

Thomas D Latoza

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6971760/publications.pdf>

Version: 2024-02-01

24
papers

1,153
citations

1478505

6
h-index

1872680

6
g-index

24
all docs

24
docs citations

24
times ranked

550
citing authors

#	ARTICLE	IF	CITATIONS
1	Maintaining mental models. , 2006, , .		453
2	Crowdsourcing in Software Engineering: Models, Motivations, and Challenges. IEEE Software, 2016, 33, 74-80.	1.8	122
3	Developers ask reachability questions. , 2010, , .		97
4	Hard-to-answer questions about code. , 2010, , .		84
5	Program comprehension as fact finding. , 2007, , .		79
6	Microtask programming. , 2014, , .		69
7	Visualizing call graphs. , 2011, , .		48
8	Crowd development. , 2013, , .		32
9	Crowdsourcing for Software Engineering. IEEE Software, 2017, 34, 30-36.	1.8	25
10	Borrowing from the Crowd: A Study of Recombination in Software Design Competitions. , 2015, , .		23
11	Information Needs: Lessons for Programming Tools. IEEE Software, 2020, 37, 52-57.	1.8	21
12	Explicit programming strategies. Empirical Software Engineering, 2020, 25, 2416-2449.	3.9	18
13	A Vision of Crowd Development. , 2015, , .		17
14	Advancing Open Science with Version Control and Blockchains. , 2017, , .		15
15	Ask the crowd: Scaffolding coordination and knowledge sharing in microtask programming. , 2015, , .		11
16	Microtask Programming. IEEE Transactions on Software Engineering, 2019, 45, 1106-1124.	5.6	9
17	Can microtask programming work in industry?. , 2020, , .		7
18	Active Documentation: Helping Developers Follow Design Decisions. , 2019, , .		6

#	ARTICLE	IF	CITATIONS
19	Crowdsourced Behavior-Driven Development. Journal of Systems and Software, 2021, 171, 110840.	4.5	6
20	Active code completion. , 2011, , .		3
21	HowToo: A Platform for Sharing, Finding, and Using Programming Strategies. , 2021, , .		3
22	Find Unique Usages: Helping Developers Understand Common Usages. , 2020, , .		2
23	An Exploratory Study of Sharing Strategic Programming Knowledge. , 2022, , .		2
24	Crowdsourced Behavior-Driven Development. SSRN Electronic Journal, 0, , .	0.4	1