

Jose A Carsi

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2527654/publications.pdf>

Version: 2024-02-01

24
papers

250
citations

1163117

8
h-index

996975

15
g-index

26
all docs

26
docs citations

26
times ranked

238
citing authors

#	ARTICLE	IF	CITATIONS
1	Evaluating requirements modeling methods based on user perceptions: A family of experiments. Information Sciences, 2011, 181, 3356-3378.	6.9	35
2	Formal Model Merging Applied to Class Diagram Integration. Electronic Notes in Theoretical Computer Science, 2007, 166, 5-26.	0.9	33
3	Assessing the influence of stereotypes on the comprehension of UML sequence diagrams: A family of experiments. Information and Software Technology, 2011, 53, 1391-1403.	4.4	25
4	Automatic Support for Traceability in a Generic Model Management Framework. Lecture Notes in Computer Science, 2005, , 316-330.	1.3	15
5	Assessing the Influence of Stereotypes on the Comprehension of UML Sequence Diagrams: A Controlled Experiment. Lecture Notes in Computer Science, 2008, , 280-294.	1.3	15
6	Dynamic Evolution in Aspect-Oriented Architectural Models. Lecture Notes in Computer Science, 2005, , 59-76.	1.3	14
7	Dynamic Reconfiguration of Software Architectures Through Aspects. Lecture Notes in Computer Science, 2007, , 279-283.	1.3	8
8	A Reflective Approach for Supporting the Dynamic Evolution of Component Types. , 2009, , .		8
9	An Algebraic Baseline for Automatic Transformations in MDA. Electronic Notes in Theoretical Computer Science, 2005, 127, 31-47.	0.9	7
10	Dynamic Adaptation of Aspect-Oriented Components. Lecture Notes in Computer Science, 2007, , 49-65.	1.3	6
11	Software Generic Measurement Framework Based on MDA. IEEE Latin America Transactions, 2011, 9, 864-871.	1.6	6
12	Software generic measurement framework based on MDA. IEEE Latin America Transactions, 2008, 6, 363-370.	1.6	5
13	Does the use of stereotypes improve the comprehension of UML sequence diagrams?. , 2008, , .		5
14	Integrating Usability Evaluation into Model-Driven Video Game Development. Lecture Notes in Computer Science, 2012, , 307-314.	1.3	4
15	An Algebraic Specification of Generic OCL Queries Within the Eclipse Modeling Framework. Lecture Notes in Computer Science, 2006, , 316-330.	1.3	4
16	Distributed Replication in Aspect-Oriented Software Architectures Using Ambients. IEEE Latin America Transactions, 2007, 5, 231-237.	1.6	2
17	Managing Dynamic Evolution of Architectural Types. Lecture Notes in Computer Science, 2008, , 281-289.	1.3	2
18	Handling the Dynamic Reconfiguration of Software Architectures Using Aspects. , 2009, , .		2

#	ARTICLE	IF	CITATIONS
19	Early Usability in Model-Driven Game Development. Lecture Notes in Computer Science, 2016, , 713-722.	1.3	2
20	Mobile Ambients in Aspect-Oriented Software Architectures. , 2006, , 37-48.		2
21	Evaluating the Ability of Novice Analysts to Understand Requirements Models. , 2009, , .		1
22	Quality-Driven Model Transformations. , 2009, , 302-326.		1
23	Taking Advantage of COTS for Developing Aspect-Oriented Software Architectures. , 2008, , .		0
24	Software Generic Measurement Framework Based on MDA. IEEE Latin America Transactions, 2010, 8, 605-613.	1.6	0