

Book Chapters

- B1. Häkkinä, J., Dey, A. (2008). Context-Awareness and Mobile Devices. In Handbook of Research on User Interface Design and Evaluation for Mobile Technology, ed. Joanna Lumsden, IGI Global 2008.
- B2. Häkkinä, J., and Mäntyjärvi, J. (2006). Situated Multimedia for Mobile Communications. Handbook of Research on Mobile Multimedia, chapter 22 (pp. 326-339), Idea Group Inc., 2006. Editor: Ismail Khalil Ibrahim
- B3. Häkkinä, J., Beekhuyzen, J. (2006). Using Mobile Communication Technologies in Student Mentoring: A Case Study. In Handbook of Human Computer Interaction. Idea Group Inc., 2006. Editor: Claude Ghaoui.

Journal Papers

- J1. Dachsel, R., Häkkinä, J., Jones, M., Löchtefeld, M., Rohs, M., Rukzio, E. (2012). Pico projectors: firefly or bright future? Interactions, Vol. 19. Iss. 2, March 2012. ACM Press.
- J2. Virtanen, J., Haveri, M., Blom, J., Häkkinä, J., Tarkiainen, M. (2008). M. mCell: Facilitating Mobile Communication of Small Groups. Advances in Human-Computer Interaction Volume 2008. Hindawi Publishing Corporation.
- J3. Korpipää, P., Häkkinä, J., Malm, E.-J., Rantakokko, T., Kyllönen, V., Kela, J., Känsälä, I., Mäntyjärvi, J. (2006) Customizing User Interaction in Smart Phones. IEEE Pervasive Computing: Mobile and Ubiquitous Systems, Vol. 5 No. 3, Jul-Sep 2006, 82-90.
- J4. Häkkinä, J., and Mäntyjärvi, J. (2005). Combining Location-Aware Mobile Phone Applications and Multimedia Messaging. *Journal of Mobile Multimedia*, Vol 1., No. 1. Rinton Press.

Edited Journals

- E1. Personal and Ubiquitous Computing: Theme issue on personal projection. (2011). Editors: Enrico Rukzio, Johannes Schöning, Michael Rohs, Jonna Häkkinä and Raimund Dachsel. April 2011, Springer. DOI: 10.1007/s00779-011-0372-6.

Peer Reviewed Conference Papers

- C1. Colley, A., Häkkinä, J., Schöning, J., Posti, M. (2013). Investigating Mobile Stereoscopic 3D Touchscreen Interaction. In Proc. OzCHI'13. ACM. In press.
- C2. Sarjanoja, A.-H., Isomursu, M., Isomursu, P., Häkkinä, J. (2013). Integrating Collaborative Context Information with Social Media – A Study of User Perceptions. In Proc. OzCHI'13. ACM. In Press.
- C3. Vajus-Anttila, J., Ventä-Olkkonen, L., Häkkinä, J. (2013). On the Edge of a Virtual World – Investigating Users Preferences and Different Visualization Techniques. In Proc. International Joint Conference on Ambient Intelligence 2013 (AmI'13). Springer. In Press.
- C4. Ventä-Olkkonen, L., Posti, M., Häkkinä, J. (2013). How to Use 3D in Stereoscopic Mobile User Interfaces – Study of Initial User Perceptions. In Proc. Academic MindTrek 2013. ACM.
- C5. Sarjanoja, A.-H., Isomursu, M., Häkkinä, J. (2013). Small Talk with Facebook – Phatic Communication in Social Media. In Proc. Academic MindTrek 2013. ACM.
- C6. Häkkinä, J., Koskenranta, O., Posti, M., Ventä-Olkkonen, L., Colley, A. (2013). Clearing the Virtual Window - Connecting Two Locations with Interactive Public Displays. In Proc. of International Symposium on Pervasive Displays 2013, Mt. View, CA, 4-5 June 2013. ACM.

- C7. Väänänen-Vainio-Mattila, K., Haustola, T., Häkkinen, J., Karukka, M., Kytökorpi, K.. (2012) Exploring Non-Verbal Communication of Presence between Young Children and Their Parents through the Embodied Teddy Bear. In Proc. International Joint Conference on Ambient Intelligence 2012 (AmI'12). Lecture Notes in Computer Science, Volume 7683, 2012, pp 81-96, Springer.
- C8. Valderrama-Bahamondez, E. del C., Häkkinen, J., Schmidt, A. (2012). Towards Better UIs for Mobile Learning - Experiences in Using Mobile Phones as Multimedia Tools at Schools in Rural Panama. In Proc. MUM 2012.
- C9. Häkkinen, J., Huhtala, J., Sarjanoja, A.-H., Schmidt, A. (2012). Price tags, Maps, Recipes - Mobile Phone Photos for Functional Purposes. In Proc. NordiCHI 2012.
- C10. Salovaara, A., Lindqvist, A., Hasu, T., Häkkinen, J. (2011). The Phone Rings but the User Doesn't Answer: Unavailability in Mobile Communication. In Proc. MobileHCI 2011.
- C11. Paasovaara, S., Paldanius, M., Saarinen, P., Häkkinen, J., Väänänen-Vainio-Mattila, K. (2011). The Secret Life of My Dog - Design and Evaluation of Paw Tracker Concept. In Proc. MobileHCI 2011, 231-240. ACM.
- C12. Huhtala, J., Karukka, M., Salmimaa M., Häkkinen, J. (2011). Evaluating Depth Illusion as Method of Adding Emphasis in Autostereoscopic Mobile Displays. In Proc. MobileHCI 2011.
- C13. Kauko, J., Rashid, U., Häkkinen, J., Quigley, A. (2011). Proximal and Distal Selection of Widgets: Designing Distributed UI for Mobile Interaction with Interactive TV. In Proc. MobileHCI 2011.
- C14. Paldanius, M., Kärkkäinen, T., Väänänen-Vainio-Mattila, K., Juhlin, O., Häkkinen, J. (2011). Communication Technology for Human-Dog Interaction: Exploration of Dog Owners' Experiences and Expectations. In Proc. CHI 2011, 2641-2650. ACM.
- C15. Pakanen, M., Huhtala, J., Häkkinen, J. (2011). Location Visualization in Social Media Applications. In Proc. CHI 2011, 2439-2442. ACM.
- C16. Valderrama-Bahamondez, E. del C., Kauko, J., Häkkinen, J., Schmidt, A. (2011). In class adoption of multimedia mobile phones by gender - results from a field study. In Proc. Interact 2011.
- C17. Virolainen, A., Puikkonen, A., Kärkkäinen, T., Häkkinen, J. (2010). Cool Interaction with Calm Technologies - Experimenting with Ice as a Multitouch Surface. In Proc. Interactive Tabletops and Surfaces (ITS) 2010, 15-18. ACM.
- C18. Komulainen, S., Karukka, M., Häkkinen, J. (2010). Social Music Services in Teenage Life – A Case Study. In Proc. OzCHI'10.
- C19. Virolainen, A., Åkerman, P., and Häkkinen, J. (2010). Burn-to-Share - Content Sharing with Mobile Projectors. In Proc. Mobile and Ubiquitous Multimedia (MUM) 2010.
- C20. Paasovaara, S., Sarjanoja, A.-H., Kyllönen, V., Huhtala, J., Mäntyjärvi, J., Häkkinen, J. (2010). Perceptions of Visualizing Personal Mobile Communication Patterns. In Proc. Mobile and Ubiquitous Multimedia (MUM) 2010.
- C21. Åkerman, P., Puikkonen, A., Virolainen, A., Huuskonen, P., Häkkinen, J. (2010). Sketching with Strangers – In the Wild Study of Ad-hoc Social Communication by Drawing. In Proc. UbiComp 2010, 193-202. ACM.
- C22. Kauko, J., Häkkinen, J. (2010). Shared-Screen Social Gaming with Portable Devices. In Proc. MobileHCI 2010.
- C23. Ahtinen, A., Huuskonen, P., Häkkinen, J. (2010). Let's All Get Up and Walk to the North Pole: Design and Evaluation of a Mobile Wellness Application. In Proc. NordiCHI 2010, 3-12. ACM.
- C24. Huhtala, J., Sarjanoja, A.-H., Mäntyjärvi, J., Isomursu, M., Häkkinen, J. (2010). Animated UI Transitions – a User Study on Animated Effects on a Mobile Screen. In Proc. CHI'10, 1339-1342. ACM.
- C25. Sahami, A., Sarjanoja, A.-H., Alt, F., Häkkinen, J., Schmidt, A. (2010). Understanding the Impact of Abstracted Audio Preview of SMS. In Proc. CHI'10, 1735-1738. ACM.

- C26. Ahtinen, A., Isomursu, M., Mukhtar, M., Mäntyjärvi, J., Blom, J., Häkkinen, J. (2009) Designing Social Features for Mobile and Ubiquitous Wellness Applications. In Proc. Mobile and Ubiquitous Multimedia (MUM) 2009.
- C27. Sarjanoja, A.-H., Puikkonen, A., Haveri, M., Huhtala, J., Häkkinen, J. (2009) Towards Designing Better Maps for Indoor Navigation – Experiences from a Case Study. In Proc. Mobile and Ubiquitous Multimedia (MUM) 2009. ACM.
- C28. Sambasivan, N., Ventä, L., Mäntyjärvi, J., Isomursu, M., Häkkinen, J. (2009) Designing for Social Context of Mobility: Mobile Applications for Always-on Users. In Proc. OzCHI'09.
- C29. Puikkonen, A., Häkkinen, J., Ballagas, T., Mäntyjärvi, J. (2009) Practices in Creating Videos with Mobile Phones. In Proc. MobileHCI'09.
- C30. Alt, F., Sahami, A., Schmidt, A., Holleis, P., Häkkinen, J., Sarjanoja, A.-H., Hynninen, L. (2009) Emotion Sharing via Self-Composed Melodies on Mobile Phones. In Proc. MobileHCI'09.
- C31. Puikkonen, A., Häkkinen, J., Ballagas, R., Mäntyjärvi, J. Feature Use in Mobile Video Creation. (2009) In Proc. Interact 2009.
- C32. Holleis, P., Paasovaara, S., Puikkonen, A., Schmidt, A., Häkkinen, J. (2008) Evaluating Capacitive Touch Input on Clothes. In Proc. MobileHCI'08, 81-90. ACM.
- C33. Holleis, P., Huhtala, J., Häkkinen, J. (2008). Studying Applications for Touch-Enabled Mobile Phone Keypads. In Proc. of TEI 2008.
- C34. Puikkonen, A., Ventä, L., Häkkinen, J., Beekhuyzen, J. (2008) Playing, performing, reporting: a case study of mobile minimovies composed by teenage girls. In Proc. OZCHI'08, 140-147
- C35. Ahtinen, A. Isomursu, M., Huhtala, Y., Kaasinen, J., Salminen, J., Häkkinen, J. (2008). Tracking Outdoor Sports - User Experience Perspective. In Proc. of the European Conference on Ambient Intelligence (AmI) 2008, Springer-Verlag, 192 – 209.
- C36. Sahami, A., Holleis, P., Schmidt, A., Häkkinen, J. (2008). Rich Tactile Output on Mobile Devices. In Proc. of the European Conference on Ambient Intelligence (AmI) 2008, Springer-Verlag, 210 – 221.
- C37. Ronkainen, S., Häkkinen, J., Kaleva, S., Colley, A., Linjama, J. (2007). Tap Input as an Embedded Interaction Method for Mobile Devices. In Proc. TEI 2007, 263-270. ACM.
- C38. Haveri, M., Blom, J., Virtanen, J., Tarkiainen, M., Häkkinen, J. (2007). mCell: Platform Independent Communications for Small Groups. In Proc. of MobileHCI 2007.
- C39. Ahtinen, A., Nurminen, J., Häkkinen, J. (2007). Developing a Mobile Reporting System for Road Maintenance – User Research Perspective. In Proc. of Mobility 2007.
- C40. Mäkelä, K., Belt, S., Greenblatt, D., Häkkinen, J. (2007). Mobile Interaction with visual and RFID tags: a Field study on user perceptions. In Proceedings of CHI 2007. ACM Press 2007
- C41. Nettamo, E., Nirhamo, M., Häkkinen, J. (2006). A Cross-Cultural Study of Mobile Music – Retrieval, Management and Consumption. In Proceedings of OZCHI 2006, 87-94. ACM.
- C42. Häkkinen, J., Mäntyjärvi, J. (2006) Towards Design Guidelines for Context-Aware Mobile Applications. In Proceedings of Mobility'06. ACM Press.
- C43. Schmidt, A., Holleis, P., Häkkinen, J., Rukzio, E., Atterer, R. (2006) Mobile Phones as Tool to Increase Communication and Location Awareness of Users. In Proceedings of Mobility'06. ACM Press.
- C44. Häkkinen, J., Chatfield, C. (2006) Personal Customisation of Mobile Phones - A Case Study. In Proceedings of NordiCHI 2006.

- C45. Häkkinen, J., Ben Allouch, S. (2005) Using Grounded Theory Approach in Charting Usability Issues with Context-Aware Mobile Applications *In Proc of Qualitative Research on Information Technology (QualIT) 2005*, Brisbane, Australia, Nov.2006.
- C46. Häkkinen, J., and Isomursu, M. (2005). User Experiences of Location-Aware Mobile Services. In Proceedings of the 19th Australasian Conference of Computer Human Interaction (OZCHI) 2005. ACM International Conference Proceeding Series; Vol 122. ISBN: 1-59593-222-4.
- C47. Hiltunen, K.-M., Häkkinen, J., Tuomela, U. (2005) Personalizing Context Attributes. In Proceedings of the 19th Australasian Conference of Computer Human Interaction (OZCHI) 2005. ACM International Conference Proceeding Series; Vol 122. ISBN: 1-59593-222-4..
- C48. Häkkinen, J., Korpipää, P., Ronkainen, S., Tuomela, U. (2005). Interaction and End-User Programming with a Context-Aware Mobile Application, *in Proc.of Interact 2005*.
- C49. Häkkinen, J., and Chatfield, C. (2005). ‘It’s Like if you Opened someone Else’s Letter’ – User Perceived Privacy and Social Practices with SMS Communication, *in Proceedings of MobileHCI 2005*, pp. 219-222. ACM.
- C50. Ronkainen, S., Pasanen, L., and Häkkinen, J. (2005). Effect of Aesthetics on Audio-Enhanced Graphical Buttons, *in Proc. of International Conference of Auditory Displays (ICAD) 2005*.
- C51. Häkkinen, J., and Mäntyjärvi, J. (2005). Combining Location-Aware Mobile Phone Applications and Multimedia Messaging. *Journal of Mobile Multimedia*, Vol 1., No. 1. Rinton Press.
- C52. Häkkinen, J., and Mäntyjärvi, J. (2005). Collaboration in Context-Aware Mobile Phone Applications, *in Proceedings of HICSS’38, 2005*.
- C53. Häkkinen, J., and Mäntyjärvi, J. (2004). User Experiences on Combining Location Sensitive Mobile Phone Applications and Multimedia Messaging, *in Proceeding of the Third International Conference of Mobile and Ubiquitous Multimedia (MUM2004)*
- C54. Korpipää, P., Häkkinen, J., Kela, J., Ronkainen, S. and Käsälä, I. (2004). Utilizing Context Ontology in Mobile Device Application Personalisation, *in Proceeding of the Third International Conference of Mobile and Ubiquitous Multimedia (MUM2004)*
- C55. Häkkinen, J. and Käsälä, I. (2004). Role Based Privacy Applied to Context-Aware Mobile Applications. *In IEEE conference on System, Man and Cybernetics 2004*.
- C56. Chatfield, C., and Häkkinen, J. (2004). Designing Intelligent Environments – User Perceptions on Information Sharing, *n Proceedings of APCHI 2004*.
- C57. Ronkainen, S., Häkkinen, J. and Hexel, R. (2004). Speech Assisted Mobile Text Entry, *in Proceedings of ICAD 2004*.
- C58. Häkkinen, J. (2004). Privacy and Information Sharing in Future Mobile Computing, *in Proceedings of Applied Computing 2004*.
- C59. Häkkinen, J., Beekhuysen J and von Hellens, L. (2004). Integrating Mobile Communication in a Student Mentoring Program, *in Proceedings of Applied Computing 2004*.
- C60. Häkkinen, J. and Hexel, R. (2003). Interaction with Location Aware Device in City Environment, *in Proc. OZCHI 2003*, 84-93.
- C61. Mäntyjärvi, J., Tuomela, U., Käsälä, I. and Häkkinen, J. (2003). Context Studio – Tool for Personalizing Context-Aware Application in Mobile Terminals, *in Proc. OZCHI 2003*, 64-73.
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- C63. Häkkinen, J., Ronkainen, S., (2003). Dynamic Auditory Cues for Addressing Event’s Importance Level, *in Proc. of International Conference of Auditory Displays (ICAD) 2003*

- C64. Himberg, J., Häkkinen, J., Mäntyjärvi, J., Kangas P. (2003). On-line Personalization of a Touch Screen Based Keyboard, in *Proceedings of the 2003 International Conference on Intelligent User Interfaces*, ACM Press, pp.77-84.
- C65. Karppinen, M.; Kautio, K.; Heikkinen, M.; Häkkinen, J.; Karioja, P.; Jouhti, T.; Tervonen, A.; Oksanen, M.; Passively aligned fiber-optic transmitter integrated into LTCC module. *Proceedings of the 51st Electronic Components and Technology Conference*, 2001. 29 May-1 June 2001 Page(s):20 – 25. Digital Object Identifier 10.1109/ECTC.2001.927673
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Posters (extended abstracts peer-reviewed)

- P1. Colley, A., Tikka, P., Huhtala, J., Häkkinen, J. (2013). Investigating Text Legibility in Mobile UI – A Case Study Comparing Automatic vs. User Study Based Evaluation. In *Proc. MindTrek 2013* (poster paper). ACM. Accepted.
- P2. Häkkinen, J., Posti, M., Koskenranta, O., Ventä-Olkkonen, L. (2013). Design and Evaluation of Mobile Phonebook Application with Stereoscopic 3D User Interface. In *Extended Abstracts of CHI 2013* (Work-in-Progress).
- P3. Häkkinen, J., Koskenranta, O., Posti M. (2013). Using Stone in the User Interface Design – City Mouse Urban Media Installation (2013). Poster at *The Seventh International Conference on Tangible, Embedded and Embodied Interaction 2013* (TEI 2013).
- P4. Karukka, M., Nisula, P., Häkkinen, J., Kangasoja, J. (2012). Charting the Audience Perceptions of Projected 3D Media Installations. In *MUM 2012*.
- P5. Ventä-Olkkonen, L., Posti, M., Koskenranta, O., Häkkinen, J. (2012). User Expectations of Mobile Mixed Reality Service Content. In *MUM 2012*. ACM.
- P6. Sambasivan, N., Ventä, L., Mäntyjärvi, J., Isomursu, M., Häkkinen, J., (2009). Rhythms of Non-use of Device Ensembles. In *Extended Abstracts on Human Factors in Computing Systems CHI 2009*.
- P7. Puikkinen, A., Haveri, M., Sarjanoja, A.-H., Huhtala, J. & Häkkinen, J. (2009). Improving the UI Design of Indoor Navigation Maps. Poster at *UIST'09*.
- P8. Puikkinen, A., Salomaa, A., Aartolahti, P., Häkkinen, J. (2009) Construction of User Scenarios with Machinima Technique. In *Extended Abstracts of Mobile and Ubiquitous Multimedia (MUM) 2009*, poster.
- P9. Huhtala, J., Sarjanoja, A.-H., Mäntyjärvi, J., Isomursu, M., Häkkinen, J. (2009). Mobile Screen Transition Animations. Poster in the *36th International Conference on Computer Graphics and Interactive Techniques SIGGRAPH'09*.
- P10. Puikkinen, A., Beekhuyzen, J., Häkkinen, J. (2008). TechGirls' Mobile Minimovies – A Case Study of Girls and Mobile Technology. In *Pervasive 2008 Late Breaking Results*.

- P11. Schmidt, A., Häkkinen, J., Atterer, R., Rukzio, E., Holleis, P. (2006) Utilizing Mobile Phones as Ambient Information Displays. In Extended abstracts on Human factors in computing systems CHI'06 (Work-in-progress), 2006, 1295-1300.

Demos (extended abstracts peer-reviewed)

- D1. Koskenranta, O., Colley, A., Häkkinen, J. (2013). Portable CAVE Using a Mobile Projector. Demo at Ubicomp 2013. ACM.
- D2. Antti Virolainen, Ari-Heikki Sarjanoja, Arto Puikkonen, Jussi Huhtala, Jonna Riitta Hakila. (2010). Collaborative System Utilizing Interactive Surfaces. Demo at Pervasive 2010.
- D3. Antti Virolainen, Ari-Heikki Sarjanoja, Arto Puikkonen, Jussi Huhtala, Jonna Riitta Hakila. (2010). Ubice - Multitouch Ice Installation. Demo at Pervasive 2010.

Workshop papers (peer-reviewed)

- W1. Ventä-Olkkonen, L., Posti, M., Häkkinen, J. (2013). Perceptions of Initial Mixed Reality Concepts at Home – A Photo Stimulated User Study. In MobileHCI 2013 workshop on Designing Mobile Augmented Reality.
- W2. Ventä-Olkkonen, L., Posti, M., Häkkinen, J. (2013). Charting User Perceptions on Using a Window as a Mixed Reality Display at Home. In CHI 2013 workshop on Displays Take New Shape: An Agenda for Future Interactive Surfaces.
- W3. Häkkinen, J., Koskenranta, O., Posti, M., Ventä-Olkkonen, L. (2013). Social Interaction with an Interactive Media Installation in a City Center. In CHI 2013 workshop on Experiencing Interactivity in Public Spaces.
- W4. Posti, M., Ventä-Olkkonen, L., Häkkinen, J. (2012). Using 3D Virtual Worlds in the Design of Wellness Applications. In NordiCHI 2012 workshop on Designing for Wellness and Behavior Change.
- W5. Tiinanen, T., Häkkinen, J., Kortelainen, J., Siipo, A., Laukka, S., Seppänen, T. (2012). Emotion Detection as a Design Opportunity for Wellness Applications. In NordiCHI 2012 workshop on Designing for Wellness and Behavior Change.
- W6. Häkkinen, J., Kytökorpi, K., Karukka M. (2012). Mobile Stereoscopic 3D User Experience - Calling for User Centric Design. In The 3rd Dimension of CHI (3DCHI): Touching and Designing 3D User Interfaces workshop at CHI 2012.
- W7. Virolainen, A., Häkkinen, J. (2012). 3D Stylus for Interacting Through the Surface. In The 3rd Dimension of CHI (3DCHI): Touching and Designing 3D User Interfaces workshop at CHI 2012.
- W8. Virolainen, A., Paldanius, M., Lehtiö, A., Häkkinen, J. (2011). Projector-based Multi-touch Screen for Situated Interaction with a Mobile Phone. In Mobile and Personal Projection workshop at CHI 2011.
- W9. Häkkinen, J., Kytökorpi, K., Karukka, M. (2011). Discussing the Challenges of Mobile Interaction when 'The Cloud' is Coming – A Position Paper. In Designing Interaction for the Cloud workshop at CHI 2011.
- W10. Puikkonen, A., Häkkinen, J. (2010). Exploring the Basic Interaction with Projector Phones - A User Study. In Ubiprojection 2010 workshop.
- W11. Kyllönen, V., Mäntyjärvi, J., Huhtala, J., Sarjanoja, A.-H., Häkkinen, J. (2010) Mobile Application for Developing Self-Awareness of Personal Communication Patterns. In CHI 2010 workshop on Know Thyself: Monitoring and Reflecting on Facets of One's Life.
- W12. Paasovaara, S., Huhtala, J., Isomursu, M., Häkkinen, J., Mäntyjärvi, J. (2009). Studying UI Design for Mobile Advertisement. Presented in Pervasive 2009 workshop Pervasive Computing will Change the Future of Advertising

- W13. Ahtinen, A., Hynninen, L. & Isomursu, M. (2009). Designing New Generation of Wellness Applications – Background Work. Ext. Abstracts of CHI '09. Presented in Engagement by Design workshop
- W14. Greaves, A., Åkerman, P. M., Rukzio, E., Cheverst, K., Häkkinen, J. (2009). Exploring User Reaction to Personal Projection when used in Shared Public Places: A Formative Study. Presented in CAM3SN workshop at MobileHCI'09.
- W15. Puikkonen, A., Häkkinen, J., Mäntyjärvi, J., Dey, A. K. (2009). Fusing Social Practices to Smart Home Mobile Interaction Design – A Case Study. In CAM3SN workshop at MobileHCI'09.
- W16. Belt, S., Saarenpää, J., Elsilä, A., Häkkinen, J. (2008). Usage Practices with Mobile TV - A Case Study. In Mobile Multimedia – Content Creation and Use Workshop at MobileHCI'08
- W17. Paasovaara, S., Darianinan, M., Häkkinen, J. (2008). Charting User Expectations on Mobile Shopping - Role-playing Study on Mobile Interaction with RFID Technology. In Pervasive and Mobile Interaction Devices (PERMID) 2008 workshop at Pervasive 2008.
- W18. Belt, S., Greenblatt, D., Häkkinen, J., Mäkelä, K. (2006). User Perceptions on Mobile Interaction with Visual and RFID Tags. Mobile Interaction with the Real World (MIRW 2006) Workshop at MobileHCI 2006.