

Research outputs 2020 (Situation 10.9.2020)

Article

Durall Gazulla, Eva et al. "Co-creation and co-design in technology-enhanced learning : Innovating science learning outside the classroom". *ID&A INTERACTION DESIGN & ARCHITECTURE(S)*. 2020, (42). 202-226.

Joelsson, Tapani and Markku Reunanen. ""Another visitor!" – kun puhuvat koneet tulivat kotiin". *Lähikuva*. 2020, 33(1). 47-62.

Laiti, Outi et al. "Sustaining intangible heritage through video game storytelling - the case of the Sami Game Jam". *INTERNATIONAL JOURNAL OF HERITAGE STUDIES*. 2020, 1-16. <https://doi.org/10.1080/13527258.2020.1747103>

Landau, Daniel H., Béatrice S. Hasler and Doron Friedman. "Virtual Embodiment Using 180° Stereoscopic Video". *Frontiers in Psychology*. 2020, 11. 1-11. <https://doi.org/10.3389/fpsyg.2020.01229>

Leinonen, Teemu et al. "3D Printing in the Wild: Adopting Digital Fabrication in Elementary School Education". *International Journal of Art and Design Education*. 2020. <https://doi.org/10.1111/jade.12310>

McPherson, Andrew and Koray Tahiroglu. "Idiomatic Patterns and Aesthetic Influence in Computer Music Languages". *Organised Sound*. 2020, 25(1). 53-63. <https://doi.org/10.1017/S1355771819000463>

Menichinelli, Massimo, Massimo Bianchini and Stefano Maffei. "Editorial: Open Distributed + Design Production: Design Strategies for Enabling Indie Designers and Makers". *Strategic Design Research Journal*. 2020, 13(1). 1-5-5. <https://doi.org/10.4013/sdrj.2020.131.01>

Menichinelli, Massimo. "Exploring the impact of Maker initiatives on cities and regions with a research through design approach". *Strategic Design Research Journal*. 2020, 13(1). 92-109. <https://doi.org/10.4013/sdrj.2020.131.07>

Pacauskas, Darius and Ossi Naukarinen. "Finnish Aesthetics in Academic Databases". *AISTHESIS*. 2020, 13(1). 169-180. <https://doi.org/10.13128/Aisthesis-11567>

Pawlicka-Deger, Urszula. "A Laboratory as the Infrastructure of Engagement: Reframing Humanities Labs". *Open Library of Humanities*. 2020.

Pawlicka-Deger, Urszula. "The Laboratory Turn: Exploring Discourses, Landscapes, and Models of Humanities Labs". *DIGITAL HUMANITIES QUARTERLY*. 2020. 14(3).

Reunanen, Markku. "Demoskene nimettiin elävän perinnön luetteloon". *TEKNIIKAN WAIHEITA: TEKNIK I TIDEN*. 2020, 38(2). 39–40. <https://doi.org/10.33355/tw.96988>

Reunanen, Markku, Petri Saarikoski and Jaakko Suominen. "Terve, olen Kalle ja kutistan kallosi: Kotipsykiatri popularisoi tekoälyä 1980-luvulla". *Skrolli*. 2020, (1/2020). 73-75.

Rummukainen, Olli S., Sebastian J. Schlecht and Emanuël A.P. Habets. "No dynamic visual capture for self-translation minimum audible angle". *The Journal of the Acoustical Society of America*. 2020, 148(1). EL77-EL81.
<https://doi.org/10.1121/10.0001588>

Schlecht, Sebastian J. and Emanuel A.P. Habets. "Scattering in Feedback Delay Networks". *IEEE/ACM Transactions on Audio Speech and Language Processing*. 2020, 28. 1915-1924. <https://doi.org/10.1109/TASLP.2020.3001395>

Tahiroglu, Koray et al. "Digital Musical Instruments as Probes: How computation changes the mode-of-being of musical instruments". *Organised Sound*. 2020, 25(1). 64-74. <https://doi.org/10.1017/S1355771819000475>

Conference article

Koch, Janin et al. "ImageSense: An Intelligent Collaborative Ideation Tool to Support Diverse Human-Computer Partnerships". *Proceedings of the ACM on Human-Computer Interaction*. 2020. 4(CSCW1).
<https://doi.org/10.1145/3392850>

Book/Film/Article review

Reunanen, Markku. "Gaming the Iron Curtain: How Teenagers and Amateurs in Communist Czechoslovakia Claimed the Medium of Computer Games". *AMERICAN JOURNAL OF PLAY*. 2020, 12(2). 247–248.

Editorial

Valojärvi, Laura. "Onko kuvitus taidetta? Kolme keskustelua kuvituksesta". *Mikkelin 12. kuvitustriennale*. 2020, 47-53.

Chapter

Itälahti, Mikko "Distanced visuality, embodied proximity? Literary and photographic images of Finnish travel landscapes from the premodern journey to the railway era.". and White, Darcy Goldie, Chris (editors). *Proximity and Distance in Northern Landscape Photography: Contemporary Criticism, Curation and Practice*. Bielefeld, Germany: TRANSCRIPT VERLAG. 2020, 81–106. <https://doi.org/10.14361/9783839449509-006>

Weselius, Hanna and Erkki Salomaa "Johdanto". *Maailman katu*. 4 udg., Musta taide; 4. Helsinki: Musta Taide. 2020.

Entry for encyclopedia / dictionary

Persons, Timothy "Text for Terri Weissman & Erina Duganne". and Weissman, Terri Duganne, Erina (editors). *Global Photography: A Critical History*. 1 udg., BLOOMSBURY ACADEMIC. 2020.

Conference contribution

Cauchard, Jessica R., Anna Wojciechowska, and Andrés Lucero "Multi-Cultural Human-Drone Interaction Workshop"., Del Gaudio, Chiara, Parra-Agudelo, Leonardo, Clarke, Rachel Saad-Sulonen, Joanna Botero, Andrea Londono, Felipe Cesar Escandon Suarez, Paula Andrea (editors). *Exploratory Papers and Workshops*. ACM International Conference Proceeding Series. Association for Computing Machinery (ACM). 2020, 175-177.
<https://doi.org/10.1145/3384772.3385161>

Paper

Durall Gazulla, Eva and Evangelos Kapros *Co-design for a Competency Self-assessment Chatbot and Survey in Science Education*. Paper, 2020.

Park, Park, Annakaisa Kultima, and Christina Lassheikki *Playable (Research) Concepts Workshop: Translating Your Topics into Tiny Games*. MindTrek Conference, 29 Jan 2020, Tampere, Finland, Paper, 2020. 167 p.
<https://doi.org/10.1145/3377290.3377321>

Other contribution

Weselius, Hanna, *Asiaa roskiskaapista*, 47 udg., 2020.

Weselius, Hanna, *Ikonin tyyni pinta*, 2020.

Weselius, Hanna, *Kamera siivousvälineenä*, 2020.

Weselius, Hanna, *Kuvat jotka eivät miellytä*, 2020.

Exhibition

Filz, Günther H. et al., *Betoni-Concrete*, Dipoli Gallery, Exhibition, 2020, Betoni - Concrete, 23 Jan 2020, Espoo, Finland

Landau, Daniel, *WIND OVER WATER: Reflective Light Installation*, Exhibition, 2020

Weselius, Hanna et al., *Lainaeditio*, Helsinki: Valokuvataiteilijoiden Liitto, Exhibition, 2020

Yiu, Sheung, *Related Realities*, Exhibition, 2020, Backlight Photo Festival, 05 Sep 2020, Tampere, Finland

Review Article

Merilainen, Mikko et al. "Game Jams for Learning and Teaching: A Review". *INTERNATIONAL JOURNAL OF GAME-BASED LEARNING*. 2020, 10(2). 54-71. <https://doi.org/10.4018/IJGBL.2020040104>

Abstract

Jenkins, Ryan et al. *A Defense of (s)crappy Robots*. Constructionism, 26 May 2020, Dublin, Ireland, Abstract, 2020. 1 p.

Prizes

Listing of Prizes

2020

Invitation or ranking in competition

Winner - Bit1 Student Game Competition

Liukku, Oskari (Recipient), Miika Kanerva (Recipient), Junnila, Miikka (Supervisor) & Hämäläinen, Perttu (Supervising professor), 15 May 2020

Prize: Invitation or ranking in competition

Award or honor granted for a specific work

Best Paper Award of the Journal of the AES

Alary, Benoit (Recipient), Archontis Politis (Recipient), Schlecht, Sebastian (Recipient) & Välimäki, Vesa (Recipient), 2 Jun 2020

Prize: Award or honor granted for a specific work

Finnish Game Thesis Competition 2020

Park, Solip (Recipient), 18 May 2020

Prize: Award or honor granted for a specific work