

Roberto A Bittencourt

List of Publications by Year in descending order

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42
papers

345
citations

1937685

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42
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times ranked

236
citing authors

#	ARTICLE	IF	CITATIONS
1	Sentiments and Performance in an Introductory Programming Course Based on PBL. , 2021, , .		3
2	Motivation and Engagement with PBL in an Introductory Programming Course. , 2019, , .		8
3	A Case Study of an Integrated Programming Course Based on PBL. , 2019, , .		2
4	Does FLOSS in Software Engineering Education Narrow the Theory-Practice Gap? A Study Grounded on Students's Perception. IFIP Advances in Information and Communication Technology, 2019, , 153-164.	0.7	5
5	The Adoption of Open Source Projects in Engineering Education: A Real Software Development Experience. , 2018, , .		13
6	Contextualized Spiral Learning of Computer Programming in Brazilian Vocational Secondary Education. , 2018, , .		2
7	Motivation of Engineering Students with a Mixed-Contexts Approach to Introductory Programming. , 2018, , .		5
8	A PBL-Based, Integrated Learning Experience of Object-Oriented Programming, Data Structures and Software Design. , 2018, , .		5
9	A Mapping Study of Computational Thinking and Programming in Brazilian K-12 Education. , 2018, , .		14
10	Evaluating the Influence of PBL on the Development of Soft Skills in a Computer Engineering Undergraduate Program. , 2018, , .		5
11	FLOSS in software engineering education. , 2018, , .		8
12	Increasing Motivation of CS1 Non-Majors through an Approach Contextualized by Games and Media. , 2018, , .		7
13	Computer Programming Workshops with Playful Environments for Middle School Girls. , 2018, , .		3
14	Psychological disorders and oral lichen planus: A systematic review. Journal of Investigative and Clinical Dentistry, 2018, 9, e12363.	1.8	35
15	An Analysis of a Media-Based Approach to Teach Programming to Middle School Students. , 2018, , .		37
16	Learning programming with peer support, games, challenges and scratch. , 2015, , .		7
17	Being a PBL teacher in computer engineering: An interpretative phenomenological analysis. , 2015, , .		9
18	Rapid Releases and Patch Backouts: A Software Analytics Approach. IEEE Software, 2015, 32, 89-96.	1.8	15

#	ARTICLE	IF	CITATIONS
19	Open source projects in software engineering education: a mapping study. Computer Science Education, 2015, 25, 67-114.	3.7	18
20	Do Rapid Releases Affect Bug Reopening? A Case Study of Firefox. , 2014, , .		10
21	Patterns for extracting high level information from bug reports. , 2013, , .		2
22	Patterns for cleaning up bug data. , 2013, , .		4
23	Using Open Source Projects in software engineering education: A systematic mapping study. , 2013, , .		28
24	On the Evolutionary Nature of Architectural Violations. , 2012, , .		17
25	The Hybrid Technique for Object-Oriented Software Change Impact Analysis. , 2010, , .		21
26	Improving Automated Mapping in Reflexion Models Using Information Retrieval Techniques. , 2010, , .		22
27	Conformance Checking during Software Evolution. , 2010, , .		1
28	Comparison of Graph Clustering Algorithms for Recovering Software Architecture Module Views. , 2009, , .		36
29	Estudantes Ensinando Computação para a Comunidade: Uma Experiência através do TISP. , 0, , .		0
30	Uma Definição Operacional para Pensamento Computacional. , 0, , .		0
31	Python Enhanced Error Feedback: Uma IDE Online de Apoio ao Processo de Ensino-Aprendizagem em Programa. , 0, , .		0
32	Validação e análise de um inventário de conceitos sobre programação introdutória. , 0, , .		0
33	Computação Fundamental: Currículo e Livros Didáticos de Computação para o Ensino Fundamental II. Revista Brasileira De Informática Na Educação, 0, 29, 662-691.	0.1	1
34	E se Nossa Oficina não Der Certo?. , 0, , .		0
35	Uma Proposta de Avaliação de Conceitos, Práticas e Perspectivas de Pensamento Computacional. , 0, , .		0
36	A method for asynchronous, web-based lecture delivery. , 0, , .		2

#	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