

Jon Whittle

List of Publications by Year in descending order

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33
papers

2,618
citations

567281

15
h-index

713466

21
g-index

33
all docs

33
docs citations

33
times ranked

1440
citing authors

#	ARTICLE	IF	CITATIONS
1	Software Engineering for Self-Adaptive Systems: A Research Roadmap. Lecture Notes in Computer Science, 2009, , 1-26.	1.3	624
2	Generating statechart designs from scenarios. , 2000, , .		246
3	Empirical assessment of MDE in industry. , 2011, , .		234
4	RELAX: Incorporating Uncertainty into the Specification of Self-Adaptive Systems. , 2009, , .		182
5	RELAX: a language to address uncertainty in self-adaptive systems requirement. Requirements Engineering, 2010, 15, 177-196.	3.1	175
6	A Goal-Based Modeling Approach to Develop Requirements of an Adaptive System with Environmental Uncertainty. Lecture Notes in Computer Science, 2009, , 468-483.	1.3	171
7	Requirements-Aware Systems: A Research Agenda for RE for Self-adaptive Systems. , 2010, , .		155
8	Model-driven engineering practices in industry: Social, organizational and managerial factors that lead to success or failure. Science of Computer Programming, 2014, 89, 144-161.	1.9	146
9	Model-driven engineering practices in industry. , 2011, , .		127
10	A survey of approaches for verifying model transformations. Software and Systems Modeling, 2015, 14, 1003-1028.	2.7	72
11	Model Composition in Product Lines and Feature Interaction Detection Using Critical Pair Analysis. Lecture Notes in Computer Science, 2007, , 151-165.	1.3	65
12	Software engineering for 'social good': integrating action research, participatory design, and agile development. , 2014, , .		54
13	A taxonomy of tool-related issues affecting the adoption of model-driven engineering. Software and Systems Modeling, 2017, 16, 313-331.	2.7	44
14	From scenarios to code: An air traffic control case study. Software and Systems Modeling, 2005, 4, 71-93.	2.7	35
15	MOOGLE: A Model Search Engine. Lecture Notes in Computer Science, 2008, , 296-310.	1.3	34
16	Synthesizing hierarchical state machines from expressive scenario descriptions. ACM Transactions on Software Engineering and Methodology, 2010, 19, 1-45.	6.0	32
17	MOOGLE: a metamodel-based model search engine. Software and Systems Modeling, 2012, 11, 183-208.	2.7	28
18	Is Your Software Valueless?. IEEE Software, 2019, 36, 112-115.	1.8	25

#	ARTICLE	IF	CITATIONS
19	Analogy in Inductive Theorem Proving. <i>Journal of Automated Reasoning</i> , 1999, 22, 117-147.	1.4	20
20	The Role of Design Thinking and Physical Prototyping in Social Software Engineering. , 2015, , .		19
21	Self-Explanation in Adaptive Systems Based on Runtime Goal-Based Models. <i>Lecture Notes in Computer Science</i> , 2014, , 122-145.	1.3	18
22	Imaginative labour and relationships of care: Co-designing prototypes with vulnerable communities. <i>Technological Forecasting and Social Change</i> , 2014, 84, 131-142.	11.6	17
23	Continual Human Value Analysis in Software Development: A Goal Model Based Approach. , 2020, , .		17
24	Assessing the impact of aspects on model composition effort. , 2010, , .		15
25	Evaluating the effort of composing design models: a controlled experiment. <i>Software and Systems Modeling</i> , 2015, 14, 1349-1365.	2.7	14
26	AI and Ethics – Operationalizing Responsible AI. , 2022, , 15-33.		13
27	A Language for Self-Adaptive System Requirements. , 2008, , .		12
28	Evaluating the Effort of Composing Design Models: A Controlled Experiment. <i>Lecture Notes in Computer Science</i> , 2012, , 676-691.	1.3	6
29	Verifying Semantic Conformance of State Machine-to-Java Code Generators. <i>Lecture Notes in Computer Science</i> , 2010, , 166-180.	1.3	6
30	Evaluating environments for functional programming. <i>International Journal of Human Computer Studies</i> , 2000, 52, 847-878.	5.6	4
31	Self-Explanation in Adaptive Systems Based on Runtime Goal-Based Models. <i>Lecture Notes in Computer Science</i> , 2014, , 122-145.	1.3	4
32	Proofs-as-Programs as a Framework for the Design of an Analogy-Based ML Editor. <i>Formal Aspects of Computing</i> , 2002, 13, 403-421.	1.8	2
33	Identifying state space reduction techniques from behavioural design patterns. , 2011, , .		2