JuliÃ¡n Alberto GarcÃa GarcÃa

List of Publications by Year
in descending order

| 32 papers | 469 citations | 840776
11 h-index | 713466
21 g-index |
| 36 all docs | 36 docs citations | 36 times ranked | 399 citing authors |

#	Article	IF	Citations
1	gPROFIT: A Tool to Assist the Automatic Extraction of Business Knowledge From Legacy Information Systems. IEEE Access, 2021, 9, 94934-94952.	4.2	3
2	Software Process Simulation Modeling: Systematic literature review. Computer Standards and Interfaces, 2020, 70, 103425.	5.4	17
3	Model-Based Software Design and Testing in Blockchain Smart Contracts: A Systematic Literature Review. IEEE Access, 2020, 8, 164556-164569.	4.2	24
4	Using Blockchain to Improve Collaborative Business Process Management: Systematic Literature Review. IEEE Access, 2020, 8, 142312-142336.	4.2	37
5	Robotic Process Automation: A Scientific and Industrial Systematic Mapping Study. IEEE Access, 2020, 8, 39113-39129.	4.2	92
6	Measuring Software Process. ACM Computing Surveys, 2019, 51, 1-32.	23.0	15
7	An approach to characterize and evaluate the quality of Product Lifecycle Management Software Systems. Computer Standards and Interfaces, 2019, 61, 77-88.	5.4	23
8	Characterizing and evaluating the quality of software process modeling language: Comparison of ten representative model-based languages. Computer Standards and Interfaces, 2019, 63, 52-66.	5.4	11
9	A modelâ€based solution for process modeling in practice environments: PLM$_4$BS. Journal of Software: Evolution and Process, 2018, 30, e1982.	1.6	5
10	A survey on business processes management suites. Computer Standards and Interfaces, 2017, 51, 71-86.	5.4	56
11	A MDE-based framework to improve the process management: The EMPOWER project. , 2017, , .		6
12	A Framework to Manage Quality of Enterprise Content Management Systems. , 2017, , .		1
13	A Model-Driven Proposal to Execute and Orchestrate Processes: PLM4BS. Communications in Computer and Information Science, 2017, , 211-225.	0.5	2
14	Detecting Functional Requirements Inconsistencies within Multi-teams Projects Framed into a Model-based Web Methodology. , 2016, , .		0
15	LiquidML: A Web Modeling Language Supporting Fast Metamodel Evolution. , 2016, , .		0
16	A Strategic Study about Quality Characteristics in e-Health Systems Based on a Systematic Literature Review. Scientific World Journal, The, 2015, 2015, 1-11.	2.1	20
17	PLM Based Approach to the Industrialization of Aeronautical Assemblies. Procedia Engineering, 2015, 132, 1045-1052.	1.2	18
18	Working with the HL7 metamodel in a Model Driven Engineering context. Journal of Biomedical Informatics, 2015, 57, 415-424.	4.3	16

#	Article	IF	Citations
19	A framework and tool to manage Cloud Computing service quality. Software Quality Journal, 2015, 23, 595-625.	2.2	5
20	Evaluating Enterprise Content Management Tools in a Real Context. Journal of Software Engineering and Applications, 2015, 08, 431-453.	1.1	7
21	Software process modeling languages: A systematic literature review. Information and Software Technology, 2014, 56, 103-116.	4.4	55
22	Software Process Accessibility in Practice: A Case Study. Procedia Computer Science, 2014, 27, 292-301.	2.0	3
23	Applying Testing Techniques to Software Process Assessment: A Model-Based Perspective. , 2014, , 333-344.		1
24	NDT-Suite: A Methodological Tool Solution in the Model-Driven Engineering Paradigm. Journal of Software Engineering and Applications, 2014, 07, 206-217.	1.1	9
25	Tests Management in CALIPSOneo: A MDE Solution. Journal of Software Engineering and Applications, 2014, 07, 506-512.	1.1	6
26	Detecting Web requirements conflicts and inconsistencies under a model-based perspective. Journal of Systems and Software, 2013, 86, 3024-3038.	4.5	13
27	NDT-Driver: A Java Tool to Support QVT Transformations for NDT. , 2013, , 89-101.		3
28	NDT-merge. , 2012, , .		5
29	Project Estimation with NDT. , 2012, , .		0
30	Model-driven Test Engineering - A Practical Analysis in the AQUA-WS Project. , 2012, , .		1
31	ALAMEDA Ecosystem: Centering Efforts in Software Testing Development. , 0, , .		0
32	Music at BNCC and the possibilities of applying Computational Thinking using Scratch. , 0, , .		1