Gregorio Robles

List of Publications by Year
in descending order

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	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
2	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
3	Revisiting the building of past snapshots â€" a replication and reproduction study. Empirical Software Engineering, 2022, 27, 1.	3.0	3
4	Software Development Metrics With a Purpose. Computer, 2022, 55, 66-73.	1.2	3
5	Collaboration and Innovation Dynamics in Software Ecosystems: A Technology Management Research Perspective. IEEE Transactions on Engineering Management, 2021, 68, 1532-1537.	2.4	9
6	A multi-dimensional analysis of technical lag in Debian-based Docker images. Empirical Software Engineering, 2021, 26, 1.	3.0	13
7	The Shifting Sands of Motivation: Revisiting What Drives Contributors in Open Source. , 2021, , .		51
8	Programar para aprender MatemÃ¡ticas en 5Âº de EducaciÃ³n Primaria: implementaciÃ³n del proyecto ScratchMaths en EspaÃ±a. Revista De Educacion A Distancia, 2021, 21, .	0.5	1
9	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
10	Pandemic programming. Empirical Software Engineering, 2020, 25, 4927-4961.	3.0	144
11	LearningML: A Tool to Foster Computational Thinking Skills Through Practical Artificial Intelligence Projects. Revista De Educacion A Distancia, 2020, 20, .	0.5	15
12	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
13	Exploring How Game Genre in Student-Designed Games Influences Computational Thinking Development. , 2020, , .		18
14	Is My Game OK Dr. Scratch?. , 2019, , .		29
15	A formal framework for measuring technical lag in component repositories â€" and its application to npm. Journal of Software: Evolution and Process, 2019, 31, e2157.	1.2	19
16	ConPan: A Tool to Analyze Packages in Software Containers. , 2019, , .		6
17	SortingHat: Wizardry on Software Project Members. , 2019, , .		3
18	Combining Assessment Tools for a Comprehensive Evaluation of Computational Thinking Interventions. , 2019, , 79-98.		72

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19	On the Impact of Outdated and Vulnerable Javascript Packages in Docker Images. , 2019, , .		22
20	On the Relation between Outdated Docker Containers, Severity Vulnerabilities, and Bugs. , 2019, , .		37
21	On the Diversity of Software Package Popularity Metrics: An Empirical Study of npm. , 2019, , .		18
22	Developing Computational Thinking at School with Machine Learning: An exploration. , 2019, , .		9
23	Twenty Years of Open Source Software: From Skepticism to Mainstream. IEEE Software, 2019, 36, 12-15.	2.1	16
24	OpenStack Gender Diversity Report. IEEE Software, 2019, 36, 28-33.	2.1	36
25	Software Development Analytics for Xen: Why and How. IEEE Software, 2019, 36, 28-32.	2.1	6
26	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
27	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
28	Extending the nomological network of computational thinking with non-cognitive factors. Computers in Human Behavior, 2018, 80, 441-459.	5.1	75
29	[Engineering Paper] Graal: The Quest for Source Code Knowledge. , 2018, , .		4
30	On the usage of pythonic idioms. , 2018, , .		22
31	What if a bug has a different origin?. , 2018, , .		16
32	On computational thinking as a universal skill: A review of the latest research on this ability. , 2018, , .		27
33	Perceval. , 2018, , .		27
34	"Was my contribution fairly reviewed?". , 2018, , .		24
35	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
36	An Empirical Analysis of Technical Lag in npm Package Dependencies. Lecture Notes in Computer Science, 2018, , 95-110.	1.0	46

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37	On the Automatic Assessment of Computational Thinking Skills. , 2017, , .		43
38	Software clones in scratch projects: on the presence of copy-and-paste in computational thinking learning. , 2017, , .		30
39	Developer Turnover in Global, Industrial Open Source Projects: Insights from Applying Survival Analysis. , 2017, , .		63
40	How Much Time Did It Take to Notify a Bug? Two Case Studies: ElasticSearch and Nova. , 2017, , .		2
41	Development of Computational Thinking Skills through Unplugged Activities in Primary School. , 2017, , .		156
42	A Dataset of Scratch Programs: Scraped, Shaped and Scored. , 2017, , .		25
43	An Extensive Dataset of UML Models in GitHub. , 2017, , .		31
44	Practices and Perceptions of UML Use in Open Source Projects. , 2017, , .		23
45	Reviewing Career Paths of the OpenStack Developers. , 2017, , .		10
46	Free and open source software development: the end of the teenage years. Journal of Internet Services and Applications, 2017, 8, .	1.6	11
47	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
48	Determining the Geographical distribution of a Community by means of a Time-zone Analysis. , 2016, , .		5
49	Comparing computational thinking development assessment scores with software complexity metrics. , 2016, , .		47
50	Project eMadrid: Learning methodologies, gamification and quality. , 2016, , .		1
51	Does computational thinking correlate with personality?. , 2016, , .		11
52	Designing educational material. , 2016, , .		2
53	The quest for open source projects that use UML. , 2016, , .		65
54	Code to learn with Scratch? A systematic literature review. , 2016, , .		34

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55	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
56	BugTracking: A Tool to Assist in the Identification of Bug Reports. IFIP Advances in Information and Communication Technology, 2016, , 192-198.	0.5	6
57	Evaluation of FLOSS by Analyzing Its Software Evolution. Journal of Information Technology Research, 2015, 8, 62-81.	0.3	0
58	The MetricsGrimoire Database Collection. , 2015, , .		12
59	Dr. Scratch. , 2015, , .		125
60	The Europe Code Week (CodeEU) initiative shaping the skills of future engineers. , 2015, , .		8
61	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
62	Computer programming as an educational tool in the English classroom a preliminary study. , 2015, , .		13
63	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
64	Free/Open Source Software projects as early MOOCs. , 2014, , .		3
65	FLOSS 2013: a survey dataset about free software contributors: challenges for curating, sharing, and combining. , 2014, , .		32
66	Automatic detection of bad programming habits in scratch: A preliminary study. , 2014, , .		42
67	Estimating development effort in Free/Open source software projects by mining software repositories: a case study of OpenStack. , 2014, , .		41
68	Studying the laws of software evolution in a longâ€lived FLOSS project. Journal of Software: Evolution and Process, 2014, 26, 589-612.	1.2	22
69	Code Review Analytics: WebKit as Case Study. IFIP Advances in Information and Communication Technology, 2014, , 1-10.	0.5	1
70	Considerations Regarding the Creation of a Post-graduate Masterâ€™s Degree in Free Software. IFIP Advances in Information and Communication Technology, 2014, , 123-132.	0.5	2
71	The evolution of the laws of software evolution. ACM Computing Surveys, 2013, 46, 1-28.	16.1	43
72	Mining student repositories to gain learning analytics. An experience report. , 2013, , .		9

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73	Understanding How Companies Interact with Free Software Communities. IEEE Software, 2013, 30, 38-45.	2.1	29
74	Intensive metrics for the study of the evolution of open source projects: Case studies from Apache Software Foundation projects. , 2013, , .		10
75	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
76	Preliminary lessons from a software evolution analysis of Moodle. , 2013, , .		3
77	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
78	A synchronous on-line competition software to improve and motivate learning. , 2012, , .		8
79	Will m-learning bring disruption into education? Advances from the eMadrid excellence network. , 2012, , .		4
80	Modification and developer metrics at the function level: Metrics for the study of the evolution of a software project. , 2012, , .		2
81	Mining for localization in Android. , 2012, , .		4
82	Low-Cost Identifiers for Ubiquitous Computing. Wireless Personal Communications, 2012, 63, 101-127.	1.8	0
83	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
84	A Comprehensive Study of Software Forks: Dates, Reasons and Outcomes. International Federation for Information Processing, 2012, , 1-14.	0.4	39
85	Do More Experienced Developers Introduce Fewer Bugs?. International Federation for Information Processing, 2012, , 268-273.	0.4	5
86	Open learning: Advances in the eMadrid excellence network. , 2011, , .		3
87	New trends from libre software that may change education. , 2011, , .		1
88	Implementing Gymkhanas with Android smartphones: A multimedia m-learning game. , 2011, , .		11
89	Collecting data about FLOSS development. , 2010, , .		5
90	Towards Automated Quality Models for Software Development Communities: The QualOSS and FLOSSMetrics Case. , 2010, , .		10

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91	Replicating MSR: A study of the potential replicability of papers published in the Mining Software Repositories proceedings. , 2010, , .		56
92	Influence of libre software in education: The blogs planet case. , 2010, , .		0
93	FLOSS Communities: Analyzing Evolvability and Robustness from an Industrial Perspective. International Federation for Information Processing, 2010, , 336-341.	0.4	5
94	Using Software Archaeology to Measure Knowledge Loss in Software Projects Due to Developer Turnover. , 2009, , .		16
95	Evolution of the core team of developers in libre software projects. , 2009, , .		54
96	Research friendly software repositories. , 2009, , .		3
97	Macro-level software evolution: a case study of a large software compilation. Empirical Software Engineering, 2009, 14, 262-285.	3.0	79
98	Change impact graphs: Determining the impact of prior codechanges. Information and Software Technology, 2009, 51, 1394-1408.	3.0	28
99	A quantitative approach to the use of the Wikipedia. , 2009, , .		4
100	On the Analysis of Contributions from Privileged Users in Virtual Open Communities. , 2009, , .		4
101	FLOSSMetrics: Free/Libre/Open Source Software Metrics. , 2009, , .		45
102	Second international workshop on emerging trends in Free/Libre/Open Source Software research and development - FLOSS09. , 2009, , .		0
103	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
104	Assessing FLOSS Communities: An Experience Report from the QualOSS Project. IFIP Advances in Information and Communication Technology, 2009, , 364-364.	0.5	3
105	Geographic origin of libre software developers. Information Economics and Policy, 2008, 20, 356-363.	1.7	30
106	Change Impact Graphs: Determining the Impact of Prior Code Changes. , 2008, , .		9
107	1st workshop on maintenance and evolution of FLOSS (MEFLOSS). , 2008, , .		0
108	Determinism and evolution. , 2008, , .		13

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109	Towards a simplification of the bug report form in eclipse. , 2008, , .		54
110	On the Inequality of Contributions to Wikipedia. , 2008, , .		107
111	Managing Libre Software Distributions under a Product Line Approach. , 2008, , .		4
112	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
113	Quantitative analysis and characterization of Wikipedia requests. , 2008, , .		0
114	Quantitative Analysis of the Top Ten Wikipedias. Communications in Computer and Information Science, 2008, , 257-268.	0.4	1
115	Adapting the "staged model for software evolution" to free/libre/open source software. , 2007, , .		19
116	On the prediction of the evolution of libre software projects. Conference on Software Maintenance, Proceedings of the, 2007, , .	0.0	24
117	A Model to Understand the Building and Running Inter-Dependencies of Software. Reverse Engineering (WCRE), Working Conference on, 2007, , .	0.0	25
118	Impact of the Creation of the Mozilla Foundation in the Activity of Developers. , 2007, , .		6
119	Correlation between bug notifications, messages and participants in Debian's bug tracking system. , 2007, , .		0
120	First International Workshop on Emerging Trends in FLOSS Research and Development. , 2007, , .		2
121	Forecasting the Number of Changes in Eclipse Using Time Series Analysis. , 2007, , .		24
122	Towards a Theoretical Model for Software Growth. , 2007, , .		49
123	Corporate Involvement of Libre Software: Study of Presence in Debian Code over Time. International Federation for Information Processing, 2007, , 121-132.	0.4	17
124	Empirical Software Engineering Research on Free/Libre/Open Source Software. Conference on Software Maintenance, Proceedings of the, 2006, , .	0.0	6
125	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
126	Geographic location of developers at SourceForge. , 2006, , .		25

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127	Mining large software compilations over time. , 2006, , .		37
128	The processes of joining in global distributed software projects. , 2006, , .		54
129	Effort estimation by characterizing developer activity. , 2006, , .		22
130	Comparison between SLOCs and number of files as size metrics for software evolution analysis. , 2006, , .		38
131	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
132	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
133	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
134	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
135	Developer identification methods for integrated data from various sources. , 2005, , .		32
136	Impact of libre software tools and methods in the robotics field. , 2005, , .		1
137	Free software developers: Who, how and why. , 2005, , .		8
138	Executable source code and non-executable source code: analysis and relationships. , 0, , .		8
139	Evolution and Growth in Large Libre Software Projects. , 0, , .		59
140	No es lo mismo: un anÃ¡lisis de red de texto sobre definiciones de pensamiento computacional para estudiar su relaciÃ³n con la programaciÃ³n informÃ¡tica. Revista Interuniversitaria De InvestigaciÃ³n En TecnologÃa Educativa, 0, , .	0.5	10
141	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
142	Tools and Datasets for Mining Libre Software Repositories. , 0, , 24-42.		3
143	Tools and Datasets for Mining Libre Software Repositories. , 0, , 564-582.		0