Publication List

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Conferences

1. (In submission) **Chris Brown** and Chris Parnin. "Understanding the impact of github suggested changes on recommendations between developers". In *Submitted to Proceedings of the ACM Joint European Software Engineering Conference and Symposium on the Foundations of Software Engineering*, ESEC/FSE 2020, Sacramento, CA, 2020. ACM

2. (To appear) Peipei Wang, **Chris Brown**, Jamie A. Jennings, and Kathryn T. Stolee. "An empirical study on regular expression bugs". In *Mining Software Repositories*, MSR 2020, Seoul, South Korea, 2020. IEEE Press

3. Peng Sun, **Chris Brown**, Ivan Beschastnikh, and Kathryn T. Stolee. "Mining specifications from documentation using a crowd". In *2019 IEEE 26th International Conference on Software Analysis, Evolution and Reengineering*, SANER 2019, pages 275–286, Hangzhou, China, 2019. IEEE Press

4. **Chris Brown**, Justin Middleton, Esha Sharma, and Emerson Murphy-Hill. "How software users recommend tools to each other". In *2017 IEEE Symposium on Visual Languages and Human-Centric Computing*, VL/HCC 2019, pages 129–137, Raleigh, NC, USA, 2017. IEEE Press

5. Justin Smith, **Chris Brown**, and Emerson Murphy-Hill. "Flower: navigating program flow in the ide". In *2017 IEEE Symposium on Visual Languages and Human-Centric Computing*, VL/HCC 2017, pages 19–23, Raleigh, NC, USA, 2017. IEEE Press

6. Susan H. Rodger, **Dwayne Brown**, Michael Hoyle, Daniel MacDonald, Michael Marion, Elizabeth Onstwedder, Bella Onwumbiko, and Edwin Ward. "Weaving computing into all middle school disciplines". In *Proceedings of the 2014 Conference on Innovation & Technology in*

Computer Science Education, ITiCSE 2014, pages 207–212, Uppsala, Sweden, 2014. ACM

Workshops

1. (To appear) ***Chris Brown*** and Chris Parnin. "Comparing different developer behavior recommendation styles". In *13th International Workshop on Cooperative and Human Aspects of Software Engineering*, CHASE 2020, Seoul, South Korea, 2020. IEEE Press

2. (To appear) ***Chris Brown*** and Chris Parnin. "Sorry to bother you again: Developer recommendation choice architectures for designing effective bots". In *Proceedings of the 2nd International Workshop on Bots in Software Engineering*, BotSE 2020, Seoul, South Korea, 2020. ACM

3. ***Chris Brown*** and Chris Parnin. "Sorry to bother you: Designing bots for effective recommendations". In *Proceedings of the 1st International Workshop on Bots in Software Engineering*, BotSE 2019, pages 54–58, Montreal, QC, Canada, 2019. IEEE Press

4. Susan H. Rodger, Steve Cooper, Wanda Dann, ***Dwayne Brown, Jr.***, and Jacobo Carrasquel. "Experimenting with and integrating alice 2.3 into many disciplines (abstract only)". In *Proceeding of the 44th ACM Technical Symposium on Computer Science Education*, SIGCSE 2013, page 761, Denver, CO, USA, 2013. ACM

Posters

1. Susan H. Rodger, ***Dwayne Brown,Jr.***, Michael Hoyle, and Michael Marion. "Integrating computer science into middle school mathematics (abstract only)". In *Proceeding of the 44th ACM Technical Symposium on Computer Science Education*, SIGCSE 2013, page 734, Denver, CO, USA, 2013. ACM

Doctoral Symposium

1. ***Chris Brown***. "Digital nudges for encouraging developer actions". In *Proceedings of the 41st International Conference on Software Engineering: Companion Proceedings*, ICSE 2019, pages 202–205, Montreal, QC, Canada, 2019. IEEE Press