Anh Nguyen-Duc

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/5776354/publications.pdf

Version: 2024-02-01

37	725	840119 11	839053 18
papers	citations	h-index	g-index

39	39	39	519
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	The impact of global dispersion on coordination, team performance and software quality â€“ A systematic literature review. Information and Software Technology, 2015, 57, 277-294.	3.0	98
2	Software startup engineering: A systematic mapping study. Journal of Systems and Software, 2018, 144, 255-274.	3.3	85
3	â€œFailuresâ€• to be celebrated: an analysis of major pivots of software startups. Empirical Software Engineering, 2017, 22, 2373-2408.	3.0	74
4	Cheating in e-exams and paper exams: the perceptions of engineering students and teachers in Norway. Assessment and Evaluation in Higher Education, 2020, 45, 940-957.	3.9	73
5	Exploring the intersection between software industry and Software Engineering education - A systematic mapping of Software Engineering Trends. Journal of Systems and Software, 2021, 172, 110736.	3.3	69
6	Software engineering process models for mobile app development: A systematic literature review. Journal of Systems and Software, 2018, 145, 98-111.	3.3	49
7	Minimum Viable Product or Multiple Facet Product? The Role of MVP in Software Startups. Lecture Notes in Business Information Processing, 2016, , 118-130.	0.8	45
8	Start-Ups Must Be Ready to Pivot. IEEE Software, 2017, 34, 18-22.	2.1	26
9	Security challenges in IoT development. , 2017, , .		23
10	Achieving agility and quality in product development - an empirical study of hardware startups. Journal of Systems and Software, 2020, 167, 110599.	3.3	22
11	What Influences the Speed of Prototyping? An Empirical Investigation of Twenty Software Startups. Lecture Notes in Business Information Processing, 2017, , 20-36.	0.8	21
12	Towards an Early Stage Software Startups Evolution Model. , 2016, , .		15
13	Minimum Viable Products for Internet of Things Applications: Common Pitfalls and Practices. Future Internet, 2019, 11, 50.	2.4	14
14	The entrepreneurial logic of startup software development: A study of 40 software startups. Empirical Software Engineering, 2021, 26, 1.	3.0	11
15	System requirements-OSS components: matching and mismatch resolution practices â€“ an empirical study. Empirical Software Engineering, 2018, 23, 3073-3128.	3.0	10
16	Identifying Security Risks of Digital Transformation - An Engineering Perspective. Lecture Notes in Computer Science, 2019, , 677-688.	1.0	9
17	A Multiple Case Study of Artificial Intelligent System Development in Industry. , 2020, , .		9
18	On the adoption of static analysis for software security assessmentâ€“A case study of an open-source e-government project. Computers and Security, 2021, 111, 102470.	4.0	8

#	Article	IF	Citations
19	Towards a Secure DevOps Approach for Cyber-Physical Systems. International Journal of Systems and Software Security and Protection, 2020, 11, 38-57.	0.2	8
20	A preliminary study of agility in business and production. , 2018, , .		6
21	Six Pillars of Modern Entrepreneurial Theory and How to Use Them. , 2020, , 3-25.		6
22	The Essence Theory of Software Engineering â€“ Large-Scale Classroom Experiences from 450+ Software Engineering BSc Students. Lecture Notes in Computer Science, 2018, , 123-138.	1.0	5
23	Gamifying the Escape from the Engineering Method Prison. , 2018, , .		5
24	An Empirical Investigation on Software Practices in Growth Phase Startups. , 2020, , .		5
25	Towards Designing an Experience-based Course around Innovation Bootcamps â€” A Cohort Study. , 2020, , .		4
26	Resource and Competence (Internal) View vs. Environment and Market (External) View When Defining a Business. , 2018, , .		3
27	Software Startup Formation in an Experiential-Based Course - An Empirical Investigation of Studentsâ€™ Motivations. , 2020, , .		3
28	Startup Metrics That Tech Entrepreneurs Need to Know. , 2020, , 111-127.		3
29	Software Startup Practices â€“ Software Development in Startups Through the Lens of the Essence Theory of Software Engineering. Lecture Notes in Computer Science, 2020, , 402-418.	1.0	3
30	An analysis of Core Competence and Unique Value Proposition as normative entrepreneurship elements. , 2019, , .		2
31	Internal Software Startups â€“ A Multiple Case Study on Practices, Methods, and Success Factors. , 2020, , .		2
32	Business Model Canvas Should Pay More Attention to the Software Startup Team. , 2020, , .		2
33	A Tool-Based Approach for Essentializing Software Engineering Practices. , 2019, , .		1
34	An Analytical Framework for Planning Minimum Viable Products. , 2020, , 81-95.		1
35	Software Startup ESSENCE: How Should Software Startups Work?. , 2020, , 97-109.		1
36	Software Cost Estimation and Capability Maturity Model in Context of Global Software Engineering. , 2022, , 910-928.		0

#	Article	IF	Citations
37	Awareness Without Actions. Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series, 2022, , 168-181.	0.5	0