

# Philippe Kruchten

## List of Publications by Year in descending order

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Version: 2024-02-01

107  
papers

5,284  
citations

346980

22  
h-index

175968

55  
g-index

111  
all docs

111  
docs citations

111  
times ranked

2895  
citing authors

#	ARTICLE	IF	CITATIONS
1	Building and evaluating a theory of architectural technical debt in software-intensive systems. Journal of Systems and Software, 2021, 176, 110925.	3.3	24
2	Blurring boundaries: Toward the collective empathic understanding of product requirements. Information and Software Technology, 2021, 140, 106670.	3.0	1
3	Architectural Technical Debt: A Grounded Theory. Lecture Notes in Computer Science, 2020, , 202-219.	1.0	10
4	The End of Agile as We Know It. , 2019, , .		8
5	Strategic Management of Technical Debt: Tutorial at ICSA 2017. , 2017, , .		0
6	Technical Debt. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2016, 41, 38-41.	0.5	9
7	Reducing Friction in Software Development. IEEE Software, 2016, 33, 66-73.	2.1	36
8	Social debt in software engineering: insights from industry. Journal of Internet Services and Applications, 2015, 6, .	1.6	66
9	Lifelong Learning for Lifelong Employment. IEEE Software, 2015, 32, 85-87.	2.1	10
10	Five Reasons for Including Technical Debt in the Software Engineering Curriculum. , 2015, , .		7
11	A Survey on Mobile Social Networks: Applications, Platforms, System Architectures, and Future Research Directions. IEEE Communications Surveys and Tutorials, 2015, 17, 1557-1581.	24.8	146
12	Technical debt at the crossroads of research and practice. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2014, 39, 31-33.	0.5	19
13	Crafting diversity in radiology image stack scrolling. , 2014, , .		2
14	Agile in Distress: Architecture to the Rescue. Lecture Notes in Business Information Processing, 2014, , 43-57.	0.8	27
15	Multidimensional context-aware social network architecture for mobile crowdsensing. , 2014, 52, 78-87.		116
16	Technical Debt: Past, present, and future (Panel). , 2013, , .		0
17	Contextualizing agile software development. Journal of Software: Evolution and Process, 2013, 25, 351-361.	1.2	81
18	What is social debt in software engineering?. , 2013, , .		68

#	ARTICLE	IF	CITATIONS
19	4th International workshop on managing technical debt (MTD 2013). , 2013, , .		5
20	Real Challenges in Mobile App Development. , 2013, , .		234
21	Technical debt. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2013, 38, 51-54.	0.5	64
22	The value of design rationale information. ACM Transactions on Software Engineering and Methodology, 2013, 22, 1-32.	4.8	37
23	Generating a useful theory of software engineering. , 2013, , .		3
24	Message from the MTD 2013 Workshop Chairs. , 2013, , .		0
25	Variations on Using Propagation Cost to Measure Architecture Modifiability Properties. , 2013, , .		3
26	GAME: Governance for Agile Management of Enterprises: A Management Model for Agile Governance. , 2013, , .		11
27	Strategic Management of Technical Debt: Tutorial Synopsis. , 2012, , .		8
28	Technical Debt: From Metaphor to Theory and Practice. IEEE Software, 2012, 29, 18-21.	2.1	452
29	Performance norms: An approach to rework reduction in software development. , 2012, , .		3
30	Technical debt in software development. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2012, 37, 36-38.	0.5	21
31	Design approaches for taming complexity. , 2012, , .		1
32	In Search of a Metric for Managing Architectural Technical Debt. , 2012, , .		108
33	Reconciling perspectives: A grounded theory of how people manage the process of software development. Journal of Systems and Software, 2012, 85, 1269-1286.	3.3	69
34	Reconciling Perspectives: How People Manage the Process of Software Development. , 2011, , .		6
35	Hard choice: A game for balancing strategy for agility. , 2011, , .		5
36	Mission to Mars: An agile release planning game. , 2011, , .		4

#	ARTICLE	IF	CITATIONS
37	Experience teaching software project management in both industrial and academic settings. , 2011, , .		16
38	Towards Supporting Users in Semantic Exploration of Large Distributed Schemas. Procedia Computer Science, 2011, 5, 570-577.	1.2	0
39	Point/Counterpoint. IEEE Software, 2011, 28, 56-59.	2.1	2
40	Using grounded theory to study the experience of software development. Empirical Software Engineering, 2011, 16, 487-513.	3.0	164
41	Workshop on SHARing and Reusing architectural Knowledge. , 2011, , .		1
42	A canonical data model for simulator interoperation in a collaborative system for disaster response simulation. , 2011, , .		1
43	Decision-making techniques for software architecture design. ACM Computing Surveys, 2011, 43, 1-28.	16.1	117
44	A plea for lean software process models. , 2011, , .		5
45	Second international workshop on managing technical debt. , 2011, , .		6
46	Managing technical debt in software development. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2011, 36, 33-35.	0.5	21
47	Organizing a software architecture body of knowledge. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2010, 35, 37-40.	0.5	5
48	Agility in context. ACM SIGPLAN Notices, 2010, 45, 74-88.	0.2	17
49	Applying empirical software engineering to software architecture: challenges and lessons learned. Empirical Software Engineering, 2010, 15, 250-276.	3.0	46
50	Managing technical debt in software-reliant systems. , 2010, , .		260
51	Agility in context. , 2010, , .		50
52	Fifth International Workshop on Sharing and Reusing Architectural Knowledge (SHARK 2010). , 2010, , .		0
53	Software Development Governance (SDG) Workshop. , 2010, , .		0
54	Agility and Architecture: Can They Coexist?. IEEE Software, 2010, 27, 16-22.	2.1	126

#	ARTICLE	IF	CITATIONS
55	Certification 1, 2, 3. IEEE Software, 2010, 27, 92-94.	2.1	0
56	Software architecture and agile software development. , 2010, , .		24
57	Where Did All This Good Architectural Knowledge Go?. Lecture Notes in Computer Science, 2010, , 5-6.	1.0	4
58	Fourth international workshop on sharing and reusing architectural knowledge (SHARK 2009). , 2009, , .		0
59	2 <sup>nd</sup> workshop on software development governance (SDG). , 2009, , .		3
60	Towards using architectural knowledge. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2009, 34, 27-30.	0.5	9
61	When Robert Rules. IEEE Software, 2009, 26, 20-21.	2.1	0
62	The Decision View's Role in Software Architecture Practice. IEEE Software, 2009, 26, 36-42.	2.1	114
63	You Are What You Read. IEEE Software, 2009, 26, 10-11.	2.1	0
64	Software development governance (SDG). Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2009, 34, 46-47.	0.5	4
65	Documentation of Software Architecture from a Knowledge Management Perspective – Design Representation. , 2009, , 39-57.		9
66	What do software architects really do?. Journal of Systems and Software, 2008, 81, 2413-2416.	3.3	85
67	The Biological Half-Life of Software Engineering Ideas. IEEE Software, 2008, 25, 10-11.	2.1	8
68	Licensing Software Engineers?. IEEE Software, 2008, 25, 35-37.	2.1	2
69	A methodological leg to stand on. , 2008, , .		35
70	Customizing the capture of software architectural design decisions. Canadian Conference on Electrical and Computer Engineering, 2008, , .	0.0	11
71	Wishes and Boundaries for a Software Architecture Knowledge Community. , 2008, , .		18
72	Third international workshop on sharing and reusing architectural knowledge (SHARK 2008). , 2008, , .		4

#	ARTICLE	IF	CITATIONS
73	Summary for scrutinizing agile practices or shoot-out at process corral!. , 2008, , .		3
74	An Ontological Approach to Conceptual Modeling of Disaster Management. , 2008, , .		8
75	Value-Based Design Decision Rationale Documentation: Principles and Empirical Feasibility Study. , 2008, , .		17
76	A conceptual model of disasters encompassing multiple stakeholder domains. International Journal of Emergency Management, 2008, 5, 25.	0.2	28
77	A Tool to Visualize Architectural Design Decisions. Lecture Notes in Computer Science, 2008, , 43-54.	1.0	15
78	Culture and Agile: Challenges and Synergies. Lecture Notes in Business Information Processing, 2008, , 251-255.	0.8	0
79	Capturing Software Architectural Design Decisions. , 2007, , .		16
80	Aspects in Architectural Description. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2007, 32, 33-35.	0.5	3
81	Voyage in the Agile Memplex. Queue, 2007, 5, 38-44.	0.8	21
82	Do Architecture Design Methods Meet Architects' Needs?. , 2007, , .		17
83	Architectural knowledge and rationale. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2007, 32, 41-46.	0.5	43
84	NextMove: A Framework for Distributed Task Coordination. , 2007, , .		5
85	Agile 2007 Research Papers. , 2007, , .		0
86	Sharing and Reusing Architectural Knowledge--Architecture, Rationale, and Design Intent. , 2007, , .		14
87	A general model of software architecture design derived from five industrial approaches. Journal of Systems and Software, 2007, 80, 106-126.	3.3	195
88	Issues in Applying Empirical Software Engineering to Software Architecture. Lecture Notes in Computer Science, 2007, , 257-262.	1.0	6
89	Task Coordination in an Agile Distributed Software Development Environment. , 2006, , .		16
90	The Past, Present, and Future for Software Architecture. IEEE Software, 2006, 23, 22-30.	2.1	145

#	ARTICLE	IF	CITATIONS
91	Building Up and Reasoning About Architectural Knowledge. Lecture Notes in Computer Science, 2006, , 43-58.	1.0	182
92	Cultural patterns in software process mishaps. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2005, 30, 1-5.	0.5	20
93	Casting Software Design in the Function-Behavior-Structure Framework. IEEE Software, 2005, 22, 52-58.	2.1	41
94	Editor's Introduction: Software Design in a Postmodern Era. IEEE Software, 2005, 22, 16-18.	2.1	5
95	Putting the "engineering" into "software engineering". , 2004, , .		12
96	Lightweight vs. heavyweight processes. , 2002, , .		0
97	Workshop on methods and techniques for software architecture review and assessment (SARA). , 2002, , .		7
98	ICSE 2001 workshop on describing software architecture with UML. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2001, 26, 78-79.	0.5	1
99	The Software Architect. IFIP Advances in Information and Communication Technology, 1999, , 565-583.	0.5	15
100	Ada type interchangeâ€”moving data between platforms. ACM SIGAda Ada Letters, 1996, XVI, 46-53.	0.1	1
101	The 4+1 View Model of architecture. IEEE Software, 1995, 12, 42-50.	2.1	1,487
102	Implementing dialogue independence. IEEE Software, 1995, 12, 61-70.	2.1	2
103	Error handling in large, object-based Ada systems. ACM SIGAda Ada Letters, 1990, X, 91-103.	0.1	4
104	Software Prototyping using the SETL Programming Language. IEEE Software, 1984, 1, 66-75.	2.1	24
105	Arcade â€” a system for research and education in computer architecture. Information Processing Letters, 1978, 7, 78-85.	0.4	2
106	Building up and Exploiting Architectural Knowledge. , 0, , .		30
107	Generalizing a Model of Software Architecture Design from Five Industrial Approaches. , 0, , .		42