

Mercedes Ruiz

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6476102/publications.pdf>

Version: 2024-02-01

41
papers

586
citations

840585

11
h-index

677027

22
g-index

46
all docs

46
docs citations

46
times ranked

481
citing authors

#	ARTICLE	IF	CITATIONS
1	A systematic literature review on serious games evaluation: An application to software project management. <i>Computers and Education</i> , 2015, 87, 396-422.	5.1	153
2	A multivocal literature review on serious games for software process standards education. <i>Computer Standards and Interfaces</i> , 2018, 57, 36-48.	3.8	43
3	A Bibliometric Analysis of Gamification Research. <i>IEEE Access</i> , 2021, 9, 46505-46544.	2.6	37
4	MEdit4CEP-Gam: A model-driven approach for user-friendly gamification design, monitoring and code generation in CEP-based systems. <i>Information and Software Technology</i> , 2018, 95, 238-264.	3.0	30
5	A simplified model of software project dynamics. <i>Journal of Systems and Software</i> , 2001, 59, 299-309.	3.3	29
6	Decision-making in IT service management: a simulation based approach. <i>Decision Support Systems</i> , 2014, 66, 36-51.	3.5	24
7	Using simulation to aid decision making in managing the usability evaluation process. <i>Information and Software Technology</i> , 2015, 57, 509-526.	3.0	18
8	Software Process Simulation Modeling: Systematic literature review. <i>Computer Standards and Interfaces</i> , 2020, 70, 103425.	3.8	17
9	Multiobjective simulation optimisation in software project management. , 2011, , .		15
10	A serious game to support the ISO 21500 standard education in the context of software project management. <i>Computer Standards and Interfaces</i> , 2018, 60, 80-92.	3.8	14
11	Using simulation-based optimization in the context of IT service management change process. <i>Decision Support Systems</i> , 2018, 112, 35-47.	3.5	14
12	A Dynamic Integrated Framework for Software Process Improvement. <i>Software Quality Journal</i> , 2002, 10, 181-194.	1.4	13
13	Met4ITIL: A process management and simulation-based method for implementing ITIL. <i>Computer Standards and Interfaces</i> , 2019, 61, 1-19.	3.8	13
14	Using Dynamic Modeling and Simulation to Improve the COTS Software Process. <i>Lecture Notes in Computer Science</i> , 2004, , 568-581.	1.0	12
15	Integrating Serious Games as Learning Resources in a Software Project Management Course: The Case of ProDec. , 2017, , .		12
16	GoRace: A Multi-Context and Narrative-Based Gamification Suite to Overcome Gamification Technological Challenges. <i>IEEE Access</i> , 2021, 9, 65882-65905.	2.6	12
17	Uses and applications of Software & Systems Process Engineering Meta-Model process models. A systematic mapping study. <i>Journal of Software: Evolution and Process</i> , 2013, 25, 999-1025.	1.2	10
18	ProDecAdmin: A Game Scenario Design Tool for Software Project Management Training. <i>Communications in Computer and Information Science</i> , 2017, , 241-248.	0.4	10

#	ARTICLE	IF	CITATIONS
19	Coverage of ISO/IEC 12207 Software Lifecycle Process by a Simulation-Based Serious Game. Communications in Computer and Information Science, 2016, , 59-70.	0.4	9
20	A Simulation and Gamification Approach for IT Service Management Improvement. Communications in Computer and Information Science, 2016, , 84-97.	0.4	8
21	A Systematic Literature Review on the Gamification Monitoring Phase: How SPI Standards Can Contribute to Gamification Maturity. Communications in Computer and Information Science, 2018, , 31-44.	0.4	8
22	Teaching Software Processes and Standards: A Review of Serious Games Approaches. Communications in Computer and Information Science, 2018, , 154-166.	0.4	8
23	A System Dynamics Approach to Web Service Capacity Management. , 2009, , .		7
24	An integrated framework for simulation-based software process improvement. Software Process Improvement and Practice, 2004, 9, 81-93.	1.1	6
25	Coverage of ISO/IEC 29110 Project Management Process of Basic Profile by a Serious Game. Communications in Computer and Information Science, 2017, , 111-122.	0.4	6
26	Designing game scenarios for software project management education and assessment. IET Software, 2019, 13, 144-151.	1.5	6
27	Coverage of the ISO 21500 Standard in the Context of Software Project Management by a Simulation-Based Serious Game. Communications in Computer and Information Science, 2017, , 399-412.	0.4	6
28	Decision making support in CMMI process areas using multiparadigm simulation modeling. , 2012, , .		5
29	An Experience of Use a Serious Game for Teaching Software Process Improvement. Communications in Computer and Information Science, 2019, , 249-259.	0.4	5
30	Gamification and Functional Prototyping to Support Motivation Towards Software Process Improvement. Lecture Notes in Computer Science, 2016, , 697-704.	1.0	5
31	Applying Agent-Based Simulation to the Improvement of Agile Software Management. Communications in Computer and Information Science, 2017, , 173-186.	0.4	4
32	Towards a Standard to Describe and Classify Serious Games as Learning Resources for Software Project Management. Communications in Computer and Information Science, 2018, , 229-239.	0.4	3
33	Digital Games for Computing Education. Advances in Educational Technologies and Instructional Design Book Series, 2019, , 35-62.	0.2	3
34	Understanding How and When Human Factors Are Used in the Software Process: A Text-Mining Based Literature Review. Lecture Notes in Computer Science, 2019, , 694-708.	1.0	3
35	SOFTWARE PROCESS DYNAMICS: MODELING, SIMULATION AND IMPROVEMENT. Series on Software Engineering and Knowledge Engineering, 2006, , 21-56.	0.1	2
36	Gamification in IT Service Management: A Systematic Mapping Study. Applied Sciences (Switzerland), 2021, 11, 3384.	1.3	2

#	ARTICLE	IF	CITATIONS
37	Leveling Up. Advances in Higher Education and Professional Development Book Series, 2020, , 372-392.	0.1	1
38	Digital Games for Computing Education. , 2022, , 1571-1598.		1
39	Collaborative development of reusable educational resources for software engineering and information systems core subjects. International Journal of Teaching and Case Studies, 2011, 3, 35.	0.1	0
40	A Simulation Approach to Decision Making in IT Service Strategy. Scientific World Journal, The, 2014, 2014, 1-9.	0.8	0
41	Applying Extreme Engineering and Personality Factors to Improve Software Development Under a Heavyweight Methodology. Lecture Notes in Computer Science, 2017, , 470-481.	1.0	0