

Cristiano Politowski

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2493397/publications.pdf>

Version: 2024-02-01

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	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
2	Are game engines software frameworks? A three-perspective study. Journal of Systems and Software, 2021, 171, 110846.	4.5	14
3	Game industry problems: An extensive analysis of the gray literature. Information and Software Technology, 2021, 134, 106538.	4.4	18
4	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
5	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