Kati Kuusinen

List of Publications by Year
in descending order

25 papers	276 citations	1163117 8 h-index	1125743 13 g-index
26 all docs	26 docs citations	26 times ranked	203 citing authors

#	ARTICLE	IF	CITATIONS
1	Regulated software meets DevOps. Information and Software Technology, 2018, 97, 176-178.	4.4	30
2	DevOps in Regulated Software Development: Case Medical Devices. , 2017, , .		29
3	Agile User Experience Development in a Large Software Organization: Good Expertise but Limited Impact. Lecture Notes in Computer Science, 2012, , 94-111.	1.3	26
4	Minimum Viable User EXperience: A Framework for Supporting Product Design in Startups. Lecture Notes in Business Information Processing, 2016, , 66-78.	1.0	22
5	How to make agile UX work more efficient. , 2012, , .		20
6	Flow, Intrinsic Motivation, and Developer Experience in Software Engineering. Lecture Notes in Business Information Processing, 2016, , 104-117.	1.0	17
7	Knowledge Sharing in a Large Agile Organisation: A Survey Study. Lecture Notes in Business Information Processing, 2017, , 135-150.	1.0	15
8	Task Allocation Between UX Specialists and Developers in Agile Software Development Projects. Lecture Notes in Computer Science, 2015, , 27-44.	1.3	13
9	Early Product Design in Startups: Towards a UX Strategy. Lecture Notes in Computer Science, 2015, , 217-224.	1.3	13
10	Strategies for doing Agile in a non-Agile Environment. , 2016, , .		11
11	Designing User Experience for Mobile Apps: Long-Term Product Owner Perspective. , 2013, , .		10
12	On Designing UX for Mobile Enterprise Apps. , 2014, , .		8
13	Designing for presence in social television interaction. , 2013, , .		6
14	Decision-making framework for refactoring. , 2015, , .		6
15	From StartupÂto Scaleup: An Interview Study of the Development of User Experience Work in a Data-Intensive Company. Lecture Notes in Computer Science, 2019, , 3-14.	1.3	6
16	On continuous deployment maturity in customer projects. , 2017, , .		6
17	BoB: A Framework for Organizing Within-Iteration UX Work in Agile Development. Human-computer Interaction Series, 2016, , 205-224.	0.6	5
18	Overcoming Challenges in Agile User Experience Work: Cross-Case Analysis of Two Large Software Organizations. , 2015, , .		4

#	Article	IF	Citations
19	Implementing Continuous Customer Care: First-Hand Experiences from an Industrial Setting. , 2016, , .		4
20	Are Software Developers Just Users of Development Tools? Assessing Developer Experience of a Graphical User Interface Designer. Lecture Notes in Computer Science, 2016, , 215-233.	1.3	4
21	Towards Understanding How Agile Teams Predict User Experience. Human-computer Interaction Series, 2016, , 163-189.	0.6	4
22	Software Developers as Users: Developer Experience of a Cross-Platform Integrated Development Environment. Lecture Notes in Computer Science, 2015, , 546-552.	1.3	4
23	Simulations and Self-Driving Cars. , 2018, , .		3
24	Value Creation and Delivery in Agile Software Development: Overcoming Stakeholder Conflicts. Lecture Notes in Computer Science, 2018, , 123-129.	1.3	2
25	Stakeholder Involvement in Agile Software Development. , 2016, , .		0