

Murat Yilmaz

List of Publications by Year in descending order

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Version: 2024-02-01

56
papers

601
citations

758635

12
h-index

752256

20
g-index

59
all docs

59
docs citations

59
times ranked

324
citing authors

#	ARTICLE	IF	CITATIONS
1	An examination of personality traits and how they impact on software development teams. Information and Software Technology, 2017, 86, 101-122.	3.0	72
2	Exploring the Relationship between Software Process Adaptive Capability and Organisational Performance. IEEE Transactions on Software Engineering, 2015, 41, 1169-1183.	4.3	48
3	Teaching ISO/IEC 12207 software lifecycle processes: A serious game approach. Computer Standards and Interfaces, 2017, 54, 129-138.	3.8	30
4	A 3D virtual environment for training soccer referees. Computer Standards and Interfaces, 2019, 64, 1-10.	3.8	26
5	Effective Social Productivity Measurements during Software Development – An Empirical Study. International Journal of Software Engineering and Knowledge Engineering, 2016, 26, 457-490.	0.6	24
6	Overcoming Public Speaking Anxiety of Software Engineers Using Virtual Reality Exposure Therapy. Communications in Computer and Information Science, 2017, , 191-202.	0.4	22
7	In search of the origins and enduring impact of Agile software development. , 2018, , .		21
8	Software Development Roles. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2015, 40, 1-5.	0.5	17
9	A Gamification Approach to Improve the Software Development Process by Exploring the Personality of Software Practitioners. Communications in Computer and Information Science, 2016, , 71-83.	0.4	16
10	An Investigation of Software Development Process Terminology. Communications in Computer and Information Science, 2016, , 351-361.	0.4	16
11	A Systematic Approach to the Comparison of Roles in the Software Development Processes. Communications in Computer and Information Science, 2012, , 198-209.	0.4	15
12	Towards the Understanding and Classification of the Personality Traits of Software Development Practitioners: Situational Context Cards Approach. , 2012, , .		14
13	Refactoring Software Development Process Terminology Through the Use of Ontology. Communications in Computer and Information Science, 2016, , 47-57.	0.4	13
14	Improving Software Development Process through Economic Mechanism Design. Communications in Computer and Information Science, 2010, , 177-188.	0.4	13
15	Towards a Serious Game to Teach ISO/IEC 12207 Software Lifecycle Process: An Interactive Learning Approach. Communications in Computer and Information Science, 2015, , 217-229.	0.4	12
16	A serious game for improving the decision making skills and knowledge levels of Turkish football referees according to the laws of the game. SpringerPlus, 2016, 5, 622.	1.2	12
17	To Work from Home (WFH) or Not to Work from Home? Lessons Learned by Software Engineers During the COVID-19 Pandemic. Communications in Computer and Information Science, 2021, , 14-33.	0.4	12
18	A Systematic Investigation into the Use of Game Elements in the Context of Software Business Landscapes: A Systematic Literature Review. Communications in Computer and Information Science, 2017, , 384-398.	0.4	12

#	ARTICLE	IF	CITATIONS
19	A Hierarchy of SPI Activities for Software SMEs: Results from ISO/IEC 12207-Based SPI Assessments. Communications in Computer and Information Science, 2012, , 62-74.	0.4	12
20	Exploring Software Process Variation Arising from Differences in Situational Context. Communications in Computer and Information Science, 2017, , 29-42.	0.4	11
21	Social Capital as a Determinant Factor of Software Development Productivity. International Journal of Human Capital and Information Technology Professionals, 2012, 3, 40-62.	0.5	11
22	A software process engineering approach to improving software team productivity using socioeconomic mechanism design. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2011, 36, 1-5.	0.5	10
23	Applying Blockchain to Improve the Integrity of the Software Development Process. Communications in Computer and Information Science, 2019, , 260-271.	0.4	10
24	A Market Based Approach for Resolving Resource Constrained Task Allocation Problems in a Software Development Process. Communications in Computer and Information Science, 2012, , 25-36.	0.4	9
25	Adopting virtual reality as a medium for software development process education. , 2018, , .		9
26	A Multivocal Literature Review of Function-as-a-Service (FaaS) Infrastructures and Implications for Software Developers. Communications in Computer and Information Science, 2020, , 58-75.	0.4	9
27	Exploring the Belief Systems of Software Development Professionals. Cybernetics and Systems, 2015, 46, 528-542.	1.6	8
28	Integration of accessibility design patterns with the software implementation process of ISO/IEC 29110. Journal of Software: Evolution and Process, 2019, 31, e1987.	1.2	8
29	An Exploration of Individual Personality Types in Software Development. Communications in Computer and Information Science, 2014, , 111-122.	0.4	7
30	Software Developerâ€™s Journey. Communications in Computer and Information Science, 2016, , 203-211.	0.4	7
31	The Impact of Situational Context on Software Process: A Case Study of a Very Small-Sized Company in the Online Advertising Domain. Communications in Computer and Information Science, 2018, , 28-39.	0.4	7
32	Software Development Overall Efficiency Improvement in a CMMI Level 5 Organization Within the scope of a Case Study. , 2018, , .		6
33	Towards a Role Playing Game for Exploring the Roles in Scrum to Improve Collaboration Problems. Communications in Computer and Information Science, 2018, , 254-264.	0.4	6
34	CENGO: A Web-Based Serious Game to Increase the Programming Knowledge Levels of Computer Engineering Students. Communications in Computer and Information Science, 2019, , 237-248.	0.4	6
35	Examining Reward Mechanisms for Effective Usage of Application Lifecycle Management Tools. Communications in Computer and Information Science, 2017, , 259-268.	0.4	5
36	Auctionâ€based serious game for bug tracking. IET Software, 2019, 13, 386-392.	1.5	5

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37	PlaySAFe: Results from a Virtual Reality Study Using Digital Game-Based Learning for SAFe Agile Software Development. Communications in Computer and Information Science, 2021, , 695-707.	0.4	5
38	Assessing Personality Traits in a Large Scale Software Development Company: Exploratory Industrial Case Study. Communications in Computer and Information Science, 2019, , 192-206.	0.4	5
39	A Machine-Based Personality Oriented Team Recommender for Software Development Organizations. Communications in Computer and Information Science, 2015, , 75-86.	0.4	5
40	Towards a process management life-cycle model for graduation projects in computer engineering. PLoS ONE, 2018, 13, e0208012.	1.1	4
41	Software Testing: A Changing Career. Communications in Computer and Information Science, 2019, , 731-742.	0.4	4
42	Managing the social aspects of software development ecosystems: An industrial case study on personality. Journal of Software: Evolution and Process, 2020, 32, e2277.	1.2	3
43	Applying virtual reality to teach the software development process to novice software engineers. IET Software, 2021, 15, 464-483.	1.5	3
44	Visualization, Monitoring and Control Techniques for Use in Scrum Software Development: An Analytic Hierarchy Process Approach. Communications in Computer and Information Science, 2020, , 45-57.	0.4	3
45	Designing Games for Improving the Software Development Process. Communications in Computer and Information Science, 2015, , 303-310.	0.4	3
46	Agile Software Development “Do We Really Calculate the Costs? A Multivocal Literature Review. Communications in Computer and Information Science, 2020, , 203-219.	0.4	3
47	Maximizing the value of the software development process by game theoretic analysis. , 2010, ,		1
48	Understanding personality differences in software organisations using Keirsey temperament sorter. IET Software, 2015, 9, 129-134.	1.5	1
49	Gamifying the Onboarding Process for Novice Software Practitioners. Communications in Computer and Information Science, 2016, , 242-248.	0.4	1
50	Adopting Augmented Reality for the Purpose of Software Development Process Training and Improvement: An Exploration. Communications in Computer and Information Science, 2018, , 195-206.	0.4	1
51	Virtual Reality-Based Daily Scrum Meetings. , 2018, , 1-6.		1
52	An Exploratory Study to Assess Digital Map Zoom/Pan/Rotate Methods with HoloLens. Journal of Natural and Applied Sciences, 2018, 22, 458.	0.1	1
53	Assessing Application Lifecycle Management (ALM) Potentials from an Industrial Perspective. Communications in Computer and Information Science, 2020, , 326-338.	0.4	1
54	A novel approach for visualization, monitoring, and control techniques for Scrum metric planning using the analytic hierarchy process. Journal of Software: Evolution and Process, 2023, 35, .	1.2	1

#	ARTICLE	IF	CITATIONS
55	Coding vs presenting: a multicultural study on emotions. Information Technology and People, 2020, 33, 1575-1599.	1.9	0
56	Digital Storytelling on a Virtual Heritage Museum with Believable Agents. , 2021, , .		0