Mercedes Ruiz

List of Publications by Year
in descending order

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	Digital Games for Computing Education. , 2022, , 1571-1598.		1
2	GoRace: A Multi-Context and Narrative-Based Gamification Suite to Overcome Gamification Technological Challenges. IEEE Access, 2021, 9, 65882-65905.	2.6	12
3	A Bibliometric Analysis of Gamification Research. IEEE Access, 2021, 9, 46505-46544.	2.6	37
4	Gamification in IT Service Management: A Systematic Mapping Study. Applied Sciences (Switzerland), 2021, 11, 3384.	1.3	2
5	Software Process Simulation Modeling: Systematic literature review. Computer Standards and Interfaces, 2020, 70, 103425.	3.8	17
6	Leveling Up. Advances in Higher Education and Professional Development Book Series, 2020, , 372-392.	0.1	1
7	Designing game scenarios for software project management education and assessment. IET Software, 2019, 13, 144-151.	1.5	6
8	Met4ITIL: A process management and simulation-based method for implementing ITIL. Computer Standards and Interfaces, 2019, 61, 1-19.	3.8	13
9	An Experience of Use a Serious Game for Teaching Software Process Improvement. Communications in Computer and Information Science, 2019, , 249-259.	0.4	5
10	Digital Games for Computing Education. Advances in Educational Technologies and Instructional Design Book Series, 2019, , 35-62.	0.2	3
11	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
12	MEdit4CEP-Gam: A model-driven approach for user-friendly gamification design, monitoring and code generation in CEP-based systems. Information and Software Technology, 2018, 95, 238-264.	3.0	30
13	A multivocal literature review on serious games for software process standards education. Computer Standards and Interfaces, 2018, 57, 36-48.	3.8	43
14	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
15	Teaching Software Processes and Standards: A Review of Serious Games Approaches. Communications in Computer and Information Science, 2018, , 154-166.	0.4	8
16	A serious game to support the ISO 21500 standard education in the context of software project management. Computer Standards and Interfaces, 2018, 60, 80-92.	3.8	14
17	Using simulation-based optimization in the context of IT service management change process. Decision Support Systems, 2018, 112, 35-47.	3.5	14
18	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

#	Article	IF	Citations
19	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
20	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
21	Integrating Serious Games as Learning Resources in a Software Project Management Course: The Case of ProDec. , 2017, , .		12
22	ProDecAdmin: A Game Scenario Design Tool for Software Project Management Training. Communications in Computer and Information Science, 2017, , 241-248.	0.4	10
23	Applying Agent-Based Simulation to the Improvement of Agile Software Management. Communications in Computer and Information Science, 2017, , 173-186.	0.4	4
24	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
25	A Simulation and Gamification Approach for IT Service Management Improvement. Communications in Computer and Information Science, 2016, , 84-97.	0.4	8
26	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
27	Gamification and Functional Prototyping to Support Motivation Towards Software Process Improvement. Lecture Notes in Computer Science, 2016, , 697-704.	1.0	5
28	A systematic literature review on serious games evaluation: An application to software project management. Computers and Education, 2015, 87, 396-422.	5.1	153
29	Using simulation to aid decision making in managing the usability evaluation process. Information and Software Technology, 2015, 57, 509-526.	3.0	18
30	A Simulation Approach to Decision Making in IT Service Strategy. Scientific World Journal, The, 2014, 2014, 1-9.	0.8	0
31	Decision-making in IT service management: a simulation based approach. Decision Support Systems, 2014, 66, 36-51.	3.5	24
32	Uses and applications of Software & Systems Process Engineering Meta‑Model process models. A systematic mapping study. Journal of Software: Evolution and Process, 2013, 25, 999-1025.	1.2	10
33	Decision making support in CMMI process areas using multiparadigm simulation modeling. , 2012, , .		5
34	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
35	Multiobjective simulation optimisation in software project management. , 2011, , .		15
36	A System Dynamics Approach to Web Service Capacity Management. , 2009, , .		7

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37	SOFTWARE PROCESS DYNAMICS: MODELING, SIMULATION AND IMPROVEMENT. Series on Software Engineering and Knowledge Engineering, 2006, , 21-56.	0.1	2
38	Using Dynamic Modeling and Simulation to Improve the COTS Software Process. Lecture Notes in Computer Science, 2004, , 568-581.	1.0	12
39	An integrated framework for simulation-based software process improvement. Software Process Improvement and Practice, 2004, 9, 81-93.	1.1	6
40	A Dynamic Integrated Framework for Software Process Improvement. Software Quality Journal, 2002, 10, 181-194.	1.4	13
41	A simplified model of software project dynamics. Journal of Systems and Software, 2001, 59, 299-309.	3.3	29