

# Fabio Calefato

## List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

60  
papers

721  
citations

14  
h-index

24  
g-index

69  
ext. papers

958  
ext. citations

2.2  
avg, IF

4.69  
L-index

#	Paper	IF	Citations
60	Sentiment Polarity Detection for Software Development. <i>Empirical Software Engineering</i> , <b>2018</b> , 23, 1352-1382	3.3	89
59	The challenges of sentiment detection in the social programmer ecosystem <b>2015</b> ,		60
58	Towards discovering the role of emotions in stack overflow <b>2014</b> ,		46
57	EmoTxt: A toolkit for emotion recognition from text <b>2017</b> ,		39
56	How to ask for technical help? Evidence-based guidelines for writing questions on Stack Overflow. <i>Information and Software Technology</i> , <b>2018</b> , 94, 186-207	3.4	39
55	Tool support for geographically dispersed inspection teams. <i>Software Process Improvement and Practice</i> , <b>2003</b> , 8, 217-231		37
54	Cost Savings in Global Software Engineering: Where's the Evidence?. <i>IEEE Software</i> , <b>2015</b> , 32, 26-32	1.5	29
53	The role of social media in affective trust building in customer-supplier relationships. <i>Electronic Commerce Research</i> , <b>2015</b> , 15, 453-482	2.1	28
52	Computer-mediated communication to support distributed requirements elicitations and negotiations tasks. <i>Empirical Software Engineering</i> , <b>2012</b> , 17, 640-674	3.3	28
51	Mining Successful Answers in Stack Overflow <b>2015</b> ,		23
50	Group Awareness in Global Software Engineering. <i>IEEE Software</i> , <b>2013</b> , 30, 18-23	1.5	20
49	An Empirical Investigation on Text-Based Communication in Distributed Requirements Workshops <b>2007</b> ,		17
48	A gold standard for emotion annotation in stack overflow <b>2018</b> ,		16
47	A large-scale, in-depth analysis of developers' personalities in the Apache ecosystem. <i>Information and Software Technology</i> , <b>2019</b> , 114, 1-20	3.4	15
46	A Preliminary Analysis on the Effects of Propensity to Trust in Distributed Software Development <b>2017</b> ,		12
45	Moving to Stack Overflow <b>2016</b> ,		11
44	A Controlled Experiment on the Effects of Machine Translation in Multilingual Requirements Meetings <b>2011</b> ,		11

43	Can We Use SE-specific Sentiment Analysis Tools in a Cross-Platform Setting? <b>2020</b> ,		10
42	SocialCDE: a social awareness tool for global software teams <b>2013</b> ,		9
41	Augmenting social awareness in a collaborative development environment <b>2011</b> ,		9
40	Embedding social networking information into jazz to foster group awareness within distributed teams <b>2009</b> ,		9
39	Incorporating social software into distributed agile development environments <b>2008</b> ,		9
38	Agile Collaboration for Distributed Teams [Software Technology]. <i>IEEE Software</i> , <b>2019</b> , 36, 72-78	1.5	8
37	Collaboration Success Factors in an Online Music Community <b>2018</b> ,		8
36	An empirical assessment of best-answer prediction models in technical Q&A sites. <i>Empirical Software Engineering</i> , <b>2019</b> , 24, 854-901	3.3	8
35	Augmenting social awareness in a collaborative development environment <b>2012</b> ,		8
34	Communication Media Selection for Remote Interaction of Ad Hoc Groups. <i>Advances in Computers</i> , <b>2010</b> , 271-313	2.9	8
33	<b>2010</b> ,		7
32	Using frameworks to develop a distributed conferencing system: an experience report. <i>Software - Practice and Experience</i> , <b>2009</b> , 39, 1293-1311	2.5	7
31	Assessment of off-the-shelf SE-specific sentiment analysis tools: An extended replication study. <i>Empirical Software Engineering</i> , <b>2021</b> , 26, 1	3.3	7
30	Affective trust as a predictor of successful collaboration in distributed software projects <b>2016</b> ,		7
29	On developers' personality in large-scale distributed projects <b>2018</b> ,		7
28	EMTk - The Emotion Mining Toolkit <b>2019</b> ,		6
27	Assessing the impact of real-time machine translation on multilingual meetings in global software projects. <i>Empirical Software Engineering</i> , <b>2016</b> , 21, 1002-1034	3.3	6
26	Speech Recognition for Voice-Based Machine Translation. <i>IEEE Software</i> , <b>2014</b> , 31, 26-31	1.5	5

25	Trust in virtual teams <b>2013</b> ,		5
24	Assessing the impact of real-time machine translation on requirements meetings <b>2012</b> ,		5
23	A case study on tool support for collaboration in agile development <b>2020</b> ,		5
22	A Hub-and-Spoke Model for Tool Integration in Distributed Development <b>2016</b> ,		5
21	Establishing personal trust-based connections in distributed teams. <i>Internet Technology Letters</i> , <b>2018</b> , 1, e6	1.3	4
20	Mobile Speech Translation for Multilingual Requirements Meetings: A Preliminary Study <b>2014</b> ,		4
19	Love, Joy, Anger, Sadness, Fear, and Surprise: SE Needs Special Kinds of AI: A Case Study on Text Mining and SE. <i>IEEE Software</i> , <b>2020</b> , 37, 86-91	1.5	4
18	Sentiment polarity detection for software development <b>2018</b> ,		4
17	Natural language or not (NLON) <b>2018</b> ,		3
16	An empirical simulation-based study of real-time speech translation for multilingual global project teams <b>2014</b> ,		3
15	Can social awareness foster trust building in global software teams? <b>2013</b> ,		3
14	Porting a distributed meeting system to the Eclipse communication framework <b>2007</b> ,		3
13	What Makes Agile Software Development Agile. <i>IEEE Transactions on Software Engineering</i> , <b>2021</b> , 1-1	3.5	3
12	Investigating Crowd Creativity in Online Music Communities. <i>Proceedings of the ACM on Human-Computer Interaction</i> , <b>2018</b> , 2, 1-21	3.4	3
11	A Controlled Experiment on the Effects of Synchronicity in Remote Inspection Meetings <b>2007</b> ,		2
10	RECODE: revision control for digital images. <i>Multimedia Tools and Applications</i> , <b>2019</b> , 78, 33169-33188	2.5	1
9	A Preliminary Investigation of the Effect of Social Media on Affective Trust in Customer-Supplier Relationships <b>2013</b> ,		1
8	Evolving a text-based conferencing system: An experience report <b>2007</b> ,		1

7	Mining Communication Data in a Music Community: A Preliminary Analysis. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 241-251	0.9	1
6	A Revision Control System for Image Editing in Collaborative Multimedia Design <b>2018</b> ,		1
5	Will you come back to contribute? Investigating the inactivity of OSS core developers in GitHub. <i>Empirical Software Engineering</i> , <b>2022</b> , 27, 1	3.3	0
4	Eliciting Best Practices for Collaboration with Computational Notebooks. <i>Proceedings of the ACM on Human-Computer Interaction</i> , <b>2022</b> , 6, 1-41	3.4	0
3	Summary of the 14th International Conference on Global Software Engineering (ICGSE). <i>Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM</i> , <b>2019</b> , 44, 30-33	0.4	
2	A University-NGO partnership to sustain assistive technology projects. <i>Interactions</i> , <b>2016</b> , 23, 74-77		1
1	An In-Depth Analysis of Occasional and Recurring Collaborations in Online Music Co-creation. <i>ACM Transactions on Social Computing</i> , <b>2021</b> , 4, 1-40	1.7	