

Roberto A Bittencourt

List of Publications by Year in descending order

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Version: 2024-02-01

42
papers

345
citations

1937685

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2272923

4
g-index

42
all docs

42
docs citations

42
times ranked

236
citing authors

#	ARTICLE	IF	CITATIONS
1	An Analysis of a Media-Based Approach to Teach Programming to Middle School Students. , 2018, , .		37
2	Comparison of Graph Clustering Algorithms for Recovering Software Architecture Module Views. , 2009, , .		36
3	Psychological disorders and oral lichen planus: A systematic review. Journal of Investigative and Clinical Dentistry, 2018, 9, e12363.	1.8	35
4	Using Open Source Projects in software engineering education: A systematic mapping study. , 2013, , .		28
5	Improving Automated Mapping in Reflexion Models Using Information Retrieval Techniques. , 2010, , .		22
6	The Hybrid Technique for Object-Oriented Software Change Impact Analysis. , 2010, , .		21
7	Open source projects in software engineering education: a mapping study. Computer Science Education, 2015, 25, 67-114.	3.7	18
8	On the Evolutionary Nature of Architectural Violations. , 2012, , .		17
9	Rapid Releases and Patch Backouts: A Software Analytics Approach. IEEE Software, 2015, 32, 89-96.	1.8	15
10	A Mapping Study of Computational Thinking and Programming in Brazilian K-12 Education. , 2018, , .		14
11	The Adoption of Open Source Projects in Engineering Education: A Real Software Development Experience. , 2018, , .		13
12	Do Rapid Releases Affect Bug Reopening? A Case Study of Firefox. , 2014, , .		10
13	Being a PBL teacher in computer engineering: An interpretative phenomenological analysis. , 2015, , .		9
14	FLOSS in software engineering education. , 2018, , .		8
15	Motivation and Engagement with PBL in an Introductory Programming Course. , 2019, , .		8
16	Learning programming with peer support, games, challenges and scratch. , 2015, , .		7
17	Increasing Motivation of CS1 Non-Majors through an Approach Contextualized by Games and Media. , 2018, , .		7
18	Motivation of Engineering Students with a Mixed-Contexts Approach to Introductory Programming. , 2018, , .		5

#	ARTICLE	IF	CITATIONS
19	A PBL-Based, Integrated Learning Experience of Object-Oriented Programming, Data Structures and Software Design. , 2018, , .		5
20	Evaluating the Influence of PBL on the Development of Soft Skills in a Computer Engineering Undergraduate Program. , 2018, , .		5
21	Does FLOSS in Software Engineering Education Narrow the Theory-Practice Gap? A Study Grounded on Studentsâ€™ Perception. IFIP Advances in Information and Communication Technology, 2019, , 153-164.	0.7	5
22	Patterns for cleaning up bug data. , 2013, , .		4
23	Computer Programming Workshops with Playful Environments for Middle School Girls. , 2018, , .		3
24	Sentiments and Performance in an Introductory Programming Course Based on PBL. , 2021, , .		3
25	Patterns for extracting high level information from bug reports. , 2013, , .		2
26	Contextualized Spiral Learning of Computer Programming in Brazilian Vocational Secondary Education. , 2018, , .		2
27	A Case Study of an Integrated Programming Course Based on PBL. , 2019, , .		2
28	A method for asynchronous, web-based lecture delivery. , 0, , .		2
29	Conformance Checking during Software Evolution. , 2010, , .		1
30	ComputaÃ§Ã£o Fundamental: CurrÃ­culo e Livros DidÃ¡ticos de ComputaÃ§Ã£o para o Ensino Fundamental II. Revista Brasileira De InformaÃ§Ã£o Na EducaÃ§Ã£o, 0, 29, 662-691.	0.1	1
31	Estudantes Ensinando ComputaÃ§Ã£o para a Comunidade: Uma ExperiÃªncia atravÃ©s do TISP. , 0, , .		0
32	Uma DefiniÃ§Ã£o Operacional para Pensamento Computacional. , 0, , .		0
33	Python Enhanced Error Feedback: Uma IDE Online de Apoio ao Processo de Ensino-Aprendizagem em ProgramaÃ§Ã£o. , 0, , .		0
34	ValidaÃ§Ã£o e anÃ¡lise de um inventÃ¡rio de conceitos sobre programaÃ§Ã£o introdutÃ³ria. , 0, , .		0
35	E se Nossa Oficina nÃ£o Der Certo?. , 0, , .		0
36	Uma Proposta de AvaliaÃ§Ã£o de Conceitos, PrÃ¡ticas e Perspectivas de Pensamento Computacional. , 0, , .		0

#	ARTICLE	IF	CITATIONS
37	Computação e o Mundo: Uma Proposta de Educação em Computação para o Nono Ano do Ensino Fundamental II. , 0, , .		0
38	Computação e Sociedade: Uma Proposta de Educação em Computação para o Oitavo Ano do Ensino Fundamental II. , 0, , .		0
39	Tradução e validação de um inventário de conceitos sobre programação introdutória. , 0, , .		0
40	Uma avaliação comparativa entre métricas de erro em um curso introdutório de programação com Python. , 0, , .		0
41	Como Professores da Educação Básica Podem Ensinar o Pensamento Computacional de Forma Interdisciplinar?. , 0, , .		0
42	Como Licenciandos Podem Desenvolver o Pensamento Computacional no Contexto Educacional?. , 0, , .		0