

Bimlesh Wadhwa

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4723053/publications.pdf>

Version: 2024-02-01

36
papers

305
citations

1936888

4
h-index

1719596

7
g-index

37
all docs

37
docs citations

37
times ranked

300
citing authors

#	ARTICLE	IF	CITATIONS
1	Teacher Perceptions of Games in Singapore Schools. Simulation and Gaming, 2012, 43, 51-66.	1.2	57
2	Exploring Nuanced Gender Perspectives within the HCI Community. , 2014, , .		31
3	A Formal Semantics for Complete UML State Machines with Communications. Lecture Notes in Computer Science, 2013, , 331-346.	1.0	27
4	Automatic early defects detection in use case documents. , 2014, , .		20
5	Combined interventions for physical activity, sleep, and diet using smartphone apps: A scoping literature review. International Journal of Medical Informatics, 2019, 123, 54-67.	1.6	20
6	Collaborative tablet applications to enhance language skills of children with autism spectrum disorder. , 2013, , .		16
7	Understanding HCI education across Asia-Pacific. , 2015, , .		9
8	Towards a Gender HCI Curriculum. , 2015, , .		9
9	Cloud Service Brokers: An Emerging Trend in Cloud Adoption and Migration. , 2013, , .		8
10	Smart cities in South East Asia. , 2015, , .		8
11	A Report on Software Engineering Education Workshop (SEED) colocated with ISEC 2015. , 2015, , .		8
12	CBT Assistant: MHealth App for psychotherapy. , 2014, , .		7
13	Understanding HCI Education across Asia-Pacific. , 2015, , .		7
14	A comparative study of maintainability of web applications on J2EE, .NET and Ruby on Rails. , 2008, , .		6
15	Technologies for the future: Evaluating a voice enabled smart city parking application. , 2016, , .		6
16	GEAR: A Mobile Game-Assisted Rehabilitation System. , 2016, , .		6
17	Smart City Technologies: Design and Evaluation of An Intelligent Driving Assistant for Smart Parking. International Journal on Advanced Science, Engineering and Information Technology, 2016, 6, 1096.	0.2	6
18	Crossing HCI for Development in Asia Pacific. , 2015, , .		5

#	ARTICLE	IF	CITATIONS
19	GEAR analytics: A clinician dashboard for a mobile game assisted rehabilitation system. , 2016, , .		5
20	Test Suite Reduction by Mutation Testing Mapped to Set Cover Problem. , 2016, , .		5
21	USMMC: a self-contained model checker for UML state machines. , 2013, , .		4
22	Cloud Service Brokers: Addressing the New Cloud Phenomenon. , 2015, , 29-40.		3
23	BOWL: augmenting the Semantic Web with beliefs. Innovations in Systems and Software Engineering, 2015, 11, 203-215.	1.6	3
24	Asean CHI Symposium. , 2015, , .		3
25	Making sense of academia-industry gap in the evolving cloud service brokerage. , 2014, , .		2
26	Engendering interaction design. , 2014, , .		2
27	Improving Quality of Use Case Documents through Learning and User Interaction. , 2016, , .		2
28	On the Design and Evaluation of Nippon Paint Color Visualizer Application “ A Case Study. Lecture Notes in Computer Science, 2017, , 372-376.	1.0	2
29	Regression Modelling for Stress Detection in Humans by assessing most prominent Thermal Signature. , 2018, , .		1
30	Designing Humour in Interaction. Lecture Notes in Computer Science, 2018, , 327-336.	1.0	1
31	Belief-augmented OWL (BOWL) Engineering the SemanticWeb with Beliefs. , 2007, , .		0
32	Generating C# Programs from CSP# Models. , 2013, , .		0
33	UBA: Ubiquitous Box Architecture. , 2014, , .		0
34	Towards the design of an electronic health book for Sri Lankan children. , 2016, , .		0
35	A Student Workload Estimator Tool: Rethinking Modular Credit. , 0, , .		0
36	A Report on the Fifth Workshop on Software Engineering Education (SEED 2022). , 2022, , .		0