Simone Barbosa

List of Publications by Year
in descending order

151 papers	1,360 citations	687335 13 h-index	610883 24 g-index
165 all docs	165 docs citations	165 times ranked	857 citing authors

#	Article	IF	Citations
1	Systematic hypermedia application design with OOHDM. , 1996, , .		215
2	Methods and tools: a method for evaluating the communicability of user interfaces. Interactions, 2000, 7, 31-38.	1.0	151
3	Rethinking universal accessibility: a broader approach considering the digital gap. Universal Access in the Information Society, 2016, 15, 179-182.	3.0	40
4	CasCADe: A Novel 4D Visualization System for Virtual Construction Planning. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 687-697.	4.4	40
5	What publications metadata tell us about the evolution of a scientific community: the case of the Brazilian humanâ€"computer interaction conference series. Scientometrics, 2017, 110, 275-300.	3.0	37
6	A semiotic engineering approach to user interface design. Knowledge-Based Systems, 2001, 14, 461-465.	7.1	33
7	Humanâ€"Computer Interaction and International Public Policymaking: A Framework for Understanding and Taking Future Actions. Foundations and Trends in Human-Computer Interaction, 2016, 9, 69-149.	2.9	33
8	Identifying design problems in the source code. , 2018, , .		33
9	Designing and Evaluating Interaction as Conversation: A Modeling Language Based on Semiotic Engineering. Lecture Notes in Computer Science, 2003, , 16-33.	1.3	32
10	Predicting Patient No-show Behavior: a Study in a Bariatric Clinic. Obesity Surgery, 2019, 29, 40-47.	2.1	30
11	Quantifying usability of domain-specific languages: An empirical study on software maintenance. Journal of Systems and Software, 2015, 101, 245-259.	4.5	23
12	Draw your own story: Paper and pencil interactive storytelling. Entertainment Computing, 2014, 5, 33-41.	2.9	20
13	A semiotic engineering approach to HCI. , 2001, , .		19
14	Eliciting Requirements Using Personas and Empathy Map to Enhance the User Experience. , 2015, , .		19
15	Semiotic engineering principles for evaluating end-user programming environments. Interacting With Computers, 2001, 13, 467-495.	1.5	18
16	Eras: Improving the quality control in the annotation process for Natural Language Processing tasks. Information Systems, 2020, 93, 101553.	3.6	18
17	Semiotic engineering contributions for designing online help systems. , 2001, , .		17
18	Categorizing Faults in Exception Handling: A Study of Open Source Projects. , 2014, , .		17

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19	Using an interaction model as a resource for communication in design. , 2005, , .		16
20	UISKEI. , 2012, , .		15
21	Technique for representing requirements using personas: a controlled experiment. IET Software, 2018, 12, 280-290.	2.1	15
22	FACILITY MANAGEMENT USING DIGITAL OBEYA ROOM BY INTEGRATING BIM-LEAN APPROACHES â€" AN EMPIRICAL STUDY. Journal of Civil Engineering and Management, 2018, 24, 581-591.	3.5	14
23	Extending software through metaphors and metonymies. Knowledge-Based Systems, 2001, 14, 15-27.	7.1	13
24	MoLIC designer. , 2009, , .		13
25	Evaluating HCI Design with Interaction Modeling and Mockups - A Case Study. , 2015, , .		13
26	A case study for evaluating interface design through communicability. , 2000, , .		12
27	Extending multimedia languages to support multimodal user interactions. Multimedia Tools and Applications, 2017, 76, 5691-5720.	3.9	11
28	Variable and state handling in NCL. Multimedia Tools and Applications, 2010, 50, 465-489.	3.9	10
29	PATHY: Using Empathy with Personas to Design Applications that Meet the Usersâ€™ Needs. Lecture Notes in Computer Science, 2016, , 153-165.	1.3	10
30	Extreme designing. , 2006, , .		9
31	Conceptual modeling by analogy and metaphor. , 2007, , .		9
32	Keep doing what i just did. , 2013, , .		9
33	Non-branching Interactive Comics. Lecture Notes in Computer Science, 2013, , 230-245.	1.3	9
34	Designing online help systems for reflective users. Journal of the Brazilian Computer Society, 2004, 9, 25-38.	1.3	8
35	Conveying human-computer interaction concerns to software engineers through an interaction model. , 2005, , .		8
36	Event relations in plan-based plot composition. Computers in Entertainment, 2009, 7, 1-37.	1.1	8

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37	INTERACTING WITH PUBLIC POLICYAre HCI researchers an endangered species in Brazil?. Interactions, 2011, 18, 69-71.	1.0	8
38	Subjective Evaluation of 360-degree Sensory Experiences. , 2019, , .		8
39	Appellate Court Modifications Extraction for Portuguese. Artificial Intelligence and Law, 2020, 28, 327-360.	4.0	8
40	Brazilian Lyrics-Based Music Genre Classification Using a BLSTM Network. Lecture Notes in Computer Science, 2020, , 525-534.	1.3	8
41	Charting the Landscape of HCI Education in Brazil. Lecture Notes in Computer Science, 2014, , 177-186.	1.3	8
42	HCI Education in Brazil: Challenges and Opportunities. Lecture Notes in Computer Science, 2013, , 3-12.	1.3	8
43	An iOS reader for people with dyslexia. , 2013, , .		7
44	Simulation of Appointment Scheduling Policies: a Study in a Bariatric Clinic. Obesity Surgery, 2019, 29, 2824-2830.	2.1	7
45	How Does HCI Research Affect Education Programs? A Study in the Brazilian Context. Lecture Notes in Computer Science, 2015, , 592-610.	1.3	7
46	Variable handling in time-based XML declarative languages. , 2009, , .		6
47	Middleware Support for Context-Aware Mobile Applications with Adaptive Multimodal User Interfaces. , 2011, , .		6
48	HCI Education in Brazil from the Results of the Workshop on Teaching of HCI. , 2016, , .		6
49	Analysis and Reuse of Plots Using Similarity and Analogy. Lecture Notes in Computer Science, 2008, , 355-368.	1.3	6
50	A User Interface to Support Dialogue and Negotiation in Participatory Simulations. Lecture Notes in Computer Science, 2009, , 127-140.	1.3	6
51	A Plot-Manipulation Algebra to Support Digital Storytelling. Lecture Notes in Computer Science, 2009, , 132-144.	1.3	6
52	Adopting information technology as a first step in design. Interactions, 2003, 10, 72-79.	1.0	5
53	Enhancing user interface design patterns with design rationale structures. , 2009, , .		5
54	Semantically relating user interface design patterns. , 2010, , .		5

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55	NCL-inspector. , 2010, , .		5
56	A Decision-Making Process for Digital Storytelling. , 2010, , .		5
57	Multimodal, Multi-user and Adaptive Interaction for Interactive Storytelling Applications. , 2011, , .		5
58	HCI community in Brazil---sweet 16!. Interactions, 2013, 20, 80-81.	1.0	5
59	Natural Language-based Representation of User Preferences. Interacting With Computers, 2015, 27, 133-158.	1.5	5
60	Decision making with natural language based preferences and psychology-inspired heuristics. Engineering Applications of Artificial Intelligence, 2015, 42, 16-35.	8.1	5
61	A comparative evaluation of interaction models for the design of interactive systems. , 2016, , .		5
62	Representing the interaction and navigation of interactive systems through a usability-oriented model. , 2016, , .		5
63	What questions reveal about novices' attempts to make sense of data visualizations: Patterns and misconceptions. Computers and Graphics, 2021, 94, 32-42.	2.5	5
64	Using an Interaction-as-Conversation Diagram as a Glue Language for HCI Design Patterns on the Web. Lecture Notes in Computer Science, 2007, , 122-136.	1.3	5
65	Cross-Communicability: Evaluating the Meta-communication of Cross-Platform Applications. Lecture Notes in Computer Science, 2013, , 241-258.	1.3	5
66	MoLVERIC: An Inspection Technique for MoLIC Diagrams. , 2015, , .		5
67	A Semiotic Approach to Conceptual Modelling. Lecture Notes in Computer Science, 2014, , 1-12.	1.3	5
68	Extending software through metaphors and metonymies. , 2000, , .		4
69	Plot Generation with Character-Based Decisions. Computers in Entertainment, 2014, 12, 1-21.	1.1	4
70	Evaluating a moLIC extension for collaborative systems design. , 2015, , .		4
71	How to Join Theoretical Concepts, Industry Needs and Innovative Technologies in HCI Courses? The Big Challenge of Teaching HCI. Lecture Notes in Computer Science, 2015, , 27-36.	1.3	4
72	Extending NCL to Support Multiuser and Multimodal Interactions. , 2016, , .		4

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73	Bridging the Gap Between Requirements Engineering and Human-Computer Interaction. Lecture Notes in Computer Science, 2016, , 3-7.	1.3	4
74	Evaluating the usability expressiveness of a USability-oriented INteraction and Navigation model. , 2017, , .		4
75	Scientific Collaboration Networks of the Academic Brazilian Community of HCI. , 2018, , .		4
76	Visual exploration of an ensemble of classifiers. Computers and Graphics, 2019, 85, 23-41.	2.5	4
77	An Alternative Design Perspective for Technology Supporting Youngsters with Autism. Lecture Notes in Computer Science, 2014, , 279-287.	1.3	4
78	Dynamically Adapting BDI Agents Based on High-Level User Specifications. Lecture Notes in Computer Science, 2012, , 139-163.	1.3	4
79	Extending MoLIC for Collaborative Systems Design. Lecture Notes in Computer Science, 2015, , 271-282.	1.3	4
80	Semiotic approaches to user interface design. , 2000, , .		3
81	Human–computer interaction in Latin America. Interacting With Computers, 2004, 16, 611-614.	1.5	3
82	Composition of HCI evaluation methods for hybrid virtual environments. , 2011, , .		3
83	Evaluating the moLICC notation using the cognitive dimensions of notations framework. , 2015, , .		3
84	HistoryViewer. Proceedings of the ACM on Human-Computer Interaction, 2017, 1, 1-18.	3.3	3
85	Applying pattern-driven maintenance. , 2018, , .		3
86	Creating Personas focused on Representing Potential Requirements to Support the Design of Applications. , 2018, , .		3
87	Visual interactive support for selecting scenarios from time-series ensembles. Decision Support Systems, 2018, 113, 99-107.	5.9	3
88	Introduction to Human-Computer Interaction. , 2019, , .		3
89	Evaluating the Expressiveness of MoLICC to Model the HCI of Collaborative Systems. Lecture Notes in Computer Science, 2016, , 255-265.	1.3	3
90	Integrating Participatory and Interaction Design of an Authoring Tool for Learning Objects Involving a Multidisciplinary Team. Lecture Notes in Computer Science, 2017, , 554-569.	1.3	3

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91	Draw Your Own Story: Paper and Pencil Interactive Storytelling. Lecture Notes in Computer Science, 2011, , 1-12.	1.3	3
92	Model-Based Design of Online Help Systems. , 2005, , 29-42.		3
93	Investigating the Role of a Model-Based Boundary Object in Facilitating the Communication Between Interaction Designers and Software Engineers. Lecture Notes in Computer Science, 2007, , 273-278.	1.3	3
94	A Frame Manipulation Algebra for ER Logical Stage Modelling. Lecture Notes in Computer Science, 2009, , 9-24.	1.3	3
95	Social Interaction for Interactive Storytelling. Lecture Notes in Computer Science, 2012, , 1-15.	1.3	3
96	Promoting a separation of concerns via closely-related interaction and presentation models. , 2005, , .		2
97	Variability Analysis: From Requirements Engineering Towards Interaction Design. , 2008, , .		2
98	Multimedia content transformation. , 2008, , .		2
99	Migration paths of the brazilian HCI community. , 2015, , .		2
100	MoLVERIC cards feasibility study. , 2015, , .		2
101	Mediation and Meaning in HCI. Lecture Notes in Computer Science, 2015, , 667-668.	1.3	2
102	Self-knowledge. , 2016, , .		2
103	RelPath: an interactive tool to visualize branches of studies and quantify the expertise of authors by citation paths. Scientometrics, 2021, 126, 4871-4897.	3.0	2
104	Lessons Learned from Evaluating an Authoring Tool for Learning Objects. Lecture Notes in Computer Science, 2017, , 77-89.	1.3	2
105	Designing for Change: Engineering Adaptable and Adaptive User Interaction by Focusing on User Goals. Lecture Notes in Computer Science, 2009, , 715-724.	1.3	2
106	Visual Exploration Tools for Ensemble Clustering Analysis. , 2019, , .		2
107	Supporting a Shared Understanding of Communication-Oriented Concerns in Human-Computer Interaction: A Lexicon-Based Approach. Lecture Notes in Computer Science, 2005, , 271-288.	1.3	2
108	Multi-level Communicability Evaluation of a Prototyping Tool. Lecture Notes in Computer Science, 2013, , 460-469.	1.3	2

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109	Visualizing Student Interactions to Support Instructors in Virtual Learning Environments. Lecture Notes in Computer Science, 2019, , 445-464.	1.3	2
110	Exploring the impact of classification probabilities on users' trust in ambiguous instances. , 2021, , .		2
111	Contribuições da MoLIC para a reflexão sobre o conteúdo do sistema de ajuda. , 2006, , .		1
112	Towards the use of collaborative virtual environments to crew unmanned oil platforms. , 2009, , .		1
113	A flexible model for improving the reuse of user interface design patterns. , 2010, , .		1
114	A combination of stroke manipulation and recognition strategies to support user interface construction and interactive behavior definition through sketching. , 2012, , .		1
115	Workshop on engaging the human-computer interaction community with public policymaking internationally. , 2013, , .		1
116	Introduction to human-computer interaction. , 2014, , .		1
117	An Analytical Evaluation of a User Interaction History Visualization System Using CDN and PoN. , 2016, , .		1
118	Introduction to Human-Computer Interaction. , 2017, , .		1
119	Introduction to Human-Computer Interaction. , 2018, , .		1
120	BONNIE: Building Online Narratives from Noteworthy Interaction Events. , 2018, , .		1
121	Do Usability and Agility Combine?. , 2018, , .		1
122	Privacy and Transparency within the 4IR: Two faces of the same coin. , 2019, , .		1
123	Dealing with Heterogeneous Google Earth Images on Building Area Detection Task. Lecture Notes in Computer Science, 2019, , 133-140.	1.3	1
124	What the Literature and Instructors Say about the Analysis of Student Interaction Logs on Virtual Learning Environments. , 2019, , .		1
125	Reflections on the Cross-Platform Semiotic Inspection Method. Lecture Notes in Computer Science, 2014, , 533-544.	1.3	1
126	Lean Communication-Centered Design: A Lightweight Design Process. Lecture Notes in Computer Science, 2016, , 553-564.	1.3	1

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127	Empirical Studies Concerning the Maintenance of BPMN Diagrams: A Systematic Mapping Study. , 2019, , .		1
128	Usability Tests for Improvement of 3D Navigation in Multiscale Environments. Lecture Notes in Computer Science, 2011, , 481-490.	1.3	1
129	Evaluating Devices and Navigation Tools in 3D Environments. Lecture Notes in Computer Science, 2013, , 439-448.	1.3	1
130	Checklistâ€based techniques with gamification and traditional approaches for inspection of interaction models. IET Software, 2020, 14, 358-368.	2.1	1
131	Revisiting Visualization Task Taxonomies: Specifying Functions for the Data Transformations Stage. Lecture Notes in Computer Science, 2020, , 655-671.	1.3	1
132	Extracting value from Brazilian Court decisions. Information Systems, 2022, 106, 101965.	3.6	1
133	OrganizaÃ§Ã£o conversacional. , 2005, , .		0
134	Using Cases in Variability Analysis to Promote the Design of Flexible, Adaptable and Adaptive Systems. , 2009, , .		0
135	Influence of Anchor Management on Anchored Navigation in Mobile Maps. , 2012, , .		0
136	Building Keyword-Indexed Virtual Libraries in a Logic Programming Environment. , 2014, , .		0
137	Evaluating a MoLIC extension for Collaborative Systems design. , 2015, , .		0
138	Introduction to Human-Computer Interaction. , 2015, , .		0
139	Usability- and Accessibility-Focused Requirements Engineering. Lecture Notes in Computer Science, 2016, , .	1.3	0
140	Introduction To Human Computer Interaction. , 2016, , .		0
141	Preface to UsARE 2017. , 2017, , .		0
142	What your EEG wearable sensors can tell about you?. , 2017, , .		0
143	A Novel Committeeâ€"Based Clustering Method. Lecture Notes in Computer Science, 2018, , 126-136.	1.3	0
144	Echoes of Semiotically-Based Design in the Development and Testing of a Workflow System. Australasian Journal of Information Systems, 2001, 8, .	0.3	0

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145	Retrieval of User Interface Templates Based on Tasks. Lecture Notes in Computer Science, 2009, , 868-871.	1.3	0
146	Understanding IT Organizations. Lecture Notes in Computer Science, 2010, , 488-501.	1.3	0
147	What are you reading?. Interactions, 2015, 22, 10-11.	1.0	0
148	Mining the Criminal Data of Rio de Janeiro: Analyzing the Impact of the Pacifying Police Units Deployment. Lecture Notes in Computer Science, 2018, , 28-35.	1.3	0
149	THREE DECADES OF RESEARCH ON DATABASE DESIGN AT PUC-RIO. Monografias Em CiÃªncia Da ComputaÃ§Ã£o, 0, , .	0.0	0
150	Exploring Ontology-Based Information Through the Progressive Disclosure ofÂVisual Answers to Related Queries. Lecture Notes in Computer Science, 2020, , 104-124.	1.3	0
151	MoLVERIC: An Inspection Technique for MoLIC Diagrams. , 2015, , .		0