

Artificial intelligence within the military domain and cyber warfare

Hallaq, Bil; **Sömer, Tiia**; **Osula, Anna-Maria**; Ngo, Kim; Mitchener-Nissen, Timothy Proceedings of the 16th European Conference on Cyber Warfare and Security, ECCWS 2017 : hosted by University College Dublin, Ireland, 29-30 June 2017 2017 / p. 153-156 <https://www.scopus.com/record/display.uri?eid=2-s2.0-85028013021&origin=resultslist&zone=contextBox>

Obtaining better metrics for complex serious games within virtualised simulation environments

Mäses, Sten; Hallaq, Bil; **Maennel, Olaf Manuel** 11th European Conference on Games Based Learning (ECGBL 2017) : Graz, Austria, 5 - 6 October 2017 2017 / p. 428-434 : ill <http://www.scopus.com/inward/record.uri?eid=2-s2.0-85036459293&partnerID=40&md5=2ba817e29bec893e126f50a3d4ede83c>

Utilising journey mapping and crime scripting to combat cyber crime

Sömer, Tiia; Hallaq, Bil; Watson, Tim Proceedings of the 15th European Conference on Cyber Warfare and Security : ECCWS 2016 : hosted by Universität der Bundeswehr, Munich, Germany, 7-8 July 2016 2016 / p. 276-281 : ill

Utilising journey mapping and crime scripting to combat cybercrime and cyber warfare attacks

Sömer, Tiia; Hallaq, Bil; Watson, Tim Journal of information warfare 2016 / p. 39-49 <https://www.jinfowar.com/journal-issue/volume-15-issue-4>