

D Paul Ralph

List of Publications by Year in descending order

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Version: 2024-02-01

60
papers

1,411
citations

566801

15
h-index

580395

25
g-index

60
all docs

60
docs citations

60
times ranked

737
citing authors

#	ARTICLE	IF	CITATIONS
1	Grounded theory in software engineering research. , 2016, , .		260
2	Pandemic programming. Empirical Software Engineering, 2020, 25, 4927-4961.	3.0	144
3	A Proposal for a Formal Definition of the Design Concept. Lecture Notes in Business Information Processing, 2009, , 103-136.	0.8	72
4	Sampling in software engineering research: a critical review and guidelines. Empirical Software Engineering, 2022, 27, 1.	3.0	72
5	Software Development Waste. , 2017, , .		62
6	The Product Backlog. , 2019, , .		59
7	Cognitive Biases in Software Engineering: A Systematic Mapping Study. IEEE Transactions on Software Engineering, 2020, 46, 1318-1339.	4.3	57
8	Toward Methodological Guidelines for Process Theories and Taxonomies in Software Engineering. IEEE Transactions on Software Engineering, 2019, 45, 712-735.	4.3	41
9	The dimensions of software engineering success. , 2014, , .		40
10	The Sensemaking-Coevolution-Implementation Theory of software design. Science of Computer Programming, 2015, 101, 21-41.	1.5	40
11	Report on the first SEMAT workshop on general theory of software engineering (GTSE 2012). Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2013, 38, 26-28.	0.5	38
12	Construct Validity in Software Engineering Research and Software Metrics. , 2018, , .		37
13	Requirements fixation. , 2014, , .		32
14	The illusion of requirements in software development. Requirements Engineering, 2013, 18, 293-296.	2.1	30
15	Report on the Second SEMAT Workshop on General Theory of Software Engineering (GTSE 2013). Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2013, 38, 47-50.	0.5	25
16	Toward a Unified Theory of Digital Games. The Computer Games Journal, 2015, 4, 81-100.	1.0	25
17	Software engineering process theory: A multi-method comparison of Sensemakingâ€“Coevolutionâ€“Implementation Theory and Functionâ€“Behaviorâ€“Structure Theory. Information and Software Technology, 2016, 70, 232-250.	3.0	25
18	ACM SIGSOFT Empirical Standards Released. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2021, 46, 19-19.	0.5	25

#	ARTICLE	IF	CITATIONS
19	Comparing Two Software Design Process Theories. Lecture Notes in Computer Science, 2010, , 139-153.	1.0	23
20	The two paradigms of software development research. Science of Computer Programming, 2018, 156, 68-89.	1.5	21
21	Toward a Theory of Debiasing Software Development. Lecture Notes in Business Information Processing, 2011, , 92-105.	0.8	21
22	Proposing a theory of gamification effectiveness. , 2014, , .		19
23	Possible core theories for software engineering. , 2013, , .		15
24	Sustainable Software Development through Overlapping Pair Rotation. , 2016, , .		14
25	Practice and perception of team code ownership. , 2016, , .		12
26	The ACM SIGSOFT Paper and Peer Review Quality Initiative. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2020, 45, 17-18.	0.5	12
27	Is Requirements Engineering Inherently Counterproductive?. , 2015, , .		11
28	A grounded theory of coordination in remote-first and hybrid software teams. , 2022, , .		11
29	Practical Suggestions for Improving Scholarly Peer Review Quality and Reducing Cycle Times. Communications of the Association for Information Systems, 2016, 38, 274-283.	0.7	10
30	Perceptions of Creativity in Software Engineering Research and Practice. , 2017, , .		10
31	A framework for defining coupling metrics. Science of Computer Programming, 2018, 166, 214-230.	1.5	10
32	Requirements Framing Affects Design Creativity. IEEE Transactions on Software Engineering, 2021, 47, 936-947.	4.3	10
33	How to Develop a General Theory of Software Engineering. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2014, 39, 23-25.	0.5	10
34	Lessons Learned from an Extended Participant Observation Grounded Theory Study. , 2017, , .		9
35	Objects Count so Count Objects!. , 2018, , .		9
36	There is no random sampling in software engineering research. , 2018, , .		9

#	ARTICLE	IF	CITATIONS
37	Re-imagining a course in software project management. , 2018, , .		9
38	Dual-Track Development. IEEE Software, 2020, 37, 58-64.	2.1	9
39	Social theory for software engineering research. , 2016, , .		8
40	Explaining Agility with a Process Theory of Change. , 2015, , .		6
41	Characteristics of decision-making during coding. , 2016, , .		6
42	Generating Effective Recommendations Using Viewing-Time Weighted Preferences for Attributes. Journal of the Association for Information Systems, 2014, 15, 484-513.	2.4	6
43	Blending immersive gameplay with intense exercise using asynchronous exergaming. , 2016, , .		5
44	Guest editorial for special section on success and failure in software engineering. Empirical Software Engineering, 2017, 22, 2281-2297.	3.0	5
45	How Templated Requirements Specifications Inhibit Creativity in Software Engineering. IEEE Transactions on Software Engineering, 2022, 48, 4074-4086.	4.3	5
46	Developing and Evaluating Software Engineering Process Theories. , 2015, , .		4
47	What makes effective leadership in agile software development teams?. , 2022, , .		4
48	Geographically Distributed Sensemaking: Developing Understanding in Forum-Based Software Development Teams. , 2015, , .		3
49	Separability Principles for a General Theory of Software Engineering. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2016, 41, 25-27.	0.5	3
50	The Sensemaking-Coevolution-Implementation Theory of Software Design. SSRN Electronic Journal, 0, , .	0.4	3
51	Evaluating process theories in software engineering. , 2014, , .		2
52	Lab-based action design research. , 2014, , .		2
53	4th SEMAT Workshop on General Theory of Software Engineering (GTSE 2015). , 2015, , .		2
54	A Model for Defining Coupling Metrics. , 2016, , .		2

#	ARTICLE	IF	CITATIONS
55	The Two Paradigms of Software Design. SSRN Electronic Journal, 0, , .	0.4	2
56	Personality Traits in Game Development. , 2022, , .		2
57	Social science theories in software engineering research. , 2022, , .		2
58	Introduction to the Online Games and Game-Like Systems Minitrack. , 2016, , .		1
59	Introduction to Organizational Impact of Online Games Minitrack. , 2015, , .		0
60	Towards Understanding Programs by Counting Objects. , 2018, , .		0