

Christiane A Gresse Von Wangenheim

List of Publications by Year in descending order

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89
papers

1,369
citations

471509

17
h-index

395702

33
g-index

93
all docs

93
docs citations

93
times ranked

887
citing authors

#	ARTICLE	IF	CITATIONS
1	Guest Editors' Introduction: Why are Small Software Organizations Different?. IEEE Software, 2007, 24, 18-22.	1.8	109
2	How games for computing education are evaluated? A systematic literature review. Computers and Education, 2017, 107, 68-90.	8.3	94
3	Creating Software Process Capability/Maturity Models. IEEE Software, 2010, 27, 92-94.	1.8	93
4	SCRUMIA – An educational game for teaching SCRUM in computing courses. Journal of Systems and Software, 2013, 86, 2675-2687.	4.5	86
5	To Game or Not to Game?. IEEE Software, 2009, 26, 92-94.	1.8	75
6	DELIVER! – An educational game for teaching Earned Value Management in computing courses. Information and Software Technology, 2012, 54, 286-298.	4.4	68
7	Experiences on establishing software processes in small companies. Information and Software Technology, 2006, 48, 890-900.	4.4	66
8	Teaching Machine Learning in School: A Systematic Mapping of the State of the Art. Informatics in Education, 0, , 283-321.	2.2	65
9	Systematic literature review of usability capability/maturity models. Computer Standards and Interfaces, 2018, 55, 95-105.	5.4	60
10	Empirical evaluation of an educational game on software measurement. Empirical Software Engineering, 2009, 14, 418-452.	3.9	49
11	CodeMaster - Automatic Assessment and Grading of App Inventor and Snap! Programs. Informatics in Education, 2018, 17, 117-150.	2.2	46
12	Visual tools for teaching machine learning in K-12: A ten-year systematic mapping. Education and Information Technologies, 2021, 26, 5733-5778.	5.7	38
13	A Systematic Literature Review on Usability Heuristics for Mobile Phones. International Journal of Mobile Human Computer Interaction, 2013, 5, 50-61.	0.4	35
14	Approaches to Assess Computational Thinking Competences Based on Code Analysis in K-12 Education: A Systematic Mapping Study. Informatics in Education, 2019, 18, 17-39.	2.2	31
15	CBR for Experimental Software Engineering. Lecture Notes in Computer Science, 1998, , 235-254.	1.3	30
16	Standard based software process assessments in small companies. Software Process Improvement and Practice, 2006, 11, 329-335.	1.1	27
17	A Model for the Evaluation of Educational Games for Teaching Software Engineering. , 2011, , .		27
18	Best practice fusion of CMMI-DEV v1.2 (PP, PMC, SAM) and PMBOK 2008. Information and Software Technology, 2010, 52, 749-757.	4.4	22

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19	Experimental Evaluation of a Serious Game for Teaching Software Process Modeling. IEEE Transactions on Education, 2015, 58, 289-296.	2.4	22
20	Assessing the Visual Esthetics of User Interfaces: A Ten-Year Systematic Mapping. International Journal of Human-Computer Interaction, 2022, 38, 144-164.	4.8	21
21	MEEGA+, Systematic Model to Evaluate Educational Games. , 2018, , 1-7.		19
22	A Large-Scale Evaluation of a Model for the Evaluation of Games for Teaching Software Engineering. , 2017, , .		17
23	COMPARISON OF OPEN SOURCE TOOLS FOR PROJECT MANAGEMENT. International Journal of Software Engineering and Knowledge Engineering, 2013, 23, 189-209.	0.8	16
24	Quality of Games for Teaching Software Engineering: An Analysis of Empirical Evidences of Digital and Non-Digital Games. , 2017, , .		14
25	A Usability Score for Mobile Phone Applications Based on Heuristics. International Journal of Mobile Human Computer Interaction, 2016, 8, 23-58.	0.4	13
26	Discovering Software Process and Product Quality Criteria in Software as a Service. Lecture Notes in Computer Science, 2010, , 234-247.	1.3	13
27	Supporting Processes for Collaborative SaaS. IFIP Advances in Information and Communication Technology, 2013, , 183-190.	0.7	13
28	Automated Assessment of the Visual Design of Android Apps Developed with App Inventor. , 2020, , .		12
29	Teaching Computing in a Multidisciplinary Way in Social Studies Classes in School – A Case Study. International Journal of Computer Science Education in Schools, 2017, 1, 3.	0.7	12
30	Enhancing Open Source Software in Alignment with CMMI-DEV. IEEE Software, 2009, 26, 59-67.	1.8	11
31	A Large-scale Evaluation of a Rubric for the Automatic Assessment of Algorithms and Programming Concepts. , 2020, , .		11
32	Goal-oriented and similarity-based retrieval of software engineering experienceware. Lecture Notes in Computer Science, 2000, , 118-141.	1.3	9
33	Tailoring software process capability/maturity models for the health domain. Health and Technology, 2013, 3, 11-28.	3.6	9
34	Collaborative business processes for enhancing partnerships among software services providers. Enterprise Information Systems, 2015, , 1-26.	4.7	9
35	Proposing an ISO/IEC 15504-2 Compliant Method for Process Capability/Maturity Models Customization. Lecture Notes in Computer Science, 2011, , 44-58.	1.3	9
36	An Instructional Feedback Technique for Teaching Project Management Tools Aligned With PMBOK. IEEE Transactions on Education, 2018, 61, 143-150.	2.4	7

#	ARTICLE	IF	CITATIONS
37	Design and Large-scale Evaluation of Educational Games for Teaching Sorting Algorithms. Informatics in Education, 2017, 16, 141-164.	2.2	7
38	The LEGO strategy: Guidelines for a profitable deployment. Computer Standards and Interfaces, 2013, 36, 10-20.	5.4	6
39	Teaching Software Engineering in K-12 Education: A Systematic Mapping Study. Informatics in Education, 2018, 17, 167-206.	2.2	6
40	An Instructional Unit for Teaching Project Management Tools Aligned with PMBOK. , 2016, , .		5
41	Process Reference Guides “ Support for Improving Software Processes in Alignment with Reference Models and Standards. Communications in Computer and Information Science, 2008, , 70-81.	0.5	5
42	Leveraging Reuse-Related Maturity Issues for Achieving Higher Maturity and Capability Levels. Lecture Notes in Computer Science, 2013, , 343-355.	1.3	5
43	Motivating Teachers to Teach Computing in Middle School – A Case Study of a Physical Computing Taster Workshop for K-12 Teachers. International Journal of Computer Science Education in Schools, 2017, 1, 35-49.	0.7	5
44	How to Teach the Usage of Project Management Tools in Computer Courses: A Systematic Literature Review. , 2015, , .		5
45	Teaching physical computing in family workshops. ACM Inroads, 2017, 8, 48-51.	0.6	5
46	Usability Heuristics for Mobile Phone Applications. Advances in Wireless Technologies and Telecommunication Book Series, 0, , 143-157.	0.4	5
47	Risk Management: Achieving Higher Maturity & Capability Levels through the LEGO Approach. , 2016, , .		3
48	SCRUM-Scape: Jogo educacional de Role-Playing Game (RPG) para ensinar SCRUM. , 0, , .		3
49	Digital Games for Computing Education. Advances in Educational Technologies and Instructional Design Book Series, 2019, , 35-62.	0.2	3
50	Supporting Knowledge Management in University Software R&D Groups. Lecture Notes in Computer Science, 2001, , 52-66.	1.3	2
51	A Method for Software Process Capability / Maturity Models Customization to Specific Domains. , 2011, , .		2
52	Building a maturity & capability model repository. , 2011, , .		2
53	Identifying and Evaluating Usability Heuristics Applicable to Clinical Laboratory Systems. , 2014, , .		2
54	Teaching Game Programming in Family Workshops. Computer, 2014, 47, 84-87.	1.1	2

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55	Project detective - a game for teaching earned value management. International Journal of Teaching and Case Studies, 2014, 5, 216.	0.1	2
56	Existem concordância e confiabilidade na avaliação da criatividade de resultados tangíveis da aprendizagem de computação na Educação Básica?. , 0, , .		2
57	Kosten/Nutzen-Analyse von GQM-basiertem Messen und Bewerten – Eine replizierte Fallstudie. , 1997, , 119-135.		2
58	Enhancing DotProject to Support Risk Management Aligned with PMBOK in the Context of SMEs. International Journal of Information Technology Project Management, 2015, 6, 40-60.	0.5	2
59	Uma Abordagem para a Modelagem Colaborativa de Processos de Software em Micro e Pequenas Empresas. , 0, , .		2
60	DotProject+: Open-Source Software for Project Management Education. , 2017, , .		1
61	O protagonismo de estudantes da Educação Básica a partir do desenvolvimento de aplicativos para smartphone. Perspectiva, 2021, 39, 1-18.	0.1	1
62	An Item Response Theory Analysis of Algorithms and Programming Concepts in App Inventor Projects. , 0, , .		1
63	A Hybrid Approach for the Management of FAQ Documents in Latin Languages. Lecture Notes in Computer Science, 2001, , 204-218.	1.3	1
64	Educational Practices in Computational Thinking: Assessment, Pedagogical Aspects, Limits, and Possibilities: A Systematic Mapping Study. Communications in Computer and Information Science, 2020, , 442-466.	0.5	1
65	bASES21: A Model for the Self-assessment of 21st-Century Skills in the Context of Computing Education in K-12. Communications in Computer and Information Science, 2021, , 366-391.	0.5	1
66	Case-Based Management of Software Engineering Experienceware. Lecture Notes in Computer Science, 2000, , 12-22.	1.3	1
67	Suportando a Modelagem de Processo de Monitoração e Controle em Micro e Pequenas Empresas, alinhado ao CMMI, MPS.BR e ISO/IEC15504. , 0, , .		1
68	Improving Estimates by Hybridizing CMMI and Requirement Engineering Maturity Models – A LEGO Application. Communications in Computer and Information Science, 2013, , 127-139.	0.5	1
69	How Instructional Feedback Has Been Employed in Instructional Units for Teaching Software Project Management Tools: A Systematic Literature Review. , 2016, , .		1
70	An Instructional Feedback Technique for Teaching Project Management Tools Aligned with PMBOK. Informatics in Education, 2017, 16, 197-224.	2.2	1
71	Qualidade de jogos digitais e não digitais utilizados para o ensino de engenharia de software no Brasil. Revista De Gestão E Avaliação Educacional, 0, , 9-29.	0.0	1
72	Desenvolvimento e Avaliação de um Jogo de Tabuleiro para Ensinar o Conceito de Algoritmos na Educação Básica. Revista Brasileira De Informática Na Educação, 2019, 27, 310-335.	0.1	1

#	ARTICLE	IF	CITATIONS
73	Digital Games for Computing Education. , 2022, , 1571-1598.		1
74	Ensino de Machine Learning na Educa��o B��sica: um Mapeamento Sistem��tico do Estado da Arte. , 0, , .		1
75	An��lise Automatizada da Originalidade de Design de Interfaces de Usu��rio no Contexto Educacional: Um Mapeamento da Literatura. , 0, , .		1
76	Ferramentas Visuais para o Ensino de Machine Learning na Educa��o B��sica. Renote, 2020, 18, 511-520.	0.1	0
77	Avalia��o de Aprendizagem de Machine Learning na Educa��o B��sica: Um Mapeamento da Literatura. , 0, , .		0
78	An��lise Automatizada da Originalidade de Aplicativos Android no Contexto Educacional: Um Mapeamento da Literatura. , 0, , .		0
79	Automating the Assessment of Algorithms and Programming Concepts in App Inventor Projects in Middle School. , 2022, , 524-549.		0
80	FIRST: Common-Sense Process Scopes for Starting a Process Improvement Program. Communications in Computer and Information Science, 2012, , 186-197.	0.5	0
81	What Is Collaboration? An Analytical Cut from the Business Processes and SaaS Perspectives. International Federation for Information Processing, 2012, , 374-384.	0.4	0
82	Enhancing DotProject to Support Risk Management Aligned with PMBOK in the Context of SMEs. , 2015, , 710-729.		0
83	Software or Service? That���s the Question!. Lecture Notes in Business Information Processing, 2015, , 30-45.	1.0	0
84	Automating the Assessment of Algorithms and Programming Concepts in App Inventor Projects in Middle School. Advances in Early Childhood and K-12 Education, 2020, , 76-102.	0.2	0
85	An��lise do N��vel de Dificuldade dos Conceitos de Design de Interface de Usu��rio usando a Teoria de Resposta ao Item. , 0, , .		0
86	Uma Proposta de Avalia��o da Originalidade do Produto no Ensino de Algoritmos e Programa��o na Educa��o B��sica. , 0, , .		0
87	SCORE 1.0 - Um Instrumento para Autoavalia��o de Criatividade voltado ao Ensino de Computa��o. , 0, , .		0
88	Forma��o Continuada de Professores da Educa��o B��sica para o Ensino de Algoritmos e Programa��o. , 0, , .		0
89	Artefatos computacionais s��o considerados criativos?. , 0, , .		0