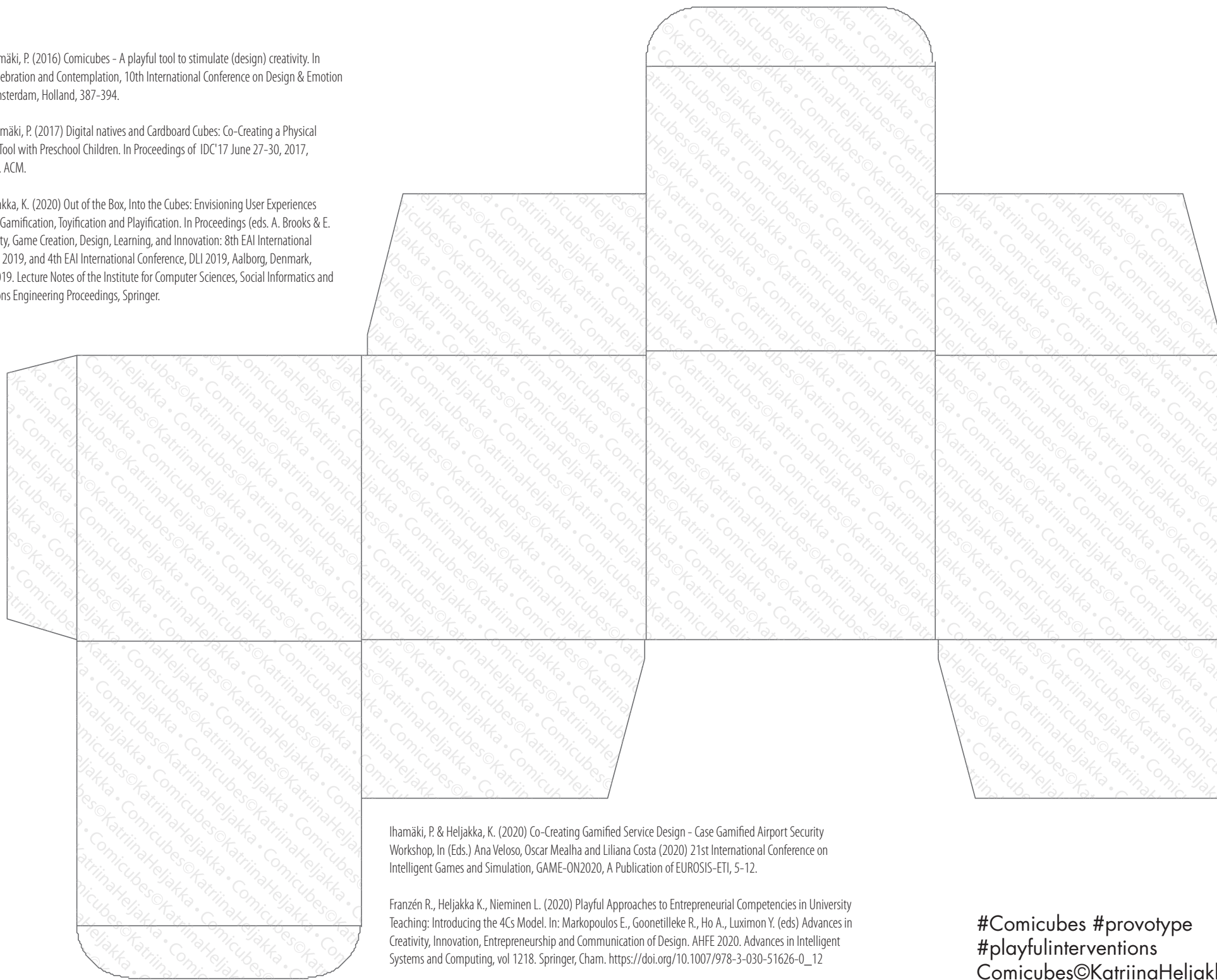


References:

Heljakka, K. & Ihamäki, P. (2016) Comicubes – A playful tool to stimulate (design) creativity. In Proceedings of Celebration and Contemplation, 10th International Conference on Design & Emotion 27-30.9.2016, Amsterdam, Holland, 387-394.

Heljakka, K. & Ihamäki, P. (2017) Digital natives and Cardboard Cubes: Co-Creating a Physical Play(ful) Ideation Tool with Preschool Children. In Proceedings of IDC'17 June 27-30, 2017, Stanford, CA, USA. ACM.

Ihamäki, P. & Heljakka, K. (2020) Out of the Box, Into the Cubes: Envisioning User Experiences through a Tool for Gamification, Toyification and Playification. In Proceedings (eds. A. Brooks & E. Brooks) Interactivity, Game Creation, Design, Learning, and Innovation: 8th EAI International Conference, ArtsIT 2019, and 4th EAI International Conference, DLI 2019, Aalborg, Denmark, November 6-7, 2019. Lecture Notes of the Institute for Computer Sciences, Social Informatics and Telecommunications Engineering Proceedings, Springer.



Ihamäki, P. & Heljakka, K. (2020) Co-Creating Gamified Service Design – Case Gamified Airport Security Workshop. In (Eds.) Ana Veloso, Oscar Mealha and Liliana Costa (2020) 21st International Conference on Intelligent Games and Simulation, GAME-ON2020, A Publication of EUROIS-ETI, 5-12.

Franzén R., Heljakka K., Nieminen L. (2020) Playful Approaches to Entrepreneurial Competencies in University Teaching: Introducing the 4Cs Model. In: Markopoulos E., Goonetilleke R., Ho A., Luximon Y. (eds) Advances in Creativity, Innovation, Entrepreneurship and Communication of Design. AHFE 2020. Advances in Intelligent Systems and Computing, vol 1218. Springer, Cham. https://doi.org/10.1007/978-3-030-51626-0_12

#Comicubes #provotype
#playfulinterventions
Comicubes©KatriinaHeljakka,2014