



Protected when completed

This is a draft version only. Do not submit to any funding organization. Only the final version from the History page can be submitted.

---

## **Professor Cristiano Politowski**

Correspondence language: English

### **Contact Information**

The primary information is denoted by (\*)

#### **Address**

Home (\*)

1650 Lincoln Ave.  
905  
Montreal Quebec H3H1H1  
Canada

#### **Telephone**

Mobile (\*)                      +1-514-9148295

#### **Email**

Personal                      crispolitowski@gmail.com  
Work (\*)                      cristiano.politowski@ontariotechu.ca



This is a draft version only. Do not submit to any funding organization. Only the final version from the History page can be submitted.

Protected when completed

## Professor Cristiano Politowski

---

### Language Skills

Language	Read	Write	Speak	Understand	Peer Review
English	Yes	Yes	Yes	Yes	Yes
French	Yes	No	Yes	Yes	No
Portuguese	Yes	Yes	Yes	Yes	Yes
Spanish; Castilian	Yes	No	Yes	Yes	No

### Degrees

- 2022/6      Doctorate, Software Engineering, Concordia University  
Supervisors: Fabio Petrillo, 2018/5 - ; Yann-Gaël Guéhéneuc, 2018/5 -
- 2015/1      Master's Thesis, Computer Science, Universidade Federal de Santa Maria  
Supervisors: Lisandra Manzoni Fontoura, 2017/1 -
- 2014/1      Bachelor's, Computer Science, Universidade Regional do Estado do Rio Grande do Sul  
Supervisors: Fabricia C. Roos Frantz, 2013/1 -

### Recognitions

- 2021/9 - 2022/8      Concordia Accelerator Award - 5,000  
Concordia University  
Prize / Award  
Full-time doctoral students can apply for a Concordia Accelerator Award, valued at \$5,000, between their 9th and 14th term. The award was created as an incentive for students to graduate faster.

### User Profile

Research Specialization Keywords: Video Game Studies, Video Game Development, Video Game Testing, Software Development, AI for Software Development, Empirical Studies

### Employment

- 2024/7      Assistant Professor  
Computer Science, Science, Ontario Tech University  
Full-time, Assistant Professor  
Tenure Status: Tenure Track

2023/10 - 2024/6	<p>Postdoctoral fellow          Département d'informatique et de recherche opérationnelle (DIRO), Université de Montréal          Full-time          Tenure Status: Non Tenure Track          Worked with Professors Houari Sahraoui and Michalis Famelis on automated software testing.</p>
2022/6 - 2023/9	<p>Postdoctoral Fellow          Département de génie logiciel et des TI, École de technologie supérieure          Full-time          Tenure Status: Non Tenure Track          Worked with Professor Ghizlane El-Boussaidi on software requirements and testing.</p>
2019/1 - 2023/9	<p>Teaching Assistant          Department of Computer Science and Software Engineering, Concordia University          Part-time, Term          Tenure Status: Non Tenure Track          Courses: Software Engineering Design Project (SOEN 390, Winter 2022 and Winter 2022), Software Architecture and Design (SOEN 343, Fall 2019 and Fall 2020), Software Design Methodology (SOEN 6441, Winter 2019)</p>
2014/1 - 2018/1	<p>Software Engineer          Livid (startup)          Worked daily with open-source software (Linux/Git) and virtualization (Docker) to keep a cohesive development and production environment. Provided support on a legacy application (PHP), focusing on performance improvements, mainly related to database (MySQL) management. Studied Web performance and to enhanced the users' experience. Extended the Web server (Nginx) to handle optimized versions of assets (images, CSS, and JS) using embedded scripts (LUA language).</p>
2011/1 - 2013/1	<p>Web Developer          IC1 (startup)          Wrote front-end code (HTML, CSS, and JS). Wrote back-end code (Java, Struts 2, and Hibernate) dealing with database structure (ER models and PostgreSQL) and deployment (Tomcat).</p>

## Research Funding History

### Awarded [n=3]

2024/7 - 2030/12 Principal Applicant	<p>Startup grant, Grant  <b>Funding Sources:</b>          Ontario Tech University (Canada)          Total Funding - 65,000          Portion of Funding Received - 65,000          Funding Competitive?: No          Principal Applicant : Cristiano Politowski</p>
2024/9 - 2026/9 Co-applicant	<p>Improving Aspects of Software Development Productivity using Language Models, Grant  <b>Funding Sources:</b>          Conselho Nacional de Desenvolvimento Científico e Tecnológico (CNPq) (Brazil)          Total Funding - 64,681          Portion of Funding Received - 0          Funding Competitive?: Yes</p>

Co-applicant : André Hora; Cristiano Politowski; Diego Elias Costa; Eduardo Figueiredo; Fábio Petrillo; João Eduardo Montandon; Marco Túlio Valente

2024/7 - 2026/7  
Co-applicant

Playtesting Based on Coverage Criteria, Grant

**Funding Sources:**

Conselho Nacional de Desenvolvimento Científico e Tecnológico (CNPq) (Brazil)

Total Funding - 32,902

Portion of Funding Received - 0

Funding Competitive?: Yes

Co-applicant : Andre Takeshi Endo; Cristiano Politowski; Yohan Duarte Pessanha

**Completed [n=2]**

2021/6 - 2022/6  
Co-applicant

Verifying and Deploying 5G Cloud Infrastructure for Improved Logistic and Communication in Healthcare Facilities Dealing with COVID-19 Patients, Scholarship

**Funding Sources:**

Mathematics of Information Technology and Complex Systems (MITACS)

Accelerate with Humanitas Solutions

Total Funding - 120,000

Portion of Funding Received - 20,000

Funding Competitive?: Yes

Co-applicant : Abdo Shabah; Yann-Gaël Guéhéneuc

2018/4 - 2019/12  
Collaborator

Évaluation empirique des environnements de développement logiciel, Grant

**Funding Sources:**

Agence Universitaire de la Francophonie (AUF)

Total Funding - 15,895

Portion of Funding Received - 8,000

Funding Competitive?: Yes

Co-applicant : Marcelo Soares Pimenta; Marco Tulio Valente;

Collaborator : Cristiano Politowski;

Principal Investigator : Yann-Gaël Guéhéneuc

**Under Review [n=1]**

2026/1 - 2028/1  
Principal Applicant

Interactive Storytelling at Scale: Procedural Generation, Test Automation, and Shader Optimization in Unity, Contract

**Funding Sources:**

Byte Neko Studios

Total Funding - 20,000

Portion of Funding Received - 0

Funding Competitive?: No

Co-applicant : Yuji Katayama; Yuri Katayama

## Student/Postdoctoral Supervision

### Bachelor's Honours [n=7]

- 2025/9 - 2026/4  
Principal Supervisor Saksham Tejpal, Ontario Tech University  
Thesis/Project Title: **Mining Patch Notes for Game Maintenance and Bugs**  
Present Position: Undergraduate student
- 2025/9 - 2026/4  
Principal Supervisor Saffron Birch (In Progress) , Ontario Tech University  
Thesis/Project Title: **On Informing Game Designers of Non-Player Character Profiles**  
Present Position: Undergraduate student
- 2025/9 - 2026/4  
Principal Supervisor Alex Lowe (In Progress) , Ontario Tech University  
Thesis/Project Title: **The Feasibility and Costs of Deep Reinforcement Learning Models for Game Testing**  
Present Position: Undergraduate student
- 2025/9 - 2026/4  
Principal Supervisor Daniel Baba (In Progress) , Ontario Tech University  
Thesis/Project Title: **Emotion Analysis and Its Effects on Cryptocurrency Forum Discourse**  
Present Position: Undergraduate student
- 2025/9 - 2026/4  
Principal Supervisor Saahir Dhani (In Progress) , Ontario Tech University  
Thesis/Project Title: **Designing Reward Functions and Balance Metrics for 2D Platformers**  
Present Position: Undergraduate student
- 2025/9 - 2026/4  
Principal Supervisor Rabia Chattha (In Progress) , Ontario Tech University  
Thesis/Project Title: **Reproducibility Dataset of Open-source Games and Documentation Quality Assessment**  
Present Position: Undergraduate student
- 2025/9 - 2026/4  
Principal Supervisor Ryan Ahlborn (In Progress) , Ontario Tech University  
Thesis/Project Title: **Enhancing Educational Games with Large Language Models**  
Present Position: Undergraduate student

### Master's Thesis [n=8]

- 2026/9 - 2028/9  
Principal Supervisor Marizza Ranasinghe, Ontario Tech University  
Thesis/Project Title: **Transforming Qualitative Factors to Quantitative Metrics for Video Game Testing**  
Present Position: Undergraduate student
- 2026/5 - 2028/5  
Principal Supervisor Filip Takov, Ontario Tech University  
Thesis/Project Title: **Testing and Validation of Procedural Content Generation and its Effect on Game Design and Engagement**  
Present Position: Undergraduate student
- 2026/5 - 2028/5  
Principal Supervisor Kevin Christopher Chua, Ontario Tech University  
Thesis/Project Title: **Deep Reinforcement Learning for Video Game Testing**  
Present Position: Undergraduate student
- 2026/5 - 2028/5  
Co-Supervisor Al Muqshith Mohammed Shifan, Ontario Tech University  
Thesis/Project Title: **Towards Using Machine Learning for Testing Automation**  
Present Position: Undergraduate student

2026/1 - 2028/1 Co-Supervisor	Vinicius Mioto (In Progress) , Concordia University Thesis/Project Title: <b>From Amiga to Browser: Building an AMOS BASIC to JavaScript Transpiler and Runtime Enviroment for Game Preservation</b> Present Position: Master's student
2025/9 - 2027/9 Principal Supervisor	Dilan Mian (In Progress) , Ontario Tech University Thesis/Project Title: <b>Assuring Quality of Video Game Smart Non Playable Characters</b> Present Position: Master's student
2025/1 - 2027/1 Co-Supervisor	Caio César Varalta Barreto de Almeida (In Progress) , Universidade Estadual Paulista (UNESP) Thesis/Project Title: <b>Procedural Generation Effects on the Game Difficulty and Balance</b> Present Position: Master's student
2024/5 - 2026/5 Co-Supervisor	Laurent Voisard (In Progress) , Concordia University Student Degree Expected Date: 2026/5 Thesis/Project Title: <b>Understanding the Role of Entity Component System Pattern in Game Development</b> Present Position: Master's student
<b>Doctorate [n=1]</b>	
2025/2 - 2029/2 Co-Supervisor	Yohan Duarte Pessanha (In Progress) , Federal University of São Carlos (UFSCar) Student Degree Expected Date: 2029/2 Thesis/Project Title: <b>A Framework for Playtesting in Digital Games</b> Present Position: Ph.D. student

## Event Administration

2026/6 - 2026/6	General Chair, Foundations of Applied Software Engineering for Games (FaSE4Games'26). Co-located with the International Conference on the Foundations of Software Engineering (FSE). -- Applied, Workshop, 2026/6 - 2026/6
2025/6 - 2025/6	General Chair, Foundations of Applied Software Engineering for Games (FaSE4Games'25). Co-located with the International Conference on the Foundations of Software Engineering (FSE)., Workshop, 2025/6 - 2025/6
2025/6 - 2025/6	Organizer, 2025 Summer School on Retro Gaming History, Critique, and Development, Conference, 2025/6 - 2025/6
2024/7 - 2024/7	General Chair, Foundations of Applied Software Engineering for Games (FaSE4Games'24). Co-located with the International Conference on the Foundations of Software Engineering (FSE)., Workshop, 2024/7 - 2024/7
2024/6 - 2024/6	Organizer, 2024 Summer School on Retro Gaming History, Critique, and Development, Conference, 2024/6 - 2024/6
2022/10 - 2022/10	General Chair, Second International Workshop on Automated Software Engineering for Computer Games - SE4Games 2022. Co-located with the International Conference on Automated Software Engineering (ASE)., Workshop, 2022/10 - 2022/10
2021/11 - 2021/11	General Chair, The First International Workshop on Automated Software Engineering for Computer Games - SE4Games 2021. Co-located with the International Conference on Automated Software Engineering (ASE)., Workshop, 2021/11 - 2021/11

## Editorial Activities

2025/5 - 2025/9      Guest Editor, Special Issue on Software Engineering for Games, Journal

## International Collaboration Activities

2019/2 - 2019/3      Participant, Brazil  
 Research exchange and collaboration with several researchers: Professors Marco Tulio Valente and Joao Montandon from Universidade Federal de Minas Gerais (UFMG); Professor Marcelo Pimenta from Universidade Federal do Rio Grande do Sul (UFRGS); Professor Guilherme Lacerda from Centro Universitário Ritter dos Reis (UniRitter); and Professors Fabricia Roos Frantz and Rafael Frantz from Universidade Regional do Noroeste do Estado do Rio Grande do Sul (UNIJUI).

2019/2 - 2019/3      Participant, Uruguay  
 Research exchange and collaboration with Professor Regina Motz and Professor Diego Vallespir from Universidad de la República (Udelar).

## Presentations

1. Cristiano Politowski and Aleksander Franciczek. (2025). Preserving Development Histories: Through Mixed-methods Retro Game Analysis. 2025 Summer School on Retro Gaming History, Critique, and Development, Montreal, Canada  
 Main Audience: Knowledge User  
 Invited?: Yes, Keynote?: No
2. Cristiano Politowski and Aleksander Franciczek. (2025). Adapting to a Generation Leap: Mixed-methods Analysis of Dragon Quest's Evolution from NES to SNES. 2025 International Conference on Games and Narrative, Waterloo, Canada  
 Main Audience: Researcher  
 Invited?: No, Keynote?: No
3. Cristiano Politowski. (2024). Software Engineering for Game Development. Grad Class Guest Lecture at Ontario Tech University (CSCI 5010G), Oshawa, Canada  
 Main Audience: Researcher  
 Invited?: Yes, Keynote?: Yes
4. Cristiano Politowski. (2024). Video Game Testing 101. Grad Class Guest Lecture at Polytechnique Montréal (LOG6305), Montreal, Canada  
 Main Audience: Researcher  
 Invited?: Yes, Keynote?: Yes
5. Cristiano Politowski. (2024). Creativity Beyond Functionality: An Observational Study of Easter Eggs in Video Games. 2024 Summer School on Retro Gaming History, Critique, and Development, Montreal, Canada  
 Main Audience: Knowledge User  
 Invited?: Yes, Keynote?: Yes
6. Cristiano Politowski. (2023). Video Game Software Engineering: Troubles, Techniques, and Tools. Research Seminar at Université de Montréal, Montreal, Canada  
 Main Audience: Researcher  
 Invited?: Yes, Keynote?: Yes

7. Cristiano Politowski. (2020). Testing Video Games from a Software Engineering Perspective. Research Seminar at Polytechnique Montréal, Montreal, Canada  
Main Audience: Researcher  
Invited?: Yes, Keynote?: Yes
8. Cristiano Politowski. (2019). New opportunities in game research. Invited speaker at Universidade Regional do Noroeste do Estado do Rio Grande do Sul, Ijuí, Brazil  
Main Audience: Researcher  
Invited?: Yes, Keynote?: No
9. Cristiano Politowski. (2019). New opportunities in game research. Invited speaker at Universidad de Montevideo, Montevideo, Uruguay  
Main Audience: Researcher  
Invited?: Yes, Keynote?: No
10. Cristiano Politowski. (2019). New opportunities in game research. Invited speaker at Universidade Federal de Minas Gerais, Belo Horizonte, Brazil  
Main Audience: Researcher  
Invited?: Yes, Keynote?: No

## Text Interviews

2021/04/07

The video game industry's problems are mostly due to people, not technology, Concordia researchers argue, Concordia University News. April 7, 2021 by Patrick Lejtenyi

## Publications

### Journal Articles

1. Politowski, C; Petrillo, F; Guéhéneuc, Y-G. (2025). **Evaluating Game Balance Through Autonomous Agents in 2D Platformers**. IEEE Transactions on Games (ToG).  
Submitted  
Refereed?: Yes
2. Voisard L\*; Politowski C; Guéhéneuc Y-G; Petrillo F. (2025). **Archetype Fragmentation and Memory Trade-Offs in ECS-Based Collision Systems**. IEEE Transactions on Games (ToG).  
Submitted  
Refereed?: Yes
3. Barreto de Almeida, C C V\*; Pereira, L T; Politowski, C. (2025). **A Systematic Literature Review on Automated Game Testing for Procedural Content Generation**. IEEE Transactions on Games (ToG).  
Submitted  
Refereed?: Yes
4. Franciczek, A; Politowski, C. (2025). **Iterating a Game Series' Identity: Mixed-Methods Analysis of the Creative Process Developing Dragon Quest I-VI**. ACM Games: Research and Practice.  
Submitted  
Refereed?: No
5. Politowski, C; Montandon, J E; Costa, D; El-Boussaidi, G. (2025). **Towards the Migration from JavaScript to TypeScript: Strategies and Quality Assessment**. Journal of Systems and Software (JSS).  
Submitted  
Refereed?: Yes

6. Montandon, J E; Silva, L L; Politowski, C; Prates, D; Bonifácio, A B; El Boussaidi, G. (2024). **Unboxing Default Argument Breaking Changes in 1 + 2 Data Science Libraries in Python**. Journal of Systems and Software (JSS).  
Published  
Refereed?: Yes
7. Ullmann, G C\*; Guéhéneuc, Y-G; Petrillo, F; Anquetil, N; Politowski, C. (2024). **SyDRA: An Approach to Understand Game Engine Architecture**. Entertainment Computing.  
Published  
Refereed?: Yes
8. Montandon, J E; Politowski, C; Silva, L L; Valente, M T; Petrillo, F; Guéhéneuc, Y-G. (2021). **What Skills do IT Companies Look for in New Developers? A Study With Stack Overflow Jobs**. Information & Software Technology (IST).  
Published  
Refereed?: Yes
9. Politowski, C; Petrillo, F; Ullmann, G C; Guéhéneuc, Y-G. (2021). **Game Industry Problems: An Extensive Analysis of the Gray Literature**. Information & Software Technology (IST).  
Published  
Refereed?: Yes
10. Politowski, C; Petrillo, F; Montandon, J E; Valente, M T; Guéhéneuc, Y-G. (2021). **Are Game Engines Software Frameworks? A Three-perspective Study**. Journal of Systems and Software (JSS).  
Published  
Refereed?: Yes
11. Politowski, C; Khomh, F; Romano, S; Scanniello, G; Petrillo, F; Guéhéneuc, Y-G; Maiga, A. (2020). **A Large Scale Empirical Study of the Impact of Spaghetti Code and Blob Anti-patterns on Program Comprehension**. Information & Software Technology (IST).  
Published  
Refereed?: Yes

## Book Chapters

1. Franciczek, A; Politowski, C. (2026). Rewriting Nostalgia in Official and Unofficial Versions of Final Fantasy IV. Nostalgia for the Future Book. : 0.  
Submitted, Play Story Press  
Refereed?: Yes

## Conference Publications

1. Nguyen Q\*; Politowski C; Rahman L\*; Carrasco García CA\*; Lee ESA. (2026). **Multilingual Game Dialogue Translation using Large Language Models: A Performance Survey**. 10th International Workshop on Games and Software Engineering (GAS@ICSE 2026), Rio de Janeiro, Brazil  
Paper  
Submitted  
Refereed?: Yes, Invited?: No
2. Gallasso, J; Politowski, C. (2025). **The Steam Patch Notes Dataset**. 23rd International Mining Software Repositories Conference (MSR@ICSE 2026) Data and Tool Showcase Track, Rio de Janeiro, Brazil  
Paper  
Submitted  
Refereed?: Yes, Invited?: No

3. Politowski C; Di Sipio C; Baudry B; Famelis M; Sahraoui H. (2025). **Creativity Beyond Functionality: An Observational Study of Easter Eggs in Video Games**. 10th International Workshop on Games and Software Engineering (GAS@ICSE 2026), Rio de Janeiro, Brazil  
Paper  
Submitted  
Refereed?: Yes, Invited?: No
4. Di Sipio, C; D'Angelo, A; Rubei, R; Politowski, C. (2025). **On the Need for Reproducibility Guidelines for Open-source Games**. IEEE Conference on Games (CoG 2025), Lisbon, Portugal  
Paper  
Published  
Refereed?: Yes, Invited?: No
5. Voisard, L\*; De Freitas Serra, H; Politowski, C; Petrillo, F; Guéhéneuc, Y-G. (2025). **A Mapping Study of the Entity Component System Pattern**. 9th IEEE/ACM International Workshop on Games and Software Engineering (GAS@ICSE 2025), Ottawa, Canada  
Conference Date: 2025/4  
Paper  
Published  
Refereed?: Yes, Invited?: No
6. Duarte, Y\*; Politowski, C; Endo, A T. (2025). **Towards a Framework for Exploratory Testing in Video Games**. 9th IEEE/ACM International Workshop on Games and Software Engineering (GAS@ICSE 2025), Ottawa, Canada  
Conference Date: 2025/4  
Paper  
Published  
Refereed?: Yes, Invited?: No
7. D'Angelo, A; Di Sipio, C; Politowski, C; Rubei, R. (2024). **PlayMyData: a Curated Dataset of Multi-platform Video Games**. 21st IEEE/ACM International Conference on Mining Software Repositories (MSR@ICSE 2024), Lisbon, Portugal  
Paper  
Published  
Refereed?: Yes, Invited?: No
8. Darif, I\*; Politowski, C; El Boussaidi, G; Benzarti, I; Kpodjedo, S. (2023). **A Model-driven and Template-based Approach for Requirements Specification**. 26th ACM/IEEE International Conference on Model Driven Engineering Languages and Systems (MODELS 2023), Vasteras, Sweden  
Paper  
Published  
Refereed?: Yes, Invited?: No
9. Politowski, C; Petrillo, F; El-Boussaidi, G; Ullmann, G C; Guéhéneuc, Y-G. (2023). **Assessing Video Game Balance Using Autonomous Agents**. 7th IEEE/ACM International Workshop on Games and Software Engineering (GAS@ICSE 2023), Melbourne, Australia  
Paper  
Published  
Refereed?: Yes, Invited?: No
10. Ullmann, G C; Guéhéneuc, Y-G; Petrillo, F; Anquetil, N; Politowski, C. (2023). **An Exploratory Approach for Game Engine Architecture Recovery**. 7th IEEE/ACM International Workshop on Games and Software Engineering (GAS@ICSE 2023), Melbourne, Australia  
Paper  
Published  
Refereed?: Yes, Invited?: No

11. Trabelsi, N; Politowski, C; El Boussaidi, G. (2023). **Event Driven Architecture: An Exploratory Study on the Gap Between Academia and Industry**. 5th IEEE/ACM International Workshop on Software Engineering Research and Practices for the IoT (SERP4IoT@ICSE 2023), Melbourne, Australia  
Paper  
Published  
Refereed?: Yes, Invited?: No
12. Montandon, J E; Silva, L L; Politowski, C; El Boussaidi, G; Valente, M T. (2023). **Unboxing Default Argument Breaking Changes in Scikit Learn**. 23rd IEEE International Working Conference on Source Code Analysis and Manipulation (SCAM@ICSME 2023), Bogota, Colombia  
Paper  
Published  
Refereed?: Yes, Invited?: No
13. Karami, P; Darif, I; Politowski, C; El Boussaidi, G; Kpodjedo, S; Benzarti, I. (2023). **On the Impact of Development Frameworks on Mobile Apps**. 30th Asia-Pacific Software Engineering Conference (APSEC 2023), Seoul, Korea, South  
Conference Date: 2023/12  
Paper  
Published  
Refereed?: Yes, Invited?: No
14. Ullmann, G C; Guéhéneuc, Y-G; Petrillo, F; Anquetil, N; Politowski, C. (2023). **Visualising Game Engine Subsystem Coupling Patterns**. 22nd International Conference on Entertainment Computing (IFIP@ICEC 2023), Bologna, Italy  
Conference Date: 2023/11  
Paper  
Published  
Refereed?: Yes, Invited?: No
15. Politowski, C; Guéhéneuc, Y-G; Petrillo, F. (2022). **Towards Automated Video Game Testing: Still a Long Way to Go**. 6th IEEE/ACM International Workshop on Games and Software Engineering (GAS@ICSE 2022), Pittsburgh, United States of America  
Paper  
Published  
Refereed?: Yes, Invited?: No
16. Darif, I; Politowski, C; El Boussaidi, G; Kpodjedo, S. (2022). **A Domain Specific Language for the ARINC 653 Specification**. The 12th IEEE International Workshop on Software Certification (WoSoCer@ISSRE 2022), Charlotte, United States of America  
Paper  
Published  
Refereed?: Yes, Invited?: No
17. Ullmann, G C\*; Politowski, C; Guéhéneuc, Y-G; Petrillo, F. (2022). **Game Engine Comparative Anatomy**. 21st International Conference on Entertainment Computing (IFIP-ICEC 2022), Bremen, Germany  
Conference Date: 2022/11  
Paper  
Published  
Refereed?: Yes, Invited?: No

18. Ullmann, G C\*; Politowski, C; Guéhéneuc, Y-G; Petrillo, F; Montandon, J E. (2022). **Video Game Project Management Anti-patterns**. 6th IEEE/ACM International Workshop on Games and Software Engineering (GAS@ICSE 2022), Pittsburgh, United States of America  
Conference Date: 2022/5  
Paper  
Published  
Refereed?: Yes, Invited?: No
19. Ullmann, G C\*; Politowski, C; Guéhéneuc, Y-G; Petrillo, F. (2022). **What Makes a Game High-rated? Towards Factors of Video Game Success**. 6th IEEE/ACM International Workshop on Games and Software Engineering (GAS@ICSE 2022), Pittsburgh, United States of America  
Conference Date: 2022/5  
Paper  
Published  
Refereed?: Yes, Invited?: No
20. Politowski, C; Petrillo, F; Guéhéneuc, Y-G. (2021). **A Survey of Video Game Testing**. 2nd IEEE/ACM International Conference on Automation of Software Test (AST@ICSE 2021), Madrid, Spain  
Conference Date: 2021/5  
Paper  
Published  
Refereed?: Yes, Invited?: No
21. Politowski, C; Petrillo, F; Guéhéneuc, Y-G. (2020). **Improving Engagement Assessment in Gameplay Testing Sessions using IoT Sensors**. 2nd International Workshop on Software Engineering Research & Practices for the Internet of Things (SERP4IoT@ICSE 2020), Seoul, Korea, South  
Paper  
Published  
Refereed?: Yes, Invited?: No
22. Politowski, C; Petrillo, F; Ullmann, G C\*; Werly, J de A\*; Guéhéneuc, Y-G. (2020). **Dataset of Video Game Development Problems**. 17th International Conference on Mining Software Repositories (MSR@ICSE 2020), Seoul, Korea, South  
Conference Date: 2020/6  
Paper  
Published  
Refereed?: Yes, Invited?: No