

PUBLICATION RESULTS

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INTERNATIONAL REFEERED JOURNALS

1. Saad-Sulonen, Joanna, Horelli, Liza, The Value of Community Informatics to Participatory Urban Planning and Design: A Case-Study in Helsinki, in The Journal of Community Informatics, Vol. 6, No. 2.
2. Tahiroglu, Koray, Exploring Notions of Control, Interaction in Improvisation Practices, Leonardo Computer Music Journal. Cambridge: MIT Press.
3. Vuorikari, Riina, Põldoja, Hans, Koper, Rob. (2010). Comparison of tagging in an educational context: Any chances of interplay? In the International Journal of Technology Enhanced Learning, Vol. 2 Issue 1 & 2.
4. Salil Sayed, Abhigyan Singh, Joanna Saad-Sulonen, Lily Diaz (2010). Co-construction through complex adaptive system, in The Journal of Community Informatics, Vol. 6, No. 2.

INTERNATIONAL PEER-REVIEWED CONFERENCE PUBLICATIONS

1. Acuña, Blanca, "A New Media Approach: Visualisation of a Digital Exhibition. Research on Representation and Design of Cultural Interfaces". In Proceedings of Electronic Visualisation and the Arts. EVA London 2010.
2. Acuña, Blanca, "Design Space for a Cultural Heritage Exhibition, Proceedings of Digital Heritage". 3rd International Euro-Mediterranean Conference.
3. Botero, Andrea, Kommonen, Kari-Hans, Marttila, Sanna, (2010). "Expanding Design Space: Design-In-Use Activities and Strategies". In Design and Complexity, Proceedings of the Design Research Society Conference, DRS 2010.
4. Botero, Andrea, Saad-Sulonen, Joanna. (2010). "Enhancing citizenship: the role of in-between infrastructures". In Proceedings of the 11th Participatory Design Conference (PDC 2010), Nov. 29-Dec 3, Sydney Australia.
5. Correia, N.N., 2010. "Heat Seeker – An Interactive Audio-Visual Project for Performance, Video and Web". In Proceedings of IADIS Visual Communication Conference 2010. Freiburg, pp. 243-251.

6. Correia, N.N., 2010. "AV Clash – Online Tool for Mixing and Visualizing Audio Retrieved from Freesound.org Database." In Proceedings of Sound and Music Computing Conference 2010. Barcelona, pp. 220-226.
7. Díaz, Lily, Parttinen, Lotta, "Digital Culture Heritage to Support Education in the Classrooms of the Future." In Mäkitalo-Siegl, K.; Kaplan, F.; Zottmann, J.; Fischer, F. (Eds.) The Classroom of the Future, Orchestrating Collaborative Spaces, Technology Enhanced Learning Series, Sense Publishers, The Netherlands, 2010.
8. Korpilahti, Teemu. (2010) From Physical to Non-Material Art – Design Choices of the Digital Artist, ICIDS Proceedings, Springer.
9. Leinonen, Teemu, Purma, Jukka; Pöldoja, Hans; Toikkanen, Tarmo. (2010). "Information architecture and design solutions scaffolding authoring of open educational resources". In IEEE Transactions on Learning Technologies.
10. Leinonen, Teemu. (2010). "Designing learning tools for learning by design", Book of Abstracts of the First Nordic Symposium on Technology Enhanced Learning, Norditel.
11. Raami, Asta; Mielonen, Samu; Keinänen, Mia. (2010). "Designer's Experiences of Intuition: Coaching intuitive skills as part of creative design process". In Cumulus 38° South, Proceedings of the CUMULUS Conference held in Melbourne, Australia, 12-14, November 2009. (Published in 2010.)
12. David A. Shamma, Renata M. Sheppard, Jürgen Scheible. (2010). "Human to Dancer Interaction: Designing for Embodied Performances in a Participatory Installation". In Proceedings of the international ACM Design of Interactive Systems (DIS 2010) Conference, Aarhus, 2010.
13. Tahiroglu, Koray; Ahmaniemi, Teemu, (2010) "The Effect of Haptic Feedback in Vocal Sketching Experiments with a Graspable Interface." In Proceedings of the 5th International Haptic and Audio Interaction Design Workshop (HAID), Copenhagen Denmark.
14. Tahiroglu, Koray; Ahmaniemi, Teemu, (2010) "Vocal Sketching: a Prototype Tool for Designing Multimodal Interaction. Vocal Sketching: a Prototype Tool for Designing Multimodal Interaction". In Proceedings of the 4th International Conference on Multimodal Interfaces and Workshop on Machine Learning for Multimodal Interaction ICMI-MLMI '10, Beijing, China.
15. Tuomola, Mika, Korpilahti, Teemu, Pessonen, Jakko. (2010). Alan01 – Slivers of Color, Media and a Soul. In Conference Proceedings ACM Multimedia 2010.

16. Tuomola, Mika. (2010). "Inside out: Dialogical Design of Digital Drama". Proceedings of the CREATE Conference held at Edinburgh University in 2010.
17. Åman, Pirkka. (2010). "The Ideology of Peer Production and its Manifestations in Four Cases". Creative Economies and Beyond Conference Proceedings. Published Creative Industries Finland, 2010.
18. Åman, Pirkka & Liikkanen, Lassi A. (2010) A Survey of Recommendation Aiding User Interface Features. Proceedings of the ACM Recommendation Systems Conference, 26-30, September, Barcelona, Spain.

NATIONAL EDITED PUBLICATIONS

1. (Book) Díaz, Lily, Seitama-Hakkarainen, Pirita (Eds.) FISCAR 2010, Proceedings of the Nordic Conference on Activity Theory and the 4th Finnish Conference on Cultural and Activity Research.
2. (Chapter) Kohonen, Iina, Parppei, Kati. (2010). "Ruhtinaita ja kosmonautteja: tutkimuskohteina mielikuvat ja representaatiot". Suuri ja mahtava metodologia. Näkökulmia idäntutkimukseen. Toim: Viljanen, Aitamurto, Lassila & Salmi.
3. (Summary of presentation) Leinonen, Teemu. (2010). Verkostot ja oppiminen tulevaisuudessa, Hämeen kesäyliopiston julkaisuja, sarja B, Interaktiivinen Tekniikka Koulutuksessa -konferenssi 1990-2010.
4. (Chapter) Sachin Gaur, Oskar Kohonen, Galina Medyna, Tanja Saarelainen, Juhani Tenhunen, Lee Wang. (2010) "User-Driven Innovation". In Neuvo, Yrjö and Ylönen, Sami, (Eds.) Bit Bang II: Energising Innovation, Innovating Energy, Helsinki University.
5. (Chapter) Sachin Gaur, Oskar Kohonen, Galina Medyna, Tanja Saarelainen, Juhani Tenhunen, Lee Wang. (2010) "Changing Life Style and New Luxury". In Neuvo, Yrjö and Ylönen, Sami, (Eds.) Bit Bang II: Energising Innovation, Innovating Energy, Helsinki University.
6. (Article) Seliger, Marja, "Informaatiodesign takaa toimivan viestinnän", Vieraskynä, Helsingin Sanomat, 26.8.2010
7. (Book) Wallin, S. Horelli, Lisa, and Saad-Sulonen, Joanna. (2010). Digital Tools in Participatory Planning, Centre of urban and Regional Studies, Aalto University.

INTERNATIONAL EDITED PUBLICATIONS

1. (Paper) Acuña, Blanca; Diaz, Lily, The Digital-Signs in the Map of Mexico 1550, Museums and the Web Conference.
2. (Paper) Best-Dunkley, Andrew. (2010). Memories of a Distant Future: Web3D Art & Design 1995 – 2010.
3. (Paper) Díaz, Lily, Reunanen, Markku, Salmi, Anna. (2010) “Digital Reconstructions of the Finnish 1900 World Fair Pavilion: Experiences from Creating a Virtual Reality Installation”. In *Heritage in the Digital Era*, Ioannides, Marinos, Addison Alonzo, Georgopoulos, Andreas Kalisperis, Loukas, Andre Brown and Pitzalis, Denis (Eds.), Essex: Multi-Science Publishing Co. Ltd, United Kingdom.
4. (Paper) Turkama, Petra, Halonen, Jari, Botero, Andrea. (2010). Deep co-creation, deep challenges? *Touchpoint: Service design beyond basics*, Vol. 1, No. 3, 26-28.
5. (Paper) Kohonen, Iina, (2010). The Heroic and the Ordinary: Photographic Representations of Soviet Cosmonauts in the Early 1960's, In *Cosmic Enthusiasm. The Cultural Impact of Soviet Space Exploration since the 1950s*, Palgrave MacMillan, UK.
6. (Book) Leka, Kaisa, Leka Christoffer. (2010). *Tour d'Europe, Absolute Truth Press*.
7. (Book) Lytras, Miltos, Ordoñez de Pablos, Maria Jesús, Damiani, Ernesto, Díaz, Lily. (2010). *Digital Culture and E-Tourims: Technologies, Applications and Management Approaches*, IGI-Global.
8. (Special edition) Laurila, Milja. (2010). “Creative Space”. In *Next Level magazine*, no. 20.
9. (Paper) Paterson, Andrew. (2010) “A Buzz between Rural Cooperation and the Online Swarm”. In *Journal of Radical Theory, Culture and Action*, Vol. 4, Issue 1.
10. (Chapter) Scheible, Jürgen, *Multimodal Art Tools*. (2010) “Creating and Sharing Engaging Interactive Experiences”. In Selke, Stefan and Dittler, Ulrich (Eds.) *Postmediale Wirklichkeiten aus interdisziplinärer Perspektive*, Telepolis, 223-237.
11. (Paper) Toikkanen, Tarmo; Purma, Jukka; Leinonen, Teemu. (2010). *LeMill: A Case for User-Centered Design and Simplicity in OER Repositories, Free and Open Source Software for E-Learning: Issues, Successes and Challenges*, IGI Global.

MONOGRAPHS

1. Tiina Itkonen. (2010). Hatje Cantz, 2010
2. Jouko Lehtola. (2010). Hatje Cantz, 2010
3. Viitanen, Kaisa, Tähjä, Katja Paperittomat. (2010). Helsingin Sanomat Kirjat.

DISSERTATIONS

1. Lankoski, Petri. (2010). Character-driven Game Design: A Design Approach and Its Foundations in Character Engagement.
2. Scheible, Jürgen. (2010). Empowering Mobile Art Practice: A Re-contextualization of Mobile and Ubiquitous Computing.
3. Makkonen, Pekka. (2010). Ammattilaisten näkemyksiä valokuvauksen digitalisoitumisesta. (Monograph.)
4. Villi, Mikko. (2010). Visual Mobile Communication. Camera Phone Photo Messages as Ritual Communication and Mediated Presence (Monograph)

EXHIBITIONS

ARTISTIC EVENTS