



PUBLICATION LIST 2019-2020

1. Kettunen E.K., (2021). Using a Digital Coach to Promote Physical Activity to University Students with Low Levels of Physical Activity: A Qualitative Intervention Study. *Proceedings of the HICSS-54 Conference [forthcoming]*
2. Makkonen M., Kari T. and Frank L., (2021). Changes in the Use Intention of Digital Wellness Technologies and Its Antecedents Over Time: The Use of Physical Activity Logger Applications Among Young Elderly in Finland. *Proceedings of the HICSS-54 Conference [forthcoming]*
3. Kari T., Makkonen M., Carlsson J. and Frank L. (2021). Using a Physical Activity Application to Promote Physical Activity Levels Among Aged People: A Follow-Up Study. *Proceedings of the HICSS-54 Conference [forthcoming]*
4. Järveläinen J., Sell A. and Walden P., (2021). The Impact of IT Mindfulness on Complex Task Performance, *Proceedings of the HICSS-54 Conference [forthcoming]*
5. Salo, M., Makkonen, M. & Hekkala, R. (2020). The Interplay of IT Users' Coping Strategies: Uncovering Momentary Emotional Load, Routes, and Sequences. *MIS Quarterly*, 44(3), 1143-1175. doi: 10.25300/MISQ/2020/15610
6. Arjoranta, J., Kari, T., & Salo, M. (2020). Exploring Features of the Pervasive Game Pokémon GO That Enable Behavior Change: Qualitative Study. *JMIR Serious Games*, 8(2), e15967.
7. Mueller, F. F., Kari, T., Li, Z., Wang, Y., Mehta, Y. D., Andres, J., ... & Patibanda, R. (2020). Towards Designing Bodily Integrated Play. *Proceedings of the Fourteenth International Conference on Tangible, Embedded, and Embodied Interaction*. 9.-12.2.2020, Sydney, Australia. ACM. (pp. 207-218).
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10. Kettunen, E., Kempainen, T., Lievonon, M., Kari, T., Makkonen, M. & Frank, L. (2020): Ideal types of online shoppers: A qualitative analysis of online shopping behavior. *International Journal of E-Services and Mobile Applications*. Volume 12, Issue 2



11. Kari, T., Makkonen, M., Frank, L. & Kettunen, E. (2020): Expectations and Experiences of Implementing a Mobile Secure Communication Application. *International Journal of EServices and Mobile Applications*. Volume 12, Issue 1, Article 5.
12. Kemppainen T., Makkonen M., & Frank, L. (2020) Customer Experience Formation in Online Shopping: Investigating the Causes of Positive and Negative Emotions during a Visit to an Online Store. In Metallo, C., Ferrara, M., Lazazzara, A. & Za, S. (Eds.) *Digital Transformation and Human Behavior: Innovation for People and Organisations*, Lecture Notes in Information Systems and Organization. Cham: Springer. Forthcoming.
13. Kari, T., Sell, A., Makkonen, M., Wallin, S., Walden, P., Carlsson, C., Frank, L., Carlsson, J. (2020): Implementing a Digital Wellness Application into Use - Challenges and Solutions among Aged People. *Proceedings of the ITAP 2020, 6th International Conference on Human Aspects of IT for the Aged Population*. 19-24 July 2020, Copenhagen, Denmark.
14. Carlsson, C., Walden, P., Kari, T., Makkonen, M., and Frank, L. (2020): Sustainable Physical Activity Programs for Young Elderly - A Fuzzy AHP Approach. A. Pucihar et al (eds.) *Proceedings of the 33rd Bled eConference, 29.6.2020*.
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16. Kari, T., Makkonen, M., Frank, L., Carlsson, J. and Sell, A. (2020): The Effects of Using a Mobile Wellness Application on Physical Activity Levels: A Four-Month Follow-Up Study Among Aged People. A. Pucihar et al (eds.) *Proceedings of the 33rd Bled eConference, 29.6.2020*.
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18. Kettunen, E., Kari, T. Makkonen, M., Frank, L. and Critchley, W. (2020): Young Elderly and Digital Coaching: A Quantitative Intervention Study on Exercise Self-efficacy. A. Pucihar et al (eds.) *Proceedings of the 33rd Bled eConference, 29.6.2020*.
19. Cabrerizo, F.J., Mezei, J., Heikkilä, M., Carlsson, C. and Herrera-Viedma, E. (2020): Granular fuzzy pay-off method for real option valuation, *Expert Systems with Applications*, ESWA_113597, 2020
20. Morente-Molinera, J.A., Cabrerizo, F.J., Mezei, J., Carlsson, C. and Herrera-Viedma, E. (2020): A dynamic group decision making process for high number of alternatives using hesitant Fuzzy Ontologies and sentiment analysis, *Knowledge-Based Systems* 2020
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26. Kettunen, E., Makkonen, M., Kari, T., & Critchley, W. (2019). Using Sport and Wellness Technology to Promote Physical Activity: An Intervention Study among Teenagers. *Proceedings of the 52nd Hawaii International Conference on System Sciences (HICSS)*. 8.-11.1.2019, Grand Wailea, Maui. University of Hawai'i at Manoa. (pp. 1341-1350).
27. Kettunen, E., Critchley, W., & Kari, T. (2019). Can Digital Coaching Boost Your Performance? A Qualitative Study among Physically Active People. *Proceedings of the 52nd Hawaii International Conference on System Sciences (HICSS)*. 8.-11.1.2019, Grand Wailea, Maui. University of Hawai'i at Manoa. (pp. 1331-1340).
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32. Kettunen, E., Kari, T., & Critchley W. (2019). Critical Experiences with Sport and Wellness Technology Digital Coach – A Study among University Students with Low Levels of Physical Activity. *Proceedings of the Twenty-Third Pacific Asia Conference on Information Systems (PACIS)*. 8.-12.7.2019, Xi'an, China. AIS.
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39. Kari, T. (2019). Virtual Reality Arcades: A Study on Usage Habits with Emphasis on Digital Gaming. *Proceedings of the 11th Conference on Videogame Sciences and Arts*. 27.-29.11.2019, Aveiro, Portugal. Springer.

In addition

- i. Makkonen, M. (2019). A Context-Specific and Dualistic Examination of Consumer Behaviour in the Context of Digital Products. The Case of Purchasing Digital Music from Music Download Stores in Finland. JYU Dissertations 154, University of Jyväskylä, Faculty of Information Technology, Jyväskylä 12.2019