Personality Type Indicator Application



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# Introduction

The word personality stems from the Latin word *persona,* which referred to a theatrical mask worn by performers in order to project different roles or hide their own identities. A person’s personality refers to the individual differences in characteristic patterns of thinking, feeling and behaving. The study of personality focuses on two broad areas: One is understanding individual differences in particular personality characteristics, such as sociability or irritability. The other is understanding how the various parts of a person come together as a whole (Kazdin, 2000). Although no single definition is acceptable to all personality theorists, we can say that a person’s personality is a pattern of traits and characteristics that make an individual’s behaviour both consistent and unique (Feist and Feist, 2009).

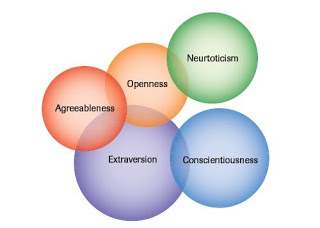
## Personality Tests

There many personality tests available online, some can be used for personal entertainment while others are serious and widely used scientific measurements in psychology. Two of the most renowned personality tests is the Big Five Personality Test and the Myers Briggs Type Indicator which I will be using in this project.

### Big Five Personality Test

The Big Five was developed in the 1970’s by two independent research team who took slightly different routes but ultimately ended up at the same result. The concluding results came from an amalgamation of questionnaires carried out with thousands of people. The responses were analysed using a statistical procedure known as factor analysis. The two groups concluded that personality traits can be broken down to five broad dimensions of personality, regardless of language or culture, this later came to be known as the Big Five Factors (Pervin and John, 1999).The five factors are:

1. Extraversion: This trait includes characteristics such as talkativeness, sociability, energetic and assertiveness. This factor is a measurement of how outgoing a person is during everyday situations.
2. Agreeableness: This dimension includes traits like kindness, trust, affection and altruism.
3. Conscientiousness: This dimension includes high levels of thoughtfulness, good impulse control. People will normally be very organized and will always have a plan and goal to meet.
4. Neuroticism: This trait refers to emotional instability, anxiety and sadness. Sometimes this this is reversed and called Emotional Stability.
5. Openness: This trait refers to how open minded an individual can be to new ideas. People that are high in Openness often have great imaginations and a wide range of interests (Srivastava, S., 2015)



### Myers Briggs Type Indicator

In the early 20th Century Carl Jung developed a concept that each individual falls into one of two categories, Introversion or Extraversion. Jung also developed several additional concepts. Jung believed that each person prefers Judging functions (either Thinking or Feeling) or Perceiving functions (either Sensing or Intuition) to rely on in everyday situations. In the 1920's a teacher named Katharine Cook Briggs noticed Jung's theory and together with her daughter, Isabel Briggs Myers, they developed a way to describe each person’s preferences using Jung's theory. Both Katharine and Isabel co-authored on of the most popular personality indicators used today, the Myers-Briggs Type Indicator - this is how the four-letter preferences came to light (16 Personalities.com, 2015)

* Extraversion (E) or Introversion
* Intuition (N) or Sensing (S)
* Feeling (F) or Thinking (T)
* Perceiving (P) or Judging (J)

It is this theory that I have based my application around, I chose to build on an existing science rather than creating a new personality test. This personality type indicator is the most commonly used personality test by businesses and people looking to find out which careers they would be best suited to. I found for this reason that it would be the most appropriate theory to base my project around.

## Project aims goals and scope

My project involves creating a personality test application based on the Myers Briggs Type Indicator theory. Throughout this project I hope to learn about different personality tests available and the psychological theory behind the classification of someone’s personality type. I also hope to learn about different technologies that I would otherwise not get the opportunity to use such as PhoneGap/Cordova. I hope to acquire new technical skills throughout the implementation of this project and gain knowledge in languages such as JavaScript, HTML and PHP.

### Goals

The goal for this project will be to create a personality test application that will give the users feedback on what personality type they are based on a number of questions answered. The approach that I will be taking involves creating a mobile application using the technologies mentioned above, from this a set of pre-defined questions will be answered, based on the answers to these questions the user can be shown what personality type they have and information on this type.

### Aims

The main objective will be to create an application with a user friendly interface that is quick and responsive to the users touch. The application must also be designed to work across a wide range of platforms such as, mobile phones, tablets and desktops. The application must have multiple features so that the user has a choice between a quick and an extensive personality test, each with a different style of questions. Functionality must be implemented in the form of a weighting scheme so that users can take the personality test and receive results that give them the most accurate personality type as possible. Information must be available to the user on each of the types as well as visual displays such as images of famous people with the same personality type.

### Scope

The main activity that will need to be undertaken before anything else can be completed will be to create a prototype mobile application, this will be used as the foundation for the entire project. This wireframe can then be modified and expanded to create the final user interface. A simple HTML5 application can be loaded onto a mobile device through the use of PhoneGap, from here I can add CSS and JavaScript to the code to create a fully functional application the user can interact with.

With a mobile application running on the device the questions for the personality test can be added. All questions will relate to one of the four preferences depending on the answer given. A question will be displayed to the user from which there will be an option to answer, the answer to any question will return back a value which point to one of the preferences. There will be number of question phrased differently that will relate to each of the four preferences, when the test is complete the summation of the answers will provide the user with their four letter type code. The aim is to give the user two choices when they enter the application, a quick test or a more extensive test. The quick test will have fewer questions as well as only two answers to choose from. The extensive test will have much more questions and more options to choose from, rather than having just a disagree or agree button the extensive test will have six options, strongly agree, agree, partly agree, partly disagree, disagree and strongly disagree. This test will give a more accurate personality type to the user. A weighting system must be assigned to each of the questions and based on the answers given a value will be returned back, as each of the questions refer to one of the four preferences the values can be summed and the type code generated.

Along with the type code I propose to have a more in depth explanation into each type, the user’s strengths and weaknesses and also some information on what career the user would be best suited to. Another feature will be to display images of famous people with the same personality type as the user.

## Report Layout

This report will be divided in headings:

1. Introduction – Definition of what a personality is, brief description of the Big Five Model and the Myers Briggs Type Indicator and initial project aims, goals and scope before the project began.
2. Literature Research – An in-depth analysis of the Myers Briggs Type Indicator, how it came to form and how it used today.
3. Design & Implementation – Technology decisions, technologies used, design decisions and design and implementation issues.
4. Conclusion – Achieving project and personal aims.
5. Works Cited – Any references used throughout the report and in the development of the application.

# Literature Research and Background Theory

As mentioned in the introduction I have chosen to use an existing science in the form of the Myers Briggs Type Indicator, MBTI, for creating my personality test application.

## The evolution of personality tests

## The development of the MBTI

## About MBTI

### Uses for the MBTI

# Design & Implementation

## Technology decisions

## Technologies used

## Design decisions

## Design issues

## Final design

## Implementation decisions

## Implementation issues

# Conclusion

## Achieving project aims

## Achieving personal aims

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