Group No. 5

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**SCOPE**

**TALENT ACQUISITION SYSTEM**

Talent Acquisition System is an interactive environment in which user has to follow a certain “storyline”. During the story, user will encounter “situations”, which are those points in storyline where the user has to make a “choice”. Although there is no right or wrong choice, each choice has a different consequence on the succeeding story.

Talent Acquisition System will map each situation to the choice made by a certain user and create a unique “pattern” of same for that user. Then it will check the pattern for partial matches against pre-defined patterns. This system will consist of a two pages- main page and the story page.

1. In the main page, there will be a common situation of every user and a set of options. Based on the option selected by a user, he/she will be directed to a story that is different from the other user selecting other option (in the main page).
2. The story page will show the next situation and a set of options. Based on the options of the user, many stories will be generated and a story pattern is generated in the knowledge of the system. This pattern is then compared with the predefined pattern in the knowledge base to tell the personality of the user as result. If the pattern doesn’t exist in the knowledge base, the new pattern will be saved in it.

**Features of Talent Acquisition System**

1. It is a web app that provides the user with his/her personality type.
2. The user interface of the Talent Acquisition System is easy to understand by any user. The animations shown in the situations make the users understand better.
3. The flow between the stories is very smooth. Thus, the user doesn’t get confused and frustrated.

**Goals and Objectives**

1. To achieve less error while determining the personality of the user by matching his/her story pattern with the predefined pattern in the knowledge base.

**Benefits**

1. The appropriate personality of the user will be known without giving a tedious quiz.
2. User friendly GUI as this system has animations for interacting with users making it easily understandable and interesting.
3. The problem of giving a monotonous quiz is solved here.