Frank Maurer

List of Publications by Year
in descending order

117 papers	2,182 citations	687363 13 h-index	580821 25 g-index
126 all docs	126 docs citations	126 times ranked	1411 citing authors

#	Article	IF	Citations
1	Exploring Extended Reality Multi-Robot Ground Control Stations. , 2022, , .		0
2	Enhancing cross-reality applications and user experiences. , 2022, , .		3
3	Evaluating User Preferences for Augmented Reality Interactions with the Internet of Things. , 2020, , .		6
4	The evolution of agile UXD. Information and Software Technology, 2018, 102, 1-5.	4.4	24
5	NiwViw. , 2018, , .		5
6	Automated example oriented REST API documentation at Cisco. , 2017, , .		5
7	A study of the effectiveness of usage examples in REST API documentation. , 2017, , .		27
8	Crowdsourced Exploration of Mobile App Features: A Case Study of the Fort McMurray Wildfire. , 2017, , .		18
9	Acquario. , 2016, , .		0
10	ERWear. , 2016, , .		1
11	Gesture-driven Interactions on a Virtual Hologram in Mixed Reality. , 2016, , .		10
12	Envisioning the Emergency Operations Centre of the Future. , 2016, , 349-372.		4
13	Datathons. , 2016, , .		35
14	Developing usable APIs with XP and cognitive dimensions. , 2016, , .		2
15	A Toolkit for Building Collaborative Immersive Multi-Surface Applications. , 2016, , .		5
16	Social Media Use During Emergency Response â€" Insights from Emergency Professionals. Lecture Notes in Computer Science, 2016, , 557-566.	1.3	7
17	User Elicitation on Single-hand Microgestures. , 2016, , .		95
18	Using Area Learning in Spatially-Aware Ubiquitous Environments. , 2016, , .		0

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19	SpyREST in Action: An Automated RESTful API Documentation Tool. , 2015, , .		5
20	SpyREST: Automated RESTful API Documentation Using an HTTP Proxy Server (N). , 2015, , .		18
21	Usability Evaluation Practices within Agile Development. , 2015, , .		12
22	An Experience Report at Teaching a Group Based Agile Software Development Project Course. , 2015, , .		41
23	A Case Study of Web API Evolution. , 2015, , .		31
24	Systems and tools for cross-device user interfaces. , 2015, , .		3
25	SoD-Toolkit. , 2015, , .		45
26	A Systematic Mapping on Agile UCD Across the Major Agile and HCI Conferences. Lecture Notes in Computer Science, 2015, , 86-100.	1.3	2
27	Medical imaging specialists and 3D. , 2014, , .		5
28	VACI: Towards visual analytics for criminal investigation. , 2014, , .		0
29	Exploring Multi-Surface Interactions in Retail Environments. , 2014, , .		4
30	ePlan Multi-Surface. , 2014, , .		25
31	Multi Surface Interactions with Geospatial Data. , 2014, , .		14
32	Bancada. , 2014, , .		2
33	Investigating inertial measurement units for spatial awareness in multi-surface environments. , 2014, , .		0
34	Information Visualization for Agile Software Development. , 2014, , .		22
35	Poster: Exploring 3D volumetric medical data using mobile devices. , 2014, , .		1
36	Waste identification as the means for improving communication in globally distributed agile software development. Journal of Systems and Software, 2014, 95, 122-140.	4.5	53

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37	Integrating Agile and User-Centered Design: A Systematic Mapping and Review of Evaluation and Validation Studies of Agile-UX. , 2014, , .		50
38	A Roadmap for Software Engineering for the Cloud. , 2014, , 1-16.		1
39	Agile Testing: A Systematic Mapping across Three Conferences: Understanding Agile Testing in the XP/Agile Universe, Agile, and XP Conferences. , 2013, , .		7
40	Ten Lessons Learned from Integrating Interaction Design and Agile Development. , 2013, , .		11
41	From small screens to big displays. , 2013, , .		7
42	SkyHunter. , 2013, , .		24
43	A generative layout approach for rooted tree drawings. , 2013, , .		11
44	People-Centered Software Development: An Overview of Agile Methodologies. Lecture Notes in Computer Science, 2013, , 185-215.	1.3	5
45	An Assessment of Test-Driven Reuse: Promises and Pitfalls. Lecture Notes in Computer Science, 2013, , 65-80.	1.3	3
46	Eliciting usable gestures for multi-display environments. , 2012, , .		63
47	A multi-touch approach to control MRI scans: A user-centered study report. , 2012, , .		1
48	Usable results from the field of API usability: A systematic mapping and further analysis. , 2012, , .		7
49	Testing of web services - A systematic mapping. , 2012, , .		6
50	Learning gestures for interacting with low-fidelity prototypes. , 2012, , .		0
51	What makes a good code example?: A study of programming Q&amp;A in StackOverflow. , 2012, , .		195
52	Making the leap to a software platform strategy: Issues and challenges. Information and Software Technology, 2012, 54, 968-984.	4.4	32
53	User Experience Design and Agile Development: From Theory to Practice. Journal of Software Engineering and Applications, 2012, 05, 743-751.	1.1	33
54	Agile Testing: Past, Present, and Future -- Charting a Systematic Map of Testing in Agile Software Development. , 2012, , .		15

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55	Rule-Based Exploratory Testing of Graphical User Interfaces. , 2011, , .		33
56	Using Acceptance Tests for Incremental Elicitation of Variability in Requirements: An Observational Study. , 2011, , .		3
57	User-Centered Design and Agile Methods: A Systematic Review. , 2011, , .		127
58	Low-fidelity prototyping of gesture-based applications. , 2011, , .		12
59	Test-Driven Development of Graphical User Interfaces: A Pilot Evaluation. Lecture Notes in Business Information Processing, 2011, , 223-237.	1.0	4
60	A Test-Driven Approach for Extracting Libraries of Reusable Components from Existing Applications. Lecture Notes in Business Information Processing, 2011, , 238-252.	1.0	1
61	Supporting Test-Driven Development of Graphical User Interfaces Using Agile Interaction Design. , 2010, , .		14
62	Evaluation of optimized staffing for feature development and bug fixing. , 2010, , .		9
63	Requirements attributes to predict requirements related defects. , 2010, , .		9
64	Tool support for testing complex multi-touch gestures. , 2010, , .		21
65	EGrid. , 2010, , .		8
66	Adapting existing applications to support new interaction technologies. , 2010, , .		3
67	A language to define multi-touch interactions. , 2010, , .		8
68	A domain specific language to define gestures for multi-touch applications. , 2010, , .		27
69	Distributed and Automated Usability Testing of Low-Fidelity Prototypes. , 2010, , .		9
70	Reactive Variability Management in Agile Software Development. , 2010, , .		7
71	Unit tests as API usage examples. , 2010, , .		7
72	A Network Analysis of Stakeholders in Tool Visioning Process for Story Test Driven Development. , 2010, , .		0

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73	Tools for Supporting Distributed Agile Project Planning. , 2010, , 183-199.		9
74	Extreme Product Line Engineering â€" Refactoring for Variability: A Test-Driven Approach. Lecture Notes in Business Information Processing, 2010, , 43-57.	1.0	9
75	Auto-tagging Emails with User Stories Using Project Context. Lecture Notes in Business Information Processing, 2010, , 103-116.	1.0	6
76	Linking Feature Models to Code Artifacts Using Executable Acceptance Tests. Lecture Notes in Computer Science, 2010, , 211-225.	1.3	8
77	Improving Responsiveness, Bug Detection, and Delays in a Bureaucratic Setting: A Longitudinal Empirical IID Adoption Case Study. Lecture Notes in Business Information Processing, 2010, , 214-219.	1.0	0
78	A Literature Review on Story Test Driven Development. Lecture Notes in Business Information Processing, 2010, , 208-213.	1.0	4
79	Test Redundancy Measurement Based on Coverage Information: Evaluations and Lessons Learned. , 2009, , .		14
80	Improving quality, one process change at a time. , 2009, , .		3
81	XP Workshop on Agile Product Line Engineering. Lecture Notes in Business Information Processing, 2009, , 215-216.	1.0	0
82	Agile methods and interaction design. , 2009, , .		1
83	Extreme Product Line Engineering: Managing Variability and Traceability via Executable Specifications. , 2009, , .		13
84	The role of blogging in generating a software product vision. , 2009, , .		16
85	Communicating Domain Knowledge in Executable Acceptance Test Driven Development. Lecture Notes in Business Information Processing, 2009, , 23-32.	1.0	10
86	ActiveStory Enhanced: Low-Fidelity Prototyping and Wizard of Oz Usability Testing Tool. Lecture Notes in Business Information Processing, 2009, , 257-258.	1.0	3
87	Agile Methods and User-Centered Design: How These Two Methodologies are Being Successfully Integrated in Industry. , 2008, , .		97
88	Tabletop AgilePlanner: A tabletop-based project planning tool for agile software development teams. , 2008, , .		4
89	Utilizing Digital Tabletops in Collocated Agile Planning Meetings. , 2008, , .		12
90	Cooperative and human aspects of software engineering (CHASE 2008). , 2008, , .		2

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91	The benefits and challenges of executable acceptance testing. , 2008, , .		9
92	Social Factors Relevant to Capturing Design Decisions. , 2007, , .		6
93	Agile Methods: Crossing the Chasm. , 2007, , .		12
94	BuildBot: Robotic Monitoring of Agile Software Development Teams. , 2007, , .		26
95	A Tool for Automated Performance Testing of Java3D Applications in Agile Environments. , 2007, , .		1
96	Scaling Agile Methodologies for Developing a Production Accounting System for the Oil &amp; Gas Industry. , 2007, , .		3
97	A model of design decision making based on empirical results of interviews with software designers. Information and Software Technology, 2007, 49, 637-653.	4.4	95
98	Comparing Decision Making in Agile and Non-agile Software Organizations. , 2007, , 1-8.		15
99	FitClipse: A Fit-Based Eclipse Plug-In for Executable Acceptance Test Driven Development. , 2007, , 93-100.		10
100	Using Horizontal Displays for Distributed and Collocated Agile Planning. , 2007, , 38-45.		6
101	MasePlanner: A Card-Based Distributed Planning Tool for Agile Teams. , 2006, , .		10
102	On the success of empirical studies in the international conference on software engineering. , 2006, , .		84
103	An interactive speech interface for summarizing agile project planning meetings. , 2006, , .		0
104	Comparative Analysis of Job Satisfaction in Agile and Non-agile Software Development Teams. Lecture Notes in Computer Science, 2006, , 32-42.	1.3	52
105	A qualitative empirical evaluation of design decisions. , 2005, , .		6
106	A case study of wiki-based experience repository at a medium-sized software company. , 2005, , .		30
107	UCD in agile projects. Interactions, 2005, 12, 19-23.	1.0	84
108	Knowledge Sharing in Agile Software Teams. Lecture Notes in Computer Science, 2004, , 173-183.	1.3	51

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109	Developing mobile wireless applications. IEEE Internet Computing, 2003, 7, 81-86.	3.3	29
110	Supporting Distributed Extreme Programming. Lecture Notes in Computer Science, 2002, , 13-22.	1.3	18
111	Integrating Process Support and Knowledge Management for Virtual Software Development Teams. Annals of Software Engineering, 2002, 14, 145-168.	0.5	14
112	Integrating Java and CORBA: a programmer's perspective. IEEE Internet Computing, 2001, 5, 72-78.	3.3	8
113	Task-Specific Knowledge Management in a Process-Centred SEE. Lecture Notes in Computer Science, 2001, , 163-177.	1.3	18
114	Editorial: Organizational memory and knowledge management. International Journal of Human Computer Studies, 1999, 51, 511-516.	5.6	6
115	Enriching Software Process Support by Knowledge-Based Techniques. International Journal of Software Engineering and Knowledge Engineering, 1997, 07, 185-215.	0.8	6
116	Knowledge-based techniques to increase the flexibility of workflow management. Data and Knowledge Engineering, 1997, 23, 269-295.	3.4	37
117	Current status of case-retrieval in engineering domains: an analysis from the knowledge engineering perspective. Knowledge-Based Systems, 1996, 9, 83-91.	7.1	1