Jano Moreira de Souza

List of Publications by Year
in descending order

84 papers	343 citations	1307366 7 h-index	1281743 11 g-index
92 all docs	92 docs citations	92 times ranked	282 citing authors

#	Article	IF	Citations
1	Approximate Query Processing in Spatial Databases Using Raster Signatures. , 2007, , 69-86.		17
2	COE: A collaborative ontology editor based on a peer-to-peer framework. Advanced Engineering Informatics, 2005, 19, 113-121.	4.0	16
3	CSCWD: Five characters in search of crowds. , 2012, , .		16
4	Competence mining for virtual scientific community creation. International Journal of Web Based Communities, 2004, 1, 90.	0.2	15
5	GCC: A Knowledge Management Environment for Research Centers and Universities. Lecture Notes in Computer Science, 2006, , 652-667.	1.0	11
6	Qualitocracy: A data quality collaborative framework applied to citizen science. , 2012, , .		10
7	We4Fit: A game with a purpose for behavior change. , 2014, , .		10
8	Leveraging the crowd collaboration to monitor the waiting time of day-to-day services. , 2015, , .		10
9	Exploring the future impact of automation in Brazil. Employee Relations, 2021, 43, 1052-1066.	1.5	10
10	Spatial data integration in a collaborative design framework. Communications of the ACM, 2003, 46, 86-90.	3.3	9
11	Analysis and balancing of social network to improve the knowledge flow on multidisciplinary teams. , 2009, , .		9
12	Investigating social curation websites: A crowd computing perspective. , 2015, , .		9
13	Towards Fact-Checking through Crowdsourcing. , 2019, , .		9
14	Understanding Technological Unemployment: A Review of Causes, Consequences, and Solutions. Societies, 2021, 11, 50.	0.8	9
15	New Directions for IT Governance in the Brazilian Government. International Journal of Electronic Government Research, 2009, 5, 57-69.	0.5	8
16	A P2P Approach for Business Process Modelling and Reuse. Lecture Notes in Computer Science, 2006, , 297-307.	1.0	8
17	Bringing knowledge into recommender systems. Journal of Systems and Software, 2013, 86, 1751-1758.	3.3	7
18	SPeCS - a spatial decision support collaborative system for environment design. International Journal of Computer Applications in Technology, 2001, 14, 158.	0.3	6

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19	Reuse in Digital Game Development. , 2009, , .		6
20	The future of work: Insights for CSCW. , 2017, , .		6
21	Performance Tests in Data Warehousing ETLM Process for Detection of Changes in Data Origin. Lecture Notes in Computer Science, 2003, , 129-139.	1.0	6
22	Mining and Analyzing Organizational Social Networks Using Minimum Spanning Tree. Lecture Notes in Computer Science, 2008, , 18-19.	1.0	6
23	Epistheme: a scientific knowledge management environment in the SpeCS collaborative framework. Computers in Industry, 2003, 52, 81-93.	5.7	5
24	Supporting Student-Supervisor Scientific Collaboration. , 2006, , .		5
25	Assisting meeting facilitation through automated analysis of group dynamics. , 2008, , .		5
26	Tecnologia da informaçÃ£o e produtividade na indÃºstria brasileira. RAE Revista De Administracao De Empresas, 2009, 49, 74-85.	0.1	5
27	Crowdsourcing Environments in E-Learning Scenario: A Classification Based on Educational and Collaboration Criteria. , 2013, , .		5
28	Use of information visualization techniques in a collaborative context. , 2015, , .		5
29	Building a Personal Knowledge Recommendation System using Agents, Learning Ontologies and Web Mining. , 2006, , .		4
30	An experiment in exchanging knowledge chains to build personal knowledge. International Journal of Web Based Communities, 2006, 2, 413.	0.2	4
31	Olympus: Personal Knowledge Recommendation Using Agents, Ontologies and Web Mining. Lecture Notes in Computer Science, 2007, , 53-62.	1.0	4
32	MISIR: recommendation systems in a knowledge management scenario. International Journal of Continuing Engineering Education and Life-Long Learning, 2010, 20, 89.	0.1	4
33	Conceptual crowdsourcing models for e-learning. , 2014, , .		4
34	Analyzing the collaborative aspects of the Future-oriented Technology Analysis. , 2016, , .		4
35	Enhancing Knowledge Flow in a Health Care Context: A Mobile Computing Approach. JMIR MHealth and UHealth, 2014, 2, e17.	1.8	4
36	Supporting distributed and integrated execution of future‐oriented technology analysis. Futures & Foresight Science, 0, , .	0.7	4

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37	Model-Driven Architecture Approach for Data Warehouse. , 2010, , .		3
38	Selection of Business Process for Autonomic Automation. , 2010, , .		3
39	Locale similarity semantic search in large groups decision: MUTIR&#x00D5; project for the Rio 2016 Olympic Games. , 2011, , .		3
40	How the crowd can change collaborative work in patient care. , 2013, , .		3
41	WeCollaborate: Citizen collaboration for government problem-solving. , 2017, , .		3
42	Producing and analyzing potential future scenarios: A case study with medical supplies. , 2017, , .		3
43	Approaching Future-oriented Technology Analysis Strategies in Knowledge Management Processes. , 2019, , .		3
44	Smart Activation of Citizens. Advances in Knowledge Acquisition, Transfer and Management Book Series, 2017, , 262-284.	0.1	3
45	Developing Digital Games through Software Reuse. Journal of Information Processing Systems, 2010, 6, 219-234.	1.0	3
46	Polyline Spatial Join Evaluation Using Raster Approximation. GeoInformatica, 2003, 7, 315-336.	2.0	2
47	Using Knowledge Management Techniques to Improve the Learning Process through the Exchange of Knowledge Chains. , 2007, , .		2
48	Use of Space and Time Information for Context Identification. , 2007, , .		2
49	Sharing the knowledge generated during a Water Resources project. , 2008, , .		2
50	Integrating web and mobile knowledge management tools to improve negotiations. , 2011, , .		2
51	Fuzzy prospective scenarios in strategic planning in Large-Group Decision. , 2013, , .		2
52	Coppeer Documents: An Agent Based Approach to Collaborative and Incremental Development of Document Oriented Peer-to-peer Systems. , 2007, , .		1
53	NK-Sys: A negotiation environment based on the 3C collaboration model. , 2009, , .		1
54	Game Theory and Information Technology Professionals Behaviour Case Study, Experiments and Results. , 2013, , .		1

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55	Challenges on designing a distributed collaborative UML editor. , 2014, , .		1
56	A crowdsourcing approach to the design of Virtual Research Environments. , 2015, , .		1
57	Estimating the Overlapping Area of Polygon Join. Lecture Notes in Computer Science, 2005, , 91-108.	1.0	1
58	An Empirical Study on Groupware Support for Water Resources Ontology Integration. Lecture Notes in Computer Science, 2006, , 1010-1021.	1.0	1
59	A Framework to Collaborative and Incremental Development of Distributed Information Systems. Lecture Notes in Computer Science, 2008, , 273-281.	1.0	1
60	An Integrated Environment to Aid Knowledge Exchange and Collaboration Using Mobile Devices in a Healthcare Context. Lecture Notes in Computer Science, 2012, , 430-437.	1.0	1
61	Knowledge Management in the Business Process Negotiation. Lecture Notes in Computer Science, 2004, , 503-509.	1.0	0
62	TIGRAS: A Topology-Independent Gradient Search Approach for Peer-to-Peer Key Look Up. , 2008, , .		0
63	A Study Case on Domain-Driven Development, Using MDA, SOA and Web Services. , 2008, , .		0
64	A domain-driven approach for enterprise development, using BPM, MDA, SOA and Web Services. , 2008, , .		0
65	TECHNOLOGICAL AND KNOWLEDGE DIFFUSION THROUGH INNOVATION NETWORKS. , 2009, , .		0
66	A practical approach for using the knowledge chains exchange to improve the application of learning theories in learning communities. International Journal of Web Based Communities, 2010, 6, 114.	0.2	0
67	Large groups decision for the Rio 2016 Olympic Games in the MUTIRÕ project. , 2010, , .		0
68	A Web Tool to Analyse Negotiation Behavior. , 2011, , .		0
69	Behavioral aspects of Information Technology negotiators. , 2011, , .		0
70	Empowering the Delphi decision-making process using expert search from social networks. , 2014, , .		0
71	Ontology to Recover Delphi's Decisions. , 2015, , .		0
72	INFORMAÃ‡ÃƒO GEOGRÃFICA VOLUNTÃRIA NO PROCESSO DE REAMBULAÃ‡ÃƒO. Boletim De Ciencias Geodesicas, 2016, 22, 613-629.	0.2	0

#	Article	IF	Citations
73	A Service Bus for Knowledge Management Systems in Brazilian Federal Government. , 2019, , .		0
74	Designing LABORe: a Platform for the Collaborative Assessment of Technological Change in the 4thIndustrial Revolution. , 2019, , .		0
75	Development of an Index for the Inspection of Aedes aegypti Breeding Sites in Brazil: Multi-criteria Analysis. JMIR Public Health and Surveillance, 2021, 7, e19502.	1.2	0
76	Using Email-Based Network Analysis to Determine Awareness Foci. Lecture Notes in Computer Science, 2006, , 78-93.	1.0	0
77	Supporting Self-governing Software Design Groups. Lecture Notes in Computer Science, 2007, , 149-159.	1.0	0
78	DWFIST: Leveraging Calendar-Based Pattern Mining in Data Streams. Lecture Notes in Computer Science, 2007, , 438-448.	1.0	0
79	An MDA Approach for Database Profiling and Performance Assessment. Studies in Computational Intelligence, 2008, , 1-10.	0.7	0
80	CRONUS: A TASK MANAGEMENT SYSTEM TO SUPPORT SOFTWARE DEVELOPMENT. , 2009, , .		0
81	EVALUATING RISKS IN SOFTWARE NEGOTIATIONS THROUGH FUZZY COGNITIVE MAPS. , 2009, , .		0
82	New Directions for IT Governance in the Brazilian Government. , 0, , 313-334.		0
83	Data Discovery Over Time Series From Star Schemas Based on Association, Correlation, and Causality. International Journal of Data Warehousing and Mining, 2020, 16, 95-111.	0.4	0
84	Potenciais impactos da Indústria 4.0 sobre os trabalhadores. Revista Brasileira De Economia Social E Do Trabalho, 0, 3, e021010.	0.0	0