

Garm Lucassen

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2496684/publications.pdf>

Version: 2024-02-01

12
papers

579
citations

1163117

8
h-index

1474206

9
g-index

12
all docs

12
docs citations

12
times ranked

336
citing authors

#	ARTICLE	IF	CITATIONS
1	Improving agile requirements: the Quality User Story framework and tool. Requirements Engineering, 2016, 21, 383-403.	3.1	144
2	Forging high-quality User Stories: Towards a discipline for Agile Requirements. , 2015, , .		86
3	Extracting conceptual models from user stories with Visual Narrator. Requirements Engineering, 2017, 22, 339-358.	3.1	69
4	Automated Extraction of Conceptual Models from User Stories via NLP. , 2016, , .		67
5	The Use and Effectiveness of User Stories in Practice. Lecture Notes in Computer Science, 2016, , 205-222.	1.3	66
6	Detecting terminological ambiguity in user stories: Tool and experimentation. Information and Software Technology, 2019, 110, 3-16.	4.4	43
7	Gamified Requirements Engineering: Model and Experimentation. Lecture Notes in Computer Science, 2016, , 171-187.	1.3	36
8	Pinpointing Ambiguity and Incompleteness in Requirements Engineering via Information Visualization and NLP. Lecture Notes in Computer Science, 2018, , 119-135.	1.3	27
9	Visualizing User Story Requirements at Multiple Granularity Levels via Semantic Relatedness. Lecture Notes in Computer Science, 2016, , 463-478.	1.3	15
10	Jobs-to-be-Done Oriented Requirements Engineering: A Method for Defining Job Stories. Lecture Notes in Computer Science, 2018, , 227-243.	1.3	13
11	Improving User Story Practice with the Grimm Method: A Multiple Case Study in the Software Industry. Lecture Notes in Computer Science, 2017, , 235-252.	1.3	8
12	Toward Tool Mashups: Comparing and Combining NLP RE Tools. , 2016, , .		5