

# Fabio Calefato

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8451718/publications.pdf>

Version: 2024-02-01

66  
papers

1,187  
citations

758635

12  
h-index

580395

25  
g-index

69  
all docs

69  
docs citations

69  
times ranked

739  
citing authors

#	ARTICLE	IF	CITATIONS
1	Sentiment Polarity Detection for Software Development. Empirical Software Engineering, 2018, 23, 1352-1382.	3.0	154
2	How to ask for technical help? Evidence-based guidelines for writing questions on Stack Overflow. Information and Software Technology, 2018, 94, 186-207.	3.0	79
3	The challenges of sentiment detection in the social programmer ecosystem. , 2015, , .		78
4	EmoTxt: A toolkit for emotion recognition from text. , 2017, , .		68
5	Towards discovering the role of emotions in stack overflow. , 2014, , .		63
6	Tool support for geographically dispersed inspection teams. Software Process Improvement and Practice, 2003, 8, 217-231.	1.1	55
7	The role of social media in affective trust building in customerâ€™supplier relationships. Electronic Commerce Research, 2015, 15, 453-482.	3.0	49
8	Computer-mediated communication to support distributed requirements elicitation and negotiation tasks. Empirical Software Engineering, 2012, 17, 640-674.	3.0	37
9	Mining Successful Answers in Stack Overflow. , 2015, , .		36
10	A gold standard for emotion annotation in stack overflow. , 2018, , .		35
11	Cost Savings in Global Software Engineering: Where's the Evidence?. IEEE Software, 2015, 32, 26-32.	2.1	31
12	A large-scale, in-depth analysis of developersâ€™ personalities in the Apache ecosystem. Information and Software Technology, 2019, 114, 1-20.	3.0	27
13	A Preliminary Analysis on the Effects of Propensity to Trust in Distributed Software Development. , 2017, , .		26
14	Can We Use SE-specific Sentiment Analysis Tools in a Cross-Platform Setting?. , 2020, , .		24
15	An Empirical Investigation on Text-Based Communication in Distributed Requirements Workshops. , 2007, , .		22
16	Group Awareness in Global Software Engineering. IEEE Software, 2013, 30, 18-23.	2.1	21
17	What Makes Agile Software Development Agile?. IEEE Transactions on Software Engineering, 2022, 48, 3523-3539.	4.3	21
18	An empirical assessment of best-answer prediction models in technical Q&A sites. Empirical Software Engineering, 2019, 24, 854-901.	3.0	20

#	ARTICLE	IF	CITATIONS
19	Agile Collaboration for Distributed Teams [Software Technology]. IEEE Software, 2019, 36, 72-78.	2.1	20
20	Incorporating social software into distributed agile development environments. , 2008, , .		16
21	Moving to Stack Overflow. , 2016, , .		16
22	Speech Recognition for Voice-Based Machine Translation. IEEE Software, 2014, 31, 26-31.	2.1	15
23	A Controlled Experiment on the Effects of Machine Translation in Multilingual Requirements Meetings. , 2011, , .		13
24	Affective trust as a predictor of successful collaboration in distributed software projects. , 2016, , .		13
25	On developers' personality in large-scale distributed projects. , 2018, , .		13
26	Assessment of off-the-shelf SE-specific sentiment analysis tools: An extended replication study. Empirical Software Engineering, 2021, 26, 1.	3.0	12
27	Embedding social networking information into jazz to foster group awareness within distributed teams. , 2009, , .		11
28	Communication Media Selection for Remote Interaction of Ad Hoc Groups. Advances in Computers, 2010, , 271-313.	1.2	11
29	SocialCDE: a social awareness tool for global software teams. , 2013, , .		11
30	A Hub-and-Spoke Model for Tool Integration in Distributed Development. , 2016, , .		11
31	Collaboration Success Factors in an Online Music Community. , 2018, , .		11
32	Natural language or not (NLON). , 2018, , .		11
33	Augmenting social awareness in a collaborative development environment. , 2011, , .		10
34	Assessing the impact of real-time machine translation on multilingual meetings in global software projects. Empirical Software Engineering, 2016, 21, 1002-1034.	3.0	10
35	Will you come back to contribute? Investigating the inactivity of OSS core developers in GitHub. Empirical Software Engineering, 2022, 27, 1.	3.0	10
36	Can Real-Time Machine Translation Overcome Language Barriers in Distributed Requirements Engineering?. , 2010, , .		9

#	ARTICLE	IF	CITATIONS
37	Augmenting social awareness in a collaborative development environment. , 2012, , .		9
38	A case study on tool support for collaboration in agile development. , 2020, , .		9
39	Eliciting Best Practices for Collaboration with Computational Notebooks. Proceedings of the ACM on Human-Computer Interaction, 2022, 6, 1-41.	2.5	9
40	Trust in virtual teams. , 2013, , .		8
41	EMTk - The Emotion Mining Toolkit. , 2019, , .		8
42	Using frameworks to develop a distributed conferencing system: an experience report. Software - Practice and Experience, 2009, 39, 1293-1311.	2.5	7
43	Establishing personal trust-based connections in distributed teams. Internet Technology Letters, 2018, 1, e6.	1.4	7
44	Sentiment polarity detection for software development. , 2018, , .		7
45	Love, Joy, Anger, Sadness, Fear, and Surprise: SE Needs Special Kinds of AI: A Case Study on Text Mining and SE. IEEE Software, 2020, 37, 86-91.	2.1	7
46	Porting a distributed meeting system to the Eclipse communication framework. , 2007, , .		5
47	Assessing the impact of real-time machine translation on requirements meetings. , 2012, , .		5
48	Can social awareness foster trust building in global software teams?. , 2013, , .		4
49	Mobile Speech Translation for Multilingual Requirements Meetings: A Preliminary Study. , 2014, , .		4
50	Investigating Crowd Creativity in Online Music Communities. Proceedings of the ACM on Human-Computer Interaction, 2018, 2, 1-21.	2.5	4
51	Evolving a text-based conferencing system: An experience report. , 2007, , .		3
52	A Controlled Experiment on the Effects of Synchronicity in Remote Inspection Meetings. , 2007, , .		3
53	An empirical simulation-based study of real-time speech translation for multilingual global project teams. , 2014, , .		3
54	Using Personality Detection Tools for Software Engineering Research: How Far Can We Go?. ACM Transactions on Software Engineering and Methodology, 2022, 31, 1-48.	4.8	3

#	ARTICLE	IF	CITATIONS
55	A Preliminary Investigation of the Effect of Social Media on Affective Trust in Customer-Supplier Relationships. , 2013, , .		2
56	RECODE: revision control for digital images. Multimedia Tools and Applications, 2019, 78, 33169-33188.	2.6	2
57	Investigating the use of tags in collaborative development environments. , 2010, , .		1
58	Product Line Engineering for NGO Projects. , 2015, , .		1
59	A Revision Control System for Image Editing in Collaborative Multimedia Design. , 2018, , .		1
60	A Virtual Mentor to Support Question-Writing on Stack Overflow. , 2021, , .		1
61	Mining Communication Data in a Music Community: A Preliminary Analysis. Lecture Notes in Computer Science, 2018, , 241-251.	1.0	1
62	An In-Depth Analysis of Occasional and Recurring Collaborations in Online Music Co-creation. ACM Transactions on Social Computing, 2021, 4, 1-40.	1.7	1
63	Social Awareness for Global Software Teams. , 2012, , .		0
64	The EmoQuest Project. , 2016, , .		0
65	A University-NGO partnership to sustain assistive technology projects. Interactions, 2016, 23, 74-77.	0.8	0
66	Summary of the 14th International Conference on Global Software Engineering (ICGSE). Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2019, 44, 30-33.	0.5	0