

# Christiane A Gresse Von Wangenheim

## List of Publications by Year in descending order

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Version: 2024-02-01

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  | 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        |
| 2  | Automating the Assessment of Algorithms and Programming Concepts in App Inventor Projects in Middle School. , 2022, , 524-549.  |     | 0         |
| 3  | Digital Games for Computing Education. , 2022, , 1571-1598.   |     | 1         |
| 4  | O protagonismo de estudantes da Educação Básica a partir do desenvolvimento de aplicativos para smartphone. Perspectiva, 2021, 39, 1-18.  | 0.1 | 1         |
| 5  | 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        |
| 6  | 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         |
| 7  | Ferramentas Visuais para o Ensino de Machine Learning na Educação Básica. Renote, 2020, 18, 511-520.  | 0.1 | 0         |
| 8  | 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         |
| 9  | A Large-scale Evaluation of a Rubric for the Automatic Assessment of Algorithms and Programming Concepts. , 2020, , .   |     | 11        |
| 10 | Automated Assessment of the Visual Design of Android Apps Developed with App Inventor. , 2020, , .  |     | 12        |
| 11 | 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         |
| 12 | 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        |
| 13 | Digital Games for Computing Education. Advances in Educational Technologies and Instructional Design Book Series, 2019, , 35-62.  | 0.2 | 3         |
| 14 | 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         |
| 15 | An Instructional Feedback Technique for Teaching Project Management Tools Aligned With PMBOK. IEEE Transactions on Education, 2018, 61, 143-150.  | 2.4 | 7         |
| 16 | Systematic literature review of usability capability/maturity models. Computer Standards and Interfaces, 2018, 55, 95-105.  | 5.4 | 60        |
| 17 | MEEGA+, Systematic Model to Evaluate Educational Games. , 2018, , 1-7.  |     | 19        |
| 18 | CodeMaster - Automatic Assessment and Grading of App Inventor and Snap! Programs. Informatics in Education, 2018, 17, 117-150.  | 2.2 | 46        |

| #  | ARTICLE   | IF  | CITATIONS |
|----|---|-----|-----------|
| 19 | Teaching Software Engineering in K-12 Education: A Systematic Mapping Study. Informatics in Education, 2018, 17, 167-206.   | 2.2 | 6         |
| 20 | How games for computing education are evaluated? A systematic literature review. Computers and Education, 2017, 107, 68-90.   | 8.3 | 94        |
| 21 | A Large-Scale Evaluation of a Model for the Evaluation of Games for Teaching Software Engineering. , 2017, , .  |     | 17        |
| 22 | DotProject+: Open-Source Software for Project Management Education. , 2017, , .   |     | 1         |
| 23 | Quality of Games for Teaching Software Engineering: An Analysis of Empirical Evidences of Digital and Non-Digital Games. , 2017, , .  |     | 14        |
| 24 | Design and Large-scale Evaluation of Educational Games for Teaching Sorting Algorithms. Informatics in Education, 2017, 16, 141-164.  | 2.2 | 7         |
| 25 | 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        |
| 26 | 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         |
| 27 | Teaching physical computing in family workshops. ACM Inroads, 2017, 8, 48-51.   | 0.6 | 5         |
| 28 | An Instructional Feedback Technique for Teaching Project Management Tools Aligned with PMBOK. Informatics in Education, 2017, 16, 197-224.  | 2.2 | 1         |
| 29 | A Usability Score for Mobile Phone Applications Based on Heuristics. International Journal of Mobile Human Computer Interaction, 2016, 8, 23-58.  | 0.4 | 13        |
| 30 | Risk Management: Achieving Higher Maturity & Capability Levels through the LEGO Approach. , 2016, , .   |     | 3         |
| 31 | An Instructional Unit for Teaching Project Management Tools Aligned with PMBOK. , 2016, , .   |     | 5         |
| 32 | How Instructional Feedback Has Been Employed in Instructional Units for Teaching Software Project Management Tools: A Systematic Literature Review. , 2016, , .   |     | 1         |
| 33 | Collaborative business processes for enhancing partnerships among software services providers. Enterprise Information Systems, 2015, , 1-26.  | 4.7 | 9         |
| 34 | Experimental Evaluation of a Serious Game for Teaching Software Process Modeling. IEEE Transactions on Education, 2015, 58, 289-296.  | 2.4 | 22        |
| 35 | 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         |
| 36 | Enhancing DotProject to Support Risk Management Aligned with PMBOK in the Context of SMEs. , 2015, , 710-729.   |     | 0         |

| #  | ARTICLE  | IF  | CITATIONS |
|----|--|-----|-----------|
| 37 | Software or Service? That's the Question!. Lecture Notes in Business Information Processing, 2015, , 30-45.  | 1.0 | 0         |
| 38 | How to Teach the Usage of Project Management Tools in Computer Courses: A Systematic Literature Review. , 2015, , .  |     | 5         |
| 39 | Identifying and Evaluating Usability Heuristics Applicable to Clinical Laboratory Systems. , 2014, , .   |     | 2         |
| 40 | Teaching Game Programming in Family Workshops. Computer, 2014, 47, 84-87.  | 1.1 | 2         |
| 41 | Project detective - a game for teaching earned value management. International Journal of Teaching and Case Studies, 2014, 5, 216.   | 0.1 | 2         |
| 42 | Tailoring software process capability/maturity models for the health domain. Health and Technology, 2013, 3, 11-28.  | 3.6 | 9         |
| 43 | COMPARISON OF OPEN SOURCE TOOLS FOR PROJECT MANAGEMENT. International Journal of Software Engineering and Knowledge Engineering, 2013, 23, 189-209.                            | 0.8 | 16        |
| 44 | The LEGO strategy: Guidelines for a profitable deployment. Computer Standards and Interfaces, 2013, 36, 10-20.   | 5.4 | 6         |
| 45 | SCRUMIA"An educational game for teaching SCRUM in computing courses. Journal of Systems and Software, 2013, 86, 2675-2687.   | 4.5 | 86        |
| 46 | A Systematic Literature Review on Usability Heuristics for Mobile Phones. International Journal of Mobile Human Computer Interaction, 2013, 5, 50-61.                          | 0.4 | 35        |
| 47 | Leveraging Reuse-Related Maturity Issues for Achieving Higher Maturity and Capability Levels. Lecture Notes in Computer Science, 2013, , 343-355.                              | 1.3 | 5         |
| 48 | Supporting Processes for Collaborative SaaS. IFIP Advances in Information and Communication Technology, 2013, , 183-190.   | 0.7 | 13        |
| 49 | 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         |
| 50 | DELIVER! " An educational game for teaching Earned Value Management in computing courses. Information and Software Technology, 2012, 54, 286-298.                              | 4.4 | 68        |
| 51 | FIRST: Common-Sense Process Scopes for Starting a Process Improvement Program. Communications in Computer and Information Science, 2012, , 186-197.                            | 0.5 | 0         |
| 52 | What Is Collaboration? An Analytical Cut from the Business Processes and SaaS Perspectives. International Federation for Information Processing, 2012, , 374-384.              | 0.4 | 0         |
| 53 | A Method for Software Process Capability / Maturity Models Customization to Specific Domains. , 2011, , .  |     | 2         |
| 54 | A Model for the Evaluation of Educational Games for Teaching Software Engineering. , 2011, , .   |     | 27        |

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|----|--|-----|-----------|
| 55 | Building a maturity & capability model repository. , 2011, , .   |     | 2         |
| 56 | 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         |
| 57 | 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        |
| 58 | Creating Software Process Capability/Maturity Models. IEEE Software, 2010, 27, 92-94.  | 1.8 | 93        |
| 59 | Discovering Software Process and Product Quality Criteria in Software as a Service. Lecture Notes in Computer Science, 2010, , 234-247.  | 1.3 | 13        |
| 60 | Empirical evaluation of an educational game on software measurement. Empirical Software Engineering, 2009, 14, 418-452.  | 3.9 | 49        |
| 61 | Enhancing Open Source Software in Alignment with CMMI-DEV. IEEE Software, 2009, 26, 59-67.   | 1.8 | 11        |
| 62 | To Game or Not to Game?. IEEE Software, 2009, 26, 92-94.   | 1.8 | 75        |
| 63 | 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         |
| 64 | Guest Editors' Introduction: Why are Small Software Organizations Different?. IEEE Software, 2007, 24, 18-22.  | 1.8 | 109       |
| 65 | Standard based software process assessments in small companies. Software Process Improvement and Practice, 2006, 11, 329-335.  | 1.1 | 27        |
| 66 | Experiences on establishing software processes in small companies. Information and Software Technology, 2006, 48, 890-900.   | 4.4 | 66        |
| 67 | Supporting Knowledge Management in University Software R&D Groups. Lecture Notes in Computer Science, 2001, , 52-66.   | 1.3 | 2         |
| 68 | A Hybrid Approach for the Management of FAQ Documents in Latin Languages. Lecture Notes in Computer Science, 2001, , 204-218.  | 1.3 | 1         |
| 69 | Goal-oriented and similarity-based retrieval of software engineering experienceware. Lecture Notes in Computer Science, 2000, , 118-141.   | 1.3 | 9         |
| 70 | Case-Based Management of Software Engineering Experienceware. Lecture Notes in Computer Science, 2000, , 12-22.  | 1.3 | 1         |
| 71 | CBR for Experimental Software Engineering. Lecture Notes in Computer Science, 1998, , 235-254.   | 1.3 | 30        |
| 72 | Kosten/Nutzen-Analyse von QQM-basiertem Messen und Bewerten “ Eine replizierte Fallstudie. , 1997, , 119-135.  |     | 2         |

| #  | ARTICLE  | IF  | CITATIONS |
|----|--|-----|-----------|
| 73 | Existem concordância e confiabilidade na avaliação da criatividade de resultados tangíveis da aprendizagem de computação na Educação Básica?. , 0, , .         |     | 2         |
| 74 | An Item Response Theory Analysis of Algorithms and Programming Concepts in App Inventor Projects. , 0, , .   |     | 1         |
| 75 | Avaliação de Aprendizagem de Machine Learning na Educação Básica: Um Mapeamento da Literatura. , 0, , .  |     | 0         |
| 76 | Análise Automatizada da Originalidade de Aplicativos Android no Contexto Educacional: Um Mapeamento da Literatura. , 0, , .                                    |     | 0         |
| 77 | Teaching Machine Learning in School: A Systematic Mapping of the State of the Art. Informatics in Education, 0, , 283-321.                                     | 2.2 | 65        |
| 78 | SCRUM-Scape: Jogo educacional de Role-Playing Game (RPG) para ensinar SCRUM. , 0, , .  |     | 3         |
| 79 | Uma Abordagem para a Modelagem Colaborativa de Processos de Software em Micro e Pequenas Empresas. , 0, , .  |     | 2         |
| 80 | Suportando a Modelagem de Processo de Monitoração e Controle em Micro e Pequenas Empresas, alinhado ao CMMI, MPS.BR e ISO/IEC15504. , 0, , .                   |     | 1         |
| 81 | 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         |
| 82 | Usability Heuristics for Mobile Phone Applications. Advances in Wireless Technologies and Telecommunication Book Series, 0, , 143-157.                         | 0.4 | 5         |
| 83 | Análise do Nível de Dificuldade dos Conceitos de Design de Interface de Usuário usando a Teoria de Resposta ao Item. , 0, , .                                  |     | 0         |
| 84 | Uma Proposta de Avaliação da Originalidade do Produto no Ensino de Algoritmos e Programação na Educação Básica. , 0, , .                                       |     | 0         |
| 85 | Ensino de Machine Learning na Educação Básica: um Mapeamento Sistemático do Estado da Arte. , 0, , .   |     | 1         |
| 86 | SCORE 1.0 - Um Instrumento para Autoavaliação de Criatividade voltado ao Ensino de Computação. , 0, , .  |     | 0         |
| 87 | Formação Continuada de Professores da Educação Básica para o Ensino de Algoritmos e Programação. , 0, , .  |     | 0         |
| 88 | Análise Automatizada da Originalidade de Design de Interfaces de Usuário no Contexto Educacional: Um Mapeamento da Literatura. , 0, , .                        |     | 1         |
| 89 | Artefatos computacionais são considerados criativos?. , 0, , .   |     | 0         |