Murat Yilmaz

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

53 papers	405 citations	11 h-index	16 g-index
59 ext. papers	512 ext. citations	0.8 avg, IF	3.94 L-index

#	Paper	IF	Citations
53	An examination of personality traits and how they impact on software development teams. *Information and Software Technology*, **2017**, 86, 101-122	3.4	46
52	Exploring the Relationship between Software Process Adaptive Capability and Organisational Performance. *IEEE Transactions on Software Engineering*, **2015**, 41, 1169-1183	3.5	40
51	Effective Social Productivity Measurements during Software Development An Empirical Study. *International Journal of Software Engineering and Knowledge Engineering*, **2016**, 26, 457-490	1	20
50	Teaching ISO/IEC 12207 software lifecycle processes: A serious game approach. *Computer Standards and Interfaces*, **2017**, 54, 129-138	3.5	19
49	An Investigation of Software Development Process Terminology. *Communications in Computer and Information Science*, **2016**, 351-361	0.3	15
48	A 3D virtual environment for training soccer referees. *Computer Standards and Interfaces*, **2019**, 64, 1-10	3.5	15
47	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	0.3	14
46	In search of the origins and enduring impact of Agile software development **2018**,		14
45	A Systematic Approach to the Comparison of Roles in the Software Development Processes. *Communications in Computer and Information Science*, **2012**, 198-209	0.3	13
44	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	0.3	12
43	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	0.3	11
42	Refactoring Software Development Process Terminology Through the Use of Ontology. *Communications in Computer and Information Science*, **2016**, 47-57	0.3	11
41	Software Development Roles. *Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM*, **2015**, 40, 1-5	0.4	11
40	Exploring Software Process Variation Arising from Differences in Situational Context. *Communications in Computer and Information Science*, **2017**, 29-42	0.3	10
39	Overcoming Public Speaking Anxiety of Software Engineers Using Virtual Reality Exposure Therapy. *Communications in Computer and Information Science*, **2017**, 191-202	0.3	10
38	Improving Software Development Process through Economic Mechanism Design. *Communications in Computer and Information Science*, **2010**, 177-188	0.3	9
37	An Empirical Investigation into Social Productivity of a Software Process: An Approach by Using the Structural Equation Modeling. *Communications in Computer and Information Science*, **2011**, 155-166	0.3	9

36	Towards the Understanding and Classification of the Personality Traits of Software Development Practitioners: Situational Context Cards Approach **2012**,		8
35	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	0.4	7
34	Social Capital as a Determinant Factor of Software Development Productivity. *International Journal of Human Capital and Information Technology Professionals*, **2012**, 3, 40-62	0.6	7
33	Applying Blockchain to Improve the Integrity of the Software Development Process. *Communications in Computer and Information Science*, **2019**, 260-271	0.3	7
32	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	0.3	7
31	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		6
30	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	0.3	6
29	Integration of accessibility design patterns with the software implementation process of ISO/IEC 29110. *Journal of Software: Evolution and Process*, **2019**, 31, e1987	1	6
28	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	0.3	6
27	An Exploration of Individual Personality Types in Software Development. *Communications in Computer and Information Science*, **2014**, 111-122	0.3	5
26	Software Developer Journey. *Communications in Computer and Information Science*, **2016**, 203-211	0.3	4
25	Adopting virtual reality as a medium for software development process education **2018**,		4
24	Examining Reward Mechanisms for Effective Usage of Application Lifecycle Management Tools. *Communications in Computer and Information Science*, **2017**, 259-268	0.3	4
23	Exploring the Belief Systems of Software Development Professionals. *Cybernetics and Systems*, **2015**, 46, 528-542	1.9	4
22	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	0.3	4
21	A Machine-Based Personality Oriented Team Recommender for Software Development Organizations. *Communications in Computer and Information Science*, **2015**, 75-86	0.3	4
20	Software Development Overall Efficiency Improvement in a CMMI Level 5 Organization Within the scope of a Case Study **2018**,		4
19	Towards a Role Playing Game for Exploring the Roles in Scrum to Improve Collaboration Problems. *Communications in Computer and Information Science*, **2018**, 254-264	0.3	4

18	Assessing Personality Traits in a Large Scale Software Development Company: Exploratory Industrial Case Study. *Communications in Computer and Information Science*, **2019**, 192-206	0.3	3
17	The Changing Role of the Software Engineer. *Communications in Computer and Information Science*, **2019**, 682-694	0.3	3
16	Software Testing: A Changing Career. *Communications in Computer and Information Science*, **2019**, 731-742	0.3	3
15	Designing Games for Improving the Software Development Process. *Communications in Computer and Information Science*, **2015**, 303-310	0.3	3
14	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	0.3	2
13	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	0.3	2
12	Auction-based serious game for bug tracking. *IET Software*, **2019**, 13, 386-392	1	2
11	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	0.3	2
10	Towards a process management life-cycle model for graduation projects in computer engineering. *PLoS ONE*, **2018**, 13, e0208012	3.7	2
9	Adopting Augmented Reality for the Purpose of Software Development Process Training and Improvement: An Exploration. *Communications in Computer and Information Science*, **2018**, 195-206	0.3	1
8	Maximizing the value of the software development process by game theoretic analysis **2010**,		1
7	Gamifying the Onboarding Process for Novice Software Practitioners. *Communications in Computer and Information Science*, **2016**, 242-248	0.3	1
6	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	0.3	1
5	Understanding personality differences in software organisations using Keirsey temperament sorter. *IET Software*, **2015**, 9, 129-134	1	0
4	Managing the social aspects of software development ecosystems: An industrial case study on personality. *Journal of Software: Evolution and Process*, **2020**, 32, e2277	1	0
3	Agile Software Development Do We Really Calculate the Costs? A Multivocal Literature Review. *Communications in Computer and Information Science*, **2020**, 203-219	0.3	0
2	Assessing Application Lifecycle Management (ALM) Potentials from an Industrial Perspective. *Communications in Computer and Information Science*, **2020**, 326-338	0.3	0
1	Coding vs presenting: a multicultural study on emotions. *Information Technology and People*, **2020**, 33, 1575-1599	3.4	