Responsible supervisors in Doctoral Programme of Humans and Technologies (DPHAT)

Hamari, Juho

Research field(s) and topics: Gamification (and its application in any field), games, esports, motivational information systems, XR (vr, ar, mr, wearable technologies), game-based learning, user of technology for sustainability, user/citizen/consumer psychology and behavior, internet commerce (e.g. sharing economy, crowdsourcing, crowdfunding)

Short introduction: Juho Hamari is Professor of Gamification and the head of the Gamification Group. Prof. Hamari and his group are internationally recognized and awarded for research impact, quality and volume. The graduates under Prof. Hamari’s supervision have become employed directly either in academia (post-docs/assistant professors) or in the industry (e.g. research lead in companies). http://gamification.group/

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Harviainen, Tuomas

Research field(s) and topics: Information practices; the Dark Web, games as information systems, service design, information in marginalized communities, blockchain applications

Short introduction: J. Tuomas Harviainen (PhD, MBA) is Associate Professor of Information Practices at Tampere University, Finland. He currently leads the Academy of Finland research project ENNCODE, which uses machine learning to study drug trading and extremist meme production on the Dark Web. https://www.tuni.fi/fi/tuomas-harviainen

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Henttonen, Pekka

Research field(s) and topics: archival science, archives management, records management, electronic records management systems

Short introduction: Pekka Henttonen (D.Soc.Sc.) is university lecturer and adjunct professor who has published research about requirements for electronic records management systems, metadata, knowledge organization, and Finnish archival history. Before university career, Henttonen worked in the National Archives and Military Archives of Finland. Besides scientific publications, he regularly writes to professional journals. He is a member of the International Institute for Archival Science of Trieste and Maribor.

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Kumpulainen, Sanna

Research field(s) and topics: Information interaction, interactive information retrieval, information seeking, needs and uses.

Short introduction: Sanna Kumpulainen is an associate professor of information studies. Her research interests include information interaction, interactive information retrieval and human information behaviors within heterogeneous information environments. She leads the FIRE research group focusing on information retrieval and information interaction. Group members pursue both basic and applied research and use a variety of qualitative and quantitative research methods (https://research.tuni.fi/trim/fire/).

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Okkonen, Jussi

Research field(s) and topics
- Digital literacy
- Sociotechnical environments
- Information ergonomics

Short introduction: Jussi's work is about how technology affects people's everyday life. He is interested in different use contexts and users. Digital literacy underpins the topics within the sustainable digital existence. In sociotechnical context human-technology interaction, especially information ergonomics is one of his key research areas. https://intra.tuni.fi/content/user/3463?role=staff&university=uni&search=Jussi%20Okkonen

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Olsson, Thomas

Research field(s) and topics: interaction design, computer-supported cooperative work, socio-technical systems, social computing, user experience, design ethics.

Short introduction: Thomas Olsson is an associate professor of Human-Technology Interaction. His research focuses on social applications of information technology, approaching these areas with research
through design and empirical study of the experiential, social, and cultural implications of emergent ICT. Olsson is the leader of Technology x Social Interaction research group.

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Raisamo, Roope

Research field(s) and topics: human-technology interaction, multimodal interaction, interaction technologies, haptics, gaze, extended reality (AR/MR/VR), human augmentation, wearable computing, autonomous driving, in-vehicle interaction, medical applications

Short introduction: Roope Raisamo is a professor of computer science with specialization in human-technology interaction. His activities typically involve both constructive and empirical research, from inventing novel interaction technologies to building multimodal systems that are then studied in experiments and field studies with human participants. He is the head of TAUCHI Research center and its Multimodal Interaction Research Group, https://research.tuni.fi/mmiq/

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Rakkolainen, Ismo

Research fields and topics: I am broadly interested in Human-Technology Interaction, including novel user interfaces, virtual reality, emerging technologies and displays, 3D, multisensory and multimodal interaction, etc.

Short intro: Ismo Rakkolainen is an adjunct professor of Human-Technology Interaction. His background is on computer science, human-computer interaction and virtual reality. He has strong expertise on innovation, development, and evaluation of novel displays and interactive systems.

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Surakka, Veikko

Research field(s) and topics

- Psychology (emotion, cognition) and psychophysiology (e.g. facial EMG, SCL/GSR, eyetracking, etc.), psychobehavior (e.g. reaction times), empirical, experimental research
- Topic examples: Human olfaction (e.g. olfactory displays, olfaction and memory), VR/XR, point light animations, functional electrical stimulation, multisensory and multimodal information processing, haptics, automotive research.

Short introduction: Veikko works widely around psychology and technology in the context of human technology/computer interaction. research consists in many cases of multidisciplinary research widely around psychology and technology in the context of human technology/computer interaction. For more information on the focus and ongoing projects of our research group see https://research.tuni.fi/esc/.

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Talja, Sanna

Research field(s) and topics: scholarly communication, science and technology studies

Short introduction: Sanna’s current research focuses on scholars’ reading practices. She has published in the areas of scholarly communication, information philosophy, science and technology studies, and information practice research. https://scholar.google.com/citations?user=vEw-bkNEAAAAJ&hl=fi&oi=ao

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Turunen, Markku

Research field(s) and topics: multimodal interaction, spoken, auditory and conversational interaction, VR, AR, interactive omni-directional videos, gestural interaction, accessibility, professional user interfaces, interaction analysis, software architectures for complex interactive systems, living labs, user evaluation in challenging circumstances, societal sustainability.

Short introduction: Markku Turunen is a professor of Interactive Technology. He is leading a research group on Pervasive Interaction and a M.Sc. programme on Sustainable Digital Life. His background is on computer science and human-computer interaction. He has strong expertise on design, development, and evaluation of interactive systems for different user groups and settings. More information: https://homepages.tuni.fi/markku.turunen/.

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Väänänen, Kaisa

Research field(s) and topics

- Human-Technology interaction
- Digital technologies for societal impact and sustainability
- User experience in various real-life contexts of use
- Human-Centered Artificial Intelligence

Short introduction: Kaisa’s research approach is in most cases conceptual design research, using mainly qualitative methods. She is interested especially in multidisciplinary research topics. Kaisa supervises also doctoral students working in industry and other organisations. Personal web page: http://www.cs.tut.fi/~vaananek/, research group’s web page: https://research.tuni.fi/ihte/research/

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