Marian Petre

List of Publications by Year in descending order

22 papers	1,075 citations	687363 13 h-index	839539 18 g-index
22 all docs	22 docs citations	22 times ranked	739 citing authors

#	Article	IF	Citations
1	Why looking isn't always seeing. Communications of the ACM, 1995, 38, 33-44.	4.5	391
2	UML in practice. , 2013, , .		126
3	Using Robotics to Motivate â€˜Back Doorâ€™ Learning. Education and Information Technologies, 2004, 9, 147-158.	5.7	121
4	Distance education via the Internet: the student experience. British Journal of Educational Technology, 2000, 31, 29-46.	6.3	85
5	Mental imagery in program design and visual programming. International Journal of Human Computer Studies, 1999, 51, 7-30.	5.6	50
6	Amplifying Quiet Voices. ACM Transactions on Computer-Human Interaction, 2018, 25, 1-34.	5.7	45
7	Insights from expert software design practice. , 2009, , .		32
8	Exploring design principles for data literacy activities to support childrenâ€™s inquiries from complex data. International Journal of Human Computer Studies, 2019, 129, 41-54.	5.6	32
9	Cognitive Factors in Programming with Diagrams. Artificial Intelligence Review, 2001, 15, 95-114.	15.7	31
10	Supporting urban change: Using a MOOC to facilitate attitudinal learning and participation in smart cities. Computers and Education, 2019, 129, 37-47.	8.3	28
11	Cognitive dimensions â€˜beyond the notationâ€™. Journal of Visual Languages and Computing, 2006, 17, 292-301.	1.8	23
12	â€œNo shitâ€•or â€œOh, shit!â€• responses to observations on the use of UML in professional practice. Software and Systems Modeling, 2014, 13, 1225-1235.	2.7	20
13	The benefits and challenges of using crowdfunding to facilitate community-led projects in the context of digital civics. International Journal of Human Computer Studies, 2020, 134, 33-43.	5.6	19
14	Fifty years of the psychology of programming. International Journal of Human Computer Studies, 2019, 131, 52-63.	5.6	17
15	Mental imagery and software visualization in high-performance software development teams. Journal of Visual Languages and Computing, 2010, 21, 171-183.	1.8	16
16	Team coordination through externalized mental imagery. International Journal of Human Computer Studies, 2004, 61, 205-218.	5.6	15
17	Teaching programming through paperless assignments. SIGCSE Bulletin, 1997, 29, 94-99.	0.1	14
18	Behavioral Science of Software Engineering. IEEE Software, 2020, 37, 21-25.	1.8	4

#	Article	IF	Citations
19	The mystery of the writing that isn't on the wall: Differences in public representations in traditional and agile software development. , 2012, , .		3
20	A Focus on the Human Side of Software Engineering. Empirical Software Engineering, 2004, 9, 271-274.	3.9	2
21	Bumps in the Code: Error Handling During Software Development. IEEE Software, 2021, 38, 26-34.	1.8	1
22	Assessing innovation in teaching. SIGCSE Bulletin, 1998, 30, 40-42.	0.1	0