

## ATLAS-hankkeen julkaisut / ATLAS project's publications

### Kirjat ja journalit / Books and journal articles:

1. Helminen, P., Mäkinen, S. & Holopainen, M. (2014) Better User–Developer Communication in Service Development by Collaborative Physical Modelling, *International Journal of Services and Operations Management*.
2. Holmlid, S., Mattelmäki, T., Sleeswijk Visser, F. & Vaajakallio, K. (2015) Co-creative practices in service innovation. In R. Agarwal and W. Selen (eds) *Guidebook to service innovation*. Springer.
3. Holopainen, M., Autio, M. & Fahy, K. (2014) Narratives of safety and controlled choices – Consumers and Corporates Playing the Illusion of Customer Sovereignty and Centricity.
4. Holopainen, M. & Toivonen, M. (2012) Weak Signals – Ansoff Today. *Futures*, 44: 198–205.
5. Hyvärinen, J., Lee, J.J., & Mattelmäki, T. (2014) Fragile liaisons – Opportunities and challenges in cross-organisational service networks, Under review at *The Design Journal*.
6. Keinonen, T.; Vaajakallio, K.; Honkonen, J. (2013) Designing for wellbeing. *Aalto-yliopiston julkaisusarja, taide + muotoilu + arkkitehtuuri 1/2013*, Helsinki.
7. Koskinen, I., Lee, J.J., & Mattelmäki, T. (2013) Under the skin: Immersion and social action in design. *CoDesign: International Journal of CoCreation in Design and the Arts*.
8. Lee, J.J. (2014). The true benefits of designing design methods. *Artifact*.
9. Mattelmäki et al. (2014). What happened to empathic design? *Design Issues Winter 2014*, Vol. 30, No. 1: 67–77.
10. Salmi, A., Pöyry-Lassila, P. & Kronqvist, J. (2012) Supporting Empathetic Boundary Spanning in Participatory Workshops with Scenarios and Personas. *International Journal of Ambient Computing and Intelligence*, 4(4), October-December 2012, pp. 21-39.
11. Smeds, R., Suominen, S., Pöyry-Lassila, P. (2014) Co-creating networked educational innovations via process simulations. In Meijer, S.A. and Smeds, R. (eds), *Frontiers in Gaming Simulation*, Springer Lecture Notes in Computer Science, Vol. 8264, Springer.
12. Toivonen M., Holopainen, M. & Tuominen T. (2012). Involving customers in the service innovation process. In L.A. Macaulay, I. Miles, J. Wilby, Y.L. Tan & B. Theodoulidis, L. Zhao,

(Eds), Case Studies in Service Innovation. Service Science: Research and Innovations in the Service Economy: 195-208. New York: Springer Science+Business Media.

13. Vaajakallio, K.; Mattelmäki, T. (2013). Yhteissuunnittelu avaa uusia näkymiä julkiselle sektorille. Teoksessa Hyvinvoinnin muotoilu. Keinonen, T., Vaajakallio, K. & Honkonen, J. (toim.), Aalto-yliopiston julkaisusarja, taide + muotoilu + arkkitehtuuri 1/2013, Helsinki, ss. 59-70.
14. Vaajakallio, K. & Mattelmäki T. (2014) Design Games in CoDesign: As a Tool, a Mindset and a Structure. In Journal of CoDesign.

#### **Konferenssipaperit / Conference papers:**

1. Agger Eriksen, M.; Brandt, E.; Mattelmäki, T.; Vaajakallio, K. (2014). Taking design games seriously: re-connecting situated power relations of people and materials. PDC '14 Proceedings of the 13th Participatory Design Conference: Research Papers – Volume 1. CM Press USA. p 101-110.
2. Agger Eriksen, M.; Hellström Reimer, M.; Brandt, E.; Vaajakallio, K. (2013). Workshop: An experiment of reflection on design game qualities and controversies. In Nordes 2013: Experiments in design research Conference program and abstract, p. 109.
3. Agger Eriksen, M.; Vaajakallio, K. (2013) Some conflicts in staging co-design performative processes. Proceedings of the participatory innovation conference PIN-C 2013. H. Melkas & J. Buur (Eds.), Lappeenranta University of Technology, LUT Scientific and Expertise Publications, Research Reports No. 6, pp. 274-281.
4. Binder, T.; Ehn, P.; Brandt, E.; Halse, J.; Lee, Y.; Light, A.; Messeter, J.; Hillgren, P.-A.; Malmberg, L.; Mattelmäki, T. (2014). Democratic Design Experiments: Between Laboratory and Parliament. Conversation. DRS proceedings. Page 135.
5. Hannula, O., Pöyry-Lassila, P., Salmi, A. & Jaatinen, M. (Accepted). Forming and using objects of collaboration within game structure. 24th Annual RESER Conference, Helsinki, Finland, September 11–13, 2014.
6. Hannula, O., Irrmann, O., & Smeds, R. (2014) Modeling knowledge co-creation games as activity systems. Paper accepted at the ISAGA conference in Dornbirn, Austria.
7. Hlin, H. G.; Kronqvist, J.; Althoff, J. (2014). Creative Collaborative Processes. Maybe not that Creative? Conversation. DRS proceedings. Page 120.  
<http://www.drs2014.org/media/743566/drs-companion-v13.pdf>.

8. Holopainen, M. (2012) Future orientation through a narrative lens. British Academy of Management Conference, 11-13 September 2012, Cardiff, UK.
9. Holopainen M. (2013) Beyond Dominant Voices - Narrative Strategies of Constructing the Future in Topical Discussions. A storytelling conference (the 20th in the Storytelling Seminar Series), 13th– 14th June 2013, Lincoln Business School, University of Lincoln, UK.
10. Holopainen, M. (2013) From disinterest to glorification - corporate, employee, and customer narratives on a new e-service, the 29th EGOS Colloquium, 4-6 July, 2013, Montréal, Canada.
11. Hyvärinen, J., Lee, J.J., and Mattelmäki, T. (2014). Fragile liaison – Opportunities and challenges in cross-organisational service networks, In Proceedings of Service Design and Innovation Conference (ServDes' 14), 9-11 April, Lancaster, U.K. forthcoming.
12. Koskinen, I., Taffe, S., Mattelmäki, T. & Lee, J.J., (2013). Ready-mades in empathic design. IASDR'13 Proceedings of the 5th World Conference on Design Research.
13. Kronqvist, J.; Erwing, H. & Leinonen, T. (2013). Cardboard Hospital - Prototyping Patient-centric Environments and Services. In Proceedings of the Nordic Design Research Conference NORDES 2013, Copenhagen, Denmark.
14. Larmi, L. & Pöyry-Lassila, P. (2013) Mixing Co-development Methodology to Support Knowledge Co-creation, In Proceedings of CO-CREATE 2013 The Boundary-Crossing Conference on Co-Design in Innovation, pp. 647-658.
15. Lee, J. (2013). Stepping into Users' World through Making Design Methods. In Proceedings of the Nordic Design Research Conference NORDES 2013, Copenhagen, Denmark.
16. Lee, J.J., Mattelmäki, T., and Hyvärinen, J. (2014). Bringing empathy in service network, In Proceedings\*) of 5th International Conference on Applied Human Factors and Ergonomics (AHFE'14), 19-23 July 2014, Krakow, Poland.
  - i. \*) Louis Freund, Wojciech Cellary (eds). Advances in The Human Side of Service Engineering. AHFE Conference. USA. P. 136-145.
17. Lee, J.J.; Lindley, S.; Ylirisku, S.; Regan, T.; Nurminen, M.; Jacucci, G. (2014). Domestic appropriations of tokens to the web. Proceedings of Designing Interactive Systems (DIS'14, 21-25 June, Vancouver, BC, Canada). ACM Press, USA. 53-62.
18. Lee, J.J. (2013). Method-making as method designing. In Proceedings of the 5th Nordic Design Research Conference (Nordes'13), 9-12, June, Copenhagen, Denmark.

19. Martikainen, O. (2014) Citizen Generated Social Innovation Creating Institutional Change: Case Study of Restaurant Day, 24th Annual RESER Conference, 11-13 September, 2014, Helsinki.
20. Pöyry-Lassila, P., Vaajakallio, K., Salmi, A., Jaatinen, M., Holopainen, M., Mattelmäki, T. & Smeds, R. (2013) The roles of objects in collaborative workshops. In Proceedings of CO-CREATE 2013 The Boundary-Crossing Conference on Co-Design in Innovation, pp.659-672.
21. Salmi, A., Holopainen, M. (2014) Changed perceptions as propellers for reformed organizational actions: visual construction of legitimacy. 30th EGOS Colloquium, Rotterdam, The Netherlands, July 3–5, 2014.
22. Smeds, R.; Irrmann, O. & Pöyry-Lassila, P. (2012) Increasing cognitive proximity through collaborative workshops: the SimLab process simulation methodology – Paper presented at the Proxi2012 Conference - Creativity, Innovation and Proximity – May 2012, Montreal (Canada).
23. Smeds, R., Suominen, S., Pöyry-Lassila, P. (2013) Co-creating networked educational innovations via process simulations. Proceedings of the ISAGA 2013 and IFIP SIG 2013 Conferences, Stockholm, June 24-28, 2013. Lecture Notes in Computer Science, Springer.
24. Suominen, S. & Pöyry-Lassila, P. (2013) Effectiveness of Co-Design Intervention –Adopting Service Co-Development Thinking. In Proceedings of CO-CREATE 2013 The Boundary-Crossing Conference on Co-Design in Innovation, pp. 697-708.
25. Vaajakallio, K., Lee, J-J., Kronqvist, J. and Mattelmäki, T. (2013) Service co-design with the public sector – Challenges and opportunities in a healthcare context. Include Asia 2013. Hong Kong.
26. Wu, Y. and Lee, J.J. (2013). “I didn’t know I can teach!” – Empowering Chinese retirees through co-creating a multi-generational ceramic service. In Proceedings of Include Asia 2013, July 2 – 3, Hong Kong, China.
27. Wetter-Edman, K., Sangiorgi, D., Edvardsson, B., Holmlid, S., Grönroos, C. & Mattelmäki, T. (2013). Design for Service comes to Service Logic. In Naples Forum, June 18-21, University of Naples, Italy, <http://urn.kb.se/resolve?urn=urn:nbn:se:kau:diva-28552>

#### **Hankeessa tuotetut väitöskirjat / Dissertations:**

1. Jung-Joo, L. (2012). Against Method: The Portability of Method in Human-Centered Design. Doctoral Dissertation, Aalto University, School of Art Design and Architecture.

2. Pirinen, A. (2014) Dwelling as product. Perspectives on Housing, Users and the Expansion of Design. Aalto University, School of Arts, Design and Architecture.
3. Vaajakallio, K. (2012). Design games as a tool, a mindset and a structure. Doctoral Dissertation, Aalto University, School of Art Design and Architecture.

**Hankkeessa tuotetut opinnäytteet / Theses:**

1. Casserly, C. (2012) Skenaariot ja storytelling palveluiden yhteismuotoilussa, Kandidaatintyö, Aalto-yliopisto, Perustieteiden korkeakoulu, Tuotantotalouden koulutusohjelma.
2. Hannula, O. (2014) The Use of Objects in the ATLAS Game. Master's thesis, Aalto University, School of Science, Department of Industrial Engineering and Management, Information Networks Degree Program.
3. Kaipainen, A. (2013) SimLab-menetelmä ja tulevaisuuden muistelu tiedon yhteisluomisen tukena. Kandidaatintyö, Aalto-yliopisto, Perustieteiden korkeakoulu, Informaatioverkostojen koulutusohjelma.
4. Larmi, L. (2013) Mixing Methods for Collaborative Development. Master's thesis, Aalto University, School of Science, Department of Industrial Engineering and Management, Information Networks Degree Program.
5. Martikainen, O. (2014.) Citizen-generated Social Innovation – A Case Study of Restaurant Day. Master's thesis, Aalto University School of Science, Industrial Engineering and Management, August 2014.
6. Suominen, S. (2013) The Effects of Service Co-Development Interventions. Master's thesis, Aalto University, School of Science, Department of Industrial Engineering and Management, Information Networks Degree Program.
7. Tiainen, S. (2012) Bodystorming ja probes palveluiden yhteismuotoilun menetelminä, Kandidaatintyö, Aalto-yliopisto, Perustieteiden korkeakoulu, Informaatioverkostojen koulutusohjelma.
8. Tiira, A.(2013). Web-Based Methods for User Involvement and Co-Development in Service Innovation. Bachelor's Thesis, Aalto University School of Science, Information Networks Degree Program.

**Muut / Other publications:**

1. Pirinen, Antti 2014. Käyttäjä – tuhatpäinen hirviö? / The User – A Thousand-Headed Monster? *Arkkitehti / Finnish Architectural Review*, 111:4, 76–78.