

Fabio Petrillo

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6393617/publications.pdf>

Version: 2024-02-01

30
papers

497
citations

840776

11
h-index

940533

16
g-index

30
all docs

30
docs citations

30
times ranked

274
citing authors

#	ARTICLE	IF	CITATIONS
1	Code smells and refactoring: A tertiary systematic review of challenges and observations. Journal of Systems and Software, 2020, 167, 110610.	4.5	97
2	What went wrong? A survey of problems in game development. Computers in Entertainment, 2009, 7, 1-22.	1.1	71
3	A systematic literature review on automated log abstraction techniques. Information and Software Technology, 2020, 122, 106276.	4.4	41
4	Are REST APIs for Cloud Computing Well-Designed? An Exploratory Study. Lecture Notes in Computer Science, 2016, , 157-170.	1.3	33
5	Houston, we have a problem.... , 2008, , .		26
6	Is agility out there?. , 2010, , .		25
7	Software Configuration Engineering in Practice Interviews, Survey, and Systematic Literature Review. IEEE Transactions on Software Engineering, 2020, 46, 646-673.	5.6	25
8	What skills do IT companies look for in new developers? A study with Stack Overflow jobs. Information and Software Technology, 2021, 129, 106429.	4.4	25
9	Are the old days gone?.. , 2016, , .		19
10	Game industry problems: An extensive analysis of the gray literature. Information and Software Technology, 2021, 134, 106538.	4.4	18
11	On semantic detection of cloud API (anti)patterns. Information and Software Technology, 2019, 107, 65-82.	4.4	14
12	Are game engines software frameworks? A three-perspective study. Journal of Systems and Software, 2021, 171, 110846.	4.5	14
13	Dataset of Video Game Development Problems. , 2020, , .		13
14	A large scale empirical study of the impact of Spaghetti Code and Blob anti-patterns on program comprehension. Information and Software Technology, 2020, 122, 106278.	4.4	12
15	Swarm debugging: The collective intelligence on interactive debugging. Journal of Systems and Software, 2019, 153, 152-174.	4.5	11
16	Towards Understanding Interactive Debugging. , 2016, , .		10
17	Who Can Maintain This Code?: Assessing the Effectiveness of Repository-Mining Techniques for Identifying Software Maintainers. IEEE Software, 2019, 36, 34-42.	1.8	10
18	Learning from the past: A process recommendation system for video game projects using postmortems experiences. Information and Software Technology, 2018, 100, 103-118.	4.4	8

#	ARTICLE	IF	CITATIONS
19	Visualizing interactive and shared debugging sessions. , 2015, , .		5
20	What should your run-time configuration framework do to help developers?. Empirical Software Engineering, 2020, 25, 1259-1293.	3.9	5
21	Use of Security Logs for Data Leak Detection: A Systematic Literature Review. Security and Communication Networks, 2021, 2021, 1-29.	1.5	5
22	Understanding interactive debugging with Swarm Debug Infrastructure. , 2016, , .		4
23	How Do Developers Toggle Breakpoints? Observational Studies. , 2017, , .		2
24	A Lexical and Semantical Analysis on REST Cloud Computing APIs. Communications in Computer and Information Science, 2018, , 308-332.	0.5	2
25	DR-Tools: a suite of lightweight open-source tools to measure and visualize Java source code. , 2020, , .		1
26	Log severity levels matter: A multivocal mapping. , 2021, , .		1
27	SimKan: Training Kanban Practices Through Stochastic Simulation. Communications in Computer and Information Science, 2017, , 110-121.	0.5	0
28	Improving Engagement Assessment in Gameplay Testing Sessions using IoT Sensors. , 2020, , .		0
29	Mapping breakpoint types: an exploratory study. , 2021, , .		0
30	ASE4Games 2021 Workshop Summary. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2022, 47, 10-11.	0.7	0