Luiz Fernando Capretz

List of Publications by Year
in descending order

137	2,851	270111	252626
papers	citations	25 h-index	46 g-index

142	142	142	1578
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Personality types in software engineering. International Journal of Human Computer Studies, 2003, 58, 207-214.	3.7	174
2	Towards an early software estimation using log-linear regression and a multilayer perceptron model. Journal of Systems and Software, 2013, 86, 144-160.	3.3	150
3	Forty years of research on personality in software engineering: A mapping study. Computers in Human Behavior, 2015, 46, 94-113.	5.1	150
4	Making Sense of Software Development and Personality Types. IT Professional, 2010, 12, 6-13.	1.4	145
5	Improving the COCOMO model using a neuro-fuzzy approach. Applied Soft Computing Journal, 2007, 7, 29-40.	4.1	100
6	Evaluating the Demand for Soft Skills in Software Development. IT Professional, 2012, 14, 44-49.	1.4	97
7	Detecting Cybersecurity Attacks in Internet of Things Using Artificial Intelligence Methods: A Systematic Literature Review. Electronics (Switzerland), 2022, 11, 198.	1.8	90
8	Neural network models for software development effort estimation: a comparative study. Neural Computing and Applications, 2016, 27, 2369-2381.	3.2	82
9	Game development software engineering process life cycle: a systematic review. Journal of Software Engineering Research and Development, 2016, 4, .	1.0	80
10	Band-notched ultra-wideband ring-monopole antenna. Microwave and Optical Technology Letters, 2006, 48, 125-126.	0.9	76
11	Why do we need personality diversity in software engineering?. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2010, 35, 1-11.	0.5	69
12	Bringing the Human Factor to Software Engineering. IEEE Software, 2014, 31, 104-104.	2.1	56
13	Influence of personality types in software tasks choices. Computers in Human Behavior, 2015, 52, 373-378.	5.1	51
14	An open source usability maturity model (OS-UMM). Computers in Human Behavior, 2012, 28, 1109-1121.	5.1	50
15	A Systematic Review of the Critical Factors for Success of Mobile Learning in Higher Education (University Students' Perspective). Journal of Educational Computing Research, 2015, 52, 257-276.	3.6	45
16	Estimating Software Effort Based on Use Case Point Model Using Sugeno Fuzzy Inference System. , 2011, , .		43
17	Critical Success Factors to Improve the Game Development Process from a Developerâ€™s Perspective. Journal of Computer Science and Technology, 2016, 31, 925-950.	0.9	43
18	An Empirical Validation of Object-Oriented Design Metrics for Fault Prediction. Journal of Computer Science, 2008, 4, 571-577.	0.5	39

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19	Software Effort Estimation in the Early Stages of the Software Life Cycle Using a Cascade Correlation Neural Network Model. , 2012, , .		38
20	Y: A New Component-Based Software Life Cycle Model. Journal of Computer Science, 2005, 1, 76-82.	0.5	38
21	A soft computing framework for software effort estimation. Soft Computing, 2006, 10, 170-177.	2.1	37
22	A new calibration for Function Point complexity weights. Information and Software Technology, 2008, 50, 670-683.	3.0	37
23	A Treeboost Model for Software Effort Estimation Based on Use Case Points. , 2012, , .		36
24	Evolution of software engineers' personality profile. Software Engineering Notes: an Informal Newsletter of the Special Interest Committee on Software Engineering / ACM, 2012, 37, 1-5.	0.5	34
25	Estimating Software Effort Using an ANN Model Based on Use Case Points. , 2012, , .		33
26	Institutionalization of software product line: An empirical investigation of key organizational factors. Journal of Systems and Software, 2007, 80, 836-849.	3.3	30
27	The software product line architecture: An empirical investigation of key process activities. Information and Software Technology, 2008, 50, 1098-1113.	3.0	30
28	Soft skills requirements in software development jobs: a crossâ€cultural empirical study. Journal of Systems and Information Technology, 2012, 14, 58-81.	0.8	28
29	A comparison between decision trees and decision tree forest models for software development effort estimation. , 2013, , .		28
30	Benchmarking Machine Learning Techniques for Software Defect Detection. International Journal of Software Engineering & Applications, 2015, 6, 11-23.	0.9	28
31	The impact of personality traits and knowledge collection behavior on programmer creativity. Information and Software Technology, 2020, 128, 106405.	3.0	28
32	Soft Skills and Software Development: A Reflection from Software Industry. International Journal of Information Processing and Management, 2013, 4, 171-191.	0.1	28
33	Usersâ€™ perception of open source usability: an empirical study. Engineering With Computers, 2012, 28, 109-121.	3.5	27
34	Managing the business of software product line: An empirical investigation of key business factors. Information and Software Technology, 2007, 49, 194-208.	3.0	26
35	An organizational maturity model of software product line engineering. Software Quality Journal, 2010, 18, 195-225.	1.4	26
36	Computer games are serious business and so is their quality. , 2018, , .		24

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37	Would You Like to Motivate Software Testers? Ask Them How. , 2017, , .		22
38	Managementâ€™s Perspective on Critical Success Factors Affecting Mobile Learning in Higher Education Institutionsâ€"An Empirical Study. Journal of Educational Computing Research, 2016, 54, 253-274.	3.6	21
39	Empirical investigation of key business factors for digital game performance. Entertainment Computing, 2016, 13, 25-36.	1.8	21
40	Soft sides of software. Information and Software Technology, 2017, 92, 92-94.	3.0	21
41	A business maturity model of software product line engineering. Information Systems Frontiers, 2011, 13, 543-560.	4.1	20
42	A meta-analysis of critical success factors affecting mobile learning. , 2013, , .		20
43	Empirical Analysis of Rank Aggregation-Based Multi-Filter Feature Selection Methods in Software Defect Prediction. Electronics (Switzerland), 2021, 10, 179.	1.8	20
44	Calibrating use case points. , 2014, , .		19
45	An Empirical Study of Open Source Software Usability. International Journal of Open Source Software and Processes, 2011, 3, 1-16.	0.5	19
46	A neuro-fuzzy model for software cost estimation. , 2003, , .		18
47	Data Harmonization for Heterogeneous Datasets: A Systematic Literature Review. Applied Sciences (Switzerland), 2021, 11, 8275.	1.3	18
48	A cloud-based secure authentication (CSA) protocol suite for defense against Denial of Service (DoS) attacks. Journal of Information Security and Applications, 2015, 20, 90-98.	1.8	17
49	Component-based software development. , 2001, , .		16
50	How Software Development Group Leaders Influence Team Members' Innovative Behavior. IEEE Software, 2016, 33, 106-109.	2.1	16
51	Object-oriented design: guidelines and techniques. Information and Software Technology, 1993, 35, 195-206.	3.0	15
52	Analysis of risks faced by information technology offshore outsourcing service providers. IET Software, 2014, 8, 279-284.	1.5	14
53	An Empirical Study of Critical Success Factors of Mobile Learning Platform from the Perspective of Instructors. Procedia, Social and Behavioral Sciences, 2015, 176, 211-219.	0.5	14
54	A Digital Game Maturity Model (DGMM). Entertainment Computing, 2016, 17, 55-73.	1.8	14

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55	Using Meta-ethnography to Synthesize Research: A Worked Example of the Relations between Personality and Software Team Processes. , 2013, , .		13
56	Environmental factors influencing individual decision-making behavior in software projects. , 2016, , .		13
57	Software Defect Prediction Using Wrapper Feature Selection Based on Dynamic Re-Ranking Strategy. Symmetry, 2021, 13, 2166.	1.1	13
58	Classifications of Sustainable Factors in Blockchain Adoption: A Literature Review and Bibliometric Analysis. Sustainability, 2022, 14, 5176.	1.6	13
59	Fuzzy inference system for software product family process evaluation. Information Sciences, 2008, 178, 2780-2793.	4.0	12
60	Business intelligence solutions in healthcare a case study: Transforming OLTP system to BI solution. , 2013, , .		12
61	Finding an effective classification technique to develop a software team composition model. Journal of Software: Evolution and Process, 2018, 30, e1920.	1.2	12
62	A Multi-Agent Framework for Testing Distributed Systems. , 2006, , .		11
63	CALIBRATING FUNCTION POINT BACKFIRING CONVERSION RATIOS USING NEURO-FUZZY TECHNIQUE. International Journal of Uncertainty, Fuzziness and Knowlege-Based Systems, 2008, 16, 847-862.	0.9	11
64	An architecture process maturity model of software product line engineering. Innovations in Systems and Software Engineering, 2011, 7, 191-207.	1.6	11
65	An Adaptive Rank Aggregation-Based Ensemble Multi-Filter Feature Selection Method in Software Defect Prediction. Entropy, 2021, 23, 1274.	1.1	11
66	Studies on the Software Testing Profession. , 2019, , .		10
67	HABCSm: A Hamming Based t-way Strategy based on Hybrid Artificial Bee Colony for Variable Strength Test Sets Generation. International Journal of Computers, Communications and Control, 2021, 16, .	1.2	10
68	A neuro-fuzzy tool for software estimation. , 0, , .		9
69	Improving Effort Estimation by Voting Software Estimation Models. Advances in Software Engineering, 2009, 2009, 1-8.	0.6	9
70	Building social-aware software applications for the interactive learning age. Interactive Learning Environments, 2009, 17, 241-255.	4.4	9
71	Reliability Models Applied to Mobile Applications. , 2013, , .		9
72	A HYBRID INTELLIGENT MODEL FOR SOFTWARE COST ESTIMATION. Journal of Computer Science, 2013, 9, 1506-1513.	0.5	9

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73	Effectiveness of Artificial Intelligence Models for Cardiovascular Disease Prediction: Network Meta-Analysis. Computational Intelligence and Neuroscience, 2022, 2022, 1-12.	1.1	9
74	Effectiveness of Using Augmented Reality for Training in the Medical Professions: Meta-analysis. JMIR Serious Games, 2022, 10, e32715.	1.7	9
75	Software Analytics to Software Practice: A Systematic Literature Review. , 2015, , .		8
76	A Multicultural Comparison of Engineering Students: Implications to Teaching and Learning. Journal of Social Sciences, 2009, 5, 117-122.	0.4	8
77	A Model of Open Source Software-Based Product Line Development. , 2008, , .		7
78	Best practices of RUP ® in software product line development. , 2008, , .		7
79	Fuzzy-ExCOM Software Project Risk Assessment. , 2012, , .		7
80	Instructor Perspectives of Mobile Learning Platform: An Empirical Study. International Journal of Computer Science and Information Technology, 2015, 7, 27-40.	0.3	7
81	A Novel Rank Aggregation-Based Hybrid Multifilter Wrapper Feature Selection Method in Software Defect Prediction. Computational Intelligence and Neuroscience, 2021, 2021, 1-19.	1.1	7
82	Empirical Analysis of Forest Penalizing Attribute and Its Enhanced Variations for Android Malware Detection. Applied Sciences (Switzerland), 2022, 12, 4664.	1.3	7
83	An investigation of using Neuro-Fuzzy with software size estimation. , 2009, , .		6
84	Usability bugs in open-source software and online forums. IET Software, 2012, 6, 226.	1.5	6
85	Maintenance support in open source software projects. , 2013, , .		6
86	Media Usage Survey: How Engineering Instructors and Students Use Media. Proceedings of the Canadian Engineering Education Association (CEEA), 2013, , .	0.2	6
87	A comparison of junior and senior software engineering students' personalities. , 2014, , .		6
88	The Innovative Behaviour of Software Engineers. , 2016, , .		6
89	A Consumer Perspective on Digital Games: Factors for Successful Game Development. IEEE Consumer Electronics Magazine, 2018, 7, 56-61.	2.3	6
90	Comparing the Popularity of Testing Careers Among Canadian, Chinese, and Indian Students. , 2019, , .		6

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91	Integrating recommender information in social ecosystems decisions. , 2010, , .		6
92	International Comparative Studies on the Software Testing Profession. IT Professional, 2021, 23, 56-61.	1.4	6
93	Personality Profiles of Software Engineers and Their Software Quality Preferences. International Journal of Information Systems and Social Change, 2014, 5, 77-86.	0.1	5
94	Direct and mediating influences of user-developer perception gaps in requirements understanding on user participation. Requirements Engineering, 2018, 23, 277-290.	2.1	5
95	Addressing User Requirements in Open Source Software: The Role of Online Forums. Journal of Computing Science and Engineering, 2014, 8, 57-63.	0.3	5
96	Contributors Preference in Open Source Software Usability: An Empirical Study. International Journal of Software Engineering & Applications, 2010, 1, 45-64.	0.9	4
97	Grouping environmental factors influencing individual decisionâ€making behavior in software projects: A cluster analysis. Journal of Software: Evolution and Process, 2018, 30, e1913.	1.2	4
98	DSP: Schema Design for Non-Relational Applications. Symmetry, 2020, 12, 1799.	1.1	4
99	What Malaysian Software Students Think about Testing?. , 2020, , .		4
100	COTSâ€based software product line development. International Journal of Web Information Systems, 2008, 4, 165-180.	1.3	3
101	Managing support requests in open source software project: The role of online forums. , 2009, , .		3
102	Updating weight values for function point counting. International Journal of Hybrid Intelligent Systems, 2009, 6, 1-14.	0.9	3
103	Creation and evaluation of software teams - a social approach. International Journal of Manufacturing Technology and Management, 2014, 28, 167.	0.1	3
104	Automatic recall of software lessons learned for software project managers. Information and Software Technology, 2019, 115, 44-57.	3.0	3
105	Practitionersâ€™ Testimonials about Software Testing. , 2021, , .		3
106	Developing a Mobile Learning Maturity Model. FEBS Journal, 2013, 6, 771-779.	2.2	3
107	CAN MOBILE LEARNING MATURITY BE MEASURED? A PRELIMINARY WORK. Proceedings of the Canadian Engineering Education Association (CEEA), 0, , .	0.2	3
108	Trends in Students Media Usage. Lecture Notes in Computer Science, 2016, , 491-502.	1.0	3

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109	Teachers are from Heaven, Students are from Hell â€" True or False?. Industry and Higher Education, 2003, 17, 417-422.	1.4	2
110	Organizational behavior & software product line engineering: An empirical study. , 2009, , .		2
111	Reliability Prediction of Smartphone Applications through Failure Data Analysis. , 2013, , .		2
112	Universality of Egoless Behavior of Software Engineering Students. International Journal of Technology and Human Interaction, 2018, 14, 99-112.	0.3	2
113	Perceptions about Software Testing among UAE Software Students. , 2021, , .		2
114	A Component-Based Software Process. , 2001, , 523-529.		2
115	An Empirical Study of Open Source Software Usability. , 0, , 1-17.		2
116	A Unifying Framework for Building Social Computing Applications. Lecture Notes in Computer Science, 2008, , 11-21.	1.0	2
117	The object-oriented paradigm for software evolution. , 1994, , .		1
118	UML extensions for real-time control systems. , 0, , .		1
119	A Multicultural Comparison of Engineering Students. , 0, , .		1
120	Students' perspectives of mobile learning platforms: an empirical study. International Journal of Technology Enhanced Learning, 2015, 7, 378.	0.4	1
121	A Pilot Case Study on Innovative Behaviour. , 2016, , .		1
122	Fuzzy Rules for Risk Assessment and Contingency Estimation within COCOMO Software Project Planning Model. Advances in Computational Intelligence and Robotics Book Series, 2014, , 88-111.	0.4	1
123	Can We Rely on Smartphone Applications?. Lecture Notes in Computer Science, 2019, , 305-312.	1.0	1
124	Using the DELPHI Method for Model for Role Assignment in the Software Industry. , 2021, , .		1
125	Comparing the Popularity of Testing Careers among Canadian, Indian, Chinese, and Malaysian Students. , 2021, , .		1
126	Towards the sustainability of small and medium software enterprises through the implementation of software process improvement: Empirical investigation. Journal of Software: Evolution and Process, 2022, 34, .	1.2	1

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127	Reusing software to produce broadband services. , 0, , .		0
128	Setting Up COTS-Based Software Product Lines. , 2007, , .		0
129	The Business of Software Product Family: An Empirical Survey. , 2008, , .		0
130	Framework for visual modeling of software product line. , 2010, , .		0
131	An Empirical Study of User Support Tools in Open Source Software. , 2019, , .		0
132	INTEGRATING SCHEDULABILITY ANALYSIS WITH UML-RT. Control and Intelligent Systems, 2006, 34, .	0.3	0
133	Improving the Performance of Neuro-Fuzzy Function Point Backfiring Model with Additional Environmental Factors. Advances in Computational Intelligence and Robotics Book Series, 2014, , 260-280.	0.4	0
134	International Comparison of Media Usage Among University Students. Advances in Intelligent Systems and Computing, 2017, , 538-544.	0.5	0
135	Fuzzy Rules for Risk Assessment and Contingency Estimation Within COCOMO Software Project Planning Model. , 0, , 771-797.		0
136	Different Strategies for Web Mining. , 2006, , 83-88.		0
137	Analyzing Popularity of Software Testing Careers in Canada. , 0, , .		0