Rossana Maria de Castro Andrade

List of Publications by Year
in descending order

146 papers	1,018 citations	758635 12 h-index	713013 21 g-index
150 all docs	150 docs citations	150 times ranked	725 citing authors

#	Article	IF	Citations
1	Improving VANET Simulation with Calibrated Vehicular Mobility Traces. IEEE Transactions on Mobile Computing, 2017, 16, 3376-3389.	3.9	44
2	Requirements and challenges for building service-oriented pervasive middleware. , 2009, , .		35
3	State of the art and challenges of security SLA for cloud computing. Computers and Electrical Engineering, 2017, 59, 141-152.	3.0	34
4	What Changes from Ubiquitous Computing to Internet of Things in Interaction Evaluation?. Lecture Notes in Computer Science, 2017, , 3-21.	1.0	34
5	Test case design for context-aware applications: Are we there yet?. Information and Software Technology, 2017, 88, 1-16.	3.0	33
6	XMobile: A MB-UID environment for semi-automatic generation of adaptive applications for mobile devices. Journal of Systems and Software, 2008, 81, 382-394.	3.3	32
7	LOCCAM - loosely coupled context acquisition middleware. , 2013, , .		32
8	An efficient approach for device identification and traffic classification in IoT ecosystems. , 2018, , .		31
9	MobiLine: A Nested Software Product Line for the domain of mobile and context-aware applications. Science of Computer Programming, 2013, 78, 2381-2398.	1.5	29
10	Testing requirements for mobile applications. , 2009, , .		27
11	Quality characteristics and measures for humanâ€“computer interaction evaluation in ubiquitous systems. Software Quality Journal, 2017, 25, 743-795.	1.4	27
12	SLeSS: A Scrum and Lean Six Sigma Integration Approach for the Development of Sofware Customization for Mobile Phones. , 2011, , .		25
13	AQUArIUM - A suite of software measures for HCI quality evaluation of ubiquitous mobile applications. Journal of Systems and Software, 2018, 136, 101-136.	3.3	25
14	Mobile applications for elderly healthcare: A systematic mapping. PLoS ONE, 2020, 15, e0236091.	1.1	22
15	Cloud, Fog, or Mist in IoT? That Is the Question. ACM Transactions on Internet Technology, 2019, 19, 1-20.	3.0	20
16	A Quality Model for Human-Computer Interaction Evaluation in Ubiquitous Systems. Lecture Notes in Computer Science, 2013, , 63-70.	1.0	20
17	EPMOSt: An Energy-Efficient Passive Monitoring System for Wireless Sensor Networks. Sensors, 2014, 14, 10804-10828.	2.1	19
18	DyMMer. , 2016, , .		12

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19	Software Testing Process in a Test Factory - From Ad hoc Activities to an Organizational Standard. , 2017, , .		12
20	GeoSPIN: An Approach for Geocast Routing Based on SPatial INformation in VANETs. , 2013, , .		11
21	Multimodal Videogames for the Cognition of People Who Are Blind: Trends and Issues. Lecture Notes in Computer Science, 2015, , 535-546.	1.0	11
22	Exploring quality measures for the evaluation of feature models: a case study. Journal of Systems and Software, 2017, 131, 366-385.	3.3	11
23	Mobile Audio Games Accessibility Evaluation for Users Who Are Blind. Lecture Notes in Computer Science, 2017, , 242-259.	1.0	11
24	A Software Product Line for the Mobile and Context-Aware Applications Domain. Lecture Notes in Computer Science, 2010, , 346-360.	1.0	10
25	A Decoupled and Interoperable Architecture for Coordination in Ubiquitous Systems. , 2011, , .		10
26	Challenges for usability testing in ubiquitous systems. , 2014, , .		10
27	A mobile learning system to enhance field trips in geology. , 2014, , .		10
28	Mobile Photo Recommendation and Logbook Generation Using Context-Tagged Images. IEEE MultiMedia, 2014, 21, 24-34.	1.5	10
29	Towards a catalog of conflicts for HCI quality characteristics in UbiComp and IoT applications: Process and first results. , 2018, , .		10
30	Integrating HCI Perspective into a Mobile Software Development Team. , 2019, , .		10
31	MLM-rank: A Ranking Algorithm Based on the Minimal Learning Machine. , 2015, , .		9
32	Preventing Erosion in Exception Handling Design Using Static-Architecture Conformance Checking. Lecture Notes in Computer Science, 2017, , 67-83.	1.0	9
33	Fifteen Years of Industry and Academia Partnership: Lessons Learned from a Brazilian Research Group. , 2017, , .		9
34	Catalog of Invisibility Requirements for UbiComp and IoT Applications. , 2018, , .		9
35	Quality Evaluation of Self-Adaptive Systems. , 2019, , .		9
36	Usability evaluation of multimodal interactive virtual environments for learners who are blind: An empirical investigation. International Journal of Human Computer Studies, 2022, 158, 102732.	3.7	9

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37	Clariisa, a context-aware framework based on geolocation for a health care governance system. , 2013, , .		8
38	Model Verification of Dynamic Software Product Lines. , 2016, , .		8
39	Investigating the Mode in Multimodal Video Games. , 2017, , .		8
40	Dynamically Adaptable Software Is All about Modeling Contextual Variability and Avoiding Failures. IEEE Software, 2017, 34, 72-77.	2.1	8
41	AAL Platforms Challenges in IoT Era: A Tertiary Study. , 2018, , .		8
42	Multifaceted infrastructure for self-adaptive IoT systems. Information and Software Technology, 2021, 132, 106505.	3.0	8
43	FrameIDTV: A framework for developing interactive applications on digital television environments. Journal of Network and Computer Applications, 2010, 33, 503-511.	5.8	7
44	Towards a formal model to reason about context-aware exception handling. , 2012, , .		7
45	Adaptive Tracking Model in the Framework of Medical Nursing Home Using Infrared Sensors. , 2015, , .		7
46	How developers believe Invisibility impacts NFRs related to User Interaction. , 2020, , .		7
47	An Architecture Proposal for Nested Software Product Lines in the Domain of Mobile and Context-Aware Applications. , 2010, , .		6
48	USABle -- A Communication Framework for Ubiquitous Systems. , 2014, , .		6
49	Templates for textual use cases of software product lines: results from a systematic mapping study and a controlled experiment. Journal of Software Engineering Research and Development, 2015, 3, .	1.0	6
50	Smart Shadow -- An Autonomous Availability Computation Resource Allocation Platform for Internet of Things in the Fog Computing Environment. , 2015, , .		6
51	TPRED. , 2016, , .		6
52	Communication analysis of real vehicular calibrated traces. , 2016, , .		6
53	Design and usability of a braille-based mobile audiogame environment. , 2016, , .		6
54	Issue Auto-Assignment in Software Projects with Machine Learning Techniques. , 2021, , .		6

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55	Fictitious Personas for Interdisciplinary Team Alignment in the Requirements Elicitation Activities. , 2019, , .		6
56	An Aspect-Oriented Programming Model for Bag-of-Tasks Grid Applications. , 2007, , .		5
57	Model-Driven Development in the Production of Customizable Learning Objects. , 2010, , .		5
58	Ubiquitous Software Engineering: Achievements, Challenges and Beyond. , 2011, , .		5
59	An approach for semantic enrichment of software product lines. , 2012, , .		5
60	RETENTION: A reactive trust-based mechanism to detect and punish malicious nodes in ad hoc grid environments. Journal of Network and Computer Applications, 2013, 36, 274-283.	5.8	5
61	Secure Cloud Storage Service for Detection of Security Violations. , 2017, , .		5
62	Bio-Inspired Model for Data Distribution in Fog and Mist Computing. , 2018, , .		5
63	Exploiting Daily Trajectories for Efficient Routing in Vehicular Ad Hoc Networks. , 2018, , .		5
64	Runtime testing of context-aware variability in adaptive systems. Information and Software Technology, 2021, 131, 106482.	3.0	5
65	A Context-Aware Web Content Generator Based on Personal Tracking. Lecture Notes in Computer Science, 2012, , 134-150.	1.0	5
66	Heuristics to Evaluate the Usability of Ubiquitous Systems. Lecture Notes in Computer Science, 2017, , 120-141.	1.0	5
67	A coordination framework for dynamic adaptation in ubiquitous systems based on distributed tuple space. , 2013, , .		4
68	Dimensions for the design and evaluation of multimodal videogames for the cognition of people who are blind. , 2015, , .		4
69	ReMINDER: An Approach to Modeling Non-Functional Properties in Dynamic Software Product Lines. Lecture Notes in Computer Science, 2017, , 65-73.	1.0	4
70	REM4DSPL. , 2019, , .		4
71	Measures for Quality Evaluation of Feature Models. Lecture Notes in Computer Science, 2014, , 282-297.	1.0	4
72	CLUE: A Usability Evaluation Checklist for Multimodal Video Game Field Studies with Children Who Are Blind. , 2018, , .		4

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73	Principles for Evaluating Usability in Multimodal Games for People Who Are Blind. Lecture Notes in Computer Science, 2019, , 209-223.	1.0	4
74	A Verification Mechanism of Feature Models for Mobile and Context-Aware Software Product Lines. , 2011, , .		3
75	Improving photo recommendation with context awareness. , 2012, , .		3
76	A system dynamics model for managing service desk capacity. , 2015, , .		3
77	Using mobile message to improve student participation in blended courses. ACM SIGAPP Applied Computing Review: A Publication of the Special Interest Group on Applied Computing, 2016, 16, 15-25.	0.5	3
78	Aggregating Measures using Fuzzy Logic for Evaluating Feature Models. , 2018, , .		3
79	SUCCEEd: Support Mechanism for Creating and Executing Workflows for Decoupled SAS in IoT. , 2018, , .		3
80	Cognitive Impact Evaluation of Multimodal Interfaces for Blind People: Towards a Systematic Review. Lecture Notes in Computer Science, 2018, , 365-384.	1.0	3
81	Evaluation of Non-Functional Requirements for IoT Applications. , 2021, , .		3
82	TestDCat 3.0: catalog of test debt subtypes and management activities. Software Quality Journal, 2022, 30, 181-225.	1.4	3
83	Not the Same Everywhere: Comparing the Scope and Definition of User Experience between the Brazilian and International Communities. International Journal of Human-Computer Interaction, 0, , 1-19.	3.3	3
84	Machine Learning and Location Fingerprinting to Improve UX in a Ubiquitous Application. Lecture Notes in Computer Science, 2016, , 168-179.	1.0	3
85	Recommendations for Usability Testing in Ubiquitous Applications. , 2016, , .		3
86	CHASE. , 2020, , .		3
87	Extraction of test cases procedures from textual use cases to reduce test effort. , 2019, , .		3
88	Improving network management with mobile agents in peer-to-peer networks. , 2008, , .		2
89	A strategy for memory traffic management of bitmap fonts for text visualization in mobile devices. , 2008, , .		2
90	Integration of routing and time synchronization protocols for wireless sensor networks. , 2008, , .		2

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91	Considerations on developing mobile applications based on the Capuchin project. , 2010, , .		2
92	A delay-sensitive strategy for real-time monitoring in wireless sensor networks. , 2010, , .		2
93	Industry is From Mars, Academia is from Venus. , 2011, , .		2
94	Framework for building intelligent mobile social applications. , 2012, , .		2
95	Safe adaptation in context-aware feature models. , 2012, , .		2
96	A pattern language for agile software estimation. , 2012, , .		2
97	Analyzing the Feature Models Maintainability over their Evolution Process. , 2016, , .		2
98	DyMMer-NFP: Modeling Non-functional Properties and Multiple Context Adaptation Scenarios in Software Product Lines. Lecture Notes in Computer Science, 2017, , 175-183.	1.0	2
99	Runtime Monitoring of Behavioral Properties in Dynamically Adaptive Systems. , 2019, , .		2
100	TestDCat: Catalog of Test Debt Subtypes and Management Activities. Lecture Notes in Computer Science, 2019, , 279-295.	1.0	2
101	Generating test cases and procedures from use cases in dynamic software product lines. , 2017, , .		2
102	ManutenÃ§Ã£o Adaptativa de Software Embarcado para Telefones Celulares Apoiado por Ferramentas de AutomaÃ§Ã£o. , 0, , .		2
103	Computational Solutions for Human Falls Classification. IEEE Access, 2021, 9, 161590-161602.	2.6	2
104	Internet of Health Things for Quality of Life: Open Challenges based on a Systematic Literature Mapping. , 2022, , .		2
105	Ten Years of eHealth Discussions on Stack Overflow. , 2022, , .		2
106	An adaptation of the collections framework, reflection and object cloning from J2SE to J2ME. , 2008, , .		1
107	Validating mobility management solutions for interworking UMTS and IEEE 802.11 networks. , 2010, , .		1
108	Impact of Density, Load, and Mobility on the Performance of Routing Protocols in Vehicular Networks. , 2012, , .		1

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109	P2PScheMe: a P2P scheduling mechanism for workflows in grid computing. Concurrency Computation Practice and Experience, 2012, 24, 1478-1496.	1.4	1
110	aCCountS: A Service-Oriented Architecture for Flexible Pricing in Cloud Infrastructure. , 2013, , .		1
111	ConExT-U: A Context-Aware Exception Handling Mechanism for Task-Based Ubiquitous Systems. , 2014, , .		1
112	System Support for Self-Adaptive Cyber-Physical Systems. , 2015, , .		1
113	Mobile phone text messaging to increase student participation. , 2016, , .		1
114	Correlations between invisibility and usability in ubicomp and IoT applications. , 2018, , .		1
115	Cloning in Customization Classes. , 2018, , .		1
116	Energy Efficient Wireless Networks. Wireless Communications and Mobile Computing, 2019, 2019, 1-1.	0.8	1
117	Test debts identification in a test factory. , 2019, , .		1
118	Usability and UX Evaluation of a Mobile Social Application to Increase Students-Faculty Interactions. Communications in Computer and Information Science, 2016, , 21-29.	0.4	1
119	Fixture - A Tool for Automatic Inconsistencies Detection in Context-aware SPL. , 2015, , .		1
120	Wireless Sensor Networks Advances for Ubiquitous Computing. , 2010, , 175-189.		1
121	An Autonomous Middleware Model for Essential Services in Distributed Mobile Applications. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 57-70.	0.2	1
122	AvaliaÃ§Ã£o da ConfianÃ§a no Funcionamento de Sistemas de DetecÃ§Ã£o e Alerta de Quedas. , 0, , .		1
123	Towards a component infrastructure for cyber-physical systems. , 2016, , .		1
124	Design and Evaluation of a Mobile Application for an Educational Card Game. Journal of Interactive Systems, 2020, 11, 110-124.	0.4	1
125	Gerontecnologias e internet das coisas para prevenÃ§Ã£o de quedas em idosos: revisÃ£o integrativa. ACTA Paulista De Enfermagem, 2022, 35, .	0.1	1
126	Towards an IoHT Platform to Monitor QoL Indicators. , 2022, , .		1

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127	Where Is the Internet of Health Things Data?. , 2022, , .		1
128	A framework for text visualization using memory traffic management for mobile devices. , 2009, , .		0
129	An innovative approach to identify the IP address in denial-of-service (DoS) attacks based on Cauchy's integral theorem. International Journal of Network Management, 2009, 19, 339-354.	1.4	0
130	Conflict of requirements. , 2012, , .		0
131	Improving vertical handovers using IEEE 802.21 services and multicast addressing. , 2012, , .		0
132	A Method for Model Checking Context-Aware Exception Handling. , 2013, , .		0
133	Trust Evaluation in an Android System for Detection and Alert Falls. , 2014, , .		0
134	Performance issues with routing in multi-channel multi-interface IEEE 802.11s networks. , 2014, , .		0
135	Regularized Supervised Distance Preserving Projections for Short-Text Classification. , 2014, , .		0
136	A service-oriented architecture for billing resources in IaaS cloud platforms. , 2015, , .		0
137	Refactoring Decision based on Measurements for IoHT Apps. , 2021, , .		0
138	EvasÃ£o em ComputaÃ§Ã£o na UFC sob a perspectiva dos alunos. , 0, , .		0
139	IoT-Health Platform to Monitor and Improve Quality of Life in Smart Environments. , 2021, , .		0
140	When Technology Supports Urban Mobility: Improvements for Mobile Applications Based on a UX Evaluation. Lecture Notes in Computer Science, 2017, , 111-130.	1.0	0
141	UFC-Inventor: Uma Ferramenta de Autoria Dirigida por Modelos para GeraÃ§Ã£o de AplicaÃ§Ãµes UbÃquas para Aulas de Campo. Revista Brasileira De Informâˆšâ°tica Na Educaâˆšâ€Ÿâˆšâ£o, 2019, 27, 132-149.	0.1	0
142	LocalizaÃ§Ã£o de Dispositivos Maliciosos usando VeÃculos AÃ©reos nÃ£o Tripulados. , 0, , .		0
143	Monitoramento Inteligente de Consumo EnergÃ©tico em Ambiente Residencial utilizando IoT. , 0, , .		0
144	Catalog of invisibility correlations for UbiComp and IoT applications. Requirements Engineering, 0, , 1.	2.1	0

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145	D-CreEA: DSML for Creating Educational Analog Card Games. , 2021, , .		0
146	X-Monkey: a library to extend the monkey testing. , 2022, , .		0