

# Raian Ali

## List of Publications by Citations

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**Version:** 2024-04-28

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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.

122  
papers

1,187  
citations

16  
h-index

29  
g-index

140  
ext. papers

1,550  
ext. citations

1.8  
avg, IF

4.8  
L-index

#	Paper	IF	Citations
122	A goal-based framework for contextual requirements modeling and analysis. <i>Requirements Engineering</i> , <b>2010</b> , 15, 439-458	2.7	135
121	. <i>IEEE Software</i> , <b>2017</b> , 34, 44-52	1.5	82
120	<b>2014</b> ,		61
119	Crowdsourcing: A taxonomy and systematic mapping study. <i>Computer Science Review</i> , <b>2015</b> , 17, 43-69	8.3	52
118	Reasoning with contextual requirements: Detecting inconsistency and conflicts. <i>Information and Software Technology</i> , <b>2013</b> , 55, 35-57	3.4	47
117	How to Engineer Gamification. <i>Journal of Organizational and End User Computing</i> , <b>2019</b> , 31, 39-60	6.2	39
116	Requirements-driven adaptive security: Protecting variable assets at runtime <b>2012</b> ,		37
115	REfine: A gamified platform for participatory requirements engineering <b>2015</b> ,		35
114	Crowd-centric Requirements Engineering <b>2014</b> ,		27
113	Social sensing <b>2011</b> ,		26
112	Towards a Code of Ethics for Gamification at Enterprise. <i>Lecture Notes in Business Information Processing</i> , <b>2014</b> , 235-245	0.6	26
111	Four reference models for transparency requirements in information systems. <i>Requirements Engineering</i> , <b>2018</b> , 23, 251-275	2.7	23
110	Combating Fear of Missing Out (FoMO) on Social Media: The FoMO-R Method. <i>International Journal of Environmental Research and Public Health</i> , <b>2020</b> , 17,	4.6	21
109	Configuring crowdsourcing for requirements elicitation <b>2015</b> ,		20
108	The Emerging Requirement for Digital Addiction Labels. <i>Lecture Notes in Computer Science</i> , <b>2015</b> , 198-213.	0.9	18
107	Engaging the Crowd of Stakeholders in Requirements Engineering via Gamification. <i>Progress in IS</i> , <b>2017</b> , 123-135	0.9	16
106	The design of adaptive acquisition of users feedback: An empirical study <b>2014</b> ,		15

105	Gamification for Volunteer Cloud Computing <b>2014</b> ,		15
104	A Goal Modeling Framework for Self-contextualizable Software. <i>Lecture Notes in Business Information Processing</i> , <b>2009</b> , 326-338	0.6	15
103	Adaptive software-based Feedback Acquisition: A Persona-based design <b>2015</b> ,		14
102	Foundations for Transparency Requirements Engineering. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 225-231	0.9	14
101	Gamified Culture-Aware Feedback Acquisition <b>2014</b> ,		13
100	Crowd Intelligence in Requirements Engineering: Current Status and Future Directions. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 245-261	0.9	13
99	GODA: A goal-oriented requirements engineering framework for runtime dependability analysis. <i>Information and Software Technology</i> , <b>2016</b> , 80, 245-264	3.4	13
98	Digital Addiction: A Requirements Engineering Perspective. <i>Lecture Notes in Computer Science</i> , <b>2014</b> , 112-118	0.9	12
97	Wisdom of the Crowd within enterprises: Practices and challenges. <i>Computer Networks</i> , <b>2015</b> , 90, 121-132	3.4	11
96	Requirements-driven deployment. <i>Software and Systems Modeling</i> , <b>2014</b> , 13, 433-456	1.9	11
95	Defining digital addiction: Key features from the literature. <i>Psihologija</i> , <b>2020</b> , 53, 237-253	0.9	11
94	A Modelling Language for Transparency Requirements in Business Information Systems. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 239-254	0.9	11
93	Exploring the Risk Factors of Interactive E-Health Interventions for Digital Addiction. <i>International Journal of Sociotechnology and Knowledge Development</i> , <b>2016</b> , 8, 1-15	0.4	11
92	Location-Based Software Modeling and Analysis: Tropos-Based Approach. <i>Lecture Notes in Computer Science</i> , <b>2008</b> , 169-182	0.9	10
91	Business Processes Contextualisation via Context Analysis. <i>Lecture Notes in Computer Science</i> , <b>2010</b> , 471-476	0.9	10
90	COMPRO: A Methodological Approach for Business Process Contextualisation. <i>Lecture Notes in Computer Science</i> , <b>2010</b> , 132-149	0.9	10
89	COPE.er Method: Combating Digital Addiction via Online Peer Support Groups. <i>International Journal of Environmental Research and Public Health</i> , <b>2019</b> , 16,	4.6	9
88	Exploring the Requirements and Design of Persuasive Intervention Technology to Combat Digital Addiction. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 130-150	0.9	9

87	Problematic Attachment to Social Media: Five Behavioural Archetypes. <i>International Journal of Environmental Research and Public Health</i> , <b>2019</b> , 16,	4.6	9
86	Towards engineering transparency as a requirement in socio-technical systems <b>2015</b> ,		9
85	Strategies and Design Principles to Minimize Negative Side-Effects of Digital Motivation on Teamwork. <i>Lecture Notes in Computer Science</i> , <b>2017</b> , 267-278	0.9	9
84	Online Peer Groups as a Persuasive Tool to Combat Digital Addiction. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 288-300	0.9	9
83	Engineering software-based motivation: A persona-based approach <b>2016</b> ,		9
82	How Can Social Networks Design Trigger Fear of Missing Out? <b>2019</b> ,		9
81	Gamification Risks to Enterprise Teamwork: Taxonomy, Management Strategies and Modalities of Application. <i>Systems</i> , <b>2019</b> , 7, 9	3	8
80	Engineering transparency requirements: A modelling and analysis framework. <i>Information Systems</i> , <b>2018</b> , 74, 3-22	2.7	8
79	Towards a Unified Framework for Contextual Variability in Requirements <b>2009</b> ,		8
78	Designing Social Networks to Combat Fear of Missing Out		8
77	Conceptualising Gamification Risks to Teamwork within Enterprise. <i>Lecture Notes in Business Information Processing</i> , <b>2018</b> , 105-120	0.6	8
76	Modelling and analysing contextual failures for dependability requirements <b>2014</b> ,		7
75	CRAFT: A Crowd-Annotated Feedback Technique <b>2017</b> ,		7
74	Requirements Evolution: From Assumptions to Reality. <i>Lecture Notes in Business Information Processing</i> , <b>2011</b> , 372-382	0.6	7
73	Modelling Users Feedback in Crowd-Based Requirements Engineering: An Empirical Study. <i>Lecture Notes in Business Information Processing</i> , <b>2015</b> , 174-190	0.6	7
72	Social Adaptation at Runtime. <i>Communications in Computer and Information Science</i> , <b>2013</b> , 110-127	0.3	7
71	Recommendations on adapting crowdsourcing to problem types <b>2015</b> ,		6
70	Building Online Platforms for Peer Support Groups as a Persuasive Behavior Change Technique. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 70-83	0.9	6

69	Crowdsourcing software evaluation <b>2014</b> ,		6
68	Personalising Explainable Recommendations: Literature and Conceptualisation. <i>Advances in Intelligent Systems and Computing</i> , <b>2020</b> , 518-533	0.4	6
67	Optimizing Monitoring Requirements in Self-adaptive Systems. <i>Lecture Notes in Business Information Processing</i> , <b>2012</b> , 362-377	0.6	6
66	Loneliness, life satisfaction, problematic internet use and security behaviours: re-examining the relationships when working from home during COVID-19. <i>Behaviour and Information Technology</i> , 1-15	2.4	6
65	Planning runtime software adaptation through pragmatic goal model. <i>Data and Knowledge Engineering</i> , <b>2017</b> , 109, 25-40	1.5	5
64	Enhancing context specifications for dependable adaptive systems: A data mining approach. <i>Information and Software Technology</i> , <b>2019</b> , 112, 115-131	3.4	5
63	Digital Addiction: Negative Life Experiences and Potential for Technology-Assisted Solutions. <i>Advances in Intelligent Systems and Computing</i> , <b>2019</b> , 921-931	0.4	5
62	Explainable Recommendations in Intelligent Systems: Delivery Methods, Modalities and Risks. <i>Lecture Notes in Business Information Processing</i> , <b>2020</b> , 212-228	0.6	5
61	Requirements-Driven Social Adaptation: Expert Survey. <i>Lecture Notes in Computer Science</i> , <b>2014</b> , 72-87	0.9	5
60	Persuasive and Culture-Aware Feedback Acquisition. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 27-38	0.9	5
59	Problematic Attachment to Social Media: Lived Experience and Emotions. <i>Advances in Intelligent Systems and Computing</i> , <b>2019</b> , 795-805	0.4	4
58	Location-Based Variability for Mobile Information Systems. <i>Notes on Numerical Fluid Mechanics and Multidisciplinary Design</i> , <b>2008</b> , 575-578	0.3	4
57	GoalD: A Goal-Driven deployment framework for dynamic and heterogeneous computing environments. <i>Information and Software Technology</i> , <b>2019</b> , 111, 159-176	3.4	3
56	Online Peer Support Groups to Combat Digital Addiction: User Acceptance and Rejection Factors. <i>Advances in Intelligent Systems and Computing</i> , <b>2019</b> , 139-150	0.4	3
55	Crowdsourcing transparency requirements through structured feedback and social adaptation <b>2016</b> ,		3
54	Empowering responsible online gambling by real-time persuasive information systems <b>2018</b> ,		3
53	Social computing for software engineering: A mapping study. <i>Computer Science Review</i> , <b>2014</b> , 13-14, 75-93	8.3	3
52	Social Software Product Lines <b>2011</b> ,		3

51	On the role of primary and secondary assets in adaptive security: An application in smart grids <b>2012</b>		3
50	The Relationships between Gender, Life Satisfaction, Loneliness and Problematic Internet Use during COVID-19: Does the Lockdown Matter?. <i>International Journal of Environmental Research and Public Health</i> , <b>2022</b> , 19,	4.6	3
49	Combatting digital addiction: Current approaches and future directions. <i>Technology in Society</i> , <b>2022</b> , 68, 101832	6.3	3
48	Procrastination on social networks: Triggers and countermeasures. <i>Psihologija</i> , <b>2020</b> , 53, 393-410	0.9	3
47	Enabling Responsible Online Gambling by Real-time Persuasive Technologies. <i>Complex Systems Informatics and Modeling Quarterly</i> , <b>2018</b> , 44-68	0.9	3
46	Predictors of Acceptance and Rejection of Online Peer Support Groups as a Digital Wellbeing Tool. <i>Advances in Intelligent Systems and Computing</i> , <b>2020</b> , 95-107	0.4	3
45	A Persona-Based Modelling for Contextual Requirements. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 352-368	3.6	3
44	Fear of Missing Out (FoMO) as Really Lived: Five Classifications and one Ecology <b>2019</b> ,		3
43	Engineering digital motivation in businesses: a modelling and analysis framework. <i>Requirements Engineering</i> , <b>2020</b> , 25, 153-184	2.7	3
42	The Fine Line Between Persuasion and Digital Addiction. <i>Lecture Notes in Computer Science</i> , <b>2021</b> , 289-307	3.7	3
41	Goal Setting for Persuasive Information Systems: Five Reference Checklists. <i>Lecture Notes in Computer Science</i> , <b>2019</b> , 237-253	0.9	2
40	Special Section on Gamification and Software Engineering. <i>Information and Software Technology</i> , <b>2018</b> , 95, 177-178	3.4	2
39	On the Configuration of Crowdsourcing Projects. <i>International Journal of Information System Modeling and Design</i> , <b>2015</b> , 6, 27-45	0.8	2
38	Modeling and Analyzing Variability for Mobile Information Systems. <i>Lecture Notes in Computer Science</i> , <b>2008</b> , 291-306	0.9	2
37	Pragmatic Requirements for Adaptive Systems: A Goal-Driven Modeling and Analysis Approach. <i>Lecture Notes in Computer Science</i> , <b>2015</b> , 50-64	0.9	2
36	On the Delivery of Recommendations in Social Software: A User's Perspective. <i>Lecture Notes in Computer Science</i> , <b>2014</b> , 275-282	0.9	2
35	Procrastination on Social Networks: Types and Triggers <b>2019</b> ,		2
34	<b>2019</b> ,		2

33	Procrastination on Social Networking Sites: Combating by Design <b>2019</b> ,		2
32	Problematic Attachment to Social Media: the Psychological States vs Usage Styles <b>2019</b> ,		2
31	Explainable recommendation: when design meets trust calibration. <i>World Wide Web</i> , <b>2021</b> , 1-28	2.9	2
30	Gender Differences in Attitudes Towards Prevention and Intervention Messages for Digital Addiction. <i>Advances in Intelligent Systems and Computing</i> , <b>2019</b> , 806-818	0.4	1
29	Managing Procrastination on Social Networking Sites: The D-Crastinate Method. <i>Healthcare (Switzerland)</i> , <b>2020</b> , 8,	3.4	1
28	Consideration in software-mediated social interaction <b>2014</b> ,		1
27	Socially-Augmented Software: Empowering Software Operation Through Social Contacts <b>2013</b> ,		1
26	What's in the box? Exploring UK players' experiences of loot boxes in games; the conceptualisation and parallels with gambling.. <i>PLoS ONE</i> , <b>2022</b> , 17, e0263567	3.7	1
25	Identifying Implicit Vulnerabilities Through Personas as Goal Models. <i>Lecture Notes in Computer Science</i> , <b>2020</b> , 185-202	0.9	1
24	Digital wellbeing tools through users lens. <i>Technology in Society</i> , <b>2021</b> , 67, 101778	6.3	1
23	On the Configuration of Crowdsourcing Projects <b>2019</b> , 33-52		1
22	Exploring the Risk Factors of Interactive E-Health Interventions for Digital Addiction <b>2019</b> , 375-390		1
21	Online Social Transparency in Enterprise Information Systems: Risks and Risk Factors. <i>Lecture Notes in Business Information Processing</i> , <b>2019</b> , 97-111	0.6	1
20	Exploring and Conceptualising Software-Based Motivation Within Enterprise. <i>Lecture Notes in Business Information Processing</i> , <b>2016</b> , 241-256	0.6	1
19	Aligning Software Configuration with Business and IT Context. <i>Notes on Numerical Fluid Mechanics and Multidisciplinary Design</i> , <b>2012</b> , 206-221	0.3	1
18	Understanding Social Engineers Strategies from the Perspective of Sun-Tzu Philosophy <b>2020</b> ,		1
17	When People are Problematically Attached to Social Media: How Would the Design Matter? <b>2019</b> ,		1
16	Social Transparency in Enterprise Information Systems: Peculiarities and Assessment Factors <b>2019</b> ,		1

15	Procrastination on social media: predictors of types, triggers and acceptance of countermeasures. <i>Social Network Analysis and Mining</i> , <b>2021</b> , 11, 1	2.2	1
14	A Rule Based Reasoning System for Initiating Passive ADAS Warnings Without Driving Distraction Through an Ontological Approach <b>2018</b> ,		1
13	Explainable Recommendations and Calibrated Trust: Two Systematic User Errors. <i>Computer</i> , <b>2021</b> , 54, 28-37	1.6	1
12	Contextualising the National Cyber Security Capacity in an Unstable Environment: A Spring Land Case Study. <i>Advances in Intelligent Systems and Computing</i> , <b>2019</b> , 373-382	0.4	0
11	Perceptions and Misperceptions of Smartphone Use: Applying the Social Norms Approach. <i>Information (Switzerland)</i> , <b>2020</b> , 11, 513	2.6	0
10	Conceptualising, extracting and analysing requirements arguments in users' forums: The CrowdRE-Arg framework. <i>Journal of Software: Evolution and Process</i> , <b>2020</b> , 32, e2309	1	0
9	Understanding and deciphering of social engineering attack scenarios. <i>Security and Privacy</i> , <b>2021</b> , 4, e1611.8	1.8	0
8	On the Need for Cultural Sensitivity in Digital Wellbeing Tools and Messages: A UK-China Comparison. <i>Advances in Intelligent Systems and Computing</i> , <b>2020</b> , 723-733	0.4	
7	Agent Oriented Aml Engineering <b>2008</b> , 166-179		
6	On the Configuration of Crowdsourcing Projects <b>2019</b> , 180-199		
5	Exploring the Risk Factors of Interactive E-Health Interventions for Digital Addiction <b>2019</b> , 390-405		
4	Exploring the Risk Factors of Interactive E-Health Interventions for Digital Addiction <b>2019</b> , 717-732		
3	Online Peer Support Groups for Behavior Change: Moderation Requirements. <i>Lecture Notes in Business Information Processing</i> , <b>2020</b> , 157-173	0.6	
2	Perceptions of Interactive, Real-Time Persuasive Technology for Managing Online Gambling. <i>Lecture Notes in Computer Science</i> , <b>2022</b> , 28-42	0.9	
1	Online social transparency in enterprise information systems: a risk assessment method. <i>Information Technology and Management</i> , 1	1.8	