; Turunen, Markku; Keskinen, Tuuli; Väättäjä, Heli; Varsaluoma, Jari; Jokinen, Jussi; Nieminen, Harri.

User Experience and Usability in Complex Systems - UXUS: FIMECC Publications Series No. 8, 2010-2015. 2015. s. 113-115 (FIMECC Publication series; Vuosikerta 8).

Tutkimustuotos >

Vibrotactile Stimulation as an Instructor for Mimicry-Based Physical Exercise. / Lylykangas, Jani; Heikkinen, Jani; Surakka, Veikko; Raisamo, Roope; Myllymaa, Kalle; Laitinen, Arvo.

julkaisussa: Advances in Human Computer Interaction, 2015.

Tutkimustuotos >> vertaisarvioitu

Class-Specific Reference Discriminant Analysis With Application in Human Behavior Analysis. / Iosifidis, Alexandros; Tefas, Anastasios; Pitas, Ioannis.
julkaisussa: IEEE Transactions on Human-Machine Systems, Vuosikerta 45, Nro 3, 25.12.2014, s. 315-326.
Tutkimustuotos >> vertaisarvioitu

Schoolchildren's user experiences on a physical exercise game utilizing lighting and audio. / Keskinen, Tuuli; Hakulinen, Jaakko; Turunen, Markku; Heimonen, Tomi; Sand, Antti; Paavilainen, Janne; Parviainen, Jaana; Yrjänäinen, Sari; Mäyrä, Frans; Okkonen, Jussi; Raisamo, Roope.
julkaisussa: Entertainment Computing, Vuosikerta 5, Nro 4, 01.12.2014, s. 475-484.
Tutkimustuotos >> vertaisarvioitu

Embroidered ground plane implementation for wearable UHF RFID patch tag antennas. / Koski, K.; Ukkonen, L.; Sydanheimo, L.; Rahmat-Samii, Y.
2014 USNC-URSI Radio Science Meeting (Joint with AP-S Symposium), USNC-URSI 2014 - Proceedings. Institute of Electrical and Electronics Engineers Inc., 2014. s. 274-6955657.
Tutkimustuotos >> vertaisarvioitu

Goofy Mus, grumpy Mur and dirty Muf : Talking playful seats with personalities. / Kultima, Annakaisa; Nummenmaa, Timo; Tyni, Heikki; Alha, Kati; Mayra, Frans.
ACE 2014 - 11th Advances in Computer Entertainment Technology Conference, Workshops Proceedings. Vuosikerta 11-14-November-2014 Association for Computing Machinery, 2014. a9.
Tutkimustuotos >> vertaisarvioitu

Information wall : Evaluation of a gesture-controlled public display. / Mäkelä, Ville; Heimonen, Tomi; Luhtala, Matti; Turunen, Markku.
ACE 2014 - 11th Advances in Computer Entertainment Technology Conference, Proceedings. Vuosikerta 2014-November Association for Computing Machinery, 2014. s. 228-231.
Tutkimustuotos >> vertaisarvioitu

Body-touching : An embodied interaction technique for health information systems in developing regions. / Sharma, Sumita; Srivastava, Saurabh; Sorathia, Keyur; Hakulinen, Jaakko; Heimonen, Tomi; Turunen, Markku; Rajput, Nitendra.
MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services". Association for Computing Machinery, Inc, 2014. s. 49-56.
Tutkimustuotos >> vertaisarvioitu

DYNAMO sound engine - Exploring the aesthetics of dynamic sound interactions. / Luhtala, Matti; Heimonen, Tomi; Mäkelä, Ville; Keskinen, Tuuli; Turunen, Markku; Saarinen, Santeri.
MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services". Association for Computing Machinery, Inc, 2014. s. 159-166.
Tutkimustuotos >> vertaisarvioitu

Email intensity, productivity and control in the knowledge worker's performance on the desktop. / Franssila, Heljä; Okkonen, Jussi; Savolainen, Reijo.
MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services". Association for Computing Machinery, Inc, 2014. s. 19-22.
Tutkimustuotos >> vertaisarvioitu

Games and energy : Profiling power usage during play. / Salmela, Jussi Matti; Thanisch, Peter; Sotamaa, Olli; Niemi, Tapio.
MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services". Association for Computing Machinery, Inc, 2014. s. 192-199.
Tutkimustuotos >> vertaisarvioitu

MurMur Moderators, the talking playful seats. / Nummenmaa, Timo; Kultima, Annakaisa; Tyni, Heikki; Alha, Kati.
MINDTREK 2014 - Proceedings of the 18th International Academic MindTrek Conference: "Media Business, Management, Content and Services". Association for Computing Machinery, Inc, 2014. s. 231-237.
Tutkimustuotos >> vertaisarvioitu

Effects of directional haptic and non-speech audio cues in a cognitively demanding navigation task. / Nukarinen, Tomi; Raisamo, Roope; Farooq, Ahmed; Evreinov, Grigori; Surakka, Veikko.
Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational. Association for Computing Machinery, Inc, 2014. s. 61-64.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Effects of haptic feedback on gaze based auto scrolling. / Käki, Karoliina; Špakov, Oleg; Majaranta, Päivi; Kangas, Jari.
Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational. Association for Computing Machinery, Inc, 2014. s. 947-950.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Gaze-contingent scrolling and reading patterns. / Rähä, Kari Jouko; Sharmin, Selina.
Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational. Association for Computing Machinery, Inc, 2014. s. 65-68.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Human-technology choreographies : Re-thinking body, movement and space in interaction design. / Pirhonen, Antti; Parviainen, Jaana; Tuuri, Kai; Turunen, Markku; Heimonen, Tomi.
Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational. Association for Computing Machinery, Inc, 2014. s. 841-844.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Seniors and text messaging on mobile touchscreen phones. / Övermark, Reetta; Isokoski, Poika; Ovaska, Salla.
Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational. Association for Computing Machinery, Inc, 2014. s. 967-970.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

The fuzzy front end of experience design. / Kaasinen, Eija; Väättäjä, Heli; Karvonen, Hannu; Lu, Yichen.
Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational. New York, NY : ACM, 2014. s. 797-800 (Nordic conference on human-computer interaction).
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Using gaze gestures with haptic feedback on glasses. / Kangas, Jari; Akkil, Deepak; Rantala, Jussi; Isokoski, Poika; Majaranta, Päivi; Raisamo, Roope.
Proceedings of the NordiCHI 2014: The 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational. Association for Computing Machinery, Inc, 2014. s. 1047-1050.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Tut MUVIS image retrieval system proposal for MSR-Bing challenge 2014. / Raitoharju, J.; Zhang, H.; Ozan, E. C.; Waris, M. A.; Faisal, M.; Cao, G.; Roininen, M.; Ahmad, I.; Shetty, R.; Uhlmann, S.; Samiee, K.; Kiranyaz, S.; Gabbouj, M.
IEEE International Conference on Multimedia and Expo, ICME 2014, Chengdu, China, July 14-18, 2014. Piscataway : Institute of Electrical and Electronics Engineers IEEE, 2014. s. 1-6.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Patterns for controlling chaos in a startup. / Eloranta, Veli-Pekka.
VikingPLoP 2014 Proceedings of the 8th Nordic Conference on Pattern Languages of Programs. Vuosikerta 2014-April Association for Computing Machinery, 2014. s. 1-8 (ACM International Conference Proceeding Series).
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Two patterns for minimizing human resources in a startup. / Leppänen, Marko.
VikingPLoP 2014 Proceedings of the 8th Nordic Conference on Pattern Languages of Programs (VikingPLoP) . ACM, 2014. 4.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Global social knowledge management - Understanding barriers for global workers utilizing social software. / Pirkkalainen, Henri; Pawlowski, Jan M.
julkaisussa: Computers in Human Behavior, Vuosikerta 30, 01.2014, s. 637-647.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Bars, pies, doughnuts & tables - Visualization of proportions. / Siirtola, Harri.
Proceedings of the 28th International BCS Human Computer Interaction Conference: Sand, Sea and Sky - Holiday HCI, HCI 2014. BCS Learning and Development Ltd., 2014. s. 241-245.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Browsing patterns in retrieved documents. / Kekäläinen, Jaana; Arvola, Paavo; Kumpulainen, Sanna.
Proceedings of the 5th Information Interaction in Context Symposium, IliX 2014. Association for Computing Machinery, 2014. s. 299-302.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Controlled experiments comparing fault-tree-based safety analysis techniques. / Mouaffo, Adrien; Taibi, Davide; Jamboti, Kavyashree.
18th International Conference on Evaluation and Assessment in Software Engineering, EASE 2014. Association for Computing Machinery (ACM), 2014. a46.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Demographic differences in perceived benefits from gamification. / Koivisto, Jonna; Hamari, Juho.
julkaisussa: Computers in Human Behavior, Vuosikerta 35, 2014, s. 179-188.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Gaze gestures and haptic feedback in mobile devices. / Kangas, Jari; Akkil, Deepak; Rantala, Jussi; Isokoski, Poika; Majaranta, Päivi; Raisamo, Roope.
CHI 2014: One of a CHIInd - Conference Proceedings, 32nd Annual ACM Conference on Human Factors in Computing Systems. Association for Computing Machinery, 2014. s. 435-438.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Glasses with haptic feedback of gaze gestures. / Rantala, Jussi; Isokoski, Poika; Kangas, Jari; Raisamo, Roope; Akkil, Deepak.
CHI EA 2014: One of a ChiNd - Extended Abstracts, 32nd Annual ACM Conference on Human Factors in Computing Systems. Association for Computing Machinery, 2014. s. 1597-1602.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Haptic feedback to gaze events. / Kangas, Jari; Rantala, Jussi; Majaranta, Päivi; Isokoski, Poika; Raisamo, Roope.
Proceedings of the Symposium on Eye Tracking Research and Applications, ETRA 2014. Association for Computing Machinery, 2014. s. 11-18.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Head movement and facial expressions as game input. / Ilves, Mirja; Gizatdinova, Yulia; Surakka, Veikko; Vankka, Esko.
julkaisussa: Entertainment Computing, Vuosikerta 5, Nro 3, 2014, s. 147-156.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

IntentRadar : Search user interface that anticipates user's search intents. / Ruotsalo, Tuukka; Peltonen, Jaakko; Eugster, Manuel J A; Glowacka, Dorota; Reijonen, Aki; Jacucci, Giulio; Myllymäki, Petri; Kaski, Samuel.
CHI EA 2014: One of a ChiNd - Extended Abstracts, 32nd Annual ACM Conference on Human Factors in Computing Systems. Association for Computing Machinery, 2014. s. 455-458.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Layers of user expectations of future technologies : An early framework. / Olsson, Thomas.
CHI EA 2014: One of a ChiNd - Extended Abstracts, 32nd Annual ACM Conference on Human Factors in Computing Systems. Association for Computing Machinery, 2014. s. 1957-1962.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Look and lean : Accurate head-assisted eye pointing. / Špakov, Oleg; Isokoski, Poika; Majaranta, Päivi.
Proceedings of the Symposium on Eye Tracking Research and Applications, ETRA 2014. Association for Computing Machinery, 2014. s. 35-42.

[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Measuring flow in gamification : Dispositional Flow Scale-2. / Hamari, Juho; Koivisto, Jonna.
julkaisussa: Computers in Human Behavior, Vuosikerta 40, 2014, s. 133-143.

[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Opportunities and Challenges of Mobile Applications as "Tickets-to-Talk": A Scenario-Based User Study. / Jarusriboonchai, Pradthana; Olsson, Thomas; Ojala, Jarno; Väänänen-Vainio-Mattila, Kaisa.
Proceedings of the 13th International Conference on Mobile and Ubiquitous Multimedia, MUM2014, November 25-28, 2014, Melbourne, Australia. New York, NY : ACM, 2014. s. 89-97 (International conference on mobile and ubiquitous multimedia).

[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Preferences for touch gestures in audio-tactile communication. / Rantala, Jussi; Raisamo, Roope.
IEEE Haptics Symposium 2014, HAPTICS 2014 - Proceedings. IEEE COMPUTER SOCIETY PRESS, 2014. s. 247-250 6775462.

[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Real-time hidden gaze point correction. / Špakov, Oleg; Gizatdinova, Yulia.
Proceedings of the Symposium on Eye Tracking Research and Applications, ETRA 2014. Association for Computing Machinery, 2014. s. 291-294.

[Tutkimustuotos](#) > > [vertaisarvioitu](#)

The usability of text entry systems now and in the future. / Clawson, James; Isokoski, Poika; Brewster, Stephen; Oulasvirta, Antti; Dunlop, Mark; Vertanen, Keith; Kristensson, Per Ola; Waller, Annalu.
CHI EA 2014: One of a ChiNd - Extended Abstracts, 32nd Annual ACM Conference on Human Factors in Computing Systems. Association for Computing Machinery, 2014. s. 1139-1142.

[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Transparency of intentions decreases privacy concerns in ubiquitous surveillance. / Oulasvirta, Antti; Suomalainen, Tiia; Hamari, Juho; Lampinen, Airi; Karvonen, Kristiina.
julkaisussa: CYBERPSYCHOLOGY BEHAVIOR AND SOCIAL NETWORKING, Vuosikerta 17, Nro 10, 2014.

[Tutkimustuotos](#) > > [vertaisarvioitu](#)

TraQuMe : A tool for measuring the gaze tracking quality. / Akkil, Deepak; Isokoski, Poika; Kangas, Jari; Rantala, Jussi; Raisamo, Roope.
Proceedings of the Symposium on Eye Tracking Research and Applications, ETRA 2014. Association for Computing Machinery, 2014. s. 327-330.

[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Comparison of Saltation, Amplitude Modulation, and a Hybrid Method of Vibrotactile Stimulation. / Raisamo, Jukka; Raisamo, Roope; Surakka, V.
julkaisussa: IEEE Transactions on Haptics, Vuosikerta 6, Nro 4, 6517847, 10.2013, s. 517-521.

[Tutkimustuotos](#) > > [vertaisarvioitu](#)

An evaluation of the virtual curvature with the StickGrip haptic device : A case study. / Evreinova, Tatiana V.; Evreinov, Grigori; Raisamo, Roope.
julkaisussa: Universal Access in the Information Society, Vuosikerta 12, Nro 2, 06.2013, s. 161-173.

[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Subjective responses to synthesised speech with lexical emotional content : The effect of the naturalness of the synthetic voice. / Ilves, Mirja; Surakka, Veikko.

julkaisussa: Behaviour and Information Technology, Vuosikerta 32, Nro 2, 01.02.2013, s. 117-131.

Tutkimustuotos >> vertaisarvioitu

'Aie-studio' - A pragmatist aesthetic approach for procedural sound design. / Luhtala, Matti; Turunen, Markku; Hakulinen, Jaakko; Keskinen, Tuuli.

Proceedings of the 8th Audio Mostly: A Conference on Interaction with Sound, AM 2013 - In Cooperation with ACM SIGCHI. Association for Computing Machinery, 2013. 7.

Tutkimustuotos >> vertaisarvioitu

Evaluating landmark attraction model in collaborative wayfinding in virtual learning environments. / Kallioniemi, Pekka; Hakulinen, Jaakko; Keskinen, Tuuli; Turunen, Markku; Heimonen, Tomi; Pihkala-Posti, Laura; Uusi-Mäkelä, Mikael; Hietala, Pentti; Okkonen, Jussi; Raisamo, Roope.

Proceedings of the 12th International Conference on Mobile and Ubiquitous Multimedia, MUM 2013. 2013. a33.

Tutkimustuotos >> vertaisarvioitu

Evaluating the experiential user experience of public display applications in the wild. / Keskinen, Tuuli; Hakulinen, Jaakko; Heimonen, Tomi; Turunen, Markku; Sharma, Sumita; Miettinen, Toni; Luhtala, Matti.

Proceedings of the 12th International Conference on Mobile and Ubiquitous Multimedia, MUM 2013. 2013. a7.

Tutkimustuotos >> vertaisarvioitu

Front-camera video recordings as emotion responses to mobile photos shared within close-knit groups. / Cui, Yanqing; Kangas, Jari; Holm, Jukka; Grassel, Guido.

CHI 2013: Changing Perspectives, Conference Proceedings - The 31st Annual CHI Conference on Human Factors in Computing Systems. 2013. s. 981-990.

Tutkimustuotos >> vertaisarvioitu

Gestures and widgets : Performance in text editing on multi-touch capable mobile devices. / Fucella, Vittorio; Isokoski, Poika; Martin, Benoît.

CHI 2013: Changing Perspectives, Conference Proceedings - The 31st Annual CHI Conference on Human Factors in Computing Systems. 2013. s. 2785-2794.

Tutkimustuotos >> vertaisarvioitu

How to study programming on mobile touch devices - Interactive Python code exercises. / Ihantola, Petri; Helminen, Juha; Karavirta, Ville.

Proceedings - 13th Koli Calling International Conference on Computing Education Research, Koli Calling 2013. 2013. s. 51-58.

Tutkimustuotos >> vertaisarvioitu

Integration of BIM and automation in high-rise building construction. / Heikkilä, R.; Malaska, M.; Törmänen, P.; Keyack, Chris.

ISARC 2013 - 30th International Symposium on Automation and Robotics in Construction and Mining, Held in Conjunction with the 23rd World Mining Congress. 2013. s. 1171-1176.

Tutkimustuotos >> vertaisarvioitu

Mixed reality with multimodal head-mounted pico projector. / Sand, Antti; Rakkolainen, Ismo.

Proceedings of the Virtual Reality International Conference on Laval Virtual, VRIC 2013. 2013. 14.

Tutkimustuotos >> vertaisarvioitu

Mobile dictation for healthcare professionals. / Keskinen, Tuuli; Melto, Aleks; Hakulinen, Jaakko; Turunen, Markku; Saarinen, Santeri; Pallos, Tamás; Kallioniemi, Pekka; Danielsson-Ojala, Riitta; Salanterä, Sanna.

Proceedings of the 12th International Conference on Mobile and Ubiquitous Multimedia, MUM 2013. 2013. a41.

Tutkimustuotos >> vertaisarvioitu

Multiplicative update for fast optimization of information retrieval based neighbor embedding. / Peltonen, Jaakko; Lin, Ziyuan.

2013 IEEE International Workshop on Machine Learning for Signal Processing - Proceedings of MLSP 2013. 2013. 6661899.

[Tutkimustuotos](#) >> [vertaisarvioitu](#)

Reading on-screen text with gaze-based auto-scrolling. / Sharmin, Selina; Špakov, Oleg; Rähä, Kari Jouko.
Proceedings of the 2013 Conference on Eye Tracking South Africa, ETSA 2013. 2013. s. 24-31.

[Tutkimustuotos](#) >> [vertaisarvioitu](#)

Recording and analyzing in-browser programming sessions. / Helminen, Juha; Ihanola, Petri; Karavirta, Ville.
Proceedings - 13th Koli Calling International Conference on Computing Education Research, Koli Calling 2013. 2013. s. 13-22.

[Tutkimustuotos](#) >> [vertaisarvioitu](#)

Scalable optimization of neighbor embedding for visualization. / Yang, Zhirong; Peltonen, Jaakko; Kaski, Samuel.
30th International Conference on Machine Learning, ICML 2013. PART 1. toim. International Machine Learning Society (IMLS), 2013. s. 786-794.

[Tutkimustuotos](#) >> [vertaisarvioitu](#)

Seek'N'Share : A platform for location-based collaborative mobile learning. / Heimonen, Tomi; Turunen, Markku; Kangas, Sanna; Pallos, Tamás; Pekkala, Pasi; Saarinen, Santeri; Tiitinen, Katariina; Keskinen, Tuuli; Luhtala, Matti; Koskinen, Olli; Okkonen, Jussi; Raisamo, Roope.

Proceedings of the 12th International Conference on Mobile and Ubiquitous Multimedia, MUM 2013. 2013. a38.

[Tutkimustuotos](#) >> [vertaisarvioitu](#)

SiMPE : 8th workshop on speech and sound in mobile and pervasive environments. / Nanavati, Amit A.; Rajput, Nitendra; Srivastava, Saurabh; Erkut, Cumhur; Jylhä, Antti; Rudnicky, Alexander I.; Serafin, Stefania; Turunen, Markku.

MobileHCI 2013 - Proceedings of the 15th International Conference on Human-Computer Interaction with Mobile Devices and Services. 2013. s. 626-629.

[Tutkimustuotos](#) >> [vertaisarvioitu](#)

The innovations in learning and education SAVI. / Hamilton, Eric; Multisilta, Jari.
Computer-Supported Collaborative Learning Conference, CSCL. Vuosikerta 2 2013. s. 511-512.

[Tutkimustuotos](#) >> [vertaisarvioitu](#)

Touch gestures in communicating emotional intention via vibrotactile stimulation. / Rantala, Jussi; Salminen, Katri; Raisamo, Roope; Surakka, Veikko.

julkaisussa: International Journal of Human-Computer Studies, Vuosikerta 71, Nro 6, 2013, s. 679-690.

[Tutkimustuotos](#) >> [vertaisarvioitu](#)

Virtual sectioning and haptic exploration of volumetric shapes in the absence of visual feedback. / Evreinova, Tatiana V.; Evreinov, Grigori; Raisamo, Roope.

julkaisussa: Advances in Human Computer Interaction, Vuosikerta 2013, 740324, 2013.

[Tutkimustuotos](#) >> [vertaisarvioitu](#)

Virtual stick in caret positioning on touch screens. / Scheibel, Jean Baptiste; Pierson, Cyril; Martin, Benoît; Godard, Nathan; Fucella, Vittorio; Isokoski, Poika.

IHM 2013 - Actes de la 25ieme Conference Francophone sur l'Interaction Homme-Machine. 2013. s. 107-114.

[Tutkimustuotos](#) >> [vertaisarvioitu](#)

WeSlide : Gestural text entry for elderly users of interactive television. / Godard, Nathan; Pecci, Isabelle; Isokoski, Poika.
Proceedings of the 11th European Conference on Interactive TV and Video, EuroITV 2013. 2013. s. 55-58.

[Tutkimustuotos](#) >> [vertaisarvioitu](#)

SymbolChat : A flexible picture-based communication platform for users with intellectual disabilities. / Keskinen, Tuuli; Heimonen, Tomi; Turunen, Markku; Rajaniemi, Juha Pekka; Kauppinen, Sami.

julkaisussa: Interacting with Computers, Vuosikerta 24, Nro 5, 09.2012, s. 374-386.

[Tutkimustuotos](#) >> [vertaisarvioitu](#)

Barriers to task-based information access in molecular medicine. / Kumpulainen, Sanna; Järvelin, Kalervo.
julkaisussa: JOURNAL OF THE ASSOCIATION FOR INFORMATION SCIENCE AND TECHNOLOGY, Vuosikerta 63,
Nro 1, 01.2012, s. 86-97.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

An exploratory study of eye typing fundamentals : Dwell time, text entry rate, errors, and workload. / Rähkä, Kari Jouko;
Ovaska, Salla.
Conference Proceedings - The 30th ACM Conference on Human Factors in Computing Systems, CHI 2012. 2012. s.
3001-3010.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Briefing news reporting with mobile assignments - Perceptions, needs and challenges. / Väättäjä, Heli; Egglestone, Paul.
Proceedings of the ACM 2012 conference on Computer Supported Cooperative Work CSCW'12 Seattle, WA, USA,
February 11-15, 2012. New York, NY : ACM, 2012. s. 485-494 (ACM Conference on Computer Supported Cooperative
Work).
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Comparison of eye movement filters used in HCI. / Špakov, Oleg.
Proceedings - ETRA 2012: Eye Tracking Research and Applications Symposium. 2012. s. 281-284.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Comparison of video-based pointing and selection techniques for hands-free text entry. / Gizatdinova, Yulia; Špakov,
Oleg; Surakka, Veikko.
Proceedings of the Working Conference on Advanced Visual Interfaces, AVI 2012. 2012. s. 132-139.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Continuous Edgewise : Dictionary-based disambiguation instead of explicit segmentation by the user. / Martin, Benoît;
Isokoski, Poika; Karmann, Gregory; Rollinger, Thomas.
Proceedings of the Working Conference on Advanced Visual Interfaces, AVI 2012. 2012. s. 357-364.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Designing and evaluating text entry methods. / Kristensson, Per Ola; Clawson, James; Dunlop, Mark; Isokoski, Poika;
Roark, Brian; Vertanen, Keith; Waller, Annalu; Wobbrock, Jacob.
Extended Abstracts - The 30th ACM Conference on Human Factors in Computing Systems, CHI 2012. 2012. s. 2747-
2750.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Efficient optimization for data visualization as an information retrieval task. / Peltonen, Jaakko; Georgatzis, Konstantinos.
2012 IEEE International Workshop on Machine Learning for Signal Processing - Proceedings of MLSP 2012. 2012.
6349797.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Gaze gestures or dwell-based interaction? / Hyrskykari, Aulikki; Istance, Howell; Vickers, Stephen.
Proceedings - ETRA 2012: Eye Tracking Research and Applications Symposium. 2012. s. 229-232.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Haptic visualization of bathymetric data. / Evreinova, Tatiana V.; Evreinov, Grigori; Raisamo, Roope.
Haptics Symposium 2012, HAPTICS 2012 - Proceedings. 2012. s. 359-364 6183815.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Heart rate responses to synthesized affective spoken words. / Ilves, Mirja; Surakka, Veikko.
julkaisussa: Advances in Human Computer Interaction, Vuosikerta 2012, 158487, 2012.
[Tutkimustuotos](#) > > [vertaisarvioitu](#)

Location-based crowdsourcing of hyperlocal news - Dimensions of participation preferences. / Väättäjä, Heli; Vainio, Teija; Sirkkunen, Esa.

Proceedings of the 17th ACM international conference on Supporting group work, GROUP '12, October 28-31, 2012, Sanibel Island, FL, USA. New York, NY : ACM, 2012. s. 85-94 (ACM International Conference on Supporting Group Work).

Tutkimustuotos >> vertaisarvioitu

Model for landmark highlighting in mobile web services. / Kallioniemi, Pekka; Turunen, Markku.

Proceedings of the 11th International Conference on Mobile and Ubiquitous Multimedia, MUM 2012. 2012. 25.

Tutkimustuotos >> vertaisarvioitu

Novel approaches to crawling important pages early. / Alam, Md Hijbul; Ha, Jong Woo; Lee, Sang Keun.

julkaisussa: Knowledge and Information Systems, Vuosikerta 33, Nro 3, 2012, s. 707-734.

Tutkimustuotos >> vertaisarvioitu

SiMPE : 7th Workshop on speech and sound in mobile and pervasive environments. / Nanavati, Amit Anil; Rajput,

Nitendra; Rudnicky, Alexandar I.; Turunen, Markku; Sandholm, Thomas; Munteanu, Cosmin; Penn, Gerald.

MobileHCI'12 - Companion Proceedings of the 14th International Conference on Human Computer Interaction with Mobile Devices and Services. 2012. s. 251-253.

Tutkimustuotos >> vertaisarvioitu

Simple gaze gestures and the closure of the eyes as an interaction technique. / Heikkilä, Henna; Räihä, Kari Jouko.

Proceedings - ETRA 2012: Eye Tracking Research and Applications Symposium. 2012. s. 147-154.

Tutkimustuotos >> vertaisarvioitu

Tactile modulation of emotional speech samples. / Salminen, Katri; Surakka, Veikko; Lylykangas, Jani; Rantala, Jussi;

Ahmaniemi, Teemu; Raisamo, Roope; Trendafilov, Dari; Kildal, Johan.

julkaisussa: Advances in Human Computer Interaction, Vuosikerta 2012, 741304, 2012.

Tutkimustuotos >> vertaisarvioitu

The validity of using non-representative users in gaze communication research. / Istance, Howell; Vickers, Stephen;

Hyrskykari, Aulikki.

Proceedings - ETRA 2012: Eye Tracking Research and Applications Symposium. 2012. s. 233-236.

Tutkimustuotos >> vertaisarvioitu

Towards usability heuristics for games utilizing speech recognition. / Halonen, Aki; Hyrynsalmi, Sami; Kimppa, Kai K.;

Knuutila, Timo; Smed, Jouni; Hakonen, Harri.

4th Asian Conference on Intelligent Games and Simulation, GAME-ON ASIA 2012 - 4th Asian Simulation Technology Conference, ASTEC 2012. EUROSIS, 2012. s. 51-55.

Tutkimustuotos >> vertaisarvioitu

Integrating discrete events and continuous head movements for video-based interaction techniques. / Evreinova, Tatiana

V.; Evreinov, Grigori; Raisamo, Roope.

julkaisussa: Behaviour and Information Technology, Vuosikerta 30, Nro 6, 11.2011, s. 739-746.

Tutkimustuotos >> vertaisarvioitu

Interaction strategies for an affective conversational agent. / Smith, Cameron; Crook, Nigel; Dobnik, Simon; Charlton,

Daniel; Boye, Johan; Pulman, Stephen; Santos de la Camara, Raul; Turunen, Markku; Benyon, David; Bradley, Jay;

Gambäck, Björn; Hansen, Preben; Mival, Oli; Webb, Nick; Cavazza, Marc.

julkaisussa: Presence: Teleoperators and Virtual Environments, Vuosikerta 20, Nro 5, 10.2011, s. 395-411.

Tutkimustuotos >> vertaisarvioitu

At least nine ways to play : Approaching gamer mentalities. / Kallio, Kirsi Pauliina; Mäyrä, Frans; Kaipainen, Kirsikka.

julkaisussa: GAMES AND CULTURE: A JOURNAL OF INTERACTIVE MEDIA, Vuosikerta 6, Nro 4, 07.2011, s. 327-353.

Tutkimustuotos >> vertaisarvioitu

Multimodal and mobile conversational Health and Fitness Companions. / Turunen, Markku; Hakulinen, Jaakko; Ståhl, Olov; Gambäck, Björn; Hansen, Preben; Rodríguez Gancedo, Mari C.; De La Cámara, Raúl Santos; Smith, Cameron; Charlton, Daniel; Cavazza, Marc.

julkaisussa: Computer Speech and Language, Vuosikerta 25, Nro 2, 04.2011, s. 192-209.

Tutkimustuotos >> vertaisarvioitu

Some background on dialogue management and conversational speech for dialogue systems. / Wilks, Yorick; Catizone, Roberta; Worgan, Simon; Turunen, Markku.

julkaisussa: Computer Speech and Language, Vuosikerta 25, Nro 2, 04.2011, s. 128-139.

Tutkimustuotos >> vertaisarvioitu

Comparison of gaze-to-objects mapping algorithms. / Špakov, Oleg.

Proceedings of the 1st Conference on Novel Gaze-Controlled Applications, NGCA'11. 2011. 6.

Tutkimustuotos >> vertaisarvioitu

Designing tactile feedback for piezo buttons. / Lylykangas, Jani; Surakka, Veikko; Salminen, Katri; Raisamo, Jukka; Laitinen, Pauli; Rönning, Kasper; Raisamo, Roope.

CHI 2011 - 29th Annual CHI Conference on Human Factors in Computing Systems, Conference Proceedings and Extended Abstracts. 2011. s. 3281-3284.

Tutkimustuotos >> vertaisarvioitu

Facial expression classification based on local spatiotemporal edge and texture descriptors. / Gizatdinova, Yulia; Surakka, Veikko; Zhao, Guoying; Mäkinen, Erno; Raisamo, Roope.

Selected Papers from the Proceedings of the 7th International Conference on Methods and Techniques in Behavioral Research - Digital Edition, MB'10. 2011. 21.

Tutkimustuotos >> vertaisarvioitu

Framework for designing and evaluating game achievements. / Hamari, Juho; Eranti, Veikko.

Proceedings of DiGRA 2011 Conference: Think Design Play. 2011.

Tutkimustuotos >> vertaisarvioitu

Interpretation of ambiguous images inspected by the StickGrip device. / Evreinova, Tatiana V.; Evreinov, Grigori; Raisamo, Roope.

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. 2011. s. 209-216.

Tutkimustuotos >> vertaisarvioitu

Multimodal multi-device program guide for smart conferences. / Turunen, Markku; Hella, Juho; Miettinen, Toni; Valkama, Pellervo; Hakulinen, Jaakko; Raisamo, Roope.

Mobile HCI 2011 - 13th International Conference on Human-Computer Interaction with Mobile Devices and Services. 2011. s. 679-682.

Tutkimustuotos >> vertaisarvioitu

Narrative friction in Alternate Reality Games : Design insights from conspiracy for good. / Stenros, Jaakko; Holopainen, Jussi; Waern, Annika; Montola, Markus; Ollila, Elina.

Proceedings of DiGRA 2011 Conference: Think Design Play. 2011.

Tutkimustuotos >> vertaisarvioitu

Of discs, boxes and cartridges : The material life of digital games. / Toivonen, Saara; Sotamaa, Olli.

Proceedings of DiGRA 2011 Conference: Think Design Play. 2011.

Tutkimustuotos >> vertaisarvioitu

On the costs of multiple trajectory pointing methods. / Quinn, Philip; Cockburn, Andy; Rähkä, Kari Jouko; Delamarche, Jérôme.

CHI 2011 - 29th Annual CHI Conference on Human Factors in Computing Systems, Conference Proceedings and Extended Abstracts. 2011. s. 859-862.

Tutkimustuotos >> vertaisarvioitu

Presenting spatial tactile messages with a hand-held device. / Rantala, Jussi; Myllymaa, Kalle; Raisamo, Roope; Lylykangas, Jani; Surakka, Veikko; Shull, Pete; Cutkosky, Mark.
2011 IEEE World Haptics Conference, WHC 2011. 2011. s. 101-106 5945469.
[Tutkimustuotos >> vertaisarvioitu](#)

Reducing the number of unit tests with design by contract. / Hakonen, Harri; Hyrynsalmi, Sami; Järvi, Antero.
Computer Systems and Technologies - 12th International Conference, CompSysTech'11 - Proceedings. Vuosikerta 578
2011. s. 161-166.
[Tutkimustuotos >> vertaisarvioitu](#)

SiMPE : 6th Workshop on Speech in Mobile and Pervasive Environments. / Nanavati, A. A.; Rajput, N.; Rudnicky, A. I.; Turunen, M.; Kun, A. I.; Paek, T.; Tashev, I.
Mobile HCI 2011 - 13th International Conference on Human-Computer Interaction with Mobile Devices and Services.
2011. s. 733-735.
[Tutkimustuotos >> vertaisarvioitu](#)

Social and privacy aspects of a system for collaborative public expression. / Holopainen, Jussi; Lucero, Andrés; Saarenpää, Hannamari; Nummenmaa, Timo; Ali, Abdallah El; Jokela, Tero.
Proceedings of the 8th International Conference on Advances in Computer Entertainment Technology, ACE 2011. 2011.
23.
[Tutkimustuotos >> vertaisarvioitu](#)

Squeeze vs. tilt : A comparative study using continuous tactile feedback. / Hoggan, Eve; Trendafilov, Dari; Ahmaniemi, Teemu; Raisamo, Roope.
CHI EA 2011 - 29th Annual CHI Conference on Human Factors in Computing Systems, Conference Proceedings and Extended Abstracts. 2011. s. 1309-1314.
[Tutkimustuotos >> vertaisarvioitu](#)

The making of Nordic larp : Documenting a tradition of ephemeral co-creative play. / Stenros, Jaakko; Montola, Markus.
Proceedings of DiGRA 2011 Conference: Think Design Play. 2011.
[Tutkimustuotos >> vertaisarvioitu](#)

We need to talk : Rediscovering audio for universal access (A panel). / Brewster, Stephen; Jones, Matt; Murray-Smith, Roderick; Nanavati, A. A.; Rajput, N.; Schmidt, Albrecht; Turunen, M.
Mobile HCI 2011 - 13th International Conference on Human-Computer Interaction with Mobile Devices and Services.
2011. s. 715-716.
[Tutkimustuotos >> vertaisarvioitu](#)

Explicit dynamics formulation of Stewart-Gough platform : A Newton-Euler approach. / Oftadeh, Reza; Aref, Mohammad M.; Taghirad, Hamid D.
IEEE/RSJ 2010 International Conference on Intelligent Robots and Systems, IROS 2010 - Conference Proceedings.
2010. s. 2772-2777 5653157.
[Tutkimustuotos >> vertaisarvioitu](#)

Forward kinematic analysis of a planar cable driven redundant parallel manipulator using force sensors. / Oftadeh, Reza; Aref, Mohammad M.; Taghirad, Hamid D.
IEEE/RSJ 2010 International Conference on Intelligent Robots and Systems, IROS 2010 - Conference Proceedings.
2010. s. 2295-2300 5649471.
[Tutkimustuotos >> vertaisarvioitu](#)

Information interaction in molecular medicine : Integrated use of multiple channels. / Kumpulainen, Sanna; Järvelin, Kalervo.
IiX 2010 - Proceedings of the 2010 Information Interaction in Context Symposium. 2010. s. 95-104.
[Tutkimustuotos >> vertaisarvioitu](#)

Neural networks, cell cultures and some older work on data analysis. / Acimovic, Jugoslava.
2009. Julkaisun esittämispaikka: Okinawa Computational Neuroscience Course 2009, Japani.
Tutkimustuotos > > konferenssiesitys, posterit tai abstraktit >

Mobile Journalist Toolkit : A field study on producing news articles with a mobile device. / Jokela, Tero; Väätäjä, Heli; Koponen, Tiina.
MindTrek 2009 - 13th International Academic MindTrek Conference: Everyday Life in the Ubiquitous Era. 2009. s. 45-52.
Tutkimustuotos > > vertaisarvioitu

The SenseCam as a tool for task observation. / Byrne, Daragh; Doherty, Aiden R.; Jones, Gareth J F; Smeaton, Alan F.; Kumpulainen, Sanna; Järvelin, Kalervo.
Proceedings of the 22nd British HCI Group Annual Conference on People and Computers: Culture, Creativity, Interaction, BCS HCI 2008. Vuosikerta 2 BRITISH COMPUTER SOCIETY, 2008. s. 19-22.
Tutkimustuotos > > vertaisarvioitu

HCI and homecare : Connecting families and clinicians. / Mamykina, Lena; Bardram, Jakob E.; Korhonen, Ilkka; Mynatt, Elizabeth; Pratt, Wanda.
Conference on Human Factors in Computing Systems - Proceedings. 2004. s. 1715-1716.
Tutkimustuotos > > vertaisarvioitu