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 6 g-index

24 all docs

 $\begin{array}{c} 24 \\ \text{docs citations} \end{array}$

times ranked

24

550 citing authors

#	Article	IF	CITATIONS
1	An Exploratory Study of Sharing Strategic Programming Knowledge. , 2022, , .		2
2	Crowdsourced Behavior-Driven Development. Journal of Systems and Software, 2021, 171, 110840.	4.5	6
3	HowToo: A Platform for Sharing, Finding, and Using Programming Strategies. , 2021, , .		3
4	Find Unique Usages: Helping Developers Understand Common Usages. , 2020, , .		2
5	Information Needs: Lessons for Programming Tools. IEEE Software, 2020, 37, 52-57.	1.8	21
6	Explicit programming strategies. Empirical Software Engineering, 2020, 25, 2416-2449.	3.9	18
7	Can microtask programming work in industry?. , 2020, , .		7
8	Microtask Programming. IEEE Transactions on Software Engineering, 2019, 45, 1106-1124.	5.6	9
9	Active Documentation: Helping Developers Follow Design Decisions. , 2019, , .		6
10	Crowdsourcing for Software Engineering. IEEE Software, 2017, 34, 30-36.	1.8	25
11	Advancing Open Science with Version Control and Blockchains. , 2017, , .		15
12	Crowdsourcing in Software Engineering: Models, Motivations, and Challenges. IEEE Software, 2016, 33, 74-80.	1.8	122
13	Borrowing from the Crowd: A Study of Recombination in Software Design Competitions. , 2015, , .		23
14	Ask the crowd: Scaffolding coordination and knowledge sharing in microtask programming. , 2015, , .		11
15	A Vision of Crowd Development. , 2015, , .		17
16	Microtask programming. , 2014, , .		69
17	Crowd development., 2013,,.		32
18	Active code completion., 2011,,.		3

#	Article	lF	CITATION
19	Visualizing call graphs. , 2011, , .		48
20	Developers ask reachability questions. , 2010, , .		97
21	Hard-to-answer questions about code. , 2010, , .		84
22	Program comprehension as fact finding., 2007,,.		79
23	Maintaining mental models. , 2006, , .		453
24	Crowdsourced Behavior-Driven Development. SSRN Electronic Journal, 0, , .	0.4	1