

The Annual Symposium of Computer Science 2026

Program

Mon 8.6.2026 (Aurum, Henrikinkatu 2)

9.00 – 10.00 Registration & Coffee (Aurum lobby area))

10.00 – 11.00 Keynote #1 Grounding AI: From Probabilistic Models to Mission-Critical Software – Santeri Auvinen, Head of Viihde Development, Elisa (Lecture hall Argentum)

Coffee break | 6G Visible project demo / University of Oulu (TEK Lounge)

11.30 – 12.30 M.Sc. and PhD prize presentations (Lecture hall Argentum)

Lunch (Kårkafé Aurum)

13.30 – 15.00 Session 1: Ethics, Governance and Responsibility (Lecture hall Argentum)

- Measuring LLM Behaviour: A Context-Independent Sampling Framework for Questionnaire-Based Evaluation (Rathnayake, Bradbury, Guadagno, Ortega-Casellas and Peltonen)
- Between Ethics and Law: A Socio-Technical Assessment of LLM Responses Against Article 5 of the EU AI Act (Bazuaye, Guadagno and Pohjolainen)
- Responsibility and Ethical Practices in AI-Assisted Software Development (Wijaya, Poranen and Zhang)
- Prioritizing Persona Attributes and Organizational Barriers in Cybersecurity Awareness: An AHP Analysis (Levaniuk, Naqvi and Knutas)

Coffee break | 6G Visible project demo / University of Oulu (TEK Lounge)

15.30 – 17.00 Session 2: Applications in Health and Well-being (Lecture hall Argentum)

- Feasibility, Retention and User Experience in a Behavior Change Support System for Digital Addictions (Taskan, Poikonen and Oinas-Kukkonen)
- Beyond Efficacy: A Multi-Stakeholder Study of Deployment Constraints in Immersive Digital Therapeutics for Adolescents with ADHD (Mampatta, Bandaranayake and Karppinen)
- Stage-Specific Survival Prediction in Gastrointestinal Cancers Using Explainable Machine Learning on SEER Data (Poorhasani and Iancu)
- PHRED: An Agentic Framework for Pharmacy-Counseling by Health Retrieval & Evidence-Driven Dialogue (Arachchige, Iancu, Andtfolk, Rosenberg, Wingren and Lilius)

17.10 – 18.00 TKTS Annual Meeting (Lecture hall Argentum)

19.00 – Dinner (Restaurant Koulu, Eerikinkatu 18)

Tue 9.6.2026 (Aurum, Henrikinkatu 2)

9.00 – 10.00 Keynote #2 AI for Digital History: The Algorithmic Challenges and Opportunities in Tracing Meaning at Scale – Filip Ginter, TurkuNLP, Department of Computing, University of Turku and ELLIS Institute Finland (Lecture hall Argentum)

Coffee break

10.30 – 12.00 Session 3: Software Development and Engineering (Lecture hall Argentum)

- Human and Organizational Values in Agile Software Development: A Case Study (Suomalainen, Rijal, Duboc, Porras, Albaladejo, Herrera and Beloso)

- From Regulatory Constraints to Continuous Assurance: The Constraint-Practice-Evidence Framework for Regulated Agile-DevOps Environment (Antara and Smolander)
- Improving Static Code Analysis Using a Consensus-Based Multi-LLM (Labutis, Čeponis, Brūzgiene and Grigaliūnas)
- Large-Scale Mobile Application Classification Using Large Language Models: A Design Science Study in SportsHCI (Karjalainen and Moilanen)

Lunch (Kårkafé Aurum)

13.00 – 14.30 Session 4: ML Methods, Systems and Digital Applications (Lecture hall Argentum)

- PsFiT: A GPU-Accelerated Distributed Framework for Scalable Sparse Machine Learning (Olama, Lundell, Kronqvist, Ahmadi and Björkqvist)
- Entropy Regularized Federated Learning With L0 Constraint Via Probabilistic Gates For Sparsity (Huthasana, Olama and Lundell)
- Beyond Access: Rethinking Mobile Application Use Under Variable Connectivity Through a Multi-Layer Framework (Bandaranayake, Karppinen and Suomalainen)
- Powering the Future of Games: A Scoping Review of Generative AI's Role in Game Development Life Cycle (2020–2024) (Korsah, Mattila, Bandaranayake, Rathnayake, Karppinen and Paajala)

14.30 – 15.00 Closing words (Lecture hall Argentum)

15.00 – 16.00 CS Teaching SIG (TEK Lounge) and Cybersecurity SIG (Lecture room Chromium)

