Knowledge Transfer in Software Development Teams Using Gamification: A Systematic Literature Review

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Prioritized Papers to be Analyzed

N.	Paper	Authors	Year	Data Base	Language	Type of strategy
1	A Gamification Approach for Distributed Agile Delivery [1]	Sharma, Kaulgud, & Duraisamy	2016	IEEE	English	Gamification
2	A knowledge transfer framework for secure coding practices [2]	Sodanil, Quirchmayr, Porrawatpreyakorn, & Tjoa	2015	Scopus	English	Knowledge transfer
3	A scrumban integrated gamification approach to guide software process improvement: A Turkish case study [3]	Yilmaz & O'Connor	2016	Scopus	English	Gamification
4	Acceptance Requirements and Their Gamification Solutions [4]	Piras, Giorgini, & Mylopoulos	2016	IEEE	English	Gamification
5	Applying Gamification and Posing to Software Development [5]	Tsunoda & Yumoto	2018	IEEE	English	Gamification
6	Applying gamification in the context of knowledge management [6]	Jurado, Fernandez, & Collazos	2015	Scopus	English	Gamification
7	Applying mindstorm in teaching and learning process and software project management [7]	Fabri, L'Erario, Palácios, & Godoy	2015	IEEE	English	Knowledge transfer
8	Can social screencasting help developers learn new tools? [8]	Lubick, Barik, & Murphy-Hill	2015	Scopus	English	Knowledge transfer
9	Design Thinking and Acceptance Requirements for Designing Gamified Software [9]	Luca Piras	2019	IEEE	English	Gamification
10	Exploring RE Knowledge for Gamification: Can RE Achieve a High Score? [10]	Perini, Seyff, Stade, & Susi, 2018	2018	IEEE	English	Gamification
11	Free Hugs -- Praising Developers for Their Actions [11]	Minelli, Mocci, & Lanza	2015	IEEE	English	Gamification
12	Gamification at Scraim [12]	Silva, Coelho, Duarte, & Henriques	2016	Springer	English	Gamification
13	Gamification of Software Testing [13]	Gordon Fraser	2017	IEEE	English	Gamification

14	Gamification to Identify Software Development Team Members' Profiles [14]	Mirna Muñoz Adriana Peña Jezreel Mejia Gloria Piedad Gasca-Hurtado Maria Clara Gómez-Álvarez Luis Hernández	2018	Springer	English	Gamification
15	Gamifying Collaborative Prioritization: Does Pointsification Work? [15]	Fitsum Meshesha Kifetew,	2017	IEEE	English	Gamification
16	Gamifying software development scrum projects [16]	Marques, Costa, Mira Da Silva, & Gonçalves	2017	Scopus	English	Gamification
17	Gamifying software engineering tasks based on cognitive principles: The case of code review [17]	Unkelos-Shpigel & Hadar	2015	Scopus	English	Gamification and Knowledge transfer
18	How Do Gamification Rules and Personal Preferences Affect Coding? [18]	Masateru Tsunoda	2019	IEEE	English	Gamification
19	Improving scrum adoption with gamification [19]	Marques, Costa, Da Silva, Gonçalves, & Gonçalves	2018	Scopus	English	Gamification
20	Inviting everyone to play: Gamifying collaborative requirements engineering [20]	Unkelos-Shpigel & Hadar	2016	Scopus	English	Gamification
21	Knowledge Transfer for Global Roles in GSE [21]	Rajeev Kumar Gupta Tulasi Anand	2017	IEEE	English	Knowledge transfer
22	Let's make it fun: Gamifying and formalizing Code review [22]	Unkelos-Shpigel & Hadar	2016	Scopus	English	Gamification
23	Linking Personality Traits and Interpersonal Skills to Gamification Awards [23]	Papoutoglou, Kapitsaki, & Mittas	2018	IEEE	English	Gamification
24	Observations on Knowledge Transfer of Professional Software Developers during Pair Programming [24]	Zieris & Prechelt	2016	IEEE	English	Knowledge transfer
25	On the gamification of human-centric traceability tasks in software testing and coding [25]	Reza Meimandi Parizi	2016	IEEE	English	Gamification
26	On the understanding of gamification in blockchain systems [26]	Reza M. Parizi & Dehghantanha	2018	Scopus	English	Gamification
27	Qualitative Analysis of Knowledge Transfer in Pair Programming [27]	Franz Zieris	2015	IEEE	English	Knowledge transfer
28	SMARTKT: A Search Framework to Assist Program Comprehension using Smart Knowledge Transfer [28]	Majumdar, Papdeja, Das, & Ghosh	2019	Scopus	English	Knowledge transfer

29	Supporting computational thinking through gamification [29]	Isaac & Babu	2016	IEEE	English	Gamification
30	The Effectiveness of Pair Programming: Software Professionals' Perceptions [30]	Sun, Marakas, & Aguirre-Urreta	2015	IEEE	English	Knowledge transfer
31	Towards a Framework for Gamification Design on Crowdsourcing Systems: The G.A.M.E. Approach [31]	Brito, Vieira, & Duran	2015	IEEE	English	Gamification
32	Use of Gamification to Teach Agile Values and Collaboration: A multi-week Scrum simulation project in an undergraduate software engineering course [32]	Hof, Kropp, & Landolt	2017	IEEE	English	Gamification
33	Utilizing online serious games to facilitate distributed requirements elicitation [33]	Ghanbari, Similä, & Markkula	2015	Scopus	English	Gamification

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