

# Titus Barik

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4730457/publications.pdf>

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23  
papers

407  
citations

3311381

1  
h-index

3475538

1  
g-index

23  
all docs

23  
docs citations

23  
times ranked

164  
citing authors

#	ARTICLE	IF	CITATIONS
1	What's Wrong with Computational Notebooks? Pain Points, Needs, and Design Opportunities. , 2020, , .		76
2	Do Developers Read Compiler Error Messages?. , 2017, , .		59
3	The bones of the system. , 2016, , .		56
4	How should compilers explain problems to developers?. , 2018, , .		31
5	Fuse: A Reproducible, Extendable, Internet-Scale Corpus of Spreadsheets. , 2015, , .		21
6	Hiring is Broken: What Do Developers Say About Technical Interviews?. , 2019, , .		21
7	A perspective on blending programming environments and games: Beyond points, badges, and leaderboards. , 2016, , .		16
8	The Tech-Talk Balance: What Technical Interviewers Expect from Technical Candidates. , 2017, , .		16
9	Compiler error notifications revisited: an interaction-first approach for helping developers more effectively comprehend and resolve error notifications. , 2014, , .		15
10	A community college blended learning classroom experience through Artificial Intelligence in Games. , 2013, , .		13
11	Does stress impact technical interview performance?. , 2020, , .		13
12	How Developers Visualize Compiler Messages: A Foundational Approach to Notification Construction. , 2014, , .		12
13	From Quick Fixes to Slow Fixes: Reimagining Static Analysis Resolutions to Enable Design Space Exploration. , 2016, , .		12
14	I heart hacker news: expanding qualitative research findings by analyzing social news websites. , 2015, , .		11
15	Interactive ambient visualizations for soft advice. Information Visualization, 2013, 12, 107-132.	1.9	9
16	How should static analysis tools explain anomalies to developers?. , 2016, , .		8
17	Commit Bubbles. , 2015, , .		5
18	Unravel: A Fluent Code Explorer for Data Wrangling. , 2021, , .		5

#	ARTICLE	IF	CITATIONS
19	Improving error notification comprehension through visual overlays in IDEs. , 2014, , .		3
20	Designing for dystopia: software engineering research for the post-apocalypse. , 2016, , .		2
21	Expressions on the nature and significance of programming and play. , 2017, , .		2
22	Can Social Screencasting Help Developers Learn New Tools?. , 2015, , .		1
23	Improving error notification comprehension in IDEs by supporting developer self-explanations. , 2015, , .		0