

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

471061
17
h-index

395343
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.	3.3	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 EducaÃ§Ã£o BÃ¡sica 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.	3.5	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.	0.4	1
7	Ferramentas Visuais para o Ensino de Machine Learning na EducaÃ§Ã£o BÃ¡sica. Renote, 2020, 18, 511-520.	0.0	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.	0.4	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.	1.8	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 AvaliaÃ§Ã£o de um Jogo de Tabuleiro para Ensinar o Conceito de Algoritmos na EducaÃ§Ã£o BÃ¡sica. Revista Brasileira De InformÃ¡tica Na EducaÃ§Ã£o, 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.	2.0	7
16	Systematic literature review of usability capability/maturity models. Computer Standards and Interfaces, 2018, 55, 95-105.	3.8	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.	1.8	46

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19	Teaching Software Engineering in K-12 Education: A Systematic Mapping Study. Informatics in Education, 2018, 17, 167-206.	1.8	6
20	How games for computing education are evaluated? A systematic literature review. Computers and Education, 2017, 107, 68-90.	5.1	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.	1.8	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.	0.4	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.	0.4	5
27	Teaching physical computing in family workshops. ACM Inroads, 2017, 8, 48-51.	0.4	5
28	An Instructional Feedback Technique for Teaching Project Management Tools Aligned with PMBOK. Informatics in Education, 2017, 16, 197-224.	1.8	1
29	A Usability Score for Mobile Phone Applications Based on Heuristics. International Journal of Mobile Human Computer Interaction, 2016, 8, 23-58.	0.1	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.	3.3	9
34	Experimental Evaluation of a Serious Game for Teaching Software Process Modeling. IEEE Transactions on Education, 2015, 58, 289-296.	2.0	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.	0.3	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.	0.8	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.	1.2	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.	2.1	9
43	COMPARISON OF OPEN SOURCE TOOLS FOR PROJECT MANAGEMENT. International Journal of Software Engineering and Knowledge Engineering, 2013, 23, 189-209.	0.6	16
44	The LEGO strategy: Guidelines for a profitable deployment. Computer Standards and Interfaces, 2013, 36, 10-20.	3.8	6
45	SCRUMIA"An educational game for teaching SCRUM in computing courses. Journal of Systems and Software, 2013, 86, 2675-2687.	3.3	86
46	A Systematic Literature Review on Usability Heuristics for Mobile Phones. International Journal of Mobile Human Computer Interaction, 2013, 5, 50-61.	0.1	35
47	Leveraging Reuse-Related Maturity Issues for Achieving Higher Maturity and Capability Levels. Lecture Notes in Computer Science, 2013, , 343-355.	1.0	5
48	Supporting Processes for Collaborative SaaS. IFIP Advances in Information and Communication Technology, 2013, , 183-190.	0.5	13
49	Improving Estimates by Hybridizing CMMI and Requirement Engineering Maturity Models " A LEGO Application. Communications in Computer and Information Science, 2013, , 127-139.	0.4	1
50	DELIVER! " An educational game for teaching Earned Value Management in computing courses. Information and Software Technology, 2012, 54, 286-298.	3.0	68
51	FIRST: Common-Sense Process Scopes for Starting a Process Improvement Program. Communications in Computer and Information Science, 2012, , 186-197.	0.4	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

#	ARTICLE	IF	CITATIONS
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.	1.0	9
57	Best practice fusion of CMMI-DEV v1.2 (PP, PMC, SAM) and PMBOK 2008. Information and Software Technology, 2010, 52, 749-757.	3.0	22
58	Creating Software Process Capability/Maturity Models. IEEE Software, 2010, 27, 92-94.	2.1	93
59	Discovering Software Process and Product Quality Criteria in Software as a Service. Lecture Notes in Computer Science, 2010, , 234-247.	1.0	13
60	Empirical evaluation of an educational game on software measurement. Empirical Software Engineering, 2009, 14, 418-452.	3.0	49
61	Enhancing Open Source Software in Alignment with CMMI-DEV. IEEE Software, 2009, 26, 59-67.	2.1	11
62	To Game or Not to Game?. IEEE Software, 2009, 26, 92-94.	2.1	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.	0.4	5
64	Guest Editors' Introduction: Why are Small Software Organizations Different?. IEEE Software, 2007, 24, 18-22.	2.1	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.	3.0	66
67	Supporting Knowledge Management in University Software R&D Groups. Lecture Notes in Computer Science, 2001, , 52-66.	1.0	2
68	A Hybrid Approach for the Management of FAQ Documents in Latin Languages. Lecture Notes in Computer Science, 2001, , 204-218.	1.0	1
69	Goal-oriented and similarity-based retrieval of software engineering experienceware. Lecture Notes in Computer Science, 2000, , 118-141.	1.0	9
70	Case-Based Management of Software Engineering Experienceware. Lecture Notes in Computer Science, 2000, , 12-22.	1.0	1
71	CBR for Experimental Software Engineering. Lecture Notes in Computer Science, 1998, , 235-254.	1.0	30
72	Kosten/Nutzen-Analyse von GQM-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.	1.8	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.	0.3	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