Cristian Rusu

List of Publications by Year
in descending order

54	929	840119	552369
papers	citations	11	26
		h-index	g-index

58	58	58	519
all docs	docs citations	times ranked	citing authors

#	ARTICLE	IF	CITATIONS
1	How to develop usability heuristics: A systematic literature review. Computer Standards and Interfaces, 2017, 53, 89-122.	3.8	138
2	The Impact of Technology on People with Autism Spectrum Disorder: A Systematic Literature Review. Sensors, 2019, 19, 4485.	2.1	111
3	A methodology to develop usability/user experience heuristics. Computer Standards and Interfaces, 2018, 59, 109-129.	3.8	106
4	Developing SMASH: A set of SMArtphone's uSability Heuristics. Computer Standards and Interfaces, 2016, 43, 40-52.	3.8	74
5	Usability Heuristics for Touchscreen-based Mobile Devices. , 2012, , .		61
6	Experimental validation of a set of cultural-oriented usability heuristics: e-Commerce websites evaluation. Computer Standards and Interfaces, 2017, 50, 160-178.	3.8	56
7	Usability and User Experience. International Journal of Information Technologies and Systems Approach, 2015, 8, 1-12.	0.8	52
8	Applying a methodology to develop user eXperience heuristics. Computer Standards and Interfaces, 2019, 66, 103345.	3.8	28
9	A cultural-oriented usability heuristics proposal. , 2013, , .		22
10	Evaluating interactive digital television applications through usability heuristics. Ingeniare, 2013, 21, 16-29.	0.1	17
11	Usability Heuristics Validation through Empirical Evidences: A Touchscreen-Based Mobile Devices Proposal. , 2012, , .		16
12	Designing and Evaluating Interactive Television from a Usability Perspective. , 2009, , .		15
13	Programmer eXperience: A Systematic Literature Review. IEEE Access, 2019, 7, 71079-71094.	2.6	15
14	Customer Experience in Retail: A Systematic Literature Review. Applied Sciences (Switzerland), 2020, 10, 7644.	1.3	15
15	Developing Usability Heuristics: A Formal or Informal Process?. IEEE Latin America Transactions, 2016, 14, 3400-3409.	1.2	13
16	Usability Practice: The Appealing Way to HCI. , 2008, , .		12
17	Redefining Usability Heuristics for Transactional Web Applications. , 2014, , .		12
18	Customer eXperience: A Bridge Between Service Science and Human-Computer Interaction. Advances in Intelligent Systems and Computing, 2020, , 385-390.	0.5	12

#	ARTICLE	IF	CITATIONS
19	Student eXperience: A Systematic Literature Review. Applied Sciences (Switzerland), 2021, 11, 9543.	1.3	12
20	Combinations of Methods for Collaborative Evaluation of the Usability of Interactive Software Systems. Advances in Human-Computer Interaction, 2016, 2016, 1-16.	1.8	11
21	User Experience Factors for People with Autism Spectrum Disorder. Applied Sciences (Switzerland), 2021, 11, 10469.	1.3	10
22	User Experience Evaluations: Challenges for Newcomers. Lecture Notes in Computer Science, 2015, , 237-246.	1.0	9
23	Customer eXperience. , 2018, , .		9
24	Adapting card sorting for blind people: Evaluation of the interaction design in TalkBack. Computer Standards and Interfaces, 2019, 66, 103356.	3.8	9
25	Low-Cost Assessment of User eXperience Through EEG Signals. IEEE Access, 2020, 8, 158475-158487.	2.6	9
26	SNUXH: A Set of Social Network User Experience Heuristics. Applied Sciences (Switzerland), 2020, 10, 6547.	1.3	8
27	Evaluating Online Travel Agenciesâ€™ Usability: What Heuristics Should We Use?. Lecture Notes in Computer Science, 2018, , 121-130.	1.0	6
28	Usability Heuristics: Reinventing the Wheel?. Lecture Notes in Computer Science, 2016, , 59-70.	1.0	6
29	Assessing the Customer eXperience Based on Quantitative Data: Virtual Travel Agencies. Lecture Notes in Computer Science, 2016, , 499-508.	1.0	6
30	User eXperience Heuristics for National Park Websites. Lecture Notes in Computer Science, 2020, , 193-204.	1.0	5
31	Serious Game as Support for the Development of Computational Thinking for Children with Hearing Impairment. Applied Sciences (Switzerland), 2021, 11, 115.	1.3	5
32	PlanTEA: Supporting Planning and Anticipation for Children with ASD Attending Medical Appointments. Applied Sciences (Switzerland), 2022, 12, 5237.	1.3	5
33	Technology-Based Social Skills Learning for People with Autism Spectrum Disorder. Lecture Notes in Computer Science, 2020, , 598-615.	1.0	4
34	Online Travel Agencies as Social Media: Analyzing Customersâ€™ Opinions. Lecture Notes in Computer Science, 2017, , 200-209.	1.0	4
35	An Online Travel Agency Comparative Study: Heuristic Evaluators Perception. Lecture Notes in Computer Science, 2018, , 112-120.	1.0	4
36	How novel evaluators perceive their first Heuristic Evaluation. , 2018, , .		3

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37	Analyzing the Student eXperience Concept: A Literature Review. Lecture Notes in Computer Science, 2021, , 174-186.	1.0	3
38	Programmer eXperience: A Set of Heuristics for Programming Environments. Lecture Notes in Computer Science, 2020, , 205-216.	1.0	3
39	What Happens When Evaluating Social Media's Usability?. Lecture Notes in Computer Science, 2017, , 117-126.	1.0	3
40	ECUXH: A Set of User eXperience Heuristics for e-Commerce. Lecture Notes in Computer Science, 2021, , 407-420.	1.0	2
41	Forming Customer eXperience Professionals: A Comparative Study on Students' Perception. Advances in Intelligent Systems and Computing, 2020, , 391-396.	0.5	2
42	Customer eXperience in Valparaíso Hostels: Analyzing Tourists' Opinions. Lecture Notes in Computer Science, 2020, , 226-235.	1.0	2
43	Evaluating the Post-pandemic Tourist Experience: A Scale for Tourist Experience in Valparaíso, Chile. Lecture Notes in Computer Science, 2022, , 331-343.	1.0	2
44	Programmer Experience: A Systematic Mapping. IEEE Latin America Transactions, 2020, 18, 1111-1118.	1.2	1
45	Customer eXperience in e-Learning: A Systematic Mapping Study. Lecture Notes in Computer Science, 2020, , 158-170.	1.0	1
46	Evaluation of Customer eXperience and Behaviour: A Literature Review. Lecture Notes in Computer Science, 2020, , 181-192.	1.0	1
47	Information Consumer eXperience: A Chilean Case Study. Lecture Notes in Computer Science, 2022, , 248-267.	1.0	1
48	Analyzing the Impact of Culture on Students: Towards a Student eXperience Holistic Model. Lecture Notes in Computer Science, 2022, , 127-135.	1.0	1
49	Heuristics for Programming Codes. Lecture Notes in Computer Science, 2021, , 437-449.	1.0	0
50	Student eXperience in Times of Crisis: A Chilean Case Study. Lecture Notes in Computer Science, 2021, , 270-285.	1.0	0
51	An Empiric Study of the Use of Mobile Technology by Users with Intellectual Disability. Communications in Computer and Information Science, 2019, , 29-43.	0.4	0
52	Students' Perception on Customer eXperience: A Comparative Study. Lecture Notes in Computer Science, 2020, , 236-246.	1.0	0
53	Student eXperience: A Survey in Argentinian Universities About Education in the Pandemic Context. Communications in Computer and Information Science, 2021, , 233-241.	0.4	0
54	A Property Checklist to Evaluate the User Experience for People with Autism Spectrum Disorder. Lecture Notes in Computer Science, 2022, , 205-216.	1.0	0