Rossana Maria de Castro Andrade

List of Publications by Year in descending order

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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	TestDCat 3.0: catalog of test debt subtypes and management activities. Software Quality Journal, 2022, 30, 181-225.	1.4	3
2	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
3	Gerontecnologias e internet das coisas para prevenção de quedas em idosos: revisão integrativa. ACTA Paulista De Enfermagem, 2022, 35, .	0.1	1
4	Internet of Health Things for Quality of Life: Open Challenges based on a Systematic Literature Mapping. , 2022, , .		2
5	Ten Years of eHealth Discussions on Stack Overflow. , 2022, , .		2
6	Towards an IoHT Platform to Monitor QoL Indicators. , 2022, , .		1
7	Where Is the Internet of Health Things Data?. , 2022, , .		1
8	X-Monkey: a library to extend the monkey testing. , 2022, , .		0
9	Runtime testing of context-aware variability in adaptive systems. Information and Software Technology, 2021, 131, 106482.	3.0	5
10	Evaluation of Non-Functional Requirements for IoT Applications. , 2021, , .		3
11	Multifaceted infrastructure for self-adaptive IoT systems. Information and Software Technology, 2021, 132, 106505.	3.0	8
12	Issue Auto-Assignment in Software Projects with Machine Learning Techniques. , 2021, , .		6
13	Refactoring Decision based on Measurements for IoHT Apps. , 2021, , .		O
14	IoT-Health Platform to Monitor and Improve Quality of Life in Smart Environments. , 2021, , .		0
15	Computational Solutions for Human Falls Classification. IEEE Access, 2021, 9, 161590-161602.	2.6	2
16	D-CreEA: DSML for Creating Educational Analog Card Games. , 2021, , .		0
17	How developers believe Invisibility impacts NFRs related to User Interaction. , 2020, , .		7
18	Mobile applications for elderly healthcare: A systematic mapping. PLoS ONE, 2020, 15, e0236091.	1.1	22

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19	CHASE., 2020, , .		3
20	Design and Evaluation of a Mobile Application for an Educational Card Game. Journal of Interactive Systems, 2020, 11, 110-124.	0.4	1
21	Energy Efficient Wireless Networks. Wireless Communications and Mobile Computing, 2019, 2019, 1-1.	0.8	1
22	Runtime Monitoring of Behavioral Properties in Dynamically Adaptive Systems. , 2019, , .		2
23	Integrating HCI Perspective into a Mobile Software Development Team. , 2019, , .		10
24	Quality Evaluation of Self-Adaptive Systems. , 2019, , .		9
25	Cloud, Fog, or Mist in IoT? That Is the Question. ACM Transactions on Internet Technology, 2019, 19, 1-20.	3.0	20
26	REM4DSPL., 2019,,.		4
27	Test debts identification in a test factory. , 2019, , .		1
28	TestDCat: Catalog of Test Debt Subtypes and Management Activities. Lecture Notes in Computer Science, 2019, , 279-295.	1.0	2
29	Principles for Evaluating Usability in Multimodal Games for People Who Are Blind. Lecture Notes in Computer Science, 2019, , 209-223.	1.0	4
30	Fictitious Personas for Interdisciplinary Team Alignment in the Requirements Elicitation Activities. , $2019, , .$		6
31	UFC-Inventor: Uma Ferramenta de Autoria Dirigida por Modelos para Geração de Aplicações UbÃquas para Aulas de Campo. Revista Brasileira De InformⰚ°tica Na EducaⰚßⰚ£o, 2019, 27, 132-149.	0.1	0
32	Extraction of test cases procedures from textual use cases to reduce test effort. , 2019, , .		3
33	Aggregating Measures using Fuzzy Logic for Evaluating Feature Models. , 2018, , .		3
34	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
35	An efficient approach for device identification and traffic classification in IoT ecosystems. , 2018, , .		31
36	Correlations between invisibility and usability in ubicomp and IoT applications. , 2018, , .		1

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37	Cloning in Customization Classes. , 2018, , .		1
38	Catalog of Invisibility Requirements for UbiComp and IoT Applications. , 2018, , .		9
39	SUCCEEd: Support Mechanism for Creating and Executing Workflows for Decoupled SAS in IoT., 2018,,		3
40	Bio-Inspired Model for Data Distribution in Fog and Mist Computing. , 2018, , .		5
41	Cognitive Impact Evaluation of Multimodal Interfaces for Blind People: Towards a Systematic Review. Lecture Notes in Computer Science, 2018, , 365-384.	1.0	3
42	Exploiting Daily Trajectories for Efficient Routing in Vehicular Ad Hoc Networks. , 2018, , .		5
43	Towards a catalog of conflicts for HCI quality characteristics in UbiComp and IoT applications: Process and first results. , 2018, , .		10
44	AAL Platforms Challenges in IoT Era: A Tertiary Study. , 2018, , .		8
45	CLUE: A Usability Evaluation Checklist for Multimodal Video Game Field Studies with Children Who Are Blind. , 2018, , .		4
46	Improving VANET Simulation with Calibrated Vehicular Mobility Traces. IEEE Transactions on Mobile Computing, 2017, 16, 3376-3389.	3.9	44
47	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
48	ReMINDER: An Approach to Modeling Non-Functional Properties in Dynamic Software Product Lines. Lecture Notes in Computer Science, 2017, , 65-73.	1.0	4
49	Test case design for context-aware applications: Are we there yet?. Information and Software Technology, 2017, 88, 1-16.	3.0	33
50	State of the art and challenges of security SLA for cloud computing. Computers and Electrical Engineering, 2017, 59, 141-152.	3.0	34
51	Preventing Erosion in Exception Handling Design Using Static-Architecture Conformance Checking. Lecture Notes in Computer Science, 2017, , 67-83.	1.0	9
52	Investigating the Mode in Multimodal Video Games. , 2017, , .		8
53	Fifteen Years of Industry and Academia Partnership: Lessons Learned from a Brazilian Research Group. , 2017, , .		9
54	Secure Cloud Storage Service for Detection of Security Violations. , 2017, , .		5

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55	Exploring quality measures for the evaluation of feature models: a case study. Journal of Systems and Software, 2017, 131, 366-385.	3.3	11
56	Quality characteristics and measures for human–computer interaction evaluation in ubiquitous systems. Software Quality Journal, 2017, 25, 743-795.	1.4	27
57	Dynamically Adaptable Software Is All about Modeling Contextual Variability and Avoiding Failures. IEEE Software, 2017, 34, 72-77.	2.1	8
58	What Changes from Ubiquitous Computing to Internet of Things in Interaction Evaluation?. Lecture Notes in Computer Science, 2017, , 3-21.	1.0	34
59	Generating test cases and procedures from use cases in dynamic software product lines. , 2017, , .		2
60	Software Testing Process in a Test Factory - From Ad hoc Activities to an Organizational Standard. , 2017, , .		12
61	Heuristics to Evaluate the Usability of Ubiquitous Systems. Lecture Notes in Computer Science, 2017, , 120-141.	1.0	5
62	Mobile Audio Games Accessibility Evaluation for Users Who Are Blind. Lecture Notes in Computer Science, 2017, , 242-259.	1.0	11
63	When Technology Supports Urban Mobility: Improvements for Mobile Applications Based on a UX Evaluation. Lecture Notes in Computer Science, 2017, , 111-130.	1.0	O
64	TPRED., 2016,,.		6
65	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
66	Mobile phone text messaging to increase student participation. , 2016, , .		1
67	Communication analysis of real vehicular calibrated traces. , 2016, , .		6
68	Model Verification of Dynamic Software Product Lines. , 2016, , .		8
69	Design and usability of a braille-based mobile audiogame environment. , 2016, , .		6
70	DyMMer. , 2016, , .		12
71	Analyzing the Feature Models Maintainability over their Evolution Process. , 2016, , .		2
72	Machine Learning and Location Fingerprinting to Improve UX in a Ubiquitous Application. Lecture Notes in Computer Science, 2016, , 168-179.	1.0	3

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73	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
74	Recommendations for Usability Testing in Ubiquitous Applications. , 2016, , .		3
7 5	Towards a component infrastructure for cyber-physical systems. , 2016, , .		1
76	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
77	Dimensions for the design and evaluation of multimodal videogames for the cognition of people who are blind. , $2015, $, .		4
78	A system dynamics model for managing service desk capacity. , 2015, , .		3
79	MLM-rank: A Ranking Algorithm Based on the Minimal Learning Machine. , 2015, , .		9
80	Adaptive Tracking Model in the Framework of Medical Nursing Home Using Infrared Sensors. , 2015, , .		7
81	Multimodal Videogames for the Cognition of People Who Are Blind: Trends and Issues. Lecture Notes in Computer Science, 2015, , 535-546.	1.0	11
82	A service-oriented architecture for billing resources in laaS cloud platforms. , 2015, , .		О
83	Smart Shadow – An Autonomous Availability Computation Resource Allocation Platform for Internet of Things in the Fog Computing Environment. , $2015, \ldots$		6
84	System Support for Self-Adaptive Cyber-Physical Systems. , 2015, , .		1
85	Fixture - A Tool for Automatic Inconsistencies Detection in Context-aware SPL. , 2015, , .		1
86	Challenges for usability testing in ubiquitous systems. , 2014, , .		10
87	EPMOSt: An Energy-Efficient Passive Monitoring System for Wireless Sensor Networks. Sensors, 2014, 14, 10804-10828.	2.1	19
88	A mobile learning system to enhance field trips in geology. , 2014, , .		10
89	Trust Evaluation in an Android System for Detection and Alert Falls. , 2014, , .		О
90	USABle A Communication Framework for Ubiquitous Systems. , 2014, , .		6

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91	Performance issues with routing in multi-channel multi-interface IEEE 802.11s networks., 2014,,.		О
92	Regularized Supervised Distance Preserving Projections for Short-Text Classification., 2014,,.		O
93	Mobile Photo Recommendation and Logbook Generation Using Context-Tagged Images. IEEE MultiMedia, 2014, 21, 24-34.	1.5	10
94	ConExT-U: A Context-Aware Exception Handling Mechanism for Task-Based Ubiquitous Systems. , 2014, , .		1
95	Measures for Quality Evaluation of Feature Models. Lecture Notes in Computer Science, 2014, , 282-297.	1.0	4
96	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
97	A Method for Model Checking Context-Aware Exception Handling. , 2013, , .		O
98	Clariisa, a context-aware framework based on geolocation for a health care governance system. , 2013, , .		8
99	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
100	GeoSPIN: An Approach for Geocast Routing Based on SPatial INformation in VANETs., 2013,,.		11
101	LOCCAM - loosely coupled context acquisition middleware. , 2013, , .		32
102	aCCountS: A Service-Oriented Architecture for Flexible Pricing in Cloud Infrastructure. , 2013, , .		1
103	A coordination framework for dynamic adaptation in ubiquitous systems based on distributed tuple space., 2013,,.		4
104	A Quality Model for Human-Computer Interaction Evaluation in Ubiquitous Systems. Lecture Notes in Computer Science, 2013, , 63-70.	1.0	20
105	Framework for building intelligent mobile social applications. , 2012, , .		2
106	Safe adaptation in context-aware feature models. , 2012, , .		2
107	Improving photo recommendation with context awareness. , 2012, , .		3
108	Conflict of requirements. , 2012, , .		0

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109	Impact of Density, Load, and Mobility on the Performance of Routing Protocols in Vehicular Networks. , 2012, , .		1
110	Towards a formal model to reason about context-aware exception handling. , 2012, , .		7
111	A pattern language for agile software estimation. , 2012, , .		2
112	An approach for semantic enrichment of software product lines. , 2012, , .		5
113	P2PScheMe: a P2P scheduling mechanism for workflows in grid computing. Concurrency Computation Practice and Experience, 2012, 24, 1478-1496.	1.4	1
114	Improving vertical handovers using IEEE 802.21 services and multicast addressing. , 2012, , .		0
115	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
116	A Context-Aware Web Content Generator Based on Personal Tracking. Lecture Notes in Computer Science, 2012, , 134-150.	1.0	5
117	Industry is From Mars, Academia is from Venus. , 2011, , .		2
118	SLeSS: A Scrum and Lean Six Sigma Integration Approach for the Development of Sofware Customization for Mobile Phones. , 2011 , , .		25
119	Ubiquitous Software Engineering: Achievements, Challenges and Beyond., 2011,,.		5
120	A Decoupled and Interoperable Architecture for Coordination in Ubiquitous Systems. , 2011, , .		10
121	A Verification Mechanism of Feature Models for Mobile and Context-Aware Software Product Lines. , 2011, , .		3
122	FrameIDTV: A framework for developing interactive applications on digital television environments. Journal of Network and Computer Applications, 2010, 33, 503-511.	5.8	7
123	A Software Product Line for the Mobile and Context-Aware Applications Domain. Lecture Notes in Computer Science, 2010, , 346-360.	1.0	10
124	Validating mobility management solutions for interworking UMTS and IEEE 802.11 networks., 2010,,.		1
125	Considerations on developing mobile applications based on the Capuchin project. , 2010, , .		2
126	A delay-sensitive strategy for real-time monitoring in wireless sensor networks. , 2010, , .		2

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127	An Architecture Proposal for Nested Software Product Lines in the Domain of Mobile and Context-Aware Applications. , 2010 , , .		6
128	Model-Driven Development in the Production of Customizable Learning Objects. , 2010, , .		5
129	Wireless Sensor Networks Advances for Ubiquitous Computing. , 2010, , 175-189.		1
130	Testing requirements for mobile applications. , 2009, , .		27
131	A framework for text visualization using memory traffic management for mobile devices. , 2009, , .		O
132	Requirements and challenges for building service-oriented pervasive middleware. , 2009, , .		35
133	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	O
134	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
135	Improving network management with mobile agents in peer-to-peer networks. , 2008, , .		2
136	A strategy for memory traffic management of bitmap fonts for text visualization in mobile devices. , 2008, , .		2
137	An adaptation of the collections framework, reflection and object cloning from J2SE to J2ME. , 2008, , .		1
138	Integration of routing and time synchronization protocols for wireless sensor networks. , 2008, , .		2
139	An Aspect-Oriented Programming Model for Bag-of-Tasks Grid Applications. , 2007, , .		5
140	Evasão em Computação na UFC sob a perspectiva dos alunos. , 0, , .		0
141	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
142	Manutenção Adaptativa de Software Embarcado para Telefones Celulares Apoiado por Ferramentas de Automação. , 0, , .		2
143	Avaliaçã0 da Confiança no Funcionamento de Sistemas de Detecçã0 e Alerta de Quedas. , 0, , .		1
144	Localizaçã0 de Dispositivos Maliciosos usando VeÃculos Aéreos nã0 Tripulados. , 0, , .		0

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145	Monitoramento Inteligente de Consumo Energético em Ambiente Residencial utilizando IoT. , 0, , .		O
146	Catalog of invisibility correlations for UbiComp and IoT applications. Requirements Engineering, 0, , 1.	2.1	0