

Brett A Becker

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7873307/publications.pdf>

Version: 2024-02-01

70
papers

1,842
citations

1306789

7
h-index

1372195

10
g-index

72
all docs

72
docs citations

72
times ranked

556
citing authors

#	ARTICLE	IF	CITATIONS
1	Introductory programming: a systematic literature review. , 2018, , .		259
2	Current Challenges and Future Opportunities for XAI in Machine Learning-Based Clinical Decision Support Systems: A Systematic Review. Applied Sciences (Switzerland), 2021, 11, 5088.	1.3	183
3	Compiler Error Messages Considered Unhelpful. , 2019, , .		103
4	The Robots Are Coming: Exploring the Implications of OpenAI Codex on Introductory Programming. , 2022, , .		95
5	An Effective Approach to Enhancing Compiler Error Messages. , 2016, , .		80
6	First Things First. , 2019, , .		69
7	Effective compiler error message enhancement for novice programming students. Computer Science Education, 2016, 26, 148-175.	2.7	61
8	What Do We Think We Think We Are Doing?. , 2020, , .		55
9	A New Metric to Quantify Repeated Compiler Errors for Novice Programmers. , 2016, , .		53
10	50 Years of CS1 at SIGCSE. , 2019, , .		50
11	EpimiRBase: a comprehensive database of microRNA-epilepsy associations. Bioinformatics, 2016, 32, 1436-1438.	1.8	48
12	The Effects of Enhanced Compiler Error Messages on a Syntax Error Debugging Test. , 2018, , .		45
13	Developing Assessments to Determine Mastery of Programming Fundamentals. , 2018, , .		42
14	Fix the First, Ignore the Rest. , 2018, , .		37
15	Achievement Goals in CS1. , 2018, , .		31
16	Research This! Questions that Computing Educators Most Want Computing Education Researchers to Answer. , 2019, , .		31
17	Metacognition and Self-Regulation in Programming Education: Theories and Exemplars of Use. ACM Transactions on Computing Education, 2022, 22, 1-31.	2.9	30
18	Novice Programmers and the Problem Description Effect. , 2016, , .		28

#	ARTICLE	IF	CITATIONS
19	A Closer Look at Metacognitive Scaffolding. , 2019, , .		28
20	Inferential Statistics in Computing Education Research. , 2019, , .		26
21	On Designing Programming Error Messages for Novices: Readability and its Constituent Factors. , 2021, , .		26
22	Error Message Readability and Novice Debugging Performance. , 2020, , .		26
23	Sense of Belonging: The Intersectionality of Self-Identified Minority Status and Gender in Undergraduate Computer Science Students. , 2020, , .		26
24	Fifteen Years of Introductory Programming in Schools. , 2019, , .		25
25	What Do CS1 Syllabi Reveal About Our Expectations of Introductory Programming Students?. , 2019, , .		24
26	Investigating the Impact of the COVID-19 Pandemic on Computing Students' Sense of Belonging. , 2021, , .		23
27	What does saying that 'programming is hard' really say, and about whom?. Communications of the ACM, 2021, 64, 27-29.	3.3	23
28	Computer science identity and sense of belonging. , 2018, , .		17
29	Recent Advances in Matrix Partitioning for Parallel Computing on Heterogeneous Platforms. IEEE Transactions on Parallel and Distributed Systems, 2019, 30, 218-229.	4.0	17
30	Investigating the impact of the COVID-19 pandemic on computing students' sense of belonging. ACM Inroads, 2021, 12, 38-45.	0.4	17
31	ProgSnap2: A Flexible Format for Programming Process Data. , 2020, , .		17
32	The Effects of Compilation Mechanisms and Error Message Presentation on Novice Programmer Behavior. , 2020, , .		16
33	Soft Skills: What do Computing Program Syllabi Reveal About Non-Technical Expectations of Undergraduate Students?. , 2020, , .		15
34	Developing Assessments to Determine Mastery of Programming Fundamentals. , 2017, , .		13
35	Expanding Opportunities: Assessing and Addressing Geographic Diversity at the SIGCSE Technical Symposium. , 2021, , .		13
36	Engage Against the Machine: Rise of the Notional Machines as Effective Pedagogical Devices. , 2020, , .		12

#	ARTICLE	IF	CITATIONS
37	Towards Data Partitioning for Parallel Computing on Three Interconnected Clusters. , 2007, , .		11
38	Second Level Computer Science. , 2018, , .		11
39	A Survey of Introductory Programming Courses in Ireland. , 2019, , .		10
40	Unexpected Tokens. , 2019, , .		10
41	Visual Portrayals of Data and Results at ITiCSE. , 2019, , .		10
42	Improving Global Participation in the SIGCSE Technical Symposium. , 2020, , .		10
43	Partitioning for Parallel Matrix-Matrix Multiplication with Heterogeneous Processors: The Optimal Solution. , 2012, , .		9
44	A review of introductory programming research 2003â€“2017. , 2018, , .		9
45	Matrix Multiplication on Two Interconnected Processors. , 2006, , .		8
46	Improving Borderline Adulthood Facial Age Estimation through Ensemble Learning. , 2019, , .		8
47	Comparing Programming Self-Esteem of Upper Secondary School Teachers to CS1 Students. , 2021, , .		8
48	High Performance Computing Education. , 2020, , .		7
49	Sympathy for the (Novice) Developer. , 2022, , .		7
50	A Simple, Language-Independent Approach to Identifying Potentially At-Risk Introductory Programming Students. , 2021, , .		5
51	How Creatively Are We Teaching and Assessing Creativity in Computing Education. , 2022, , .		5
52	Novice Reflections During the Transition to a New Programming Language. , 2022, , .		5
53	What Fails Once, Fails Again. , 2022, , .		5
54	The Roles and Challenges of Computing Terminology in Non-Computing Disciplines. , 2021, , .		4

#	ARTICLE	IF	CITATIONS
55	Compile Much? A Closer Look at the Programming Behavior of Novices in Different Compilation and Error Message Presentation Contexts. , 2020, , .		4
56	Towards Assessing the Readability of Programming Error Messages. , 2021, , .		3
57	Developing an Open-Book Online Exam for Final Year Students. , 2021, , .		3
58	CSinc. , 2019, , .		3
59	A Frame of Mind: Frame-based vs. Text-based Editing. , 2021, , .		2
60	Compiler Error Messages. , 2020, , .		2
61	Developing an Inclusive K-12 Outreach Model. , 2020, , .		2
62	CSLINC a Nationwide CS MOOC for Second-level Students. , 2022, , .		2
63	From the Horse's Mouth: The Words We Use to Teach Diverse Student Groups Across Three Continents. , 2022, , .		2
64	Experiences Implementing and Utilizing a Notional Machine in the Classroom. , 2022, , .		2
65	Perspectives on Global Bachelor Computing Education. , 2019, , .		1
66	BEST PAPER AT SIGCSE 2019 IN THE CS EDUCATION TRACK: First things first: providing metacognitive scaffolding for interpreting problem prompts. ACM Inroads, 2019, 10, 42-49.	0.4	1
67	Portraits of Programmer Behavior in a Frame-Based Language. , 2021, , .		1
68	How statistics are used in computing education research. , 2018, , .		0
69	CompEd. SIGCSE Bulletin, 2020, 52, 4-4.	0.1	0
70	ITiCSE 2022 call for participation. SIGCSE Bulletin, 2022, 54, 5-6.	0.1	0