

Pedro Rangel Henriques

List of Publications by Year in descending order

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Version: 2024-02-01

88
papers

418
citations

1162889

8
h-index

940416

16
g-index

96
all docs

96
docs citations

96
times ranked

343
citing authors

#	ARTICLE	IF	CITATIONS
1	Approaches to manage and understand student engagement in programming. Open Education Studies, 2022, 4, 93-105.	0.4	0
2	Multi-perspective Conformance Checking Applied to BPMN-E2. Advances in Intelligent Systems and Computing, 2021, , 394-404.	0.5	1
3	C Tutor usage in relation to student achievement and progress: A study of introductory programming courses in Portugal and Serbia. Computer Applications in Engineering Education, 2020, 28, 1058-1071.	2.2	4
4	Attribute Grammar Applied to Human Activities Recognition in Intelligent Environments. Advances in Intelligent Systems and Computing, 2020, , 62-70.	0.5	1
5	Artefact of Augmented Reality to Support the Treatment of Specific Phobias. Advances in Intelligent Systems and Computing, 2020, , 181-187.	0.5	0
6	Predicting an Election's Outcome Using Sentiment Analysis. Advances in Intelligent Systems and Computing, 2020, , 134-143.	0.5	1
7	A sentiment analysis approach to increase authorship identification. Expert Systems, 2019, 38, e12469.	2.9	2
8	An Ontology based approach to teach Computational Thinking. , 2019, , .		4
9	Knowledge Inference Through Analysis of Human Activities. Lecture Notes in Computer Science, 2019, , 274-281.	1.0	0
10	CAPAS: A Context-Aware System Architecture for Physical Activities Monitoring. Lecture Notes in Computer Science, 2019, , 636-647.	1.0	0
11	DSL Based Automatic Generation of Q&A Systems. Advances in Intelligent Systems and Computing, 2019, , 460-471.	0.5	1
12	Extending PythonQA with Knowledge from StackOverflow. Advances in Intelligent Systems and Computing, 2018, , 568-575.	0.5	2
13	Uncertainty in Context-Aware Systems: A Case Study for Intelligent Environments. Advances in Intelligent Systems and Computing, 2018, , 225-231.	0.5	2
14	Increasing Authorship Identification Through Emotional Analysis. Advances in Intelligent Systems and Computing, 2018, , 763-772.	0.5	6
15	Hate Speech Classification in Social Media Using Emotional Analysis. , 2018, , .		52
16	Creating a social media-based personal emotional lexicon. , 2018, , .		1
17	Annotated Documents and Expanded CIDOC-CRM Ontology in the Automatic Construction of a Virtual Museum. Studies in Computational Intelligence, 2018, , 91-110.	0.7	9
18	A Comparison of Introductory Programming Courses between Portugal and Serbia. , 2018, , .		1

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19	Online Social Networks Analysis Visualization Using Socii. Advances in Intelligent Systems and Computing, 2018, , 218-228.	0.5	0
20	Automatizing ontology population to drive the navigation on Virtual Learning Spaces. , 2017, , .		3
21	Creating virtual exhibition rooms from emigration digital archives. Universal Access in the Information Society, 2017, 16, 823-833.	2.1	1
22	Real time safe-return-home system for continental Portugal. , 2017, , .		0
23	Program analysis for Clustering Programmers' Profile. , 2017, , .		0
24	Automatic generation of virtual learning spaces driven by CaVa ^{DSL} : an experience report. , 2017, , .		1
25	Automatic generation of virtual learning spaces driven by CaVa ^{DSL} : an experience report. ACM SIGPLAN Notices, 2017, 52, 233-245.	0.2	1
26	A Computer Platform to Increase Motivation in Programming Students - PEP. , 2017, , .		5
27	Bridging the Gap between bdME and OntoME. , 2016, , .		2
28	Architectural approaches to build the museum of the person. , 2016, , .		5
29	Formal Description and Automatic Generation of Learning Spaces Based on Ontologies. Procedia Computer Science, 2016, 96, 235-244.	1.2	8
30	Ontological approach for DSL development. Computer Languages, Systems and Structures, 2016, 45, 35-52.	1.4	14
31	A Reduced CRM-Compatible Form Ontology for the Virtual Emigration Museum. Advances in Intelligent Systems and Computing, 2016, , 401-410.	0.5	5
32	OntoMP, An Ontology to Build the Museum of the Person. Advances in Intelligent Systems and Computing, 2016, , 653-661.	0.5	4
33	Building the Museum of the Person from RDF Triples and SPARQL. , 2016, 1, 1.		3
34	Measuring the understandability of WSDL specifications, web service understanding degree approach and system. Computer Science and Information Systems, 2016, 13, 779-807.	0.7	1
35	Computer-supported Techniques to Increase Students Engagement in Programming. , 2016, , .		1
36	Impact of GCC optimization levels in energy consumption during C/C++ program execution. , 2015, , .		2

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37	Automatic Generation of CVs from Online Social Networks. Communications in Computer and Information Science, 2015, , 258-263.	0.4	0
38	Animation and automatic evaluation in supporting the teaching of programming. , 2015, , .		2
39	From source code identifiers to natural language terms. Journal of Systems and Software, 2015, 100, 117-128.	3.3	22
40	A perspective on architectural re-engineering. Science of Computer Programming, 2015, 98, 764-784.	1.5	4
41	Storing Archival Emigration Documents to Create Virtual Exhibition Rooms. Advances in Intelligent Systems and Computing, 2015, , 403-409.	0.5	2
42	WSDLUD: A Metric to Measure the Understanding Degree of WSDL Descriptions. Communications in Computer and Information Science, 2015, , 91-100.	0.4	1
43	An Effective Way to Teach Language Processing Courses. Advances in Higher Education and Professional Development Book Series, 2015, , 131-152.	0.1	0
44	Attribute grammars made easier: EvDebugger a visual debugger for attribute grammars. , 2014, , .		2
45	Conclave: Ontology-Driven Measurement of Semantic Relatedness between Source Code Elements and Problem Domain Concepts. Lecture Notes in Computer Science, 2014, , 116-131.	1.0	3
46	Interactive Verification of Safety-Critical Software. , 2013, , .		0
47	SIP: A Simple Tool for Inspecting and Evaluating WSDL Specifications. , 2013, , .		0
48	2nd International workshop on realizing artificial intelligence synergies in software engineering (RAISE 2013). , 2013, , .		0
49	Using Semantics in XML Information Access. , 2013, , 198-215.		0
50	GuessXQ. , 2013, , 57-76.		0
51	Report from the first international workshop on realizing artificial intelligence synergies in software engineering (RAISE 2012). Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2012, 37, 34-35.	0.5	2
52	Welcome to the First International Workshop on Realizing Artificial Intelligence Synergies in Software Engineering (RAISE 2012). , 2012, , .		0
53	A Comment Analysis Approach for Program Comprehension. , 2012, , .		8
54	Assertion-based slicing and slice graphs. Formal Aspects of Computing, 2012, 24, 217-248.	1.4	9

#	ARTICLE	IF	CITATIONS
55	A DSL for PIM specifications: Design and attribute grammar based implementation. Computer Science and Information Systems, 2011, 8, 379-403.	0.7	11
56	Domain-specific language for coordination patterns. Computer Science and Information Systems, 2011, 8, 343-359.	0.7	0
57	GammaPolarSlicer. Computer Science and Information Systems, 2011, 8, 477-499.	0.7	0
58	ICPC 2010 welcome message. , 2010, , .		0
59	Exploring, visualizing and slicing the soul of XML documents. , 2010, , .		1
60	GamaSlicer. , 2010, , .		8
61	Contract-Based Slicing. Lecture Notes in Computer Science, 2010, , 106-120.	1.0	0
62	Assertion-based Slicing and Slice Graphs. , 2010, , .		6
63	Comparing general-purpose and domain-specific languages: An empirical study. Computer Science and Information Systems, 2010, 7, 247-264.	0.7	102
64	VisualLISA: A visual environment to develop attribute grammars. Computer Science and Information Systems, 2010, 7, 265-289.	0.7	6
65	Applying program comprehension techniques to karel robot programs. , 2009, , .		1
66	VisualLISA: Visual programming environment for attribute grammars specification. , 2009, , .		3
67	SmartClean: An Incremental Data Cleaning Tool. , 2009, , .		3
68	Visualization of domain-specific programs' behavior. , 2009, , .		3
69	Influence of domain-specific notation to program understanding. , 2009, , .		4
70	How to Interconnect Operational and Behavioral Views of Web Applications. , 2008, , .		1
71	A framework to specify, extract and manage topic maps driven by ontology. , 2008, , .		4
72	Program comprehension for domain-specific languages. Computer Science and Information Systems, 2008, 5, 1-17.	0.7	25

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73	Integration of the ST language in a model-based engineering environment for control systems: An approach for compiler implementation. <i>Computer Science and Information Systems</i> , 2008, 5, 87-101.	0.7	3
74	ALMA versus DDD. <i>Computer Science and Information Systems</i> , 2008, 5, 119-136.	0.7	0
75	Comparing Topic Maps Constraint Specification Languages. <i>Lecture Notes in Computer Science</i> , 2008, , 86-97.	1.0	1
76	Making Concept Maps Available on the Web to the Students. , 2008, , 179-188.		1
77	AspectLISA: An Aspect-oriented Compiler Construction System Based on Attribute Grammars. <i>Electronic Notes in Theoretical Computer Science</i> , 2006, 164, 37-53.	0.9	7
78	Specifying Languages Using Aspect-oriented Approach: AspectLISA. <i>Journal of Computing and Information Technology</i> , 2006, 14, 343.	0.2	1
79	Automatic Generation of Language-based Tools. <i>Electronic Notes in Theoretical Computer Science</i> , 2002, 65, 77-96.	0.9	8
80	A framework and patterns for the specification of reactive systems. <i>Information and Software Technology</i> , 1998, 40, 135-142.	3.0	0
81	Algebraic specification of documents. <i>Theoretical Computer Science</i> , 1998, 199, 231-247.	0.5	2
82	Extracting Knowledge Patterns from Ticket Data. <i>Lecture Notes in Computer Science</i> , 1998, , 435-436.	1.0	1
83	Concurrent attribute evaluation. <i>Computing Systems in Engineering: an International Journal</i> , 1995, 6, 451-457.	0.5	2
84	Heuristic parsing and search space pruning. <i>Lecture Notes in Computer Science</i> , 1991, , 76-91.	1.0	0
85	A semantic evaluator generating system in prolog. <i>Lecture Notes in Computer Science</i> , 1989, , 201-218.	1.0	2
86	Grammatical approach to problem solving. , 0, , .		1
87	Visualization/animation of programs in Alma: obtaining different results. , 0, , .		0
88	A QA System for learning Python. , 0, , .		3