



## PUBLICATION LIST 2019-2021

1. Kari, T., Makkonen, M. and Frank, L. (2021). Does Physical Activity Application Use Promote Self-Efficacy for Exercise? A Study Among Aged People. In Proceedings of the 55th Hawaii International Conference on System Sciences. 3.-7.1.2022. (pp. 1438-1447).
2. Makkonen, M., Kari, T. and Frank, L. (2021). Survival of the Fittest? Examining Lapsing Behaviour in the Context of Elderly People and the Use of Physical Activity Tracker Applications. In Proceedings of the 55th Hawaii International Conference on System Sciences. 3.-7.1.2022. (pp. 1448-1457).
3. Mezei, J., Sell, A. and Walden, P. (2021). Technology readiness, UTAUT2 and continued use of digital wellness services - A configurational approach. In Proceedings of the 55th Hawaii International Conference on System Sciences. 3.-7.1.2022. (pp. 1458-1467).
4. Kari, T., Makkonen, M., Carlsson, C., Walden, P., & Frank, L. (2021). Good Physical Activity Practices among Young Elderly. In 8th International Society for Physical Activity and Health (ISPAH) Congress. (Abstract).
5. Kari, T., Makkonen, M., Carlsson, C., Walden, P., & Frank, L. (2021). Digital Wellness Services for Young Elderly (DigitalWells) Program. In 8th International Society for Physical Activity and Health (ISPAH) Congress. (Abstract).
6. Kari, T., Makkonen, M., & Frank, L. (2021). Demographic Differences in the Effectiveness of a Physical Activity Application to Promote Physical Activity: Study Among Aged People. In *Proceedings of the 34th Bled eConference "Digital Support from Crisis to Progressive Change"*. 27.-30.6.2021, Bled, Slovenia. University of Maribor Press. (pp. 257-272).
7. Makkonen, M., Kari, T., & Frank, L. (2021). A Follow-Up on the 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. In *Proceedings of the 34th Bled eConference "Digital Support from Crisis to Progressive Change"*. 27.-30.6.2021, Bled, Slovenia. University of Maribor Press. (pp. 551-566).
8. Carlsson, C., Walden, P., Kari, T., Makkonen, M., & Frank, L. (2021). Forming Sustainable Physical Activity Programs Among Young Elderly - A Combined ELM & UTAUT Approach. In *Proceedings of the 34th Bled eConference "Digital Support from Crisis to Progressive Change"*. 27.-30.6.2021, Bled, Slovenia. University of Maribor Press. (pp. 421-438).
9. Sell, A. and Walden, P. (2021). Segmentation of the Young Elderly Based on Technology Readiness - Does it Work? In *Proceedings of the 34th Bled eConference "Digital Support*



from *Crisis to Progressive Change*". 27.-30.6.2021, Bled, Slovenia. University of Maribor Press.

10. 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. In *Proceedings of the HICSS-54 Conference*. 4.-8.1.2021. University of Hawai'i at Manoa.
11. Makkonen, M., Kari, T., & 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. In *Proceedings of the 54th Hawaii International Conference on System Sciences*. 4.-8.1.2021. University of Hawai'i at Manoa. (pp. 1202-1211).
12. Kari, T., Makkonen, M., Carlsson, J., & Frank, L. (2021). Using a Physical Activity Application to Promote Physical Activity Levels Among Aged People: A Follow-Up Study. In *Proceedings of the 54th Hawaii International Conference on System Sciences*. 4.-8.1.2021. University of Hawai'i at Manoa. (pp. 1242-1251).
13. Järveläinen J., Sell A. and Walden P., (2021). The Impact of IT Mindfulness on Complex Task Performance. In *Proceedings of the HICSS-54 Conference*. 4.-8.1.2021. University of Hawai'i at Manoa.
14. 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.
15. 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.
16. Mueller, F. F., Kari, T., Li, Z., Wang, Y., Mehta, Y. D., Andres, J., ... & Patibanda, R. (2020). Towards Designing Bodily Integrated Play. In *Proceedings of the Fourteenth International Conference on Tangible, Embedded, and Embodied Interaction*. 9.-12.2.2020, Sydney, Australia. ACM. (pp. 207-218).
17. Mueller, F. F., Wang, Y., Li, Z., Kari, T., Arnold, P., Mehta, Y. D., ... & Khot, R. A. (2020). Towards Experiencing Eating as Play. *Proceedings of the Fourteenth International Conference on Tangible, Embedded, and Embodied Interaction*. 9.-12.2.2020, Sydney, Australia. ACM. (pp. 239-253).
18. Kari, T., Salo, M. & Frank, L. (2020): Role of Situational Context in Use Continuance After Critical Exergaming Incidents. *Information Systems Journal*, 30 (3), 596-633. doi: 10.1111/isj.12273.



19. Kettunen, E., Kempainen, T., Lievonen, 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.
20. 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.
21. Kempainen 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.
22. 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. In *Proceedings of the ITAP 2020, 6th International Conference on Human Aspects of IT for the Aged Population*. 19-24 July 2020, Copenhagen, Denmark.
23. 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.)*. In *Proceedings of the 33rd Bled eConference*. 29.6.2020, Bled, Slovenia.
24. Carlsson, C., Kari, T., Makkonen, M., Frank, L. and Walden, P. (2020): Sustained Adoption of Systematic Physical Activity Programs for Young Elderly - A Developed UTAUT Approach. A. *Pucihar et al (eds.)*. In *Proceedings of the 33rd Bled eConference*. 29.6.2020, Bled, Slovenia.
25. 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.)*. In *Proceedings of the 33rd Bled eConference*. 29.6.2020, Bled, Slovenia.
26. Makkonen, M., Kari, T. and Frank, L. (2020): Applying UTAUT2 to Explain the Use of Physical Activity Logger Applications Among Young Elderly. A. *Pucihar et al (eds.)*. In *Proceedings of the 33rd Bled eConference*. 29.6.2020, Bled, Slovenia.
27. 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, Bled, Slovenia.
28. 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.



29. 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.
30. Sell, A., Mezei, J. & Walden, P. (2020). Digital Coaching: A study on potential motivators. In *Proceedings of the 53<sup>rd</sup> Hawaii Conference on System Sciences (HICSS-53)*.
31. Helmfalk, M., Marcusson, L., Sell, A. (2020). "Who Cares About Fireworks?" - A Study on Digital Coaching, Gamification and Exercise Motivation. In *Proceedings of the 53<sup>rd</sup> Hawaii Conference on System Sciences (HICSS-53)*.
32. Pirkkalainen, H., Salo, M., Tarafdar, M. & Makkonen, M. (2019). Deliberate or Instinctive? Proactive and Reactive Coping for Technostress. *Journal of Management Information Systems*, 36(4), 1179-1212. doi: 10.1080/07421222.2019.1661092.
33. Pirkkalainen, H., Salo, M. & Makkonen, M. (2020). IT Engagement as a Blessing and a Curse? Examining Its Antecedents and Outcomes in Organizations. *International Journal of Information Management*, 53, Article 102130. doi: 10.1016/j.ijinfomgt.2020.
34. Kari, T., Siutila, M., & Karhulahti, V.-M. (2019). An Extended Study on Training and Physical Exercise in Esports. In B. R. Dubbels (Ed.), *Exploring the Cognitive, Social, Cultural, and Psychological Aspects of Gaming and Simulations* (pp. 270-292). IGI Global.
35. Kettunen, E., Makkonen, M., Kari, T., & Critchley, W. (2019). Using Sport and Wellness Technology to Promote Physical Activity: An Intervention Study among Teenagers. In *Proceedings of the 52<sup>nd</sup> Hawaii International Conference on System Sciences (HICSS)*. 8.-11.1.2019, Grand Wailea, Maui. University of Hawai'i at Manoa. (pp. 1341-1350).
36. Kettunen, E., Critchley, W., & Kari, T. (2019). Can Digital Coaching Boost Your Performance? A Qualitative Study among Physically Active People. In *Proceedings of the 52<sup>nd</sup> Hawaii International Conference on System Sciences (HICSS)*. 8.-11.1.2019, Grand Wailea, Maui. University of Hawai'i at Manoa. (pp. 1331-1340).
37. Mueller, F., Li, Z., Byrne, R., Mehta, Y., Arnold, P., Kari, T. (2019). A 2<sup>nd</sup> Person Social Perspective on Bodily Play. *Proceedings of the Conference on Human Factors in Computing Systems (CHI)*. 4.-9.5.2019, Glasgow, Scotland UK. ACM.
38. Kettunen, E., Kari, T., Makkonen, M., Critchley, W., & Sell, A. (2019). Digital Coaching among University Students with Low Levels of Physical Activity: A Quantitative Intervention Study on Exercise Self-efficacy. A. Pucihar, et al (eds.). In *Proceedings of the 32<sup>nd</sup> Bled eConference "Humanizing Technology for a Sustainable Society"*. 16.-19.6.2019, Bled, Slovenia. University of Maribor Press. (pp. 861-880).
39. Kari, T. (2019). Exergaming Experiences of Older Adults: A Critical Incident Study. A. Pucihar, et al (eds.). In *Proceedings of the 32<sup>nd</sup> Bled eConference "Humanizing*



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40. Andres, J., Kari, T., von Kaenel, J., & Mueller, F. F. (2019). Co-riding With My eBike to Get Green Lights. *Proceedings of the 2019 Designing Interactive Systems Conference (DIS)*. 23.-28.6.2019, San Diego, CA, USA. ACM. (pp. 1251-1263).
41. 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. In *Proceedings of the Twenty-Third Pacific Asia Conference on Information Systems (PACIS)*. 8.-12.7.2019, Xi'an, China. AIS.
42. Sell, A., Walden, P., Jeansson, J., Lundqvist, S., & Marcusson, L. (2019). Go Digital: B2C Microenterprise Channel Expansions. *Journal of Electronic Commerce Research*, 20(2).
43. Sell, A., Walden, P., Carlsson, C., Helmfalk, M. & Marcusson, L. (2019). Digital Coaching to Support University Students' Physical Activity. In *Proceedings of the 32nd Bled eConference "Humanizing Technology for a Sustainable Society"*. A. Pucihar, et al (eds.). 16.-19.6.2019, Bled, Slovenia. University of Maribor Press.
44. Carlsson, C. & Walden, P. (2019). Decision Support Systems - Historical Innovations and Modern Technology Challenges, Paulo Sérgio Abreu Freitas et al (editors), *ICDSST 2019 Proceedings*, Madeira, Portugal 2019, pp 229-242.
45. Carlsson, C. (2019). Combining ANFIS and Digital Coaching for Good Decisions in Industrial Processes, *IFSA/NAFIPS'2019* (Lafayette, Louisiana, USA, June 18-21, 2019) *Proceedings*, Springer Verlag 2019, pp 190-200.
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48. Kari, T. (2019). Virtual Reality Arcades: A Study on Usage Habits with Emphasis on Digital Gaming. In *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.