

# Gregorio Robles

## List of Publications by Year in descending order

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Version: 2024-02-01

143  
papers

3,561  
citations

257101

24  
h-index

329751

37  
g-index

146  
all docs

146  
docs citations

146  
times ranked

1721  
citing authors

#	ARTICLE	IF	CITATIONS
1	Development of Computational Thinking Skills through Unplugged Activities in Primary School. , 2017, , .		156
2	Pandemic programming. Empirical Software Engineering, 2020, 25, 4927-4961.	3.0	144
3	Dr. Scratch. , 2015, , .		125
4	On the Inequality of Contributions to Wikipedia. , 2008, , .		107
5	Macro-level software evolution: a case study of a large software compilation. Empirical Software Engineering, 2009, 14, 262-285.	3.0	79
6	Can computational talent be detected? Predictive validity of the Computational Thinking Test. International Journal of Child-Computer Interaction, 2018, 18, 47-58.	2.5	77
7	Beyond source code: The importance of other artifacts in software development (a case study). Journal of Systems and Software, 2006, 79, 1233-1248.	3.3	75
8	On the reproducibility of empirical software engineering studies based on data retrieved from development repositories. Empirical Software Engineering, 2012, 17, 75-89.	3.0	75
9	Extending the nomological network of computational thinking with non-cognitive factors. Computers in Human Behavior, 2018, 80, 441-459.	5.1	75
10	Combining Assessment Tools for a Comprehensive Evaluation of Computational Thinking Interventions. , 2019, , 79-98.		72
11	The quest for open source projects that use UML. , 2016, , .		65
12	Developer Turnover in Global, Industrial Open Source Projects: Insights from Applying Survival Analysis. , 2017, , .		63
13	Evolution and Growth in Large Libre Software Projects. , 0, , .		59
14	Reproducibility and credibility in empirical software engineering: A case study based on a systematic literature review of the use of the SZZ algorithm. Information and Software Technology, 2018, 99, 164-176.	3.0	57
15	Replicating MSR: A study of the potential replicability of papers published in the Mining Software Repositories proceedings. , 2010, , .		56
16	The processes of joining in global distributed software projects. , 2006, , .		54
17	Towards a simplification of the bug report form in eclipse. , 2008, , .		54
18	Evolution of the core team of developers in libre software projects. , 2009, , .		54

#	ARTICLE	IF	CITATIONS
19	The Shifting Sands of Motivation: Revisiting What Drives Contributors in Open Source. , 2021, , .		51
20	Towards a Theoretical Model for Software Growth. , 2007, , .		49
21	Comparing computational thinking development assessment scores with software complexity metrics. , 2016, , .		47
22	An Empirical Analysis of Technical Lag in npm Package Dependencies. Lecture Notes in Computer Science, 2018, , 95-110.	1.0	46
23	Code to Learn: Where Does It Belong in the K-12 Curriculum?. Journal of Information Technology Education:Research, 0, 15, 283-303.	0.0	46
24	FLOSSMetrics: Free/Libre/Open Source Software Metrics. , 2009, , .		45
25	Tools for the Study of the Usual Data Sources found in Libre Software Projects. International Journal of Open Source Software and Processes, 2009, 1, 24-45.	0.5	45
26	The evolution of the laws of software evolution. ACM Computing Surveys, 2013, 46, 1-28.	16.1	43
27	On the Automatic Assessment of Computational Thinking Skills. , 2017, , .		43
28	Applying Social Network Analysis Techniques to Community-Driven Libre Software Projects. International Journal of Information Technology and Web Engineering, 2006, 1, 27-48.	1.2	43
29	Automatic detection of bad programming habits in scratch: A preliminary study. , 2014, , .		42
30	Estimating development effort in Free/Open source software projects by mining software repositories: a case study of OpenStack. , 2014, , .		41
31	A Comprehensive Study of Software Forks: Dates, Reasons and Outcomes. International Federation for Information Processing, 2012, , 1-14.	0.4	39
32	Comparison between SLOCs and number of files as size metrics for software evolution analysis. , 2006, , .		38
33	Mining large software compilations over time. , 2006, , .		37
34	On the Relation between Outdated Docker Containers, Severity Vulnerabilities, and Bugs. , 2019, , .		37
35	Lessons learned from applying social network analysis on an industrial Free/Libre/Open Source Software ecosystem. Journal of Internet Services and Applications, 2015, 6, .	1.6	36
36	OpenStack Gender Diversity Report. IEEE Software, 2019, 36, 28-33.	2.1	36

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37	Towards Data-Driven Learning Paths to Develop Computational Thinking with Scratch. IEEE Transactions on Emerging Topics in Computing, 2020, 8, 193-205.	3.2	36
38	Code to learn with Scratch? A systematic literature review. , 2016, , .		34
39	How bugs are born: a model to identify how bugs are introduced in software components. Empirical Software Engineering, 2020, 25, 1294-1340.	3.0	33
40	Developer identification methods for integrated data from various sources. , 2005, , .		32
41	FLOSS 2013: a survey dataset about free software contributors: challenges for curating, sharing, and combining. , 2014, , .		32
42	An Extensive Dataset of UML Models in GitHub. , 2017, , .		31
43	Geographic origin of libre software developers. Information Economics and Policy, 2008, 20, 356-363.	1.7	30
44	Software clones in scratch projects: on the presence of copy-and-paste in computational thinking learning. , 2017, , .		30
45	Understanding How Companies Interact with Free Software Communities. IEEE Software, 2013, 30, 38-45.	2.1	29
46	Is My Game OK Dr. Scratch?. , 2019, , .		29
47	Developer identification methods for integrated data from various sources. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2005, 30, 1-5.	0.5	28
48	Change impact graphs: Determining the impact of prior codechanges. Information and Software Technology, 2009, 51, 1394-1408.	3.0	28
49	On computational thinking as a universal skill: A review of the latest research on this ability. , 2018, , .		27
50	Perceval. , 2018, , .		27
51	Using Social Network Analysis Techniques to Study Collaboration between a FLOSS Community and a Company. International Federation for Information Processing, 2008, , 171-186.	0.4	27
52	Women in Free/Libre/Open Source Software: The Situation in the 2010s. IFIP Advances in Information and Communication Technology, 2016, , 163-173.	0.5	27
53	Geographic location of developers at SourceForge. , 2006, , .		25
54	A Model to Understand the Building and Running Inter-Dependencies of Software. Reverse Engineering (WCRE), Working Conference on, 2007, , .	0.0	25

#	ARTICLE	IF	CITATIONS
55	A Dataset of Scratch Programs: Scraped, Shaped and Scored. , 2017, , .		25
56	Technical Lag in Software Compilations: Measuring How Outdated a Software Deployment Is. IFIP Advances in Information and Communication Technology, 2017, , 182-192.	0.5	25
57	On the prediction of the evolution of libre software projects. Conference on Software Maintenance, Proceedings of the, 2007, , .	0.0	24
58	Forecasting the Number of Changes in Eclipse Using Time Series Analysis. , 2007, , .		24
59	"Was my contribution fairly reviewed?". , 2018, , .		24
60	Practices and Perceptions of UML Use in Open Source Projects. , 2017, , .		23
61	Effort estimation by characterizing developer activity. , 2006, , .		22
62	Studying the laws of software evolution in a long-lived FLOSS project. Journal of Software: Evolution and Process, 2014, 26, 589-612.	1.2	22
63	On the usage of pythonic idioms. , 2018, , .		22
64	On the Impact of Outdated and Vulnerable Javascript Packages in Docker Images. , 2019, , .		22
65	Adapting the "staged model for software evolution" to free/libre/open source software. , 2007, , .		19
66	A formal framework for measuring technical lag in component repositories " and its application to npm. Journal of Software: Evolution and Process, 2019, 31, e2157.	1.2	19
67	On the Diversity of Software Package Popularity Metrics: An Empirical Study of npm. , 2019, , .		18
68	Exploring How Game Genre in Student-Designed Games Influences Computational Thinking Development. , 2020, , .		18
69	Corporate Involvement of Libre Software: Study of Presence in Debian Code over Time. International Federation for Information Processing, 2007, , 121-132.	0.4	17
70	Using Software Archaeology to Measure Knowledge Loss in Software Projects Due to Developer Turnover. , 2009, , .		16
71	What if a bug has a different origin?. , 2018, , .		16
72	Twenty Years of Open Source Software: From Skepticism to Mainstream. IEEE Software, 2019, 36, 12-15.	2.1	16

#	ARTICLE	IF	CITATIONS
73	LearningML: A Tool to Foster Computational Thinking Skills Through Practical Artificial Intelligence Projects. Revista De Educacion A Distancia, 2020, 20, .	0.5	15
74	Determinism and evolution. , 2008, , .		13
75	Computer programming as an educational tool in the English classroom a preliminary study. , 2015, , .		13
76	A multi-dimensional analysis of technical lag in Debian-based Docker images. Empirical Software Engineering, 2021, 26, 1.	3.0	13
77	The MetricsGrimoire Database Collection. , 2015, , .		12
78	Watch Out for Extrinsic Bugs! A Case Study of Their Impact in Just-In-Time Bug Prediction Models on the OpenStack Project. IEEE Transactions on Software Engineering, 2022, 48, 1400-1416.	4.3	12
79	Implementing Gymkhanas with Android smartphones: A multimedia m-learning game. , 2011, , .		11
80	Does computational thinking correlate with personality?. , 2016, , .		11
81	Free and open source software development: the end of the teenage years. Journal of Internet Services and Applications, 2017, 8, .	1.6	11
82	Towards Automated Quality Models for Software Development Communities: The QualOSS and FLOSSMetrics Case. , 2010, , .		10
83	Intensive metrics for the study of the evolution of open source projects: Case studies from Apache Software Foundation projects. , 2013, , .		10
84	Trends in Free, Libre, Open Source Software Communities: From Volunteers to Companies / Aktuelle Trends in Free-, Libre-, und Open-Source-Software-Gemeinschaften: Von Freiwilligen zu Unternehmen. IT - Information Technology, 2013, 55, 173-180.	0.6	10
85	Reviewing Career Paths of the OpenStack Developers. , 2017, , .		10
86	No es lo mismo: un análisis de red de texto sobre definiciones de pensamiento computacional para estudiar su relación con la programación informática. Revista Interuniversitaria De Investigación En Tecnología Educativa, 0, , .	0.5	10
87	Setting Up Government 3.0 Solutions Based on Open Source Software: The Case of X-Road. Lecture Notes in Computer Science, 2019, , 69-81.	1.0	10
88	Change Impact Graphs: Determining the Impact of Prior Code Changes. , 2008, , .		9
89	Mining student repositories to gain learning analytics. An experience report. , 2013, , .		9
90	Developing Computational Thinking at School with Machine Learning: An exploration. , 2019, , .		9

#	ARTICLE	IF	CITATIONS
91	Collaboration and Innovation Dynamics in Software Ecosystems: A Technology Management Research Perspective. IEEE Transactions on Engineering Management, 2021, 68, 1532-1537.	2.4	9
92	Executable source code and non-executable source code: analysis and relationships. , 0, , .		8
93	A synchronous on-line competition software to improve and motivate learning. , 2012, , .		8
94	The Europe Code Week (CodeEU) initiative shaping the skills of future engineers. , 2015, , .		8
95	Free software developers: Who, how and why. , 2005, , .		8
96	Empirical Software Engineering Research on Free/Libre/Open Source Software. Conference on Software Maintenance, Proceedings of the, 2006, , .	0.0	6
97	Impact of the Creation of the Mozilla Foundation in the Activity of Developers. , 2007, , .		6
98	ConPan: A Tool to Analyze Packages in Software Containers. , 2019, , .		6
99	Software Development Analytics for Xen: Why and How. IEEE Software, 2019, 36, 28-32.	2.1	6
100	BugTracking: A Tool to Assist in the Identification of Bug Reports. IFIP Advances in Information and Communication Technology, 2016, , 192-198.	0.5	6
101	Collecting data about FLOSS development. , 2010, , .		5
102	Determining the Geographical distribution of a Community by means of a Time-zone Analysis. , 2016, , .		5
103	FLOSS Communities: Analyzing Evolvability and Robustness from an Industrial Perspective. International Federation for Information Processing, 2010, , 336-341.	0.4	5
104	Do More Experienced Developers Introduce Fewer Bugs?. International Federation for Information Processing, 2012, , 268-273.	0.4	5
105	Managing Libre Software Distributions under a Product Line Approach. , 2008, , .		4
106	A quantitative approach to the use of the Wikipedia. , 2009, , .		4
107	On the Analysis of Contributions from Privileged Users in Virtual Open Communities. , 2009, , .		4
108	Will m-learning bring disruption into education? Advances from the eMadrid excellence network. , 2012, , .		4

#	ARTICLE	IF	CITATIONS
109	Mining for localization in Android. , 2012, , .		4
110	[Engineering Paper] Graal: The Quest for Source Code Knowledge. , 2018, , .		4
111	Task assignment to counter the effect of developer turnover in software maintenance: A knowledge diffusion model. Information and Software Technology, 2022, 143, 106786.	3.0	4
112	Towards predictor models for large libre software projects. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2005, 30, 1-6.	0.5	3
113	Impact of libre software tools and methods in the robotics field. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2005, 30, 1-6.	0.5	3
114	Research friendly software repositories. , 2009, , .		3
115	Open learning: Advances in the eMadrid excellence network. , 2011, , .		3
116	Preliminary lessons from a software evolution analysis of Moodle. , 2013, , .		3
117	Free/Open Source Software projects as early MOOCs. , 2014, , .		3
118	SortingHat: Wizardry on Software Project Members. , 2019, , .		3
119	A Preliminary Analysis of Localization in Free Software: How Translations Are Performed. IFIP Advances in Information and Communication Technology, 2013, , 153-167.	0.5	3
120	Tools and Datasets for Mining Libre Software Repositories. , 0, , 24-42.		3
121	Assessing FLOSS Communities: An Experience Report from the QualOSS Project. IFIP Advances in Information and Communication Technology, 2009, , 364-364.	0.5	3
122	Revisiting the building of past snapshots â€” a replication and reproduction study. Empirical Software Engineering, 2022, 27, 1.	3.0	3
123	Software Development Metrics With a Purpose. Computer, 2022, 55, 66-73.	1.2	3
124	First International Workshop on Emerging Trends in FLOSS Research and Development. , 2007, , .		2
125	Modification and developer metrics at the function level: Metrics for the study of the evolution of a software project. , 2012, , .		2
126	Designing educational material. , 2016, , .		2



#	ARTICLE	IF	CITATIONS
127	How Much Time Did It Take to Notify a Bug? Two Case Studies: ElasticSearch and Nova. , 2017, , .		2
128	First Results About Motivation and Impact of License Changes in Open Source Projects. IFIP Advances in Information and Communication Technology, 2015, , 137-145.	0.5	2
129	Considerations Regarding the Creation of a Post-graduate Master's Degree in Free Software. IFIP Advances in Information and Communication Technology, 2014, , 123-132.	0.5	2
130	Impact of libre software tools and methods in the robotics field. , 2005, , .		1
131	New trends from libre software that may change education. , 2011, , .		1
132	Project eMadrid: Learning methodologies, gamification and quality. , 2016, , .		1
133	Code Review Analytics: WebKit as Case Study. IFIP Advances in Information and Communication Technology, 2014, , 1-10.	0.5	1
134	Quantitative Analysis of the Top Ten Wikipedias. Communications in Computer and Information Science, 2008, , 257-268.	0.4	1
135	Programar para aprender Matemáticas en 5º de Educación Primaria: implementación del proyecto ScratchMaths en España. Revista De Educacion A Distancia, 2021, 21, .	0.5	1
136	Correlation between bug notifications, messages and participants in Debian's bug tracking system. , 2007, , .		0
137	1st workshop on maintenance and evolution of FLOSS (MEFLOSS). , 2008, , .		0
138	Second international workshop on emerging trends in Free/Libre/Open Source Software research and development - FLOSS09. , 2009, , .		0
139	Influence of libre software in education: The blogs planet case. , 2010, , .		0
140	Low-Cost Identifiers for Ubiquitous Computing. Wireless Personal Communications, 2012, 63, 101-127.	1.8	0
141	Evaluation of FLOSS by Analyzing Its Software Evolution. Journal of Information Technology Research, 2015, 8, 62-81.	0.3	0
142	Quantitative analysis and characterization of Wikipedia requests. , 2008, , .		0
143	Tools and Datasets for Mining Libre Software Repositories. , 0, , 564-582.		0