

# Gloria Piedad Gasca-Hurtado

## List of Publications by Year in descending order

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Version: 2024-02-01

54  
papers

190  
citations

1307366

7  
h-index

1372474

10  
g-index

58  
all docs

58  
docs citations

58  
times ranked

96  
citing authors

#	ARTICLE	IF	CITATIONS
1	State of the Use of Gamification Elements in Software Development Teams. Communications in Computer and Information Science, 2017, , 249-258.	0.4	13
2	Applying gamification elements to build teams for software development. IET Software, 2019, 13, 99-105.	1.5	13
3	Gamification Proposal for Defect Tracking in Software Development Process. Communications in Computer and Information Science, 2016, , 212-224.	0.4	10
4	A Methodology for Establishing Multi-Model Environments in Order to Improve Organizational Software Processes. International Journal of Software Engineering and Knowledge Engineering, 2014, 24, 909-933.	0.6	8
5	Assessment proposal of teaching and learning strategies in software process improvement. Revista Facultad De Ingeniería, 2015, , .	0.5	7
6	Method of pedagogic instruments design for software engineering. , 2016, , .		7
7	A Comparative Analysis of the Implementation of the Software Basic Profile of ISO/IEC 29110 in Thirteen Teams That Used Predictive Versus Adaptive Life Cycles. Communications in Computer and Information Science, 2019, , 179-191.	0.4	7
8	Proposal of an assessment framework for gamified environments: a case study. IET Software, 2019, 13, 122-128.	1.5	6
9	An Instrument for Measuring Perception about Social and Human Factors that Influence Software Development Productivity. Journal of Universal Computer Science, 2021, 27, 111-134.	0.6	6
10	Design of a pedagogic instrument for teaching software process improvement: Teaching instrument for university and business environments. , 2014, , .		5
11	Toward an Assessment Framework for Gamified Environments. Communications in Computer and Information Science, 2017, , 281-293.	0.4	5
12	Gamification experience of an educational environment in software engineering: Gamifying a course of agility for software process improvement. , 2018, , .		5
13	Gamification for improving software project: Systematic mapping in project management. , 2018, , .		5
14	Social and Human Factor Classification of Influence in Productivity in Software Development Teams. Communications in Computer and Information Science, 2020, , 717-729.	0.4	5
15	Towards a Social and Human Factor Classification Related to Productivity in Software Development Teams. Advances in Intelligent Systems and Computing, 2020, , 36-50.	0.5	5
16	Gamification as strategy for software process improvement: A systematic mapping. , 2017, , .		4
17	Structure of a Multi-model Catalog for Software Projects Management Including Agile and Traditional Practices. Advances in Intelligent Systems and Computing, 2016, , 87-97.	0.5	4
18	Covering the Human Perspective in Software Process Improvement. Communications in Computer and Information Science, 2014, , 123-134.	0.4	4

#	ARTICLE	IF	CITATIONS
19	Era de la Cuarta Revoluci3n Industrial. RISTI - Revista Iberica De Sistemas E Tecnologías De Informacao, 2019, , XI-XIV.	0.1	4
20	Perceptions of the human and social factors that influence the productivity of software development teams in Colombia: A statistical analysis. Journal of Systems and Software, 2022, 192, 111408.	3.3	4
21	Diagnostic on teaching-learning of software desing by using the Personal Software Process framework. , 2015, , .		3
22	Multimodel catalogue heuristics for software project managemet. , 2016, , .		3
23	Software process improvement assesment for multimodel environment tool to diagnose an organization. , 2017, , .		3
24	Gamification to Identify Software Development Team Membersâ€™ Profiles. Communications in Computer and Information Science, 2018, , 219-228.	0.4	3
25	Toward a Model based on Gamification to Influence the Productivity of Software Development Teams. , 2019, , .		3
26	Beyond factors that motivate the adoption of the ISO/IEC 29110 in Mexico: An exploratory study of the implementation pace of this standard and the benefits observed. IET Software, 2021, 15, 412-427.	1.5	3
27	Design of a gamification strategy to intervene in social and human factors associated with software process improvement change resistance. IET Software, 2021, 15, 428-442.	1.5	3
28	Method to Establish Strategies for Implementing Process Improvement According to the Organizationâ€™s Context. Communications in Computer and Information Science, 2016, , 312-324.	0.4	3
29	Gamification of an Educational Environment in Software Engineering: Case Study for Digital Accessibility of People With Disabilities. Revista Iberoamericana De Tecnologías Del Aprendizaje, 2021, 16, 382-392.	0.7	3
30	Method for developing catalogs focused on facilitating the implementation of best practices for project management of software development in SMEs. , 2016, , .		2
31	Application of a Risk Management Tool Focused on Helping to Small and Medium Enterprises Implementing the Best Practices in Software Development Projects. Advances in Intelligent Systems and Computing, 2018, , 429-440.	0.5	2
32	Analysis of 13 implementations of the software engineering management and engineering basic profile guide of ISO/IEC 29110 in very small entities using different life cycles. Journal of Software: Evolution and Process, 2020, 32, e2300.	1.2	2
33	Gamification Strategies for Eliciting Software Requirements. Advances in Intelligent Systems and Computing, 2021, , 461-472.	0.5	2
34	A Gamified Proposal for Software Risk Analysis in Agile Methodologies. Communications in Computer and Information Science, 2019, , 272-285.	0.4	2
35	What Motivates VSEs to Adopt an International Standard Such as ISO/IEC 29110? An Exploratory Analysis. Communications in Computer and Information Science, 2020, , 730-741.	0.4	2
36	Knowledge Transfer in Software Development Teams Using Gamification: A Systematic Literature Review. Advances in Intelligent Systems and Computing, 2021, , 115-130.	0.5	2

#	ARTICLE	IF	CITATIONS
37	RISK TAXONOMY RELATED TO SOFTWARE ACQUISITION: A CASE STUDY. International Journal of Software Engineering and Knowledge Engineering, 2013, 23, 1205-1220.	0.6	1
38	Analysis of projects planning and monitorization and control techniques and tools for their use in SMEs. , 2017, , .		1
39	An Exploratory Analysis of the Perception of the Utility of Proven Practices of the Software Basic Profile of ISO/IEC 29110 by a Set of VSEs in Mexico. Communications in Computer and Information Science, 2021, , 439-456.	0.4	1
40	Gamification Principles to Decrease SPI Change Resistance. Communications in Computer and Information Science, 2021, , 241-256.	0.4	1
41	Caracterizaci3n de m3todos de evaluaci3n de desempe±o para equipos de desarrollo de software. Ingeniare, 2021, 29, 129-140.	0.1	1
42	Caracterizando las Necesidades de las Pymes para Implementar Mejoras de Procesos Software: Una Comparativa entre la Teor3a y la Realidad. RISTI - Revista Iberica De Sistemas E Tecnologias De Informacao, 2014, .	0.1	1
43	Similarity Study: A Case Study on Software Outsourcing Based on CMMI-ACQ. , 2011, , .		0
44	Gamified tool to mitigate change resistance causes in software process improvement. , 2020, , .		0
45	Innovation and Creativity in Software Engineering Education. Advances in Human and Social Aspects of Technology Book Series, 2021, , 141-173.	0.3	0
46	Mobile application based on gamification to promote microlearning in Software Engineering. , 2021, , .		0
47	Technique for Risk Identification of Software Acquisition and Information Technologies. Advances in Systems Analysis, Software Engineering, and High Performance Computing Book Series, 2014, , 16-30.	0.5	0
48	Protocol to Design Techniques for Implementing Software Development Best Practices. Communications in Computer and Information Science, 2015, , 115-126.	0.4	0
49	Ciencias de la Computaci3n en el mundo real. RISTI - Revista Iberica De Sistemas E Tecnologias De Informacao, 2017, 24, ix-xii.	0.1	0
50	El impacto de las Ciencias de la Computaci3n en el mundo real. RISTI - Revista Iberica De Sistemas E Tecnologias De Informacao, 2018, , .	0.1	0
51	A Path for the Implementation of Best Practices for Software Requirements Management Process Using a Multimodel Environment. Lecture Notes in Computer Science, 2020, , 812-828.	1.0	0
52	Multi-model Environment Generation and Tailoring Model for Software Process Improvement. Advances in Intelligent Systems and Computing, 2020, , 620-630.	0.5	0
53	Technique for Risk Identification of Software Acquisition and Information Technologies. , 0, , 1995-2010.		0
54	Technique for Risk Identification of Software Acquisition and Information Technologies. , 0, , 1337-1352.		0