

Tabla – Compendio de estudios primarios identificados

Id	Artículo	NC	Año	Ref
S1	What Is Social Debt in Software Engineering?	33	2013	[11]
S2	Using Experimental Games to Understand Communication and Trust in Agile software Teams	4	2013	[25]
S3	A Social Complexity Approach to Investigate Trust in Agile Methodology	1	2014	[26]
S4	An Empirical Study into Social Success Factors for Agile Software Development	10	2015	[27]
S5	Sensing developers' emotions: The design of a replicated experiment	0	2017	[16]
S6	Factors Influencing Productivity of Agile Software Development Teamwork: A Qualitative System Dynamics Approach	11	2017	[28]
S7	Professionals are not Superman: Failures beyond Motivation in Software Experiments	3	2017	[29]
S8	Software Development Waste	43	2017	[30]
S9	Feeling Analysis for Sadness and Happiness using Google n-gram Database	1	2018	[31]
S10	Hiring Millennial Students as Software Engineers	0	2018	[32]
S11	Linking Personality Traits and Interpersonal Skills to Gamification Awards	3	2018	[33]
S12	Sources of Satisfaction in Agile Software Development	0	2018	[34]
S13	Team Resilience in Distributed Student Projects	0	2018	[18]
S14	Utilizing online collaborative games to facilitate Agile Software Development	0	2018	[35]
S15	Measuring affective states from architectural technical debt	0	2019	[36]
S16	Effective team onboarding in Agile software development: techniques and goals	3	2019	[17]
S17	On the Agile Mindset of an Effective Team – An Industrial Opinion Survey	4	2019	[37]
S18	Social Identity in Software Development	1	2019	[38]
S19	Need for Sleep: The Impact of a Night of Sleep Deprivation on Novice Developers' Performance	6	2020	[39]
S20	The Secret of Happy Families Regulating (Re)Productive Labor with Agile Family Management	0	2020	[40]
S21	The influence of Technical Debt on software developer morale	6	2020	[13]
S22	Digital Nudging for Technical Debt Management: Insights from a Technology-driven Organization	0	2021	[14]
S23	Predicting Community Smells' Occurrence on Individual Developers by Sentiments	3	2021	[15]