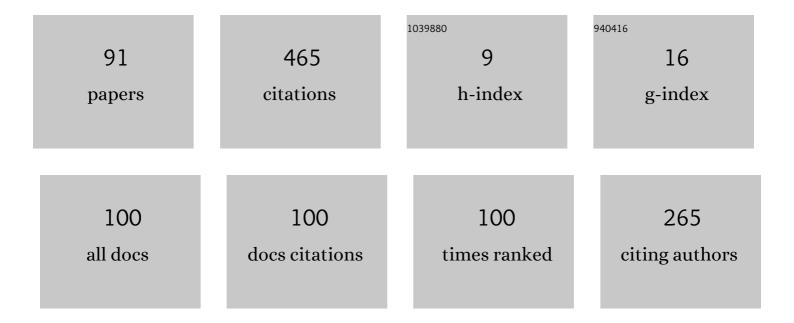
List of Publications by Year in descending order

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ΜΙΡΝΑ ΜΠΑ΄ΟΖ

#	Article	IF	CITATIONS
1	Applying Software Engineering Standards in Very Small Entities: From Startups to Grownups. IEEE Software, 2018, 35, 99-103.	2.1	48
2	Design and Customization of Telemedicine Systems. Computational and Mathematical Methods in Medicine, 2013, 2013, 1-16.	0.7	28
3	Methodology for process improvement through basic components and focusing on the resistance to change. Journal of Software: Evolution and Process, 2012, 24, 511-523.	1.2	21
4	Reinforcing the applicability of multi-model environments for software process improvement using knowledge management. Science of Computer Programming, 2016, 121, 3-15.	1.5	20
5	Gamification in software engineering teamworks: A systematic literature review. , 2016, , .		19
6	Multivariate Analysis and Machine Learning for Ripeness Classification of Cape Gooseberry Fruits. Processes, 2019, 7, 928.	1.3	16
7	State of the Use of Gamification Elements in Software Development Teams. Communications in Computer and Information Science, 2017, , 249-258.	0.4	13
8	The education of students about ISO/IEC 29110 software engineering standards and their implementations in very small entities. , 2017, , .		13
9	Transitioning international software engineering standards to academia: Analyzing the results of the adoption of ISO/IEC 29110 in four Mexican universities. Computer Standards and Interfaces, 2019, 66, 103340.	3.8	13
10	Applying gamification elements to build teams for software development. IET Software, 2019, 13, 99-105.	1.5	13
11	Gamification Proposal for Defect Tracking in Software Development Process. Communications in Computer and Information Science, 2016, , 212-224.	0.4	10
12	Implementing ISO/IEC 29110 to reinforce four very small entities of Mexico under an agile approach. IET Software, 2020, 14, 75-81.	1.5	9
13	A Methodology for Establishing Multi-Model Environments in Order to Improve Organizational Software Processes. International Journal of Software Engineering and Knowledge Engineering, 2014, 24, 909-933.	0.6	8
14	Coverage of the university curricula for the Software Engineering industry in Mexico. IEEE Latin America Transactions, 2016, 14, 2382-2388.	1.2	8
15	Team Members' Interactive Styles Involved in the Software Development Process. Communications in Computer and Information Science, 2017, , 675-685.	0.4	8
16	Knowledge Management in Process Improvement and Best Practices Sharing. IEEE Latin America Transactions, 2014, 12, 469-474.	1.2	7
17	A guidance to implement or reinforce a DevOps approach in organizations: A case study. Journal of Software: Evolution and Process, 0, , e2342.	1.2	7
18	A Comparative Analysis of the Implementation of the Software Basic Profile of ISO/IEC 29110 in Thirteen Teams That Used Predictive Versus Adaptive Life Cycles. Communications in Computer and Information Science, 2019, , 179-191.	0.4	7

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19	Establishing Effective Software Development Teams: An Exploratory Model. Communications in Computer and Information Science, 2016, , 70-80.	0.4	7
20	Implementación del Estándar ISO/IEC 29110 en Centros de Desarrollo de Software de Universidades Mexicanas: Experiencia del Estado de Zacatecas. RISTI - Revista Iberica De Sistemas E Tecnologias De Informacao, 2018, , 43-54.	0.1	7
21	Actual state of the coverage of Mexican software industry requested knowledge regarding the project management best practices. Computer Science and Information Systems, 2016, 13, 849-873.	0.7	7
22	Reinforcing Very Small Entities Using Agile Methodologies with the ISO/IEC 29110. Advances in Intelligent Systems and Computing, 2019, , 88-98.	0.5	7
23	Definition of a Hybrid Measurement Process for the Models ISO/IEC 15504-ISO/IEC 12207:2008 and CMMI Dev 1.3 in SMEs. , 2011, , .		6
24	A Model to Integrate Highly Effective Teams for Software Development. Communications in Computer and Information Science, 2017, , 613-626.	0.4	6
25	Application of gamification elements in software engineering teamwork. , 2017, , .		6
26	DevOps: Foundations and Its Utilization in Data Center. Service Science: Research and Innovations in the Service Economy, 2017, , 205-225.	1.1	6
27	Support tool for software quality assurance in software development. , 2018, , .		6
28	Proposal of an assessment framework for gamified environments: a case study. IET Software, 2019, 13, 122-128.	1.5	6
29	Toward an Assessment Framework for Gamified Environments. Communications in Computer and Information Science, 2017, , 281-293.	0.4	5
30	Implementation of the ISO/IEC 29110 standard in agile environments: A systematic literature review. , 2018, , .		5
31	Impact of TSPi on Software Projects. , 2007, , .		4
32	Method to Evaluate Process Performance Focused on Minimizing Resistance to Change. International Journal of Human Capital and Information Technology Professionals, 2013, 4, 1-15.	0.5	4
33	Security analysis of the Internet of Things: A systematic literature review. , 2016, , .		4
34	Reinforcing DevOps approach with security and risk management: An experience of implementing it in a data center of a mexican organization. , 2017, , .		4
35	ISO/IEC 29110 and curricula programs related to Computer Science and Informatics in Mexico: Analysis of practices coverage. Advances in Intelligent Systems and Computing, 2018, , 3-12.	0.5	4
36	Building High Effectives Teams Using a Virtual Environment. Communications in Computer and Information Science, 2018, , 554-564.	0.4	4

#	Article	IF	CITATIONS
37	Data Analysis for Software Process Improvement: A Systematic Literature Review. Advances in Intelligent Systems and Computing, 2017, , 48-59.	0.5	4
38	Covering the Human Perspective in Software Process Improvement. Communications in Computer and Information Science, 2014, , 123-134.	0.4	4
39	Gamification in Virtual Reality Environments for the Integration of Highly Effective Teams. , 2020, , 151-175.		4
40	Análisis de las debilidades que presentan las Entidades Muy Pequeñas al implementar el estándar ISO/IEC 29110: Una comparativa entre estado del arte y el estado de la práctica. RISTI - Revista Iberica De Sistemas E Tecnologias De Informacao, 2019, , 85-96.	0.1	4
41	Software process improvement assesment for multimodel environment tool to diagnose an organization. , 2017, , .		3
42	Method for Lightening Software Processes through Optimizing the Selection of Software Engineering Best Practices. Advances in Intelligent Systems and Computing, 2017, , 111-121.	0.5	3
43	Gamification to Identify Software Development Team Members' Profiles. Communications in Computer and Information Science, 2018, , 219-228.	0.4	3
44	Not Teaching Software Engineering Standards to Future Software Engineers-Malpractice?. Computer, 2021, 54, 81-88.	1.2	3
45	Beyond factors that motivate the adoption of the ISO/IEC 29110 in Mexico: An exploratory study of the implementation pace of this standard and the benefits observed. IET Software, 2021, 15, 412-427.	1.5	3
46	Design of a gamification strategy to intervene in social and human factors associated with software process improvement change resistance. IET Software, 2021, 15, 428-442.	1.5	3
47	Method to Establish Strategies for Implementing Process Improvement According to the Organization's Context. Communications in Computer and Information Science, 2016, , 312-324.	0.4	3
48	Towards the Evaluation of Relevant Interaction Styles for Software Developers. Advances in Intelligent Systems and Computing, 2022, , 137-149.	0.5	3
49	How is CMMI-DEV Applying when Using TSPi Project Planning. , 2009, , .		2
50	Identifying Improvement Findings in IT SMEs through an Ontological Model for CMMI-DEV v1.3. Advances in Intelligent Systems and Computing, 2014, , 421-429.	0.5	2
51	Introducing the process improvement in Higher Education Institutions. , 2015, , .		2
52	Method for developing catalogs focused on facilitating the implementation of best practices for project management of software development in SMEs. , 2016, , .		2
53	Application of a Risk Management Tool Focused on Helping to Small and Medium Enterprises Implementing the Best Practices in Software Development Projects. Advances in Intelligent Systems and Computing, 2018, , 429-440.	0.5	2
54	Knowledge Management in Software Process Improvement: A Systematic Literature Review. , 2019, , .		2

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55	Analysis of 13 implementations of the software engineering management and engineering basic profile guide of ISO/IEC 29110 in very small entities using different life cycles. Journal of Software: Evolution and Process, 2020, 32, e2300.	1.2	2
56	Strategy for Performing Critical Projects in a Data Center Using DevSecOps Approach and Risk Management. International Journal of Information Technologies and Systems Approach, 2020, 13, 61-73.	0.8	2
57	A Gamified Proposal for Software Risk Analysis in Agile Methodologies. Communications in Computer and Information Science, 2019, , 272-285.	0.4	2
58	What Motivates VSEs to Adopt an International Standard Such as ISO/IEC 29110? An Exploratory Analysis. Communications in Computer and Information Science, 2020, , 730-741.	0.4	2
59	Providing a Starting Point to Help SMEs in the Implementation of Software Process Improvements. Communications in Computer and Information Science, 2015, , 140-151.	0.4	2
60	Analysis of Coverage of Moprosoft Practices in Curricula Programs Related to Computer Science and Informatics. Advances in Intelligent Systems and Computing, 2016, , 35-45.	0.5	2
61	Systematic Review Tool to Support the Establishment of a Literature Review. Advances in Intelligent Systems and Computing, 2014, , 171-181.	0.5	2
62	Proposal of Content and Security Controls for a CSIRT Website. Advances in Intelligent Systems and Computing, 2016, , 421-430.	0.5	2
63	Frameworks to Develop Secure Mobile Applications: A Systematic Literature Review. Advances in Intelligent Systems and Computing, 2020, , 137-146.	0.5	2
64	Tools and practices to software quality assurance: A systematic literature review. , 2018, , .		1
65	ISO/IEC 29110 implementation tools proposal (basic profile). , 2019, , .		1
66	Analyzing the requirements to implement a data analysis model for software process improvement. Concurrency Computation Practice and Experience, 2019, 31, e4438.	1.4	1
67	An Exploratory Analysis of the Perception of the Utility of Proven Practices of the Software Basic Profile of ISO/IEC 29110 by a Set of VSEs in Mexico. Communications in Computer and Information Science, 2021, , 439-456.	0.4	1
68	Gamification Principles to Decrease SPI Change Resistance. Communications in Computer and Information Science, 2021, , 241-256.	0.4	1
69	Boosting the Competitiveness of Organizations With the Use of Software Engineering. Advances in Human and Social Aspects of Technology Book Series, 2021, , 198-216.	0.3	1
70	Using a platform based on the Basic profile of ISO/IEC 29110 to reinforce DevOps environments. Journal of Universal Computer Science, 2021, 27, 91-110.	0.6	1
71	Analysis of the Evolution of Eight VSEs Using the ISO/IEC 29110 to Reinforce Their Agile Approaches. Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series, 2021, , 28-51.	0.5	1
72	A Multi-model Workflow before Establishing an Acquisition Contract Based on CMMI-ACQ Model. Communications in Computer and Information Science, 2011, , 1-13.	0.4	1

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73	Caracterizando las Necesidades de las Pymes para Implementar Mejoras de Procesos Software: Una Comparativa entre la TeorÃa y la Realidad. RISTI - Revista Iberica De Sistemas E Tecnologias De Informacao, 2014, .	0.1	1
74	Letting Organizations to Find the Correct Way to Start in the Implementation of Software Process Improvements. Advances in Intelligent Systems and Computing, 2015, , 503-512.	0.5	1
75	A Case Study of Improving a Very Small Entity with an Agile Software Development Based on the Basic Profile of the ISO/IEC 29110. Advances in Intelligent Systems and Computing, 2021, , 3-19.	0.5	1
76	Success factors and benefits of using business intelligence for corporate performance management. , 2020, , .		1
77	Proposal of a framework for software product and process quality assurance for very small entities. , 2020, , .		1
78	SMART-SPI: A data analysis model proposal for software process improvement. , 2017, , .		0
79	An experience of Requirements elicitation for multidisciplinary applications. , 2018, , .		0
80	Responsive infrastructure with cybersecurity for automated high availability DevSecOps processes. , 2019, , .		0
81	Involvement of Stakeholders in Software Processes Improvement to Reduce Change Resistance. Communications in Computer and Information Science, 2013, , 202-213.	0.4	0
82	Preventing the Increasing Resistance to Change through a Multi-Model Environment as a Reference Model in Software Process Improvement. Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series, 2014, , 97-118.	0.5	0
83	La Mejora de Procesos de Software a través de la Gestión de Procesos, el Outsourcing y la Adopción de Nuevas TecnologÃas de Información y Comunicación. RISTI - Revista Iberica De Sistemas E Tecnologias De Informacao, 2014, .	0.1	0
84	Protocol to Design Techniques for Implementing Software Development Best Practices. Communications in Computer and Information Science, 2015, , 115-126.	0.4	0
85	Reinforcing DevOps Generic Process with a Guidance Based on the Basic Profile of ISO/IEC 29110. Advances in Intelligent Systems and Computing, 2020, , 65-79.	0.5	0
86	A Path for the Implementation of Best Practices for Software Requirements Management Process Using a Multimodel Environment. Lecture Notes in Computer Science, 2020, , 812-828.	1.0	0
87	Preventing the Increasing Resistance to Change Through a Multi-Model Environment as a Reference Model in Software Process Improvement. , 0, , 1877-1899.		0
88	Creation of strategies for training the software development standard ISO/IEC 29110: Proposal for a framework. , 2020, , .		0
89	Perspectiva docente sobre tecnologÃa en tiempos del COVID-19 en México. ReCIBE, 2021, 9, C3-1-C3-24.	0.2	0
90	Boosting the Competitiveness of Organizations With the Use of Software Engineering. , 2022, , 1838-1856.		0

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91	Mathematical model of social behavior for the allocation of members in software development teams. Automated Software Engineering, 2022, 29, 1.	2.2	ο