Filippo Lanubile

List of Publications by Year
in descending order

102 papers	3,084 citations	430442 18 h-index	276539 41 g-index
106 all docs	106 docs citations	106 times ranked	1584 citing authors

#	Article	IF	Citations
1	Building knowledge through families of experiments. IEEE Transactions on Software Engineering, 1999, 25, 456-473.	4.3	632
2	The empirical investigation of Perspective-Based Reading. Empirical Software Engineering, 1996, 1, 133-164.	3.0	360
3	Collaboration Tools for Global Software Engineering. IEEE Software, 2010, 27, 52-55.	2.1	162
4	Sentiment Polarity Detection for Software Development. Empirical Software Engineering, 2018, 23, 1352-1382.	3.0	154
5	Extracting reusable functions by flow graph based program slicing. IEEE Transactions on Software Engineering, 1997, 23, 246-259.	4.3	98
6	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
7	The challenges of sentiment detection in the social programmer ecosystem. , 2015, , .		78
8	A Replicated Experiment to Assess Requirements Inspection Techniques. Empirical Software Engineering, 1997, 2, 39-57.	3.0	75
9	EmoTxt: A toolkit for emotion recognition from text. , 2017, , .		68
10	Investigating reading techniques for object-oriented framework learning. IEEE Transactions on Software Engineering, 2000, 26, 1101-1118.	4.3	66
11	Towards discovering the role of emotions in stack overflow. , 2014, , .		63
12	A benchmark study on sentiment analysis for software engineering research. , 2018, , .		63
13	Anger and Its Direction in Collaborative Software Development. , 2017, , .		56
14	Tool support for geographically dispersed inspection teams. Software Process Improvement and Practice, 2003, 8, 217-231.	1.1	55
15	Emotion detection using noninvasive low cost sensors. , 2017, , .		54
16	The role of social media in affective trust building in customerâ€"supplier relationships. Electronic Commerce Research, 2015, 15, 453-482.	3.0	49
17	Evaluating predictive quality models derived from software measures: Lessons learned. Journal of Systems and Software, 1997, 38, 225-234.	3.3	46
18	On the Need for Mixed Media in Distributed Requirements Negotiations. IEEE Transactions on Software Engineering, 2008, 34, 116-132.	4.3	43

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19	Computer-mediated communication to support distributed requirements elicitations and negotiations tasks. Empirical Software Engineering, 2012, 17, 640-674.	3.0	37
20	Mining Successful Answers in Stack Overflow. , 2015, , .		36
21	A gold standard for emotion annotation in stack overflow. , 2018, , .		35
22	Finding function clones in Web applications. , 0, , .		34
23	Building a global normalized ontology for integrating geographic data sources. Computers and Geosciences, 2011, 37, 893-916.	2.0	32
24	Recognizing developers' emotions while programming. , 2020, , .		30
25	A large-scale, in-depth analysis of developers' personalities in the Apache ecosystem. Information and Software Technology, 2019, 114, 1-20.	3.0	27
26	A Preliminary Analysis on the Effects of Propensity to Trust in Distributed Software Development. , 2017, , .		26
27	Bootstrapping a Lexicon for Emotional Arousal in Software Engineering. , 2017, , .		26
28	Can We Use SE-specific Sentiment Analysis Tools in a Cross-Platform Setting?. , 2020, , .		24
29	Collaboration in Distributed Software Development. Lecture Notes in Computer Science, 2009, , 174-193.	1.0	23
30	An Empirical Investigation on Text-Based Communication in Distributed Requirements Workshops. , 2007, , .		22
31	Group Awareness in Global Software Engineering. IEEE Software, 2013, 30, 18-23.	2.1	21
32	Emotions and Perceived Productivity of Software Developers at the Workplace. IEEE Transactions on Software Engineering, 2022, 48, 3326-3341.	4.3	21
33	An empirical assessment of best-answer prediction models in technical Q&A sites. Empirical Software Engineering, 2019, 24, 854-901.	3.0	20
34	Migration of information systems in the Italian industry: A state of the practice survey. Information and Software Technology, 2011, 53, 71-86.	3.0	19
35	Incorporating social software into distributed agile development environments. , 2008, , .		16
36	Moving to Stack Overflow. , 2016, , .		16

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37	Speech Recognition for Voice-Based Machine Translation. IEEE Software, 2014, 31, 26-31.	2.1	15
38	The role of asynchronous discussions in increasing the effectiveness of remote synchronous requirements negotiations. , 2006, , .		14
39	A Controlled Experiment on the Effects of Machine Translation in Multilingual Requirements Meetings. , 2011, , .		13
40	Affective trust as a predictor of successful collaboration in distributed software projects. , 2016, , .		13
41	On developers' personality in large-scale distributed projects. , 2018, , .		13
42	Inspecting Automated Test Code: A Preliminary Study. , 2007, , 115-122.		13
43	Software renewal process comprehension using dynamic effort estimation. , 0, , .		12
44	GeoMergeP: Geographic Information Integration through Enriched Ontology Matching. New Generation Computing, 2010, 28, 41-71.	2.5	12
45	Assessment of off-the-shelf SE-specific sentiment analysis tools: An extended replication study. Empirical Software Engineering, 2021, 26, 1.	3.0	12
46	Embedding social networking information into jazz to foster group awareness within distributed teams. , 2009, , .		11
47	Communication Media Selection for Remote Interaction of Ad Hoc Groups. Advances in Computers, 2010, , 271-313.	1.2	11
48	SocialCDE: a social awareness tool for global software teams. , 2013, , .		11
49	A Hub-and-Spoke Model for Tool Integration in Distributed Development. , 2016, , .		11
50	Collaboration Success Factors in an Online Music Community. , 2018, , .		11
51	Community-Driven Ontology Evolution Based on Folksonomies. Lecture Notes in Computer Science, 2006, , 181-188.	1.0	11
52	Investigating the active guidance factor in reading techniques for defect detection. , 2004, , .		10
53	Augmenting social awareness in a collaborative development environment. , 2011, , .		10
54	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

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55	Will you come back to contribute? Investigating the inactivity of OSS core developers in GitHub. Empirical Software Engineering, 2022, 27, 1.	3.0	10
56	Decision-driven Maintenance. Journal of Software: Evolution and Process, 1995, 7, 91-115.	0.5	9
57	Empirical Evaluation of Software Maintenance Technologies. Empirical Software Engineering, 1997, 2, 97-108.	3.0	9
58	Can Real-Time Machine Translation Overcome Language Barriers in Distributed Requirements Engineering?. , 2010, , .		9
59	Augmenting social awareness in a collaborative development environment. , 2012, , .		9
60	Towards Recognizing the Emotions of Developers Using Biometrics: The Design of a Field Study. , 2019, , .		9
61	A case study on tool support for collaboration in agile development. , 2020, , .		9
62	Assessing the impact of active guidance for defect detection: a replicated experiment. , 2004, , .		8
63	Software migration projects in Italian industry: Preliminary results from a state of the practice survey. , 2008, , .		8
64	Trust in virtual teams. , 2013, , .		8
65	EMTk - The Emotion Mining Toolkit. , 2019, , .		8
66	Using frameworks to develop a distributed conferencing system: an experience report. Software - Practice and Experience, 2009, 39, 1293-1311.	2.5	7
67	Establishing personal trust€based connections in distributed teams. Internet Technology Letters, 2018, 1, e6.	1.4	7
68	Sentiment polarity detection for software development. , 2018, , .		7
69	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
70	An empirical study of Web-based inspection meetings. , 0, , .		6
71	Sensing developers' emotions. , 2018, , .		6
72	Porting a distributed meeting system to the Eclipse communication framework. , 2007, , .		5

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73	Assessing the impact of real-time machine translation on requirements meetings. , 2012, , .		5
74	An Empirical Study of the Impact of Asynchronous Discussions on Remote Synchronous Requirements Meetings. Lecture Notes in Computer Science, 2006, , 155-169.	1.0	5
75	Using Experiments to Build a Body of Knowledge. Lecture Notes in Computer Science, 2000, , 265-282.	1.0	5
76	Why software reliability predictions fail. IEEE Software, 1996, 13, 131-132, 137.	2.1	4
77	Can social awareness foster trust building in global software teams?. , 2013, , .		4
78	Mobile Speech Translation for Multilingual Requirements Meetings: A Preliminary Study. , 2014, , .		4
79	Investigating Crowd Creativity in Online Music Communities. Proceedings of the ACM on Human-Computer Interaction, 2018, 2, 1-21.	2.5	4
80	Empirical Studies of Software Maintenance: A Report from WESS '97. Empirical Software Engineering, 1998, 3, 299-307.	3.0	3
81	Evolving a text-based conferencing system: An experience report. , 2007, , .		3
82	A Controlled Experiment on the Effects of Synchronicity in Remote Inspection Meetings. , 2007, , .		3
83	An empirical simulation-based study of real-time speech translation for multilingual global project teams. , 2014, , .		3
84	An Information Broker for Integrating Heterogeneous Hydrologic Data Sources: A Web Services Approach. , 2006, , 41-50.		3
85	A Storytest-Driven Approach to the Migration of Legacy Systems. Lecture Notes in Business Information Processing, 2009, , 149-154.	0.8	3
86	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
87	A Layered Ontology-Based Architecture for Integrating Geographic Information. Studies in Computational Intelligence, 2008, , 135-144.	0.7	2
88	METAMORPHOS: MEthods and Tools for migrAting software systeMs towards web and service Oriented aRchitectures: exPerimental evaluation, usability, and tecHnOlogy tranSfer. , 2009, , .		2
89	A Preliminary Investigation of the Effect of Social Media on Affective Trust in Customer-Supplier Relationships. , 2013, , .		2
90	Investigating the use of tags in collaborative development environments. , 2010, , .		1

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91	Product Line Engineering for NGO Projects. , 2015, , .		1
92	A Virtual Mentor to Support Question-Writing on Stack Overflow. , 2021, , .		1
93	Mining Communication Data in a Music Community: A Preliminary Analysis. Lecture Notes in Computer Science, 2018, , 241-251.	1.0	1
94	IESEM: INTEGRATED ENVIRONMENT FOR SOFTWARE EVOLUTION MANAGEMENT. International Journal of Software Engineering and Knowledge Engineering, 1995, 05, 49-71.	0.6	0
95	Message from the General and Program Chairs. , 2005, , .		0
96	Global software development: where are we headed?. Software Process Improvement and Practice, 2008, 13, 473-475.	1.1	0
97	Social Awareness for Global Software Teams. , 2012, , .		0
98	Guest editorial: resolving the challenges of time and distance. Empirical Software Engineering, 2014, 19, 1195.	3.0	0
99	Resolving the challenges of time and distance. Empirical Software Engineering, 2014, 19, 1195-1196.	3.0	0
100	The EmoQuest Project. , 2016, , .		0
101	A University-NGO partnership to sustain assistive technology projects. Interactions, 2016, 23, 74-77.	0.8	0
102	Shaping Personal Information Spaces from Collaborative Tagging Systems. , 2007, , 728-735.		0