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The Ultimate Personality Test

**Description:**

The Ultimate Personality Test project is a program that combines different popular personality test into one. Instead of taking multiple tests that have similar questions, the program can calculate your score and give the user their results in a more convenient way. This project also goes into depth on how to efficiently give the user their results in a timely manner.

**Statement of Purpose:**

Purpose:

The purpose of creating the Ultimate Personality Test is to connect Computer Science and Psychology together in one project. More specifically, it is to learn how to continuously make a program better with the tools you are given. The project also allows me to learn how to communicate with users feedback and how to accommodate a program to someone else’s needs.

Problem Statement:

It is common to learn how to work together in a classroom on a group project. However, it is unlikely to have a consumer of a project give you feedback and require revision to be made on a class project. A computer scientist already has an advantage of knowing how a program should be created but it is important to learn the role like a business analyst who may not have as much knowledge on the technical side. Learning how to communicate with a consumer is extremely important to learn communication skills that is used frequently in the work force.

It can be difficult to communicate with a consumer that does not have a large amount of knowledge about technology. This cannot simply be taught in class to a group of students who are already have similar technological skills. The best way to learn how to do so is by creating a project with a consumer. Doing so requires multiple meetings with a client and a large amount of researching to help them understand and explain what they are asking for, which from personal experience can be very difficult. This will also allow for the consumer to gain more knowledge about Computer Science that they may have not known before. It will also teach a programmer how often they should be in contact with the consumer and what questions to ask.

In summary, the best way to help a student learn how to communicate with a consumer to clearly understand the best way to create a program.

**Research and Background:**

In the beginning, I knew a large amount about personality tests and how they are operated. I enjoy taking them quite often, but it was difficult to find personality tests that is reliable for me to be able to base my project on. After researching different websites and asking different people what tests they would like to see in the project, I decided to use the Enneagram Test, 16 Personalities Test (Myers Briggs), DISC Personality Test, and the True Colours Test.

“What is the difference between each test?” you may be saying to yourself. Each test is based on different traits and characteristics that someone may have. To go into further explanation, the Enneagram Test is based on nine different personality types. Each personality type is then mapped on a nine-pointed circle diagram that shows how each personality is related to each other. Every type is defined by a core belief on how a person believes the world works. This belief can determine a person’s fears, reaction to stress, motivations and their worldview. The 16 Personalities Test, a form of the Myers Briggs test, is based on sixteen different personality types. Each type is determined by a person’s sensation, intuition, feeling, and thinking. The DISC Personality Test has only four types of personalities which are dominant, inspiring, supportive, and cautious. This test decides someone’s personality type based on their behavior.

After learning more about the different characteristics of each personality test, I was finally able to create a map that connects each personality from one test to another in a different test. To reinsure that I had done so correctly I looked up definitions of each characteristic to make sure that they were unique enough and did not overlap with another characteristic.

. I also learned how to code in HTML, JavaScript and CSS which I had only done on very small projects before.

**Project Language(s), Software, and Hardware:**

Project Language: Javascript, HTML, CSS

Project Software: VMware, Ubuntu virtual machine, atom editor

Project Hardware: One laptop

**Project Requirements:**

The minimum viable product that is required to be created is a working program that allows the user to take one test and then receive multiple answers from different personality tests.

Each question is needs to be linked to one characteristic that is connected to at least two different personality types. Doing so will reduce the length of the test and make it less time consuming for the user. At the end of the test the user must be shown their results. Once the results are given the user should be given more information on what their results mean and how to find out more information on their results.

The program must also be pleasing to the consumers and the users. This means making the project easy to use and pleasing to the eye. If not, the program should be altered to fit the needs of the consumer if possible.

**Project Implementation Description and Explanation:**

The Ultimate Personality Test project creates a website that allows the users to switch between the tabs that include the homepage, the test, and information on the different personalities.

The homepage is very simple and gives the user a description of the test and why the website is called The Ultimate Personality Test. The homepage also contains a link to begin the test, or the user can press the tab button that says test.

The test page is the most detailed page of the website. It includes a directions box for the user to read and inform them how to complete the test. The format of the test is first asking the user a question or statement. Then the user has multiple choices, created with radio boxes, that consist of “Inaccurate”, “Neutral”, and “Accurate”.

In the javascript, there are a number of variables that are named after different characteristics. Variables that are named after each personality type is also made but will be used late in the program. Each characteristic variable is set to zero and are connected to a question. If the user answers “Inaccurate” then the variable to that question will now be subtracted by one. If the user answers “Neutral” then the variable to that question will remain the same. If the user answers “Accurate” then the variable to that question will now be increase by one.

Once the test is finished all the characteristic variables will be added to their rightful personality variable. Then the user will be shown the results of their test.

The personalities tabs contain more in-depth information on the different personality types that are available. There are also links to websites that will tell the users more information if they would like to know more.

**Test Plan:**

During each test different answers will be given to assure that the program is correctly counting the users answers, the links are working and that the results that are given are correct. To do so I will have to program output the variable number to ensure that the program is counting correctly. To test if the links are correctly working, I will click all of the tabs and links that are given to/ the users. The last test type will be displaying the correct information that is given by answering the questions so that I know a certain result should be shown at the end.

1. Tabs

Test 1:

Menu Bar and Link while on the homepage

Test2:

Menu Bar while on the test page

Test 3:

Menu Bar while on the test page

1. Radio Button

Test 1:

Continuously select 0 for all of the questions but one, select Inaccurate or Accurate, until every value is checked.

Test 2:

Select the first characteristics question to be “neutral” and the next to be “Accurate ” and determine if the answer is 1. Then select the first characteristics question to be “neutral” and the next to be “Inaccurate ” and determine if the answer is -1.

1. Results

Test 2:

Select match characteristics question to be “agreeable” and the rest to be “neutral” with the personality types.

**Test Results:**

Ultimate Personality Test –

* Links:

Test 1: Passed

Expected Result: Be redirected to personality page or test page when or tab is clicked

Actual Result: Be redirected to personality page or test page when link or tab is clicked

Test 2:Passed

Expected Result: Be redirected to personality page or home page tab is clicked

Actual Result: Be redirected to personality page or home page tab is clicked

Test 3: Passed

Expected Result: Be redirected to test page or home page tab is clicked

Actual Result: Be redirected to test page or home page tab is clicked

Radio Buttons:

Test 1: Passed

Expected Result: Value is always 1 or -1

Actual Result: Value is always 1 or -1

Test 2: Passed

Expected Result: Value is always 1 or -1

Actual Result: 2 or -2

Results:

Test 1: Fail

Expected Result: The user will be able to see the correct personality type

Actual Result: If the user has the same value for more than personality type . They will be given an undefined test result.

**Challenges Overcome:**

Some of the main challenge that I faced while creating this project was finding characteristics that matched together between the different personality tests. After matching the characteristics, I found that it was difficult to create questions that would require the user to give a answer other than neutral. The resources that were available were expensive and still would have not given me the information that is needed. Originally, I planned to create an mobile application that was in F#. However, the only way that I could have created the test was to use checkboxes since F# does not allow for radio buttons to be programmed. Therefore, it was also a learned curve with the code since I had only briefly used html and JavaScript. Luckily, I was able to very quickly learn how use those languages and the program came out to be more appealing then on the mobile application.

**Future Enhancements:**

Future enhancements would include adding a section that would allow you to create an account that would save your personality types. There would also be a feature that would allow a user to add friends to see what personality types and traits that they have in common. It would also be interesting to have a feature that allowed the user to see how each personality communicates and interacts with their type.

The website could be a useful tool that could potentially be a part of different studies in the future. The website could include a survey that asks the user about their career, age, highest education level, etc. It could also be used for a college or university to help student to decide what career path they would most likely succeed in based on personality.

Bibliography

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