Raian Ali

List of Publications by Year in Descending Order

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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	The Relationships between Gender, Life Satisfaction, Loneliness and Problematic Internet Use during COVID-19: Does the Lockdown Matter?. *International Journal of Environmental Research and Public Health*, **2022**, 19,	4.6	3
121	What's in the box? Exploring UK players' experiences of loot boxes in games; the conceptualisation and parallels with gambling.. *PLoS ONE*, **2022**, 17, e0263567	3.7	1
120	Combatting digital addiction: Current approaches and future directions. *Technology in Society*, **2022**, 68, 101832	6.3	3
119	Perceptions of Interactive, Real-Time Persuasive Technology for Managing Online Gambling. *Lecture Notes in Computer Science*, **2022**, 28-42	0.9	
118	Digital wellbeing tools through users lens. *Technology in Society*, **2021**, 67, 101778	6.3	1
117	Understanding and deciphering of social engineering attack scenarios. *Security and Privacy*, **2021**, 4, e161	1.8	0
116	Procrastination on social media: predictors of types, triggers and acceptance of countermeasures. *Social Network Analysis and Mining*, **2021**, 11, 1	2.2	1
115	Explainable recommendation: when design meets trust calibration. *World Wide Web*, **2021**, 1-28	2.9	2
114	Explainable Recommendations and Calibrated Trust: Two Systematic User Errors. *Computer*, **2021**, 54, 28-37	1.6	1
113	The Fine Line Between Persuasion and Digital Addiction. *Lecture Notes in Computer Science*, **2021**, 289-307	0.9	3
112	Managing Procrastination on Social Networking Sites: The D-Crastinate Method. *Healthcare (Switzerland)*, **2020**, 8,	3.4	1
111	On the Need for Cultural Sensitivity in Digital Wellbeing Tools and Messages: A UK-China Comparison. *Advances in Intelligent Systems and Computing*, **2020**, 723-733	0.4	
110	Identifying Implicit Vulnerabilities Through Personas as Goal Models. *Lecture Notes in Computer Science*, **2020**, 185-202	0.9	1
109	Procrastination on social networks: Triggers and countermeasures. *Psihologija*, **2020**, 53, 393-410	0.9	3
108	Defining digital addiction: Key features from the literature. *Psihologija*, **2020**, 53, 237-253	0.9	11
107	Online Peer Support Groups for Behavior Change: Moderation Requirements. *Lecture Notes in Business Information Processing*, **2020**, 157-173	0.6	
106	Personalising Explainable Recommendations: Literature and Conceptualisation. *Advances in Intelligent Systems and Computing*, **2020**, 518-533	0.4	6

105	Predictors of Acceptance and Rejection of Online Peer Support Groups as a Digital Wellbeing Tool. *Advances in Intelligent Systems and Computing*, **2020**, 95-107	0.4	3
104	Explainable Recommendations in Intelligent Systems: Delivery Methods, Modalities and Risks. *Lecture Notes in Business Information Processing*, **2020**, 212-228	0.6	5
103	Understanding Social Engineers Strategies from the Perspective of Sun-Tzu Philosophy **2020**,		1
102	Perceptions and Misperceptions of Smartphone Use: Applying the Social Norms Approach. *Information (Switzerland)*, **2020**, 11, 513	2.6	0
101	Combating Fear of Missing Out (FoMO) on Social Media: The FoMO-R Method. *International Journal of Environmental Research and Public Health*, **2020**, 17,	4.6	21
100	Conceptualising, extracting and analysing requirements arguments in users' forums: The CrowdRE-Arg framework. *Journal of Software: Evolution and Process*, **2020**, 32, e2309	1	0
99	Engineering digital motivation in businesses: a modelling and analysis framework. *Requirements Engineering*, **2020**, 25, 153-184	2.7	3
98	How to Engineer Gamification. *Journal of Organizational and End User Computing*, **2019**, 31, 39-60	6.2	39
97	COPE.er Method: Combating Digital Addiction via Online Peer Support Groups. *International Journal of Environmental Research and Public Health*, **2019**, 16,	4.6	9
96	Enhancing context specifications for dependable adaptive systems: A data mining approach. *Information and Software Technology*, **2019**, 112, 115-131	3.4	5
95	Gamification Risks to Enterprise Teamwork: Taxonomy, Management Strategies and Modalities of Application. *Systems*, **2019**, 7, 9	3	8
94	GoalD: A Goal-Driven deployment framework for dynamic and heterogeneous computing environments. *Information and Software Technology*, **2019**, 111, 159-176	3.4	3
93	Contextualising the National Cyber Security Capacity in an Unstable Environment: A Spring Land Case Study. *Advances in Intelligent Systems and Computing*, **2019**, 373-382	0.4	0
92	Problematic Attachment to Social Media: Lived Experience and Emotions. *Advances in Intelligent Systems and Computing*, **2019**, 795-805	0.4	4
91	Gender Differences in Attitudes Towards Prevention and Intervention Messages for Digital Addiction. *Advances in Intelligent Systems and Computing*, **2019**, 806-818	0.4	1
90	Digital Addiction: Negative Life Experiences and Potential for Technology-Assisted Solutions. *Advances in Intelligent Systems and Computing*, **2019**, 921-931	0.4	5
89	Online Peer Support Groups to Combat Digital Addiction: User Acceptance and Rejection Factors. *Advances in Intelligent Systems and Computing*, **2019**, 139-150	0.4	3
88	Goal Setting for Persuasive Information Systems: Five Reference Checklists. *Lecture Notes in Computer Science*, **2019**, 237-253	0.9	2

87	Problematic Attachment to Social Media: Five Behavioural Archetypes. *International Journal of Environmental Research and Public Health*, **2019**, 16,	4.6	9
86	On the Configuration of Crowdsourcing Projects **2019**, 33-52		1
85	Exploring the Risk Factors of Interactive E-Health Interventions for Digital Addiction **2019**, 375-390		1
84	On the Configuration of Crowdsourcing Projects **2019**, 180-199		
83	Exploring the Risk Factors of Interactive E-Health Interventions for Digital Addiction **2019**, 390-405		
82	Online Social Transparency in Enterprise Information Systems: Risks and Risk Factors. *Lecture Notes in Business Information Processing*, **2019**, 97-111	0.6	1
81	Exploring the Risk Factors of Interactive E-Health Interventions for Digital Addiction **2019**, 717-732		
80	Crowd Intelligence in Requirements Engineering: Current Status and Future Directions. *Lecture Notes in Computer Science*, **2019**, 245-261	0.9	13
79	Fear of Missing Out (FoMO) as Really Lived: Five Classifications and one Ecology **2019**,		3
78	When People are Problematically Attached to Social Media: How Would the Design Matter? **2019**,		1
77	Social Transparency in Enterprise Information Systems: Peculiarities and Assessment Factors **2019**,		1
76	Procrastination on Social Networks: Types and Triggers **2019**,		2
75	**2019**,		2
74	Procrastination on Social Networking Sites: Combating by Design **2019**,		2
73	Problematic Attachment to Social Media: the Psychological States vs Usage Styles **2019**,		2
72	How Can Social Networks Design Trigger Fear of Missing Out? **2019**,		9
71	Special Section on Gamification and Software Engineering. *Information and Software Technology*, **2018**, 95, 177-178	3.4	2
70	Engineering transparency requirements: A modelling and analysis framework. *Information Systems*, **2018**, 74, 3-22	2.7	8

69	Four reference models for transparency requirements in information systems. *Requirements Engineering*, **2018**, 23, 251-275	2.7	23
68	Empowering responsible online gambling by real-time persuasive information systems **2018**,		3
67	Building Online Platforms for Peer Support Groups as a Persuasive Behavior Change Technique. *Lecture Notes in Computer Science*, **2018**, 70-83	0.9	6
66	Enabling Responsible Online Gambling by Real-time Persuasive Technologies. *Complex Systems Informatics and Modeling Quarterly*, **2018**, 44-68	0.9	3
65	A Persona-Based Modelling for Contextual Requirements. *Lecture Notes in Computer Science*, **2018**, 352-368	0.9	3
64	A Rule Based Reasoning System for Initiating Passive ADAS Warnings Without Driving Distraction Through an Ontological Approach **2018**,		1
63	Conceptualising Gamification Risks to Teamwork within Enterprise. *Lecture Notes in Business Information Processing*, **2018**, 105-120	0.6	8
62	Planning runtime software adaptation through pragmatic goal model. *Data and Knowledge Engineering*, **2017**, 109, 25-40	1.5	5
61	. *IEEE Software*, **2017**, 34, 44-52	1.5	82
60	Engaging the Crowd of Stakeholders in Requirements Engineering via Gamification. *Progress in IS*, **2017**, 123-135	0.9	16
59	CRAFT: A Crowd-Annotated Feedback Technique **2017**,		7
58	Strategies and Design Principles to Minimize Negative Side-Effects of Digital Motivation on Teamwork. *Lecture Notes in Computer Science*, **2017**, 267-278	0.9	9
57	Exploring the Requirements and Design of Persuasive Intervention Technology to Combat Digital Addiction. *Lecture Notes in Computer Science*, **2016**, 130-150	0.9	9
56	Crowdsourcing transparency requirements through structured feedback and social adaptation **2016**,		3
55	A Modelling Language for Transparency Requirements in Business Information Systems. *Lecture Notes in Computer Science*, **2016**, 239-254	0.9	11
54	Exploring and Conceptualising Software-Based Motivation Within Enterprise. *Lecture Notes in Business Information Processing*, **2016**, 241-256	0.6	1
53	Exploring the Risk Factors of Interactive E-Health Interventions for Digital Addiction. *International Journal of Sociotechnology and Knowledge Development*, **2016**, 8, 1-15	0.4	11
52	Online Peer Groups as a Persuasive Tool to Combat Digital Addiction. *Lecture Notes in Computer Science*, **2016**, 288-300	0.9	9

51	Persuasive and Culture-Aware Feedback Acquisition. *Lecture Notes in Computer Science*, **2016**, 27-38	0.9	5
50	Foundations for Transparency Requirements Engineering. *Lecture Notes in Computer Science*, **2016**, 225-231	0.9	14
49	Engineering software-based motivation: A persona-based approach **2016**,		9
48	GODA: A goal-oriented requirements engineering framework for runtime dependability analysis. *Information and Software Technology*, **2016**, 80, 245-264	3.4	13
47	Wisdom of the Crowd within enterprises: Practices and challenges. *Computer Networks*, **2015**, 90, 121-132	3.4	11
46	Crowdsourcing: A taxonomy and systematic mapping study. *Computer Science Review*, **2015**, 17, 43-69	8.3	52
45	Recommendations on adapting crowdsourcing to problem types **2015**,		6
44	Adaptive software-based Feedback Acquisition: A Persona-based design **2015**,		14
43	REfine: A gamified platform for participatory requirements engineering **2015**,		35
42	On the Configuration of Crowdsourcing Projects. *International Journal of Information System Modeling and Design*, **2015**, 6, 27-45	0.8	2
41	Configuring crowdsourcing for requirements elicitation **2015**,		20
40	Towards engineering transparency as a requirement in socio-technical systems **2015**,		9
39	The Emerging Requirement for Digital Addiction Labels. *Lecture Notes in Computer Science*, **2015**, 198-213	0.9	18
38	Pragmatic Requirements for Adaptive Systems: A Goal-Driven Modeling and Analysis Approach. *Lecture Notes in Computer Science*, **2015**, 50-64	0.9	2
37	Modelling Users Feedback in Crowd-Based Requirements Engineering: An Empirical Study. *Lecture Notes in Business Information Processing*, **2015**, 174-190	0.6	7
36	Requirements-driven deployment. *Software and Systems Modeling*, **2014**, 13, 433-456	1.9	11
35	Consideration in software-mediated social interaction **2014**,		1
34	**2014**,		61

33	The design of adaptive acquisition of users feedback: An empirical study **2014**,		15
32	Social computing for software engineering: A mapping study. *Computer Science Review*, **2014**, 13-14, 75-93	8.3	3
31	Modelling and analysing contextual failures for dependability requirements **2014**,		7
30	Crowdsourcing software evaluation **2014**,		6
29	Gamification for Volunteer Cloud Computing **2014**,		15
28	Gamified Culture-Aware Feedback Acquisition **2014**,		13
27	Crowd-centric Requirements Engineering **2014**,		27
26	Digital Addiction: A Requirements Engineering Perspective. *Lecture Notes in Computer Science*, **2014**, 112-118	0.9	12
25	Towards a Code of Ethics for Gamification at Enterprise. *Lecture Notes in Business Information Processing*, **2014**, 235-245	0.6	26
24	Requirements-Driven Social Adaptation: Expert Survey. *Lecture Notes in Computer Science*, **2014**, 72-87	0.9	5
23	On the Delivery of Recommendations in Social Software: A User Perspective. *Lecture Notes in Computer Science*, **2014**, 275-282	0.9	2
22	Socially-Augmented Software: Empowering Software Operation Through Social Contacts **2013**,		1
21	Reasoning with contextual requirements: Detecting inconsistency and conflicts. *Information and Software Technology*, **2013**, 55, 35-57	3.4	47
20	Social Adaptation at Runtime. *Communications in Computer and Information Science*, **2013**, 110-127	0.3	7
19	Requirements-driven adaptive security: Protecting variable assets at runtime **2012**,		37
18	On the role of primary and secondary assets in adaptive security: An application in smart grids **2012** ,		3
17	Optimizing Monitoring Requirements in Self-adaptive Systems. *Lecture Notes in Business Information Processing*, **2012**, 362-377	0.6	6
16	Aligning Software Configuration with Business and IT Context. *Notes on Numerical Fluid Mechanics and Multidisciplinary Design*, **2012**, 206-221	0.3	1

15	Requirements Evolution: From Assumptions to Reality. *Lecture Notes in Business Information Processing*, **2011**, 372-382	0.6	7
14	Social sensing **2011**,		26
13	Social Software Product Lines **2011**,		3
12	A goal-based framework for contextual requirements modeling and analysis. *Requirements Engineering*, **2010**, 15, 439-458	2.7	135
11	Business Processes Contextualisation via Context Analysis. *Lecture Notes in Computer Science*, **2010**, 471-476	0.9	10
10	COMPRO: A Methodological Approach for Business Process Contextualisation. *Lecture Notes in Computer Science*, **2010**, 132-149	0.9	10
9	Towards a Unified Framework for Contextual Variability in Requirements **2009**,		8
8	A Goal Modeling Framework for Self-contextualizable Software. *Lecture Notes in Business Information Processing*, **2009**, 326-338	0.6	15
7	Agent Oriented AmI Engineering **2008**, 166-179		
6	Modeling and Analyzing Variability for Mobile Information Systems. *Lecture Notes in Computer Science*, **2008**, 291-306	0.9	2
5	Location-Based Variability for Mobile Information Systems. *Notes on Numerical Fluid Mechanics and Multidisciplinary Design*, **2008**, 575-578	0.3	4
4	Location-Based Software Modeling and Analysis: Tropos-Based Approach. *Lecture Notes in Computer Science*, **2008**, 169-182	0.9	10
3	Designing Social Networks to Combat Fear of Missing Out		8
2	Loneliness, life satisfaction, problematic internet use and security behaviours: re-examining the relationships when working from home during COVID-19. *Behaviour and Information Technology*,1-15	2.4	6
1	Online social transparency in enterprise information systems: a risk assessment method. *Information Technology and Management*,1	1.8	