

**Year 1904** calm in power The Big Five Neuroticism:

likes torturing kids, WTF! subliminal Extraversion: Openness:

not for victims medium Conscientiousness: A Agreeableness:

Main Achiefements

SkinnerBOX, torture and kill poor Lab-Rats

(4/5)Technical Background Military Background **Brief Profile** Megalomania Humanism

(4/5)

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Project Problems to Patients

Hannibal Lecter



**Year 1875 The Big Five** Extraversion: N Neuroticism:

killed innocent Animals to much

Main Achiefements

Openness: hypocritical, ignorant Conscienttiousness: only 7 archetypes ??? pretended, show Agreeableness:

Jungian Archetype Theory, stolen from Bible, many Archetypes missing

Fechnical Background **Megalomania Brief Profile** Humanism

(5/2) Military Background Project Problems to Patients



Carl Gustav

Jung

**Year 1896** calm, analytic The Big Five N Neuroticism:

C Conscienttiousness: conscientious, logical
A Agreeableness: high ♥ oben Extraversion: Openness:

Main Achiefements

(1/5) Theory of cognitive development Technical Background Military Background **Brief Profile** Megalomania Humanism

(4/5) (2/5)

(1/5)

Project Problems to Patients





dward



E Extraversion:
 O Openness:
 C Conscientiousness:
 A Agreeableness: Main Achiefements The Big Five Neuroticism: Year 1886

Year 1913

unknown

open high high

Military Background Project Problems to Patients Main Achiefements Purposive behaviorism Technical Background A Agreeableness: Megalomania **Brief Profile** Humanism

Shrink, Sociopath, the movie obfuscates a lot in favour of bad shrinks, possibly touring complete, killing him would not help Brief Profile

Main Achievements

(2/2)

Project Problems to Patients

itary Background

Technical Background

Humanism

Megalomania

Megalomania Military Background Project Problems to Patients

(?/5) (?/5) (?/5)

Technical Background

Bloom's taxonomy

**Brief Profile** Humanism

W Neuroticism: ??? E Extraversion: ??? D Openness: ??? Conscienttiousness: ??? A Agreeableness: ??? **The Big Five** 





mp1

Year 1991

The Big Five

Extraversion:

Neuroticism:

game19

calm, ignorant

very high even kills patients

driven sociopath

Conscientiousness: