

Marco Kuhrmann

List of Publications by Year in descending order

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66
papers

1,033
citations

932766

10
h-index

713013

21
g-index

69
all docs

69
docs citations

69
times ranked

574
citing authors

#	ARTICLE	IF	CITATIONS
1	What Makes Agile Software Development Agile?. IEEE Transactions on Software Engineering, 2022, 48, 3523-3539.	4.3	21
2	Towards the statistical construction of hybrid development methods. Journal of Software: Evolution and Process, 2021, 33, .	1.2	7
3	Metrics in automotive software development: A systematic literature review. Journal of Software: Evolution and Process, 2021, 33, e2296.	1.2	7
4	Einführung in die Softwaretechnik. Xpert Press, 2021, , .	0.1	2
5	Vorgehensmodelle in der Softwareentwicklung. Xpert Press, 2021, , 83-124.	0.1	0
6	Eigenschaften und Strukturen von Softwaresystemen. Xpert Press, 2021, , 41-81.	0.1	0
7	Exploring the industry's challenges in software testing: An empirical study. Journal of Software: Evolution and Process, 2020, 32, e2251.	1.2	14
8	What are Hybrid Development Methods Made Of? An Evidence-Based Characterization. , 2019, , .		28
9	SPI is Dead, isn't it? Clear the Stage for Continuous Learning!. , 2019, , .		11
10	How has SPI changed in times of agile development? Results from a multi-method study. Journal of Software: Evolution and Process, 2019, 31, e2182.	1.2	3
11	Catching up with Method and Process Practice: An Industry-Informed Baseline for Researchers. , 2019, , .		28
12	Walking Through the Method Zoo: Does Higher Education Really Meet Software Industry Demands?. , 2019, , .		13
13	Artefacts in software engineering: a fundamental positioning. Software and Systems Modeling, 2019, 18, 2777-2786.	2.2	17
14	ICSSP 2018 Special issue introduction. Journal of Software: Evolution and Process, 2019, 31, e2174.	1.2	0
15	Hybrid Software Development Approaches in Practice: A European Perspective. IEEE Software, 2019, 36, 20-31.	2.1	46
16	Summary of the International Conference on Software and System Processes (ICSSP 2018). Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2019, 43, 54-54.	0.5	1
17	Enhancing Software Engineering Education Through Experimentation: An Experience Report. , 2018, , .		5
18	Using simulation for understanding and reproducing distributed software development processes in the cloud. Information and Software Technology, 2018, 103, 226-238.	3.0	12

#	ARTICLE	IF	CITATIONS
19	Summary of the 1st International Workshop on Hybrid Development Approaches in Software Systems Development. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2018, 42, 18-20.	0.5	3
20	On the pragmatic design of literature studies in software engineering: an experience-based guideline. Empirical Software Engineering, 2017, 22, 2852-2891.	3.0	90
21	What industry wants from academia in software testing?. , 2017, , .		41
22	Hybrid software and system development in practice: waterfall, scrum, and beyond. , 2017, , .		146
23	Using measurement and simulation for understanding distributed development processes in the cloud. , 2017, , .		0
24	ICSSP 2016“Special Issue Introduction. Journal of Software: Evolution and Process, 2017, 29, e1869.	1.2	0
25	Is 100% Test Coverage a Reasonable Requirement? Lessons Learned from a Space Software Project. Lecture Notes in Computer Science, 2017, , 351-367.	1.0	12
26	On the use of variability operations in the V-Modell XT software process line. Journal of Software: Evolution and Process, 2016, 28, 241-253.	1.2	1
27	ICSSP 2015-Special Issue Introduction. Journal of Software: Evolution and Process, 2016, 28, 716-721.	1.2	0
28	When teams go crazy. , 2016, , .		12
29	How Does Software Process Improvement Address Global Software Engineering?. , 2016, , .		9
30	Distributed Software Development with One Hand Tied Behind the Back: A Course Unit to Experience the Role of Communication in GSD. , 2016, , .		7
31	Flexible software process lines in practice: A metamodel-based approach to effectively construct and manage families of software process models. Journal of Systems and Software, 2016, 121, 49-71.	3.3	10
32	Beyond the spreadsheet. , 2016, , .		2
33	Global Software Engineering: An Industry Perspective. IEEE Software, 2016, 33, 105-108.	2.1	24
34	On the Role of Software Quality Management in Software Process Improvement. Lecture Notes in Computer Science, 2016, , 327-343.	1.0	3
35	Summary of the International Conference on Software and System Processes (ICSSP 2016). Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2016, 41, 27-30.	0.5	5
36	Development of flexible software process lines with variability operations. , 2015, , .		4

#	ARTICLE	IF	CITATIONS
37	How do artifact models help direct SPI projects?. , 2015, , .		0
38	Software process improvement: where is the evidence?: initial findings from a systematic mapping study. , 2015, , .		12
39	From pragmatic to systematic software process improvement: an evaluated approach. IET Software, 2015, 9, 157-165.	1.5	4
40	On the Use of Safety Certification Practices in Autonomous Field Robot Software Development: A Systematic Mapping Study. Lecture Notes in Computer Science, 2015, , 335-352.	1.0	11
41	Systematic Software Development: A State of the Practice Report from Germany. , 2015, , .		12
42	Crafting a software process improvement approach-a retrospective systematization. Journal of Software: Evolution and Process, 2015, 27, 114-145.	1.2	7
43	Is Water-Scrum-Fall Reality? On the Use of Agile and Traditional Development Practices. Lecture Notes in Computer Science, 2015, , 149-166.	1.0	70
44	A mapping study on the feasibility of method engineering. Journal of Software: Evolution and Process, 2014, 26, 1053-1073.	1.2	11
45	Artifact-based software process improvement and management: a method proposal. , 2014, , .		9
46	Experiences from the Design of an Artifact Model for Distributed Agile Project Management. , 2014, , .		6
47	The Process Enactment Tool Framework â€”Transformation of software process models to prepare enactment. Science of Computer Programming, 2014, 79, 172-188.	1.5	10
48	Realizing software process lines: insights and experiences. , 2014, , .		11
49	Controlled Experiments as Means to Teach Soft Skills in Software Engineering. Advances in Higher Education and Professional Development Book Series, 2014, , 180-197.	0.1	6
50	Teaching software process modeling. , 2013, , .		14
51	A mapping study on method engineering. , 2013, , .		4
52	Criteria for software process tailoring: a systematic review. , 2013, , .		70
53	Towards Artifact Models as Process Interfaces in Distributed Software Projects. , 2013, , .		18
54	Systematic software process development: where do we stand today?. , 2013, , .		18

#	ARTICLE	IF	CITATIONS
55	Who Cares About Software Process Modelling? A First Investigation About the Perceived Value of Process Engineering and Process Consumption. Lecture Notes in Computer Science, 2013, , 138-152.	1.0	6
56	A Practical Approach to Align Research with Master's Level Courses. , 2012, , .		11
57	5th International Workshop on Tool Support Development and Management in Distributed Software Projects (REMIDI'11). , 2011, , .		0
58	GloSE-Lab: Teaching Global Software Engineering. , 2011, , .		25
59	Das V-Modell® XT anpassen. Informatik Im Fokus, 2011, , .	0.1	10
60	Design and validation of feature-based process model tailoring. , 2011, , .		5
61	A Meta Model for Artefact-Oriented: Fundamentals and Lessons Learned in Requirements Engineering. Lecture Notes in Computer Science, 2010, , 183-197.	1.0	30
62	Orchestration of Global Software Engineering Projects - Position Paper. , 2009, , .		14
63	International Workshop on Tool Support and Requirements Management in Distributed Projects (REMIDI'07). , 2007, , .		5
64	Guidelines for using empirical studies in software engineering education. PeerJ Computer Science, 0, 3, e131.	2.7	8
65	Software process improvement: a systematic mapping study on the state of the art. PeerJ Computer Science, 0, 2, e62.	2.7	32
66	Controlled Experiments as Means to Teach Soft Skills in Software Engineering. , 0, , 1355-1373.		0