ALICE
An open-source tool for automatic measurement of phoneme, syllable, and word counts from child-centered daylong recordings

A thorough evaluation of the Language Environment Analysis (LENA) system

Avatar capital
The relationships between player orientation and their avatar's social, symbolic, economic and cultural capital

Does esports spectating influence game consumption?

Model checking and validity in propositional and modal inclusion logics

Optimized reference spectrum for rating the impact sound insulation of concrete floors

Improving competing voices segregation for hearing impaired listeners using a low-latency deep neural network algorithm

Investigating relationships between video gaming, spectating esports, and gambling

Social motivations of live-streaming viewer engagement on Twitch

How games induce cooperation? A study on the relationship between game features and we-intentions in an augmented reality game

Content structure is king
An empirical study on gratifications, game genres and content type on Twitch

Do badges increase user activity? A field experiment on the effects of gamification

Why do people buy virtual goods
A meta-analysis

Assessing fraction knowledge by a digital game

Brownfield Process
A method for modular product family development aiming for product configuration

Human anterior thalamic nuclei are involved in emotion-attention interaction

Defining user experience goals to guide the design of industrial systems

Teachers professional agency and learning-from adaption to active modification in the teacher community

"Working out for likes"
An empirical study on social influence in exercise gamification

What contributes to first-year student teachers sense of professional agency in the classroom?

Understanding the most influential user experiences in successful and unsuccessful technology adoptions

Clinical correlates of retrograde amnesia in mild traumatic brain injury

A Barrier framework for open e-learning in public administrations

Assessment of mild traumatic brain injury with the King-Devick Test® in an emergency department sample

Global social knowledge management - Understanding barriers for global workers utilizing social software

Demographic differences in perceived benefits from gamification

Measuring flow in gamification
Dispositional Flow Scale-2

Subjective responses to synthesised speech with lexical emotional content
The effect of the naturalness of the synthetic voice

Long-term excess mortality of patients with treated and untreated unruptured intracranial aneurysms

Poststroke dementia is associated with recurrent ischaemic stroke

The connection between ruptured cerebral aneurysms and odontogenic bacteria

Reliability, validity and clinical usefulness of the BNI fatigue scale in mild traumatic brain injury

To exclude or not to exclude
White matter hyperintensities in diffusion tensor imaging research

Integrating discrete events and continuous head movements for video-based interaction techniques

Long term outcome after subarachnoid haemorrhage of unknown aetiology

At least nine ways to play
Approaching gamer mentalities