Cristiano Politowski

List of Publications by Year
in descending order

5 papers	**52** citations	1937685 **4** h-index
2272923 **4** g-index		

5 all docs	**5** docs citations	**5** times ranked	**32** citing authors

#	Article	IF	Citations
1	Game industry problems: An extensive analysis of the gray literature. Information and Software Technology, 2021, 134, 106538.	4.4	18
2	Are game engines software frameworks? A three-perspective study. Journal of Systems and Software, 2021, 171, 110846.	4.5	14
3	A large scale empirical study of the impact of Spaghetti Code and Blob anti-patterns on program comprehension. Information and Software Technology, 2020, 122, 106278.	4.4	12
4	Learning from the past: A process recommendation system for video game projects using postmortems experiences. Information and Software Technology, 2018, 100, 103-118.	4.4	8
5	ASE4Games 2021 Workshop Summary. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2022, 47, 10-11.	0.7	0