

Impact of Using Tools in an Undergraduate Software Te

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#	ARTICLE	IF	CITATIONS
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2	A User Interface (UI) and User eXperience (UX) evaluation framework for cyberlearning environments in computer science and software engineering education. Heliyon, 2020, 6, e03917.	1.4	42
3	Combining Learning and Engagement Strategies in a Software Testing Learning Environment. ACM Transactions on Computing Education, 2022, 22, 1-25.	2.9	2
4	Experiences of Integrating Learning and Engagement Strategies (LESs) into Software Engineering Courses. , 0, , .		1
5	Analysis of the Gap between Software Testing Courses at Universities and the Needed Skills by Industry. SSRN Electronic Journal, 0, , .	0.4	1
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7	Can gamification help in software testing education? Findings from an empirical study. Journal of Systems and Software, 2023, 200, 111647.	3.3	2
8	Hey Teachers, Teach Those Kids Some Software Testing. , 2023, , .		2
11	Experiences of Teaching Software Testing in an Undergraduate Class Using Different Approaches for the Group Projects. , 0, , .		0