Margaret Burnett

List of Publications by Year
in descending order

80	3,162	516710	454955
papers	citations	16	30
		h-index	g-index

82	82	82	1209
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	The state of the art in end-user software engineering. ACM Computing Surveys, 2011, 43, 1-44.	23.0	407
2	Principles of Explanatory Debugging to Personalize Interactive Machine Learning. , 2015, , .		258
3	End-user software engineering. Communications of the ACM, 2004, 47, 53-58.	4.5	151
4	GenderMag: A Method for Evaluating Software's Gender Inclusiveness. Interacting With Computers, 2016, 28, 760-787.	1.5	137
5	Forms/3: A first-order visual language to explore the boundaries of the spreadsheet paradigm. Journal of Functional Programming, 2001, 11, 155-206.	0.8	127
6	A methodology for testing spreadsheets. ACM Transactions on Software Engineering and Methodology, 2001, 10, 110-147.	6.0	113
7	Tinkering and gender in end-user programmers' debugging. , 2006, , .		108
8	How Programmers Debug, Revisited: An Information Foraging Theory Perspective. IEEE Transactions on Software Engineering, 2013, 39, 197-215.	5.6	97
9	Principles of a debugging-first puzzle game for computing education. , 2014, , .		87
10	Open source barriers to entry, revisited. , 2018, , .		82
11	A user-centred approach to functions in excel. , 2003, , .		78
12	Effectiveness of end-user debugging software features. , 2005, , .		75
13	From Gender Biases to Gender-Inclusive Design. , 2019, , .		72
14	Trials and tribulations of developers of intelligent systems: A field study. , 2016, , .		66
15	Gender differences and programming environments. , 2010, , .		65
16	Finding Gender-Inclusiveness Software Issues with GenderMag. , 2016, , .		65
17	Using information scent to model the dynamic foraging behavior of programmers in maintenance tasks. , 2008, , .		59
18	Gender HCI: What About the Software?. Computer, 2006, 39, 97-101.	1.1	57

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19	Gender-Inclusiveness Personas vs. Stereotyping. , 2017, , .		57
20	Harnessing curiosity to increase correctness in end-user programming. , 2003, , .		48
21	A Debugging Perspective on End-User Mashup Programming. , 2010, , .		48
22	End-user debugging strategies. ACM Transactions on Computer-Human Interaction, 2012, 19, 1-28.	5.7	45
23	You Are the Only Possible Oracle: Effective Test Selection for End Users of Interactive Machine Learning Systems. IEEE Transactions on Software Engineering, 2014, 40, 307-323.	5.6	44
24	Adding Apples and Oranges. Lecture Notes in Computer Science, 2002, , 173-191.	1.3	44
25	Testing vs. code inspection vs. what else?. , 2008, , .		38
26	Can feature design reduce the gender gap in end-user software development environments?. Visual Languages and Human-Centric Computing, 2009 VL/HCC 2009 IEEE Symposium on, 2008, , .	0.0	37
27	Reactive information foraging. , 2012, , .		37
28	What Is End-User Software Engineering and Why Does It Matter?. Lecture Notes in Computer Science, 2009, , 15-28.	1.3	36
29	A user-centred approach to functions in Excel. ACM SIGPLAN Notices, 2003, 38, 165-176.	0.2	34
30	End-user mashup programming. , 2010, , .		34
31	Interactive, visual fault localization support for end-user programmers. Journal of Visual Languages and Computing, 2005, 16, 3-40.	1.8	31
32	Integrating rich user feedback into intelligent user interfaces. , 2008, , .		27
33	To fix or to learn? How production bias affects developers' information foraging during debugging. , 2015, , .		26
34	Scents in Programs:Does Information Foraging Theory Apply to Program Maintenance?. , 2007, , .		25
35	An empirical study of fault localization for end-user programmers. , 2005, , .		24
36	Slicing spreadsheets. , 1999, , .		23

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37	Using cognitive dimensions: Advice from the trenches. Journal of Visual Languages and Computing, 2006, 17, 302-327.	1.8	22
38	A principled evaluation for a principled idea garden. , 2015, , .		22
39	Foraging and navigations, fundamentally: developers' predictions of value and cost. , 2016, , .		20
40	Pedagogical Content Knowledge for Teaching Inclusive Design. , 2018, , .		20
41	How the Experts Do It. , 2018, , .		20
42	On to the Real World: Gender and Self-Efficacy in Excel. , 2007, , .		18
43	How Gender-Biased Tools Shape Newcomer Experiences in OSS Projects. IEEE Transactions on Software Engineering, 2022, 48, 241-259.	5.6	18
44	Engineering gender-inclusivity into software. , 2020, , .		17
45	Gender in open source software. , 2018, , .		15
46	From GenderMag to InclusiveMag: An Inclusive Design Meta-Method. , 2019, , .		15
47	End-user strategy programming. Journal of Visual Languages and Computing, 2009, 20, 16-29.	1.8	12
48	An exploration of design opportunities for &#x201C;gardening&#x201D; end-user programmers' ideas. , 2011, , .		12
49	Idea Garden: Situated Support for Problem Solving by End-User Programmers. Interacting With Computers, 2015, 27, 640-660.	1.5	12
50	Mini-crowdsourcing end-user assessment of intelligent assistants: A cost-benefit study. , 2011, , .		11
51	Gender Inclusivity as a Quality Requirement: Practices and Pitfalls. IEEE Software, 2020, 37, 7-11.	1.8	11
52	From barriers to learning in the idea garden: An empirical study. , 2012, , .		10
53	AID: An Automated Detector for Gender-Inclusivity Bugs in OSS Project Pages. , 2021, , .		10
54	How end-user programmers debug visual web-based programs: An information foraging theory perspective. Journal of Computer Languages, 2019, 53, 22-37.	2.1	9

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55	Keeping it "organized and logical". , 2020, , .		9
56	Six challenges in supporting end-user debugging. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2005, 30, 1-6.	0.7	8
57	End-user programmers in trouble: Can the Idea Garden help them to help themselves?. , 2013, , .		8
58	Visually testing recursive programs in spreadsheet languages. , 0, , .		7
59	A bug's eye view of immediate visual feedback in direct-manipulation programming systems. , 1997, , .		7
60	Slicing spreadsheets. ACM SIGPLAN Notices, 2000, 35, 25-38.	0.2	6
61	Semi-Automating (or not) a Socio-Technical Method for Socio-Technical Systems. , 2018, , .		6
62	End-User Software Engineering and Why it Matters. Journal of Organizational and End User Computing, 2010, 22, 1-22.	2.9	6
63	Six challenges in supporting end-user debugging. , 2005, , .		5
64	Mining Interpretable Human Strategies: A Case Study. , 2007, , .		5
65	From â€œno clear winnerâ€•to an effective Explainable Artificial Intelligence process: An empirical journey. Applied AI Letters, 2021, 2, .	2.2	5
66	A scalable method for deductive generalization in the spreadsheet paradigm. ACM Transactions on Computer-Human Interaction, 2002, 9, 253-284.	5.7	4
67	End-User Programming of Time as an â€˜Ordinaryâ€™ Dimension in Grid-Oriented Visual Programming Languages. Journal of Visual Languages and Computing, 2002, 13, 421-447.	1.8	4
68	Finding AIâ€™s Faults with AAR/AI: An Empirical Study. ACM Transactions on Interactive Intelligent Systems, 2022, 12, 1-33.	3.7	4
69	How to Debug Inclusivity Bugs? A Debugging Process with Information Architecture. , 2022, , .		4
70	HCI research regarding end-user requirement specification: a tutorial. Knowledge-Based Systems, 2003, 16, 341-349.	7.1	3
71	Impact of high-intensity negotiated-style interruptions on end-user debugging. Journal of Visual Languages and Computing, 2006, 17, 187-202.	1.8	3
72	Doing Inclusive Design. , 2020, , .		3

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73	The Shoutcasters, the Game Enthusiasts, and the AI: Foraging for Explanations of Real-time Strategy Players. ACM Transactions on Interactive Intelligent Systems, 2021, 11, 1-46.	3.7	2
74	How Do People Rank Multiple Mutant Agents?. , 2022, , .		2
75	End-User Testing for the Lyee Methodology using the Screen Transition Paradigm and WYSIWYT. Knowledge-Based Systems, 2003, 16, 431-440.	7.1	1
76	"Womenomics" and gender-inclusive software: what software engineers need to know (invited talk). , 2016, , .		1
77	The GenderMag Recorder's Assistant. , 2018, , .		1
78	Toward Theory-Based End-User Software Engineering. , 2017, , 231-268.		1
79	End-User Software Engineering and Why It Matters. , 2012, , 185-201.		1
80	Special Issue on Highlights of ACM Intelligent User Interface (IUI) 2018. ACM Transactions on Interactive Intelligent Systems, 2020, 10, 1-3.	3.7	0