Jari T Porras

List of Publications by Year
in descending order

97 papers	1,138 citations	623734 14 h-index	552781 26 g-index
100 all docs	100 docs citations	100 times ranked	965 citing authors

#	Article	IF	Citations
1	Machine learning techniques and data for stock market forecasting: A literature review. Expert Systems With Applications, 2022, 197, 116659.	7.6	121
2	An international Master's program in green ICT as a contribution to sustainable development. Journal of Cleaner Production, 2016, 135, 223-239.	9.3	93
3	Tapping into the wearable device revolution in the work environment: a systematic review. Information Technology and People, 2018, 31, 791-818.	3.2	89
4	The Rise of Artificial Intelligence under the Lens of Sustainability. Technologies, 2018, 6, 100.	5.1	65
5	Perspectives to Definition of Big Data: A Mapping Study and Discussion. Journal of Innovation Management, 2016, 4, 69-91.	1.6	64
6	Hackathons in software engineering education. , 2018, , .		57
7	Increasing collaborative communications in a programming course with gamification. , 2014, , .		52
8	Cloud-based bibliometric analysis service for systematic mapping studies. , 2015, , .		38
9	Infusing Design Thinking into a Software Engineering Capstone Course. , 2017, , .		34
10	Infusing sustainability into software engineering education: Lessons learned from capstone projects. Journal of Cleaner Production, 2018, 172, 4338-4347.	9.3	33
11	Do we Really Know What we are Building? Raising Awareness of Potential Sustainability Effects of Software Systems in Requirements Engineering. , 2019, , .		31
12	Requirements engineering for sustainability: an awareness framework for designing software systems for a better tomorrow. Requirements Engineering, 2020, 25, 469-492.	3.1	28
13	A recipe for big data value creation. Business Process Management Journal, 2019, 25, 1085-1100.	4.2	23
14	Conceptualizing Big Data: Analysis of Case Studies. Intelligent Systems in Accounting, Finance and Management, 2016, 23, 295-310.	4.6	21
15	Architecting and Designing Sustainable Smart City Services in a Living Lab Environment. Technologies, 2018, 6, 99.	5.1	20
16	IoT-Enabled Smart Waste Management Systems for Smart Cities: A Systematic Review. IEEE Access, 2022, 10, 73326-73363.	4.2	20
17	Social networking on mobile environment. , 2008, , .		19
18	Creating Student Interaction Profiles for Adaptive Collaboration Gamification Design. International Journal of Human Capital and Information Technology Professionals, 2016, 7, 47-62.	0.6	18

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19	Creating software engineering student interaction profiles for discovering gamification approaches to improve collaboration. , 2014, , .		17
20	The Role of Gamification in Participatory Environmental Sensing. , 2018, , .		16
21	Data utilization at finnish water and wastewater utilities: Current practices vs. state of the art. Utilities Policy, 2017, 45, 69-75.	4.0	14
22	Critical Incident Techniques and Reflection in Nursing and Health Professions Education. Nurse Educator, 2020, 45, E57-E61.	1.1	14
23	Experiences of learning styles in an intensive collaborative course. International Journal of Technology and Design Education, 2012, 22, 25-49.	2.6	13
24	Everything is INTERRELATED. , 2018, , .		13
25	Shared learning from national to international contexts: a research and innovation collaboration to enhance education for patient safety. Journal of Research in Nursing, 2019, 24, 149-164.	0.9	13
26	The Use of Wearable Devices in the Workplace - A Systematic Literature Review. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2017, , 284-294.	0.3	13
27	Dynamic Resource Management and Cyber Foraging. , 2009, , 349-368.		13
28	Use of distributed resources in mobile environment. , 2006, , .		11
29	Understanding the adoption of quantified self-tracking wearable devices in the organization environment. , 2019, , .		11
30	Improving battery life and performance of mobile devices with cyber foraging. , 2011, , .		10
31	PERCCOM: A Master Program in Pervasive Computing and COMmunications for Sustainable Development. , 2016, , .		10
32	Innovation capabilities as a mediator between big data and business model. Journal of Enterprise Transformation, 2018, 8, 165-182.	1.0	9
33	Experiences and Lessons Learned from Onsite and Remote Teamwork Based Courses in Software Engineering. , 2021, , .		8
34	Communication patterns in collaborative software engineering courses. , 2013, , .		6
35	Towards Interoperability in Video Games. , 2015, , .		6
36	An ontology for videogame interoperability. Multimedia Tools and Applications, 2017, 76, 4981-5000.	3.9	6

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37	Conceptual Framework for Assessing Human Anxiety on the Internet. Procedia, Social and Behavioral Sciences, 2012, 46, 4907-4917.	0.5	5
38	Experiences about opening data in private sector: A systematic literature review. , 2016, , .		5
39	Intended use of smartwatches and pedometers in the university environment. , 2017, , .		5
40	Internet Anxiety: Myth or Reality?. Lecture Notes in Computer Science, 2013, , 431-440.	1.3	5
41	Addressing mobility issues in mobile environment. , 2008, , .		5
42	MyPeerReview. , 2010, , .		4
43	Where is the research on connecting game â€‹ worlds?â€"A systematic mapping study. Computer Science Review, 2015, 18, 46-58.	15.3	4
44	Brand Analysis in Social Network Services: Results from Content Analysis in Twitter Regarding the US Smartphone Market. International Journal of Innovation and Technology Management, 2017, 14, 1740008.	1.4	4
45	The Evolving Perceptions of Sustainability in CS and SE Education: Findings from a Master's Programme. , 2017, , .		4
46	Security Challenges and Solutions in theInternet of Things. Nordic and Baltic Journal of Information and Communications Technologies, 2018, 2018, 177-206.	0.3	4
47	Crafting Usable Quantified Self-wearable Technologies for Older Adult. Advances in Intelligent Systems and Computing, 2019, , 75-87.	0.6	4
48	Learning From Student Experience. Nurse Educator, 2022, 47, E75-E79.	1.1	4
49	Use of Peer-Review System for Enhancing Learning of Programming. , 2009, , .		3
50	A social-media-based living lab: an incubator for human-centric software engineering and innovation. , 2015, , .		3
51	What managers think about big data. International Journal of Business Information Systems, 2018, 29, 485.	0.2	3
52	Categorization Framework for Usability Issues of Smartwatches and Pedometers for the Older Adults. Lecture Notes in Computer Science, 2018, , 91-106.	1.3	3
53	Software Engineering in Small Software Companies: Consolidating and Integrating Empirical Literature Into a Process Tool Adoption Framework. IEEE Access, 2021, 9, 130366-130388.	4.2	3
54	A Comprehensive Framework of Usability Issues Related to the Wearable Devices. EAI/Springer Innovations in Communication and Computing, 2020, , 21-66.	1.1	3

#	ARTICLE	IF	CITATIONS
55	Human-Centered Design Components in Spiral Model to Improve Mobility of Older Adults. EAI/Springer Innovations in Communication and Computing, 2019, , 83-104.	1.1	3
56	How Could We Have Known? Anticipating Sustainability Effects of a Software Product. Lecture Notes in Business Information Processing, 2021, , 10-17.	1.0	3
57	Forcing usage rules in public wireless LANs. , 0, , .		2
58	Developing Technical E-portfolio Construction Process. , 2009, , .		2
59	From tacit to acknowledged knowledge. , 2009, , .		2
60	A study of collaborative tool use in collaborative learning processes. , 2014, , .		2
61	Finding a Relationship between Internet Anxiety and Human Behavior. Lecture Notes in Computer Science, 2011, , 359-367.	1.3	2
62	Quantifying Cultural Attributes for Understanding Human Behavior on the Internet. Lecture Notes in Computer Science, 2013, , 40-49.	1.3	2
63	Development of an International Tool for Students to Record and Reflect on Patient Safety Learning Experiences. Nurse Educator, 2022, 47, E62-E67.	1.1	2
64	<title>Parallel image processing for line detection in shared-memory and distributed environments</title>. , 2000, 4197, 89.		1
65	Evaluation of a next generation public wireless multi-ISP network. , 0, , .		1
66	Effects of potentially disruptive technology on software company's business model Case Grid computing. International Journal of Technology Marketing, 2006, 1, 225.	0.2	1
67	Open Access Networks: Operating Options and Challenges of Business Logic. , 2006, , .		1
68	Implementing remote monitoring to the PeerHood middleware. , 2008, , .		1
69	Using Wiki for Collaborative Studying and Maintaining Personal Learning Diary in a Computer Science Course. , 2009, , .		1
70	Service characteristics for service selection. , 2009, , .		1
71	Distribution Issues in Real-Time Interactive Simulation. , 2009, , .		1
72	Usability of Music for Social Inclusion of Children. IEEE Vehicular Technology Magazine, 2010, 5, 55-61.	3.4	1

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73	Measuring user reaction to reduce Internet anxiety. , 2011, , .		1
74	A survey for measuring internet anxiety types. , 2012, , .		1
75	Automated social network analysis of online student collaboration activity. , 2015, , .		1
76	Usable Security by Design: A Pattern Approach. Lecture Notes in Computer Science, 2020, , 609-618.	1.3	1
77	What managers think about big data. International Journal of Business Information Systems, 2018, 29, 485.	0.2	1
78	Towards Identification of Patterns Aligning Security and Usability. Lecture Notes in Computer Science, 2020, , 121-132.	1.3	1
79	Applying a modified Chandy-Misra algorithm to the distributed simulation of a cellular network. ACM SIGSIM Simulation Digest, 1998, 28, 188-195.	0.1	0
80	Striving for mass-markets with a new model for regional public access WLAN provider. , 0, , .		0
81	Transferring product information to worksite. , 2007, , .		0
82	Profiling of the Services and Applications in Mobile Peer-to-Peer Environment. , 2008, , .		0
83	Service creation for end-users. , 2008, , .		0
84	Elements Affecting Remote Execution Decision on PeerHood Environment. , 2009, , .		0
85	Service discovery and selection approaches in PeerHood environment. , 2010, , .		0
86	Propagation models and harbor area network planning. , 2010, , .		0
87	The Wireless World Research Forum [From the Guest Editors]. IEEE Vehicular Technology Magazine, 2012, 7, 14-15.	3.4	0
88	Implementation of an embedded mobile device based feedback system for real‚Ä†time audience feedback. Computer Applications in Engineering Education, 2013, 21, E31.	3.4	0
89	MIAS. , 2013, , .		0
90	Toward a Smart, Fully Connected Society: An Overview of the 32nd Meeting of the Wireless World Research Forum [From the Guest Editors]. IEEE Vehicular Technology Magazine, 2014, 9, 24-26.	3.4	0

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91	Gamecloud - A Platform for Connecting Video Games. Journal of Virtual Worlds Research, 2016, 9, .	0.7	0
92	Discovering Indicators of Commitment in Computer-Supported Collaborative Student Teams. , 2017, , .		0
93	Advanced Methods: Operationalizing Social Network Services Data—Deep Content Analysis to Comprehend Brand Presence. Series on Technology Management, 2018, , 471-502.	0.1	0
94	FLASH NOTES OVER BLUETOOTH WIRELESS TECHNOLOGY. , 2001, , .		0
95	Enhancing Load Balancing in a Data-Parallel GSM Network Simulation through Application-Specific Information. Lecture Notes in Computer Science, 2002, , 542-554.	1.3	0
96	SWord: A Concept Application for Mitigating Internet Terminology Anxiety. Lecture Notes in Computer Science, 2013, , 239-248.	1.3	0
97	Software Sustainability: Academic Understanding and Industry Perceptions. Lecture Notes in Business Information Processing, 2021, , 18-34.	1.0	0