

The copyright © of this thesis belongs to its rightful author and/or other copyright owner. Copies can be accessed and downloaded for non-commercial or learning purposes without any charge and permission. The thesis cannot be reproduced or quoted as a whole without the permission from its rightful owner. No alteration or changes in format is allowed without permission from its rightful owner.



**CONCEPTUAL DESIGN MODEL FOR YOUTH
PERSONAL DECISION AID**



NORFIZA BINTI IBRAHIM



**DOCTOR OF PHILOSOPHY
UNIVERSITI UTARA MALAYSIA
2017**



Awang Had Salleh
Graduate School
of Arts And Sciences

Universiti Utara Malaysia

PERAKUAN KERJA TESIS / DISERTASI
(Certification of thesis / dissertation)

Kami, yang bertandatangan, memperakukan bahawa
(We, the undersigned, certify that)

NORFIZA IBRAHIM

calon untuk Ijazah _____ PhD
(candidate for the degree of)

telah mengemukakan tesis / disertasi yang bertajuk:
(has presented his/her thesis / dissertation of the following title):

"CONCEPTUAL DESIGN MODEL FOR YOUTH PERSONAL DECISION AID"

seperti yang tercatat di muka surat tajuk dan kulit tesis / disertasi.
(as it appears on the title page and front cover of the thesis / dissertation).

Bahawa tesis/disertasi tersebut boleh diterima dari segi bentuk serta kandungan dan meliputi bidang ilmu dengan memuaskan, sebagaimana yang ditunjukkan oleh calon dalam ujian lisan yang diadakan pada : **17 Oktober 2016**.

*That the said thesis/dissertation is acceptable in form and content and displays a satisfactory knowledge of the field of study as demonstrated by the candidate through an oral examination held on:
October 17, 2016.*

Pengerusi Viva:
(Chairman for VIVA)

Prof. Dr. Che Su Mustaffa

Tandatangan
(Signature)

Pemeriksa Luar:
(External Examiner)

Prof. Dr. Ali Selamat

Tandatangan
(Signature)

Pemeriksa Dalam:
(Internal Examiner)

Dr. Sobihatun Nur Abdul Salam

Tandatangan
(Signature)

Nama Penyelia/Penyelia-penyalia: Prof. Dr. Norshuhada Shiratuddin
(Name of Supervisor/Supervisors)

Tandatangan
(Signature)

Nama Penyelia/Penyelia-penyalia: Dr. Siti Mahfuzah Sarif
(Name of Supervisor/Supervisors)

Tandatangan
(Signature)

Tarikh:
(Date) **October 17, 2016**

Permission to Use

In presenting this thesis in fulfilment of the requirements for a postgraduate degree from Universiti Utara Malaysia, I agree that the Universiti Library may make it freely available for inspection. I further agree that permission for the copying of this thesis in any manner, in whole or in part, for scholarly purpose may be granted by my supervisor(s) or, in their absence, by the Dean of Awang Had Salleh Graduate School of Arts and Sciences. It is understood that any copying or publication or use of this thesis or parts thereof for financial gain shall not be allowed without my written permission. It is also understood that due recognition shall be given to me and to Universiti Utara Malaysia for any scholarly use which may be made of any material from my thesis.

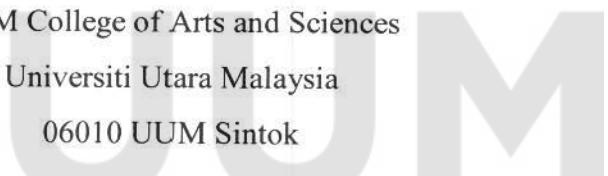
Requests for permission to copy or to make other use of materials in this thesis, in whole or in part, should be addressed to:

Dean of Awang Had Salleh Graduate School of Arts and Sciences

UUM College of Arts and Sciences

Universiti Utara Malaysia

06010 UUM Sintok



Abstrak

Remaja cenderung untuk menghadapi pelbagai bidang membuat keputusan dengan mempunyai pelbagai pilihan. Walau bagaimanapun, alat membuat keputusan yang sedia ada terlalu kompleks dan tidak mudah difahami oleh golongan remaja. Selain itu, teknik-teknik matematik yang kompleks dan berstruktur tidak disukai oleh pengguna berbanding model reka bentuk secara terus dan mudah. Tambahan pula asas teori untuk membuat keputusan tidak banyak diamalkan dalam merekabentuk dan membangunkan teknologi bantuan keputusan. Oleh itu, terdapat keperluan dalam mempertimbangkan teknik kriteria pelbagai, model dan teori dalam pembangunan bantuan keputusan peribadi. Matlamat utama kajian ini adalah untuk membina satu model reka bentuk konsep untuk Bantuan Keputusan Peribadi Remaja (YouthPDA). Berikut adalah objektif yang telah digariskan untuk menyokong matlamat utama: i) untuk mengenal pasti teknik, kriteria, dan asas teori yang berkaitan membuat keputusan untuk YouthPDA, ii) membina model reka bentuk konsep untuk YouthPDA dengan menggunakan pembuatan keputusan yang dikenal pasti, kriteria, teknik, dan asas teori yang telah dikenal pasti, iii) mengukur model reka bentuk konsep YouthPDA melalui penilaian pakar dan, iv) mengesahkan hubungan antara dimensi dari segi kebergunaan model reka bentuk konsep menggunakan prototaip. Penyelidikan Rekabentuk telah dipilih sebagai pendekatan dan tiga fasa utama yang digunakan adalah Mengenalpasti Masalah, Merekabentuk Penyelesaian dan Penilaian. YouthPDA dibangunkan sebagai bantuan keputusan peribadi untuk remaja bagi membantu mereka memilih bidang pengajian dan laluan kerjaya mereka. Dengan menggabungkan data daripada pelbagai jenis personaliti dan kecerdasan, YouthPDA berfungsi sebagai sistem saranan yang menggunakan penaakulan berasaskan peraturan. Kebergunaan YouthPDA diukur dalam fasa penilaian. Hasil penilaian daripada 189 responden menunjukkan bahawa YouthPDA yang dicadangkan adalah berguna sebagai alat membuat keputusan untuk remaja. Ketepatan, Strategi Membuat Keputusan, Kepuasan, Pengetahuan Perolehan dan Kebergunaan Secara Keseluruhan adalah dimensi-dimensi yang diukur dan dikaitkan untuk mengemukakan kesimpulan. Teknik kriteria pelbagai, teknik dan teori yang telah dipilih terkandung bersama dalam model reka bentuk konsep yang disahkan dan prototaip YouthPDA sebagai sumbangan utama kajian ini.

Kata kunci: Model konsep reka bentuk, Bantuan keputusan peribadi, Kriteria membuat keputusan, Teknik membuat keputusan, Teori membuat keputusan.

Abstract

Youth tend to face many areas of decision making with multiple choices. However, existing decision making tools are too complex and are not easily understood by the youth. Besides, complex and structured mathematical techniques are not preferred by the users as compared to direct and straightforward design model. Additionally, theoretical foundation for decision making is not adequately considered in designing and developing decision aid technologies. Therefore, there is a need in considering and including relevant multi-criteria technique, model and theory in the development of personal decision aids. The main aim for this study is to construct a conceptual design model for Youth Personal Decision Aid (YouthPDA). The following objectives are outlined to support the major aim: i) to identify relevant decision making criteria, techniques, and theoretical foundations for YouthPDA, ii) to construct a conceptual design model for YouthPDA using the identified decision making techniques, criteria, and theoretical foundation, iii) to validate the conceptual design model of YouthPDA through expert review, and iv) to measure the correlation between usefulness dimensions of YouthPDA via prototyping. Design research is chosen as the approach and three main phases are adopted which are Problem Identification, Solution Design, and Evaluation. YouthPDA is developed as a personalised decision aid for youth to help them choose their study and career paths. By integrating data from the youth personality traits and multiple intelligences, YouthPDA functions as a recommender system that works on rule-based reasoning. The usefulness of YouthPDA is measured in the evaluation phase. Findings from 189 respondents show that the proposed YouthPDA is useful for youth as their decision making tool. Accuracy, Decision Strategy, Satisfaction, Knowledge Acquisition and Overall Usefulness are the dimensions being measured and correlated to put forward the conclusion. The selected multi-criteria, techniques and theories embedded into the validated conceptual design model are the main contributions of this study.

Keywords: Conceptual design model, Personal decision aid, Decision making criteria, Decision making technique, Decision making theory.

Acknowledgement

ALHAMDULILLAH...

I would like to express my appreciation and gratitude to everyone who has contributed in completing this study;

Prof. Dr. Norshuhada Shiratuddin (supervisor) & Dr. Siti Mahfuzah Sarif (co-supervisor) for all valuable supports, ideas and comments which help to improve my work,

My husband (Azmi) and lovely kids (Ikmal Arief, Iman Aqief & Iffa Ariessa),

My parents, siblings and in-laws for the love, understanding and continuous support, and

My supporting friends (UUM's and UiTM's lecturers, & PhD teammates) for the encouragement during my study.

Thank you for everything.



Table of Contents

PERMISSION TO USE	II
ABSTRAK	III
ABSTRACT	IV
ACKNOWLEDGEMENT	V
LIST OF TABLES	XII
LIST OF FIGURES	XIV
LIST OF PUBLICATIONS	XVII
AWARDS AND RECOGNITIONS	XIX
CHAPTER ONE BACKGROUND OF STUDY	1
1.1 Introduction	1
1.2 Preliminary Study.....	3
1.2.1 Method for Preliminary Study	3
1.2.2 Decision Making Styles among Youth	5
1.3 Research Motivation.....	11
1.3.1 Youth as Country Asset	14
1.3.2 Practice in Decision Support System	15
1.4 Problem Statement	16
1.4.1 Research Gaps.....	18
1.4.2 Research Question.....	18
1.5 Research Objectives	19
1.6 Scope	20
1.7 Contribution of Study.....	21
1.8 Decision Making Criteria, Technique, and Theoretical Foundation of YouthPDA	21
1.8.1 Conceptual Design Model of YouthPDA	21
1.8.2 Prototype of YouthPDA.....	22
1.8.3 Instrument to Measure Usefulness.....	22

1.9	Theoretical and Research Framework	22
1.10	Definition of Terminologies.....	26
1.11	Overview of the Thesis.....	27
CHAPTER TWO LITERATURE REVIEW.....	29	
2.1	Introduction	29
2.2	The Youth Lifestyle.....	29
2.2.1	Education.....	29
2.2.2	Study in Higher Education	31
2.2.3	Purchasing.....	32
2.2.4	Implications of Youth Lifestyles to the Study	33
2.3	Design Model	34
2.3.1	Conceptual Design Model.....	42
2.3.2	Implications of Design Model to the Study	49
2.4	Decision Aids Theoretical Ground.....	49
2.4.1	Descriptive, Normative and Prescriptive Decision Theory.....	49
2.4.2	Behavioural Decision Theory	50
2.4.3	Cognitive Psychology Theory.....	51
2.4.4	Utility Theory.....	53
2.4.5	Preference.....	55
2.4.6	Dominance	55
2.4.7	Implications of Decision Theories to the Study	56
2.5	Additional Theories	58
2.5.1	Personality Traits (PT) Theory	59
2.5.2	Multiple Intelligence (MI) Theory	63
2.5.3	Implications of PT and MI to the Study.....	66
2.6	Decision Making	66
2.6.1	Decision Making Process	67

2.6.2	Decision Making Stages.....	69
2.6.3	Decision Support System	71
2.6.4	Computerized Decision Aid	74
2.6.5	Decision Aid Evaluation	75
2.6.6	Implications of Decision Making and Aids to the Study	76
2.7	Knowledge-based	77
2.7.1	Case-based Techniques	78
2.7.2	Rule-based Techniques	79
2.7.3	Knowledge-based Related Study	81
2.7.4	Implication of Knowledge-based to this Study.....	82
2.8	Multi-criteria Decision Making (MCDM).....	83
2.8.1	MCDM Methods	84
2.8.2	MCDM Techniques.....	88
2.9	Related Works of Decision Aid.....	97
2.9.1	Personalized Decision Aid for Mobile Phone Selection	98
2.9.2	MCDM in Lightweight Concrete for Floating Houses	99
2.9.3	MCDM System using AHP Method	100
2.9.4	An Enhanced Hybrid Fuzzy MCDM for Vendor Selection.....	101
2.9.5	MCDM to Evaluate Mobile Phone Alternatives	102
2.9.6	SMART Decision Support System	102
2.9.7	Hunch Website.....	103
2.9.8	Petri Logic.....	104
2.9.9	Implications of Related Works to the Study	106
2.10	Summary	106
CHAPTER THREE	RESEARCH METHODOLOGY	108
3.1	Introduction	108
3.2	Design Science Research.....	108

3.2.1	Qualitative Research	110
3.2.2	Quantitative Research	111
3.3	Research Methodology Phases	111
3.4	Phase 1: Problem Identification.....	114
3.4.1	Identify Research Gap.....	115
3.4.2	Literature Research	115
3.4.3	Consultation with Experts.....	116
3.4.4	Preliminary Study	116
3.4.5	Pre-evaluate Relevance	116
3.5	Phase 2: Solution Design.....	118
3.5.1	Additional Literature Research	119
3.5.2	Design Artefacts.....	119
3.6	Phase 3: Evaluation	129
3.6.1	Hypotheses Development	131
3.6.2	Experts Review	134
3.6.3	Experimental Studies	134
3.6.4	Data Analysis	135
3.7	Summary	137
CHAPTER FOUR CONCEPTUAL DESIGN MODEL OF YOUTHPDA		138
4.1	Overview	138
4.2	Identifying the Main Components: Decision Process, Decision Criteria, Decision Technique, and the HCI Components	140
4.2.1	Decision Process	140
4.2.2	Decision Criteria	144
4.2.3	Decision Making Technique	149
4.2.4	HCI Components.....	153
4.2.5	Supporting Theories	159

4.3	The Proposed Conceptual Design Model	162
4.4	Expert Evaluation of the YouthPDA Conceptual Design Model	166
4.4.1	Instrument and Procedure	167
4.4.2	Findings.....	167
4.4.3	YouthPDA Design Model Refinement	173
4.5	Summary	180
CHAPTER FIVE YOUTHPDA PROTOTYPE		181
5.1	Overview	181
5.2	Process Flow of YouthPDA	181
5.2.1	Discussions on Process Flow of YouthPDA Prototype	184
5.3	YouthPDA Construction	184
5.3.1	Prototype Development of YouthPDA	186
5.3.2	Functionality and Features of YouthPDA.....	190
5.4	Summary	202
CHAPTER SIX YOUTHPDA USEFULNESS		204
6.1	Overview	204
6.2	Instrument.....	204
6.3	Testing	205
6.3.1	Response Rate	206
6.3.2	Sample Adequacy.....	206
6.3.3	Respondent Profiles	206
6.4	Findings	210
6.4.1	Reliability and Validity of the Measurement Items	210
6.4.2	Analysis.....	211
6.4.3	Discussion	216
6.5	Correlation.....	219
6.5.1	Hypothesis Testing H ₁	220

6.5.2	Hypothesis Testing H ₂	220
6.5.3	Hypothesis Testing H ₃	221
6.5.4	Hypothesis Testing H ₄	222
6.5.5	Mean Value for Overall Usefulness	222
6.5.6	Discussion on Hypotheses Testing Result	224
6.6	Summary	225
CHAPTER SEVEN DISCUSSION AND CONCLUSION.....		227
7.1	Overview	227
7.2	Research Question 1	228
7.3	Research Question 2	228
7.4	Research Question 3	229
7.5	Research Question 4	230
7.6	Discussion on Aims and Objectives of the Study	231
7.7	Limitations and Recommendations	232
7.7.1	Design Model	232
7.7.2	Prototype	233
7.8	Summary	233
REFERENCES		235
APPENDIX A INSTRUMENT FOR PRELIMINARY STUDY		252
APPENDIX B OFFICIAL APPOINTMENT LETTER BY DEAN		259
APPENDIX C CONSENT FORM		261
APPENDIX D USEFULNESS INSTRUMENT		263
APPENDIX E EXPERT REVIEW FORM.....		268
APPENDIX F CODING FOR DETERMINING CAREER RECOMMENDATIONS		273

List of Tables

Table 1.1 Sample of Questions for Instrument in the Preliminary Study	4
Table 1.2 Frequencies of Respondents.....	5
Table 1.3 Number of Responses toward the Youth Own Personal Decision Making	6
Table 1.4 Number of Responses for Decision Style by Youth	7
Table 1.5 Youth Development Index among ASEAN Countries	13
Table 2.1 Design Model Elements (Pressman, 2010).....	35
Table 2.2 Comparative Analysis of Design Models	37
Table 2.3 Assumptions in Utility Theory (Scott, 2002).....	54
Table 2.4 Strengths and Weaknesses of each Theory	57
Table 2.5 Big Five Categories.....	60
Table 2.6 The Myer-Briggs Opposite Traits	61
Table 2.7 Decision Process Based on Decision Information	69
Table 2.8 Mapping between Simon's Model with Scientific Method and SDLC	71
Table 2.9 The Six Families of MCDM	87
Table 3.1 Guidelines for Design Research (Hevner & Park, 2004).....	109
Table 3.2 KMO and Bartlett's Test Result	127
Table 3.3 Factor Loadings for 5 Dimensions and 22 Items in YouthPDA's Instrument (N=100)	127
Table 3.4 Summary of Cronbach Alpha for Each Dimension in Reliability Test ...	129
Table 4.1 Description for Sample of Decision Making Aids.....	139
Table 4.2 Summary of Selected Steps in Decision Making Process (Siti Mahfuzah, 2011)	142
Table 4.3 Comparative Study on Technique Component in Decision Aid Samples	150
Table 4.4 HCI Components in Personal Decision Aid	154
Table 4.5 Content Analysis of HCI Components in the Decision Aid Samples.....	156
Table 4.6 Classification of Generic Components Condition	157
Table 4.7 Standard HCI Components for YouthPDA.....	157
Table 4.8 Justifications on the Theories Used in Personal Decision Aids.....	160
Table 4.9 Profile of Expert.....	166
Table 4.10 Frequency of Responses from Expert Evaluation.....	169
Table 4.11 Further Comments by the Experts	171

Table 4.12 Further Recommendations by the Experts	172
Table 6.1 Summary of the Response Rates.....	206
Table 6.2 KMO and Barlett's Test.....	206
Table 6.3 Respondents Profiles.....	207
Table 6.4 Results of Cronbach Alpha Values for All Dimensions	211
Table 6.5 Mean Values of the Composite Factors	211
Table 6.6 Mean Values for Accuracy Dimension	212
Table 6.7 Mean Values for Decision Strategy Dimension.....	213
Table 6.8 Mean Values for Satisfaction Dimension	213
Table 6.9 Mean Values for Knowledge Acquisition Dimension	214
Table 6.10 Mean Values for Overall Usefulness	215
Table 6.11 The Strengths and Weakness Items of the YouthPDA	215
Table 6.12 The Strengths and Weakness Items' Details of the YouthPDA.....	216
Table 6.13 The Result of Users' Experience towards YouthPDA.....	218
Table 6.14 Relation between Overall Usefulness and Accuracy	220
Table 6.15 Relation between Overall Usefulness and Decision Strategy.....	221
Table 6.16 Relation between Overall Usefulness and Satisfaction.....	221
Table 6.17 Relation between Overall Usefulness and Knowledge Acquisition	222
Table 6.18 Descriptive Analysis of YouthPDA's Overall Usefulness	223
Table 6.19 Classification for Response.....	223

List of Figures

Figure 1.1. Process in the youth survey	4
Figure 1.2. The need for decision aids to sort out the decision.....	7
Figure 1.3. Intend to use the decision aids	8
Figure 1.4. Most preferable areas chosen by youth	9
Figure 1.5. The youth awareness towards the current decision tools	10
Figure 1.6. The needs for the decision tools	10
Figure 1.7. Theoretical and research framework	25
Figure 2.1. Conceptual design model (Siti Mahfuzah & Norshuhada, 2010)	38
Figure 2.2. Architectural design model (Alebrahim, Cote, Heisel, Choppy, & Hatebur, 2012).....	39
Figure 2.3. Working Design Model (Butler, Hunt, Muehleisen, Zhang, & Huffer, 2010)	40
Figure 2.4. Model-based design model (Butt & Lavagno, 2012)	41
Figure 2.5. Real-Time design models (Mzid, Mraidha, Babau, & Abid, 2012).....	42
Figure 2.6. Conceptual design model for ComPDA (Siti Mahfuzah, 2011).....	45
Figure 2.7. m^d -Matrix decision aid (Siti Mahfuzah, 2011)	46
Figure 2.8. Let Simon Decide decision aid (Ajax System Inc., 2014).....	48
Figure 2.9. 16 types of MBTI with suitable professions.....	62
Figure 2.10. MBTI personality combination	63
Figure 2.11. Nine Multiple Intelligences (Gardner, 1983; 1993; 2011)	65
Figure 2.12. The decision pyramid	68
Figure 2.13. Decision making stages	70
Figure 2.14. Decision making types in information systems environment.....	74
Figure 2.15. Knowledge-based methods classifications	77
Figure 2.16. MCDM methods classifications	85
Figure 2.17. Sample screen for personalized decision aid for mobile phone selection (Chen et al., 2010),.....	99
Figure 2.18. Sample screen of the final result (Al-Azab and Ayu, 2010).....	101
Figure 2.19. SMART decision support system	103
Figure 2.20. Example of question for the user (Hunch, 2013).....	104

Figure 2.21. Recommendation to user based on result of damage (Lee, Liu and Chiang, 1999).....	105
Figure 2.22. Overview of the literature study	107
Figure 3.1. Phases in the research process	113
Figure 3.2. Phase 1 – Problem Identification	114
Figure 3.3. The relevancies of the study	118
Figure 3.4. Phase 2 – Solution Design	120
Figure 3.5. Inclusive model for prototype development.....	123
Figure 3.6. Prototyping process	124
Figure 3.7. Phase 3 – Evaluation.....	130
Figure 4.1. The sequence of activities involved in development of the conceptual design model	138
Figure 4.2. The basic framework of the conceptual design model (Siti Mahfuzah, 2011) with enhanced model	149
Figure 4.3. Proposed conceptual design model of YouthPDA	165
Figure 4.4. Clarification of the terms used in the design model	175
Figure 4.5. Proposed connection between decision making process and design model components (before refinement)	176
Figure 4.6. Finalised connection between design model components and decision making process (after refinement)	177
Figure 4.7. Repetition flow at ‘Re-evaluate Threshold’ process	178
Figure 4.8. Revised YouthPDA conceptual design model.....	179
Figure 5.1. Process flow of YouthPDA Prototype	183
Figure 5.2. Structure of YouthPDA	187
Figure 5.3. Login interface.....	190
Figure 5.4. Profile user setting interface	191
Figure 5.5. Main menu (Study and Career)	192
Figure 5.6. Welcome page- Study menu	193
Figure 5.7. SPM’s result interface	194
Figure 5.8. Multiple Intelligence and Personality Traits test	194
Figure 5.9. Sample questions of Multiple Intelligence test.....	195
Figure 5.10. Calculate decision for Multiple Intelligence test	196
Figure 5.11. Multiple Intelligence result.....	197
Figure 5.12. Recommendations display of study area	198

Figure 5.13. Welcome page- Career menu.....	199
Figure 5.14. Sample questions of Personality Test	200
Figure 5.15. Personality types result.....	201
Figure 5.16. Recommendations for Career interface	202
Figure 6.1. Prototype testing at Sekolah Menengah Mahawangsa	208
Figure 6.2. Prototype testing at Sekolah Sains Pokok Sena.....	208
Figure 6.3. Prototype testing at Higher Learning Institutions.....	209
Figure 6.4. Prototype testing at MTE 2014.....	210
Figure 6.5. Min, mean and max of dimensions.....	217
Figure 6.6. Youth's Acceptance towards YouthPDA	218
Figure 6.7. Accuracy, Decision Strategy, Satisfaction, and Knowledge Acquisition relations to measure Usefulness of YouthPDA.....	225



List of Publications

The following are a few publications related to this study that have been published in journals and proceedings:

JOURNALS

1. **Norfiza, I.**, Siti Mahfuzah, S., & Norshuhada, S. (2016). Design Model of Computerized Personal Decision Aid for Youth: An Expert Review. European Proceedings of Social & Behavioural Sciences. International Journal of Interactive Digital Media (IJIDM). In press.
2. Siti Mahfuzah, S., **Norfiza, I.**, & Norshuhada, S. (2015). Measuring Helpfulness of Computerised Personal Decision Aid for Youth. Jurnal Teknologi. (**SCOPUS**)
3. **Norfiza, I.**, Norshuhada, S., & Siti Mahfuzah, S. (2015). PERSONAL DECISION SUPPORT: AN INTELLIGENT PERSONALITY DECISION AID. *International Journal of Conceptions on Management and Social Sciences*. Vol. 3, Issue. 2, April' 2015; ISSN: 2357 – 2787
4. **Norfiza, I.**, Norshuhada, S., & Siti Mahfuzah, S. (2015). INITIAL DESIGN MODEL OF HYBRID INTELLIGENT DECISION AID. *ARPN Journal of Engineering and Applied Sciences*. Vol. 10, No. 3, February 2015, ISSN 1819-6608 (**SCOPUS**).

PROCEEDINGS

1. **Norfiza, I.**, Siti Mahfuzah, S., & Norshuhada, S. (2016). DESIGN MODEL OF COMPUTERIZED PERSONAL DECISION AID FOR YOUTH: AN EXPERT REVIEW. International Conference on Soft Science 2016 (ISSC'16). 11-13 April, Langkawi.
2. **Norfiza, I.**, Norshuhada, S., & Siti Mahfuzah, S. (2014). INITIAL DESIGN MODEL OF HYBRID INTELLIGENT DECISION AID. Advancement in Information Technology (2014 ADVCIT) 2014, 16-18 December, Bandung, Indonesia.
3. **Norfiza, I.**, Ahmad Affandi, S., Siti Mahfuzah, S., Norshuhada, S., Haslina, M., Azizi, A.Z., & Syamsul Bahrin, Z. (2014). INTEGRATING MULTIPLE INTELLIGENCES AND PERSONALITY TRAITS IN A DYNAMIC PERSONAL DECISION AID FOR YOUTH. Knowledge Management International Conference (KMICe) 2014, 12-15 August, Malaysia. ISBN: 978-983-2078-92-0, eISBN: 978-983-2078-93-7, pg: 769-801
4. **Norfiza, I.**, Norshuhada, S., Siti Mahfuzah, S., Syamsul Bahrin, Z., Azizi, A.Z., & Haslina, M. (2013). YOUTH PERSONAL DECISION AID (YOUTHPDA): THE PREFERRED YOUTH DECISION MAKING AREAS. International Conference on Computing and Informatics (ICOPI), Sarawak. ISSN: 2289-3784, ISBN: 978-983-2078-78-4, eISBN: 978-983-2078-79-1, pg: 215-221

Awards and Recognitions

The following are a few projects related to this study that have been awarded at both national and international levels:

GOLD

1. **GOLD** Medal, Malaysia Technology Expo (MTE2014), Malaysian Association of Research Scientist. (Youth Personal Decision Aid (Y-PDA): A Personalized Study & Career Decision Making Tool)
PWTC,KL (20-22 February 2014)

SILVER

1. **SILVER** Medal, International Innovation Technology Exhibition (ITEX 2014), Malaysian Invention & Design Society. (Community Service for Youth: Integrating Multiple Intelligence & Personality Traits in a Computerized Personal Decision Aid for Youth)
KLCC, KL (8-10 May 2014)

BRONZE

1. **BRONZE** Medal, International Conference and Exposition on Inventions by Institutions of Higher Learning (PECIPTA 2015), Ministry of Education. (YouthPDA: An Innovative Approach to Future Study and Career)
KLCC, KL (4-6 December 2015)
2. **BRONZE** Medal, (iCompEx 2015), Politeknik Sultan Abdul Halim.
(YouthPDA: A Community Service for Youths in Study and Career Decision Making)
Politeknik Sultan Abdul Halim, Jitra (24 – 26 March 2015)

CHAPTER ONE

BACKGROUND OF STUDY

1.1 Introduction

Decisions play an essential part of human daily activities and making a definite choice out of any condition is certainly obligatory. Today, most of the business involves technology that includes decision making as many decision aid tools can be found to assist people making decision. Currently, more decision aid technology can be produced on the basis of assisting mankind to make decision as technologies are more user-oriented than before.

Computer and internet have played a very vital role in enlightening and simplifying the life of people. Information Technology specifically has made people's activities more easy, simple and flexible. These activities include dealing with assisting people in decision making. According to Zhang, Miao, and Luo (2011), the development of personalized recommendation technology is to recommend more valuable information to meet user's personalized demand.

Personal decision aid (PDA) is a system that might help users in assisting them to make decision in multiple areas of decision making by sorting out the available choices. Chen, Hu, Kuo, and Liang (2010) define a decision aid as online computer-based software which is able to identify appropriate option automatically from numerous product alternatives based on specific criteria. A personalized decision system considers individual's consumer preferences in order to support them in decision making.

The contents of
the thesis is for
internal user
only

REFERENCES

- Abbas, A., Hoffmann, N., Howard, R., & Spetzler, C. (2007). Teaching decision skills to troubled teens. *OR/MS Today*, 34(4), 48–52.
- Abdullah, U., Sawar, M. J., & Ahmed, A. (2009). *Design of a Rule Based System Using Structured Query Language*. Paper presented at the Dependable, Autonomic and Secure Computing, 2009. DASC '09. Eighth IEEE International Conference on.
- Abraham, A. (2005). *Rule-based Expert Systems*, Handbook of Measuring System Design. John Wiley & Sons: 909-919.
- Adomavicius, G., & Tuzhilin, A. (2011). *Context-Aware Recommender Systems*. In F. Ricci, L. Rokach, B. Shapira & B. P. Kantor (Eds.), *Recommender Systems Handbook* (pp. 217-253). Boston, MA: Springer US.
- Agrawal, R., Rantza, R., & Terzi, E. (2006). *Context-sensitive ranking*. Paper presented at the Proceedings of the 2006 ACM SIGMOD international conference on Management of data, Chicago, IL, USA.
- Ahmed, M. U., Begum, S., & Funk, P. (2012). *A hybrid case-based system in clinical diagnosis and treatment*. 6IEEE-EMBS International Conference on Biomedical and Health Informatics (BHI). 99-704.
- Al-Azab, F.G.M., & Ayu, M. A. (2010, December 13-14, 2010). *Web Based Multi Criteria Decision Making Using AHP Method*. Paper presented at the 2010 IEEE International Conference on Information and Communication Technology for the Muslim World (ICT4M), Jakarta, Indonesia.
- Alebrahim, A., Cote, I., Heisel, M., Choppy, C., & Hatebur, D. (2012). *Designing architectures from problem descriptions by interactive model transformation*. Paper presented at the Proceedings of the 27th Annual ACM Symposium on Applied Computing, Trento, Italy.
- Alidrisi, M.M. (1987). Use of Multi-attribute Utility Theory for Personal Decision Making. *International Journal of System Science*, 18(22), 2229-2237. doi: 10.1016/S0377-2217(96)00277-9
- Andi, H. K. (2012). Emotional Intelligence and Personality Traits: A correlation study of MYEIT and BFI. *International Journal of Academic Research in Business and Social Sciences* October 2012, Vol. 2, No. 10 ISSN: 2222-6990.
- Arnott, D., & Pervan, G. (2008). Eight Key Issues for the Decision Support System Discipline. *Journal Decision Support System*, 657-672.
- Arsham, H. (2004). Decision Making: Overcoming Serious Indecisiveness. Retrieved February 4, 2013, from <http://home.ubalt.edu/ntsbarsh/opre640/partXIII.htm>

Atta, M., Ather, M., & Bano, M. (2013). Emotional Intelligence and Personality Traits among University Teachers: Relationship and Gender Differences. *International Journal of Business and Social Science* Vol. 4 No. 17 [Special Issue – December 2013] 253-259.

Ayax System Inc. (2014). Let Simon Decide- Decision Made Easy. Retrieved December 2, 2014 from www.letsimondecide.com

Bahari, M., Ali, N.M., Zain, A.M., & Nee, S.H. (2006). *Pemilihan Produk Insurans Hayat dengan Menggunakan Simple Multi Attribute Rating Technique (SMART)*. Paper presented at the Seminar Kebangsaan Sains Kuantitatif, Langkawi, Malaysia.

Bahl, H. C., & Hunt, R. G. (1984, Summer). Decision-Making Theory and DSS Design. *ACM SIGMIS Database Newsletter*, 15(4), 10-14. doi:10.1145/1017726.1017728

Bailey, R. (2006). Physical Education and Sport in Schools: A Review of Benefits and Outcomes. *Journal of School Health* 76(8), 397–401. doi: 10.1111/j.1746-1561.2006.00132.x

Baker, D., Bridges, D., Hunter, R., Johnson, G., Krupa, J., Murphy, J., & Sorenson, K. (2002). *Guidebook to Decision-Making Methods* (Report No. WSRC-IM-2002-00002). Retrieved from Department of Energy, USA website: http://emiweb.inel.gov/Nissmg/Guidebook_2002.pdf

Balnaves, M., & Caputi, P. (2007). Introduction to quantitative research methods: An investigate approach. London: Sage.

Barrick, M. R., & Mount, M. K. (1991). The big five personality dimensions and job performance: a meta-analysis. *Personnel Psychology*, 44(1), 1-26.

Barrington, E. (2004). Teaching to student diversity in higher education: How multiple intelligence theory can help. *Teaching in Higher Education*, 9(4), 421-434.

Bartels, D. M., Christopher W. B., Fiery, A. C., David, A. P., & Peter, A. M. (2015), *Moral Judgment and Decision Making*. In Keren, G. & Wu, G. (Eds.) *The Wiley Blackwell Handbook of Judgment and Decision Making*. Chichester, UK: Wiley.

Beach, L. R., & Mitchell, T. R. (1978). A Contingency Model for the Selection of Decision Strategies. *The Academy of Management Review*, 3(3), 439-449. Retrieved from <http://www.jstor.org/stable/257535>

Bell, D. E., Raiffa, H., & Tversky, A. (1988). *Decion Making: Descriptive, Normative and Prescriptive Interactions*. New York: Cambridge University Press.

- Benyon, D. & Murray, D. (1993). Applying user modeling to human-computer interaction design. *Artificial Intelligence Review*, 7(3), 199-225. doi: 10.1007/bf00849555
- Bettman, J. R., Johnson, E. J., & Payne, J. W. (1991). Consumer decision making. *Handbook of consumer behavior*, 44(2), 50-84.
- Bhasin, Hitesh (Producer). (2010). Decision Theory and Human Behavior. *UMASS AMHERST*. Retrieved from <http://www.umass.edu/preferen/Game Theory for the Behavioral Sciences/BORPublic/BORDecision Theory and HumanBehavior.pdf>
- Bohanec, M. (2016). DEXi: A Program for Multi-Attribute Decision Making Version 5.02. Retrieved January 3, 2016 from <http://kt.ijs.si/MarkoBohanec/dexi.html>
- Bosnjak, M., Galesic, M., & Tuten, T. (2007). Personality determinants of online shopping: Explaining online purchase intentions using a hierarchical approach. *Journal of Business Research*, 60(6), 597-605. doi: <http://dx.doi.org/10.1016/j.jbusres.2006.06.008>
- Bronner, F. , & de Hoog, R. (1982). Non-expert Use of a Computerized Decision Aid. *Analysing and Aiding Decision Processes*, 281-299.
- Brown, R. (2008). Decision Aiding Research Needs *Encyclopedia of Decision Making and Decision Support Technologies* (pp. 141-147). USA: IGI Global.
- Brown, B., Chalmers, M., Bell, M., Hall, M., MacColl, I., & Rudman, P. (2005). Sharing the square: Collaborative Leisure in the City Streets. In Gellersen, H., Schmidt,K., Beaudouin-Lafon, M. & Mackay, W. (Eds.), ECSCW 2005: Proceedings of the Ninth European Conference on Computer-Supported Cooperative Work, 18–22 September 2005, Paris, France (pp. 427-447). Dordrecht: Springer Netherlands.
- Buchanan, B. G. , & Shortliffe, E. H. . (1984). *Rule-Based Expert Systems: The MYCIN Experiments of the Stanford Heuristic Programming Project*: Addison Wesley, Reading, MA
- Buchanan, R. (1990). *Myth and Maturity: Toward a New Order in the Decade of Design* (Vol. 6): Cambridge: MIT Press
- Butler, K. A. , Hunt, A. J. , Muehleisen, J. , Zhang, J., & Huffer, B. (2010). *Ontology models for interaction design: case study of online support*. Paper presented at the CHI '10 Extended Abstracts on Human Factors in Computing Systems, Atlanta, Georgia, USA.
- Butt, Shahzad Ahmad, & Lavagno, Luciano. (2012). *Designing parameterized signal processing ips for high level synthesis in a model based design environment*. Paper presented at the Proceedings of the eighth IEEE/ACM/IFIP international conference on Hardware/software codesign and system synthesis, Tampere, Finland.

Bye, Dorothea., Pushkar, D., & Conway, M. (2007). Motivation, Interest, and Positive Affect in Traditional and Nontraditional Undergraduate Students. *Adult Education*, 57(2), 141-158. doi: 10.1177/0741713606294235

Calisir, F., & Calisir, F. (2004). The relation of interface usability characteristics, perceived usefulness, and perceived ease of use to end-user satisfaction with enterprise resource planning (ERP) systems. *Computers in Human Behavior*, 20(4), 505-515. doi: <http://dx.doi.org/10.1016/j.chb.2003.10.004>

Caroll, J., & Johnson, E. (1990). Decision Research: A Field Guide. *London: Sage*.

Castro-Gutierrez, J., Landa-Silva, D., & Moreno-Perez, J. A. (2010). *Improved Dynamic Lexicographic Ordering for Multi-Objective Optimisation*. Paper presented at the Parallel Problem Solving from Nature - PPSN XI, Lecture Notes in Computer Science.

Chen, D.-N., Hu, P.J.-H., Kuo, Y.-R., & Liang, T.-P. (2010). A Web-based Personalized Recommendation System for Mobile Phone Selection: Design, Implementation and Evaluation. *Expert System With Applications*.

Chen, P., Dhanasobhon, S., & Smith, M. (2008). All Reviews Are Not Created Equal: The Disaggregate Impact of Reviews on Sales on Amazon.com. Retrieved November 20, 2013, from <http://ssrn.com/abstract=918083>

Choose IT. (2015). Consider Everything. Choose IT. Retrieved April 5, 2015 from <http://chooseit.ie/public/index.php>

Chu, P.C., & Spires, E. E. (2003). Perceptions of Accuracy and Effort of Decision Strategies. *Organizational Behavior and Human Decision Processes*, 91(2), 201-214. doi: 10.1016/S0749-5978(03)00056-6

Chua, Y. P. (2006). *Research Method*. Malaysia: McGraw-Hill Companies.

Clemons, E., Gao, G., and Hitt, L. (2006). When Online Reviews Meet Hyperdifferentiation: A Study of the Craft Beer Industry. *Journal of Management Information Systems*, 23(2), 149-171.

Coe, C. K. (1992). The MBTI: Potential Uses and Misuses in Personnel Administration. *Public Personnel Management Public Personnel Management*, 21(4), 511-522.

Commonwealth Youth Program. (2013). Commonwealth Youth Development Index. Retrieved November 12, 2013, from <http://www.youthdevelopmentindex.org/views/index.php#OVER>

Coyle, G. (2004). The Analytical Hierarchy Process (AHP).

Dataland Software. (2009). Be Confidence with your Decisions. Decision Oven. Retrieved February 4, 2014, from <http://www.decisionoven.com/>

- Demirci, G., Ayar, B., Kivrak, S., & Arslan, G. (2009). *Contractor Selection in the Housing Sector Using the Simple Multi-Attribute Rating Technique*. Paper presented at the International Symposium on Advancement of Construction Management and Real Estate; CRIOCM 2009; 2672-2677, Hong Kong Polytechnic University, Hong Kong.
- Denning, Peter. (1997). *How We Will Learn* (R. M. M. Peter J. Denning Ed.). New York, USA: Copernicus.
- Digman, John. M. (1990). Personality Structure: Emergence of the Five-factor Model. *Annual Review of Psychology*, 41(1), 417-440. doi: DOI: 10.1146/annurev.ps.41.020190.002221
- Dillon, S. M. . (1998). *Descriptive Decision Making: Comparing Theory with Practice*. Paper presented at the 33rd Annual Conference, University of Auckland, New Zealand.
- Dix, A., Abowd, G., & Beale, R. (2004). *Human Computer Interaction. 3rd Edition*: Harlow: Pearson Prentice Hall.
- Doll, William J., Hendrickson, Anthony, & Deng, Xiaodong. (1998). Using Davis's Perceived Usefulness and Ease-of-use Instruments for Decision Making: A Confirmatory and Multigroup Invariance Analysis. *Decision Sciences*, 29(4), 839-869. doi: 10.1111/j.1540-5915.1998.tb00879.x
- Douginator, T. (2007). The Popular Psychology Approach for Today: Cognitive Psychology. Retrieved November 12, , 2012, from <http://m.voices.yahoo.com/the-popular-psychology-approach-today-cognitive-294023.html>
- Durand, M.A., Stiel, M., Boivin, J., & Elwyn, G. (2008). Where is the theory? Evaluating the theoretical frameworks described in decision support technologies. *Patient Educ. Couns.*, 71(1), 125-135.
- Endsley, M. R., & Garland, D. J. (2000). Situation Awareness Analysis and Measurement. 408.
- Ferreira, M.,B. & Garcia-Marques, L. (2006). Automatic and Controlled Components of Judgement and Decision Making. *J. Pers. Soc. Psychol.* 91: 797-813.
- Fishburn, P. C. (1967). Additive Utilities with Incomplete Product Set: Applications to Priorities and Assignments. *Operations Research*.
- Folch-Lyon, E., & Trost, J. F. (1981). Conducting Focus Group Sessions. *studfamiplan Studies in Family Planning*, 12(12), 443-449.

Foong, L. M., Shariffudin, R. S., & Mislan, N. (2012). Pattern and Relationship Between Multiple Intelligences, Personality Traits and Critical Thinking Skills Among High Achievers in Malaysia. 3rd International Conference on e-Education, e-Business, e-Management and e-Learning IPEDR vol.27 (2012) © (2012) IACSIT Press, Singapore.

Forman, E. H., & Gass, S. I. (2001). The Analytic Hierarchy Process – An Exposition. *Operations Research*, 49(no. 4), 469-486.

Fulop, J. (2005). *Introduction to Decision Making Methods*. Paper presented at the BDEI-3 Workshop, Olympia, WA: The Evergreen State College.

Galitz, W.O. (2007). The essential guide to user interface design an introduction to GUI design principles and techniques. from <http://public.eblib.com/choice/publicfullrecord.aspx?p=291460>

Gangurde, S.R., & Akarte, M.M. (2011). *Ranking of Product Design Alternatives using Multi-criteria Decision Making Methods*. Paper presented at the Tenth International Conference on Operation and Quantitative Management (ICOQM-10), Nashik, India.

Gardner, H. (1983; 1993; 2011). *Frames of Mind: The Theory of Multiple Intelligences*. New York: Basic Books.

Gati, I., Gadassi, R., & Shemesh, N. (2006). The Predictive Validity of a Computer Assisted Career Decision Making System: A Six Year Follow Up. *Journal of Vocational Behavior*, 68(2), 205-219. doi: 10.1016/j.jvb.2005.08.002

Germeijs, V., & De Boeck, P. (2003). Career Indecision: Three Factors From Decision Theory. *Journal of Vocational Behavior* 62(1), 11-25.

Ghiabi, B. & Besharat, M. A. (2011). An investigation of the relationship between Personality dimensions and emotional intelligence. *Procedia - Social and Behavioral Sciences* 30 (416 – 420) doi:10.1016/j.sbspro.2011.10.082

Girod, M., Elliot, A. C., Wright, I. C., & Burns, N. D. (2000a). Activities in collaborative concept selection processes for engineering design. *Proceedings of the ASMEDETC2000 Conference on Design Theory and Methodology, Baltimore, MD, DETC2000 /DTM-14548*.

Girod, M., Elliot, A. C., Wright, I. C., & Burns, N. D. (2000b). A Descriptive Model of Collaborative Concept Selection Process in Engineering Design. *Proceedings of the International Conference on Concurrent Engineering: Advances in Concurrent Engineering, Lyon, France*, 494-503.

Goh, K. N. (2010). The development of a rule-based asthma system. *International Symposium on Information Technology*, 1104-1108.

Goldberg, L. R. (1981). Language and individual differences: The search for universals in personality lexicons. *Beverly Hills, CA: Sage*, 2, 141-165.

- Goldberg, L. R. (1993). The Structure of Phenotypic Personality Traits. *American Psychologist*, 48(1), 26-34. doi: DOI: 10.1037/0003-066X.48.1.26
- Goodwin, P., & Wright, G. (2004). *Decision Analysis for Management Judgement* (3rd ed. ed.). Chichester: John Wiley & Sons Ltd.
- Gravetter, F. J., & Wallnau, L. B. (2014). Essentials of statistics for the behavioral sciences. Belmont, CA: Wadsworth Cengage Learning.
- Guitouni, Martel. (1997). Tentative guidelines to help choosing an appropriate MCDA. *European Journal of Operational Research* 109, 501-521.
- Habiba, U., & Asghar, S. (2009). *A Survey on Multi-Criteria Decision Making Approaches*. Paper presented at the International Conference on Emerging Technologies.
- Hair, J. F., Black, W. C., Babin, B. J., & Anderson, R. E. (2014). *Multivariate data analysis* (7th ed.): Upper Saddle River, N.J. Pearson Education, 2014 ©2014.
- Hammond, J. S., Keeney, R. L., & Raiffa, H. (1999). *Smart choices: A practical guide to making better decisions*. Cambridge, MA: Harvard Business Press.
- Hansson, S. O. (1994). *Decision Theory*. Royal Institute of Technology (KTH), Stockholm.
- Harris, R. (2009). *Introduction to Decision Making*. Retrieved from Introduction to Decision Making website: www.vitalsalt.com/crebook5.htm
- Hatzilygeroudis, I., & Prentzas, J. (2004). *Knowledge representation requirements for Intelligent Tutoring Systems*. Paper presented at the Intelligent Tutoring Systems, Berlin: Springer-Verlag Berlin.
- Hayes, C., & Akhavi, F. (2008). Creating Effective Decision Aids for Complex Tasks. . *Journal of Usability Studies*, 3(4), 152-157.
- HealthLinkBC. (2012). Growth and Development, Ages 15 to 18 Years. Retrieved April 23, 2013, from <http://www.healthlinkbc.ca/kb/content/special/te7221.html>
- Henry, C. (2003). Microfinance poverty assessment tool. Washington, D.C: World Bank.
- Hevner, A., & Park, J. (2004). Design Research in Information Systems Research. . *Management Information Systems Quarterly*, 28(1), 75-105.
- Holcomb, Z. C. (1998). Fundamentals of descriptive statistics. Los Angeles, CA: Pyrczak Pub.

Hunch.com. (2013). Hunch- Personal Decision Making. Retrieved December 2, 2013 from www.hunch.com

Isiklar, G., & Buyukozkan, G. (2007). Using a Multi-Criteria Decision Making Approach to Evaluate. *Computer Standards & Interfaces*, 29, 265-274.

Jiang, Z., & Benbasat, I. (2004). Virtual Product Experience: Effects of Visual and Functional Control of Products on Perceived Diagnosticity and Flow in Electronic Shopping. *Journal of Management Information Systems*, 21(3), 111-147.

Jiang, Z., & Benbasat, I. (2007). Investigating the Influence of the Functional Mechanisms of Online Product Presentations. *Information Systems Research*, 18(4), 221-244.

Johnson, J., & Henderson, A. (2002). Conceptual models: Begin by designing what to design. *Interactions*, 9(1), 25-32. doi: 10.1145/503355.503366

Jungermann, H. (1980). Speculations about Decision Theoretic Aids for Personal Decision Making. *Acta Psychologica*, 45(1-3), 7-34. doi: 10.1016/0001-6918(80)90019-0

Kahn Jr, C. E. (1994). Artificial intelligence in radiology: decision support systems. *Radiographics*, 14(4), 849-861.

Kahraman, Cengiz. (2008). *Multi-Criteria Decision Making Methods and Fuzzy Set*. Turkey: Springer.

Kassin, S. M. (2003). Psychology. Upper Saddle River, NJ: Pearson/Prentice Hall.

Keen, P. G. W., & Scott, M. M. S. (1978). *Decision support systems: An organizational perspective*. Reading, Mass: Addison-Wesley Pub. Co.

Kitzinger, J. (1995). Qualitative research. Introducing focus groups. *BMJ (Clinical research ed.)*, 311(7000), 299-302.

Kline, P. (2014). An Easy Guide to Factor Analysis. Hoboken: Taylor and Francis.

Kotler, P., & Keller, K. L. (2005). *Marketing Management* (12 ed.). Upper Saddle River: NJ: Prentice-Hall.

Kroeger, Otto, & Thuesen, Janet M. (2013). Type talk the 16 personality types that determine how we live, love, and work. from <http://search.ebscohost.com/login.aspx?direct=true&scope=site&db=nlebk&db=nlabk&AN=739894>

Langton, N., & Robbins, S. P. (2007). *Organizational behaviour : concepts, controversies, applications*. Toronto: Pearson Prentice Hall.

- Lee, G. H. (2008). Rule-based and case-based reasoning approach for internal audit of bank. *Knowledge-Based Systems*, 21(2), 140-147. doi: <http://dx.doi.org/10.1016/j.knosys.2007.04.001>
- Lee, J., Liu, K. F. R., and Chiang, W. (1999). A Fuzzy Petri Net-Based Expert System and Its Application to Damage Assessment of Bridges. *IEEE Transactions on Systems, Man, and Cybernetics—Part B: Cybernetics*, Vol. 29, No. 3, June 1999
- Leong, L. M., Nur Azrina, A., Herizal, H., & Anthea, M. (2012). The Youth Factor: 2012 Survey of Malaysian Youth Opinion. Retrieved January 30, 2013 from, <https://asiafoundation.org/resources/pdfs/2012NationalYouthSurvey.pdf>
- Li, J., & Busemeyer, J. R. (2009). *Combine the Objective Features with the Subjective Feelings in Personal Multi-alternative Decision Making Model*. Paper presented at the 2009 International Conference of Brain Informatics, Heidelberg.
- Lindeneg, K. (2009). Governance and Decision Making. 157-158.
- Linkov, I., Varghese, A., Jamil, S., Seager, T. P., Kiker, G. A., & Bridges, T. S. (2004). *Multi-criteria decision analysis: Framework for applications in remedial planning for contaminated sites*. Amsterdam, Netherland: Kluwer.
- Logical Decision. (2016). Logical Decision. Software for More Effective Decisions. Retrieved January 5, 2016 from <http://www.logicaldecisionsshop.com/catalog/>
- Machin, M. A., & Sankey, K. S. (2008). Relationships between young drivers' personality characteristics, risk perceptions, and driving behaviour. *Accident Analysis & Prevention*, 40(2), 541-547. doi: <http://dx.doi.org/10.1016/j.aap.2007.08.010>
- Manca, D., & Grana, R. (2010). Dynamic conceptual design of industrial processes. *Computers & Chemical Engineering*, 34(5), 656–667. doi: <10.1016/j.compchemeng.2010.01.004>
- March, S., & Smith, G. (1995). Design and Natural Science Research on Information Technology. *Decision Support Systems*, 15, 251-266. doi: [10.1016/0167-9236\(94\)00041-2](10.1016/0167-9236(94)00041-2)
- McCrae, R.R., & Costa, P.T. (1987). Validation of the five-factor model of personality across instruments and observers. *Journal of Personality and Social Psychology*, 52, 81-90.
- McGuire, R. (2002). Decision Making. *The Pharmaceutical Journal*, 269(7222), 647-649.
- McLeod, S. (2007). Cognitive Psychology. Retrieved September 7, 2012, from <http://www.simplypsychology.org/cognitive.html>

- Meghdari, A. (1996). Conceptual Design and Dynamics Modeling of a Dual-Arm Cam-Manipulator. *ROBOTICA Int. Journal*, 14(4), 301-309.
- Melville, P., & Sindhwan, V. (2010). Recommender System.
<http://citeseerx.ist.psu.edu/viewdoc/summary?doi=10.1.1.163.3573>
doi:10.1.1.163.3573
- Montgomery, H. (1989). *From cognition to action: The search for dominance in decision making*: Chichester, UK: John Wiley & Sons.
- Morgan, D. L. . (1996). Focus Groups. *Annual Review of Sociology*, 22(1), 129-152.
doi: doi:10.1146/annurev.soc.22.1.129
- Mukherjee, A. (2009). Hunch: Online Personal Decision Making Tool. Retrieved November 12, 2012, from <http://www.makeuseof.com/dir/hunch-online-personal-decision-making-tools/>
- Munda, G. (1996). Cost-Benefit Analysis in Integrated Environmental Assessment: Some Methodological Issues. *Ecological Economics*, 19(2), 157-168. doi: 10.1016/0921-8009(96)00048-1
- Mzid, R., Mraida, C., Babau, J. & Abid, M. (2012). *Real-time design models to RTOS-specific models refinement verification*. Paper presented at the Proceedings of the 5th International Workshop on Model Based Architecting and Construction of Embedded Systems, Innsbruck, Austria.
<http://dl.acm.org/citation.cfm?doid=2432631.2432636>
- Nardi, D. (2001). *Multiple intelligences & personality type: Tools and strategies for developing human potential*. Huntington Beach, Calif: Telos Publications.
- Negnevitsky, M. (2005). *Artificial intelligence : a guide to intelligent systems*. Harlow, England; New York: Addison-Wesley.
- Neisser, U. (2009). "cognitive psychology." Grolier Multimedia Encyclopedia 2009. *Grolier Online*. Retrieved from January 14, 2013 from:
<http://gme.grolier.com.ccnyproxy1.libr.ccny.cuny.edu/cgi-bin/article?assetid=0066790-0>
- Nekooie, M. A., Mohamad, M. I., & Mahdinezhad, M. (2011). *Application of Multi-Criteria Decision Making (MCDM) in Lightweight Concrete for Floating House*. Paper presented at the 1st Iranian Student Scientific Conference in Malaysia, University Putra Malaysia, Kuala Lumpur, Malaysia.
- Nguyen, H. P., Prasad, N. R., Dang, H. H., & Drake, J. T. (2001). Approach to combining case based reasoning with rule based reasoning for lung disease diagnosis. *Proceedings Joint 9th, Ifsa World Congress and 20th, NAFIPS International Conference*, 2, 883-888 vol.882.

Nielsen, J. (1992). *Finding Usability Problems Through Heuristic Evaluation*. Paper presented at the ACM CHI'92 Conference on Human Factors in Computing Systems Monterey, CA.

Nielsen, J. (1997). Interface: The Use and Misuse of Focus Groups. *IEEE SOFTWARE*, 14(1), 94-97.

Norfiza, I., Norshuhada, S., Siti Mahfuzah, S., Syamsul Bahrin, Z., Azizi, A.Z., & Haslina, M. (2013). *Youth Personal Decision Aid (Youthpda): The Preferred Youth Decision Making Areas*. Paper presented at the International Conference on Computing and Informatics (ICOICI), Sarawak.

Norfiza, I., Ahmad Affandi, S., Siti Mahfuzah, S., Norshuhada, S., Haslina, M., Azizi, A.Z., & Syamsul Bahrin, Z. (2014). *Integrating Multiple Intelligences and Personality Traits in a Dynamic Personal Decision Aid for Youth*. Knowledge Management International Conference (KMICe) 2014, 12-15 August, Malaysia. ISBN: 978-983-2078-92-0, eISBN: 978-983-2078-93-7, pg: 769-801

Norman, D. (1990). *The Design of Everyday Things*. New York.

Norshuhada, S., & Shahizan, H. (2010). *Design Research in Software Development: Constructing, Linking Research Questions, Objective, Methods and Outcomes* (U. U. Malaysia Ed.). Sintok: Universiti Utara Malaysia.

Odom, M. D., & Pourjalali, H. (2011). Is Perception The Missing Link Between Personality Traits And Student Performance?. *Review of Business Information Systems* (RBIS), [S.I.], v. 1, n. 4, p. 67-80, Aug. 2011. ISSN 2157-9547. Retrieved February 15, 2013 from: <<http://www.cuiteinstitute.com/ojs/index.php/RBIS/article/view/5511>>. Date accessed: 12 june 2016. doi:<http://dx.doi.org/10.19030/rbis.v1i4.5511>.

Offermann, P., Levina, O., Schonherr, M., & Bub, U. (2009). *Outline of a Design Science Research process*. Paper presented at the 4th International Conference on Design Science Research in Information Systems Technology New York.

Oprićović, S., & Tzeng, G.-H. (2004). Compromise Solution by MCDM Methods: A Comparative Analysis of VIKOR and TOPSIS. *European Journal of Operational Research* 156, 445-455.

Orr, R. K., Porter, D., & Hartman, D. (1995). Ultrasonography to Evaluate Adults for Appendicitis: Decision Making Based on Meta-analysis and Probabilistic Reasoning. *Academic Emergency Medicine*, 2(7), 644-650. doi: 10.1111/j.1553-2712.1995.tb03606.x

Pandey, B., & Mishra, R. B. (2009). Knowledge and intelligent computing system in medicine. *Computers in Biology and Medicine*, 39(3), 215-230.

- Patton, M. Q. (2015). Qualitative research & evaluation methods: Integrating theory and practice.
- Pavlou, P., & Fygenson, M. (2006). Understanding and Predicting Electronic Commerce Adoption: An Extension of the Theory of Planned Behavior. *MIS Quarterly*, 30(1), 115-143.
- Pavlou, P., Liang, H., & Xue, Y. (2007). Uncertainty and Mitigating Uncertainty in Online Exchange Relationships: A Principal-Agent Perspective. *MIS Quarterly*, 31(1), 105-131.
- Payne, J. W., & Bettman, J. R. (2002). Choice Selection. In Nadel, L. (Ed.). *The Encyclopedia of Cognitive Science*, 500.
- Peffers, K., Tuunanen, T., Rothenberger, M., & Chatterjee, S. (2008). A Design Science Research Methodology for Information Systems Research. *Journal of Management Information Systems*, 24(3), 45-77.
- PersonalityPage. (2014). Common Careers for Personality Types. Retrieved January 12, 2014, from <https://www.personalitypage.com/html/careers.html>
- Pett, M. A., Lackey, N. R., & Sullivan, J. J. (2003). Making sense of factor analysis: The use of factor analysis for instrument development in health care research. Thousand Oaks, Calif: Sage Pub.
- Pourjavad, E., & Shirouyehzad, H. (2011). A MCDM Approach for Prioritizing Production Lines: A Case Study. *International Journal of Business and Management*.
- Power, D.J. (2002). What is an example of a decision process? Retrieved February 18, 2012, from <http://dssresources.com/faq/index.php?action=aartikel&id=20>
- Power, D.J. (2007, March 10, 2007). A Brief History of Decision Support Systems. Version 4.0. Retrieved April 12, 2012, from <http://DSSResources.COM/history/dsshistory.html>
- Pluut, H., Cursescu, P. L., & Ilieset, R. (2014). Social and study related stressors and resources among university entrants: Effects on well-being and academic performance, Learning and Individual Differences, <http://dx.doi.org/10.1016/j.lindif.2014.11.018>
- Preece, J., Rogers, Y., & Sharp, H. (2007). *Interaction Design: Beyond human-computer Interaction (2nd edition)*. England: John Wiley & Sons.
- Prentzas, J., & Hatzilygeroudis, I. (2007). Categorizing approaches combining rule-based and case-based reasoning. *Expert Systems*, 24(2), 97-122.
- Pressman, R. S. (2010). *Software Engineering: A Practitioner's Approach*, 7/e: McGraw-Hill Higher Education.

- Reinhold, R. (2014). Career Choice and Career Development: Using the MBTI ® and Myers Briggs Personality Type. *The MBTI, Personality Type and Career Choice - Career Planning*. Retrieved from Personality Pathways website: <http://www.personalitiypathways.com/article/career-plan.html>
- Risjord, M., Moloney, M., & Dunbar, S. (2001). Methodological triangulation in nursing research. *Philosophy of the Social Sciences*. 31,1, 40-59.
- Robinson, M. T. (2014). List of Personality Types and Matching Careers. Retrieved from Career Planner website: <http://www.careerplanner.com>List-of-Personality-Types-and-Careers.cfm>
- Roscoe, J. T. (1975). Fundamental research statistics for the behavioural sciences. In R. a. W. Holt (Ed.), (2nd ed.). New York.
- Saaty, T. (1980). *The Analytic Hierarchy Process*. New York, NY, U.S.A.: McGraw-Hill.
- Salinesi, C., & Kornyshova, E. (2006). *Choosing a Prioritization Method- Case of IS Security*. Paper presented at the Forum Proceedings of the 18th International Conference on Advanced Information Systems Engineering (CAISE'06), Luxembourg.
- Salvy, Sarah-Jeanne., Roemmich, J. N., & Bowker, J. C. . (2009). Effect of Peers and Friends on Youth Physical Activity and Motivation to be Physically Active. *J. Pediatr. Psychol.*, 34(2), 217-225. doi: 10.1093/jpepsy/jsn071 First
- Sauian, M. S. (2010). *MCDM: A Practical Approach in Making Meaningful Decisions*. Paper presented at the Regional Conference on Statistical Sciences 2010 (RCSS'10), Shah Alam.
- Schiller, J., & Voisard, A. (2004). Location Based Services: Morgan Kaufmann Publishers Inc.
- Schmitt, C., Dengler, D., & Bauer, M. (2002). *The MAUT Machine: An Adaptive Recommender System*. Paper presented at the ABIS Workshop Adaptivit, Germany.
- Scott, W. A. (2002). Agile Modelling. *Inclusive Modeling: User Centered Approaches for Agile Software Development*. Retrieved November 20, 2013, from <http://www.agilemodeling.com/essays/inclusiveModels.htm#SimpleTools>
- Sekaran, U. (1992). *Research methods for business : a skill-building approach*. New York: Wiley.
- Sekaran, U., (2000). Research method for business: A skill building approach, John Wiley and Sons, Inc.

- Sekaran, U., & Bougie, R. (2010). *Research methods for business : a skill-building approach*. Chichester: Wiley.
- Shneiderman, Ben. (1998). *Designing the user interface : strategies for effective human-computer-interaction*. Reading, Mass: Addison Wesley Longman.
- Sieg, A., Mobasher, B., & Burke, R. (2007). Representing Context in Web Search with Ontological User Profiles. In Kokinov, B., Richardson, D. C., Roth-Berghofer, T. R. & Vieu, L. (Eds.), *Modeling and Using Context: 6th International and Interdisciplinary Conference, CONTEXT 2007, Roskilde, Denmark, August 20-24, 2007. Proceedings* (pp. 439-452). Berlin, Heidelberg: Springer Berlin Heidelberg.
- Simon, H. (1996). *The Sciences of Artificial* (3rd edn ed.). Cambridge, MA: MIT Press.
- Simon, H. A. (1965). *Administrative behaviour : a study of decision-making process in administrative organisation*. Collier-Macmillan: Free Press ;.
- Silver, H. F., Strong, R. W., & Perini, M. J. (2000). *So each may learn: Integrating learning styles and multiple intelligences*. Alexandria, Va: Association for Supervision and Curriculum Development.
- Sipahi, S., & Timor, M. (2010). The Analytic Hierarchy Process and Analytic Network Process: An Overview of Applications. *Management Decision* 775-808.
- Sipalan, J. (2013, October 12, 2013). Malaysian youths fourth most active Internet users, *Malaymail Online*. Retrieved from <http://www.themalaymailonline.com/malaysia/article/report-malaysian-youths-fourth-most-active-internet-users-globally>
- Sirigiri, P., Hota, H.S., & Sharma, L.K. (2015). Students Performance Evaluation using MCM Methods through Customized Software. *International Journal of Computer Applications*. 30(15), 11-14.
- Siti Mahfuzah, S. (2011). *Conceptual Design Model of Computerized Personal-Decision Aid (ComPDA)*. (Doctor of Philosophy), Universiti Utara Malaysia, Sintok.
- Siti Mahfuzah, S., & Norshuhada, S. (2010). Measuring Helpfulness of Personal Decision Aid Model. *Global Journal of Computer Science and Technology*, 10(5), 64-80.
- Tammet, T., Haav, H. M., Kadarpik, V., & Kaaramees, M. (2006). A rule-based approach to Web-based application development. *7th International Baltic Conference on Databases and Information Systems*, 202-208.

- Taylor, S., & Todd, P. A. (1995). Understanding Information Technology Usage: A Test on Competing Models. *Information Systems Research*, 6(2).
- Te'eni, D., Carey, J., & Zhang, P. (2006). *Human-Computer Interaction: Developing Effective Organizational Information Systems*: John Wiley and Sons Inc.
- The Myers & Briggs Foundation. (2014). My MBTI Personality Type (MBTI Basics). Retrieved May 18, 2014, from <http://www.myersbriggs.org/my-mbti-personality-type/mbti-basics/>.
- Tieger, P. D., & Barron-Tieger, B. (1992). *Do what you are: Discover the perfect career for you through the secrets of personality type* (5th ed.). B. Boston: Little, Brown.
- Todd, P., & Benbasat, I. (1991). An Experimental Investigation of the Impact of Computer Based Decision Aids on Decision Making Strategies. *Information Systems Research*, 2(2), 87-115. doi: 10.1287/isre.2.2.87
- Todd, P., & Benbasat, I. (1992). The Use of Information System in Decision Making: An Experimental Investigation of the Impact of Computer-based Decision Aids. *MIS Quarterly*, 16(3), 373-393.
- Todd, P., & Benbasat, I. (1994). The influence of decision aids on choice strategies: An experimental analysis of the role cognitive effort. *Organizational Behavior and Human Decision Processes*, 60(1), 36-74. doi: 10.1006/ohbd.1994.1074
- Triantaphyllou, E., & Baig, K. (2005). The Impact of Aggregating Benefit and Cost Criteria in Four MCDA Methods. *IEEE Transactions on Engineering Management*, 25(2), 213-226.
- Triantaphyllou, E., & Mann, S. H. (1995). Using the Analytic Hierarchy Process For Decision Making in Engineering Applications: Some Challenges. *Inter'l Journal of Industrial Engineering: Applications and Practice*, 2(1), 35-44.
- Tripathi, K. P. (2011). Decision Support System as a Tool for Making Better Decisions in the Organization. *Indian Journal of Computer Science and Engineering (IJCSE)*, 112-117.
- Tsichritzis, D. (1997). *The Dynamic of Innovation* (R. M. M. Peter J. Denning Ed.). New York, USA: Copernicus.
- Tung, Y.-H., Tseng, S.-S., Weng, J.-F., Lee, T.-P., Liao, A. Y. H., & Tsai, W.-N. . (2010). A rule-based CBR approach for expert finding and problem diagnosis. *Expert Systems with Applications*, 37(3), 2427-2438.
- Turban, E. (1995). *Decision support and expert systems: Management Support Systems* (4th ed). Upper Saddle River, NJ: Prentice-Hall.

- Turban, E., & Aronson, J. E. (1998). *Support Systems and Intelligent Systems*. Upper Saddle River, NJ: Prentice Hall.
- Ule, A. (2009). Collective Decision Making as the Actualization of Decision Potential. *Interdisciplinary Description of Complex Systems*, 90-105.
- Ullman, D. G. (2002). The Ideal Engineering Decision. Retrieved January 7, 2012, from <http://www.robustdecisions.com/theidealenginsyste1.pdf>
- UNESCO. (2012). UNESCO: Acting with and for Youth. Retrieved January 18, 2013, from <http://www.unesco.org/new/en/social-and-human-sciences/themes/youth/>
- US EPA. (2013). Guidelines for Preparing Economic Analyses. Retrieved November 1, 2013, from <http://yosemite.epa.gov/ee/epa/eed.nsf/webpages/guidelines.html>
- Vahdani, B., Alem-Tabriz, A., & Zandieh, M. (2009). Vendor Selection: An Enhanced Hybrid Fuzzy MCDM Model. *Journal of Industrial Engineering*, 2, 31-39.
- Vaishnavi, V., & Kuechler, W. (2009). Design Research in Information Systems. *Association for Information System*.
- Valiris, G., Chytas, P., & Glykas, M. (2005). Making decisions using the balanced scorecard and the simple multi-attribute rating technique. *Performance Measurement and Metrics*, 6(3), 159 - 171. doi: 10.1108/14678040510636720
- Velasquez, M., & Hester, T. (2013). An Analysis of Multi-Criteria Decision making Methods. *Internation Journal of Operations Research*. 10(2), 56-66.
- Velmurugan, M. S., & Narayanasamy, K. (2008). Application of Decision Support System in E-commerce. *Communications of the IBIMA*, 5, 156-169.
- van Setten, M., Pokraev, S., & Koolwaaij, J. (2004). Context-Aware Recommendations in the Mobile Tourist Application COMPASS. In P. M. E. De Bra & W. Nejdl (Eds.), *Adaptive Hypermedia and Adaptive Web-Based Systems: Third International Conference, AH 2004, Eindhoven, The Netherlands, August 23-26, 2004. Proceedings* (pp. 235-244). Berlin, Heidelberg: Springer Berlin Heidelberg.
- Wang, W., & Benbasat, I. (2009). Interactive decision aids for consumer decision making in E-commerce: The influence of perceived strategy restrictiveness. *MIS Quart Manage Inf Syst MIS Quarterly: Management Information Systems*, 33(2), 293-320.

- Xu, D. J., Liao, S. S., & Li, Q. (2008). Combining empirical experimentation and modeling techniques: A design research approach for personalized mobile advertising applications. *Decision Support Systems*, 44(3), 710-724. doi: <http://dx.doi.org/10.1016/j.dss.2007.10.002>
- Yaniv, H. (2008). ThinkTeam: GDSS Methodology and Technology as a Collaborative Learning Task. In F. Adam, Humpreys, P. (Ed.), *Encyclopedia of Decision Making and Decision Support Technologies* (pp. 872-881). USA: IGI Global.
- Yin, R. K. (1994). *Case Study Research: Design and Method* (2 ed.): SAGE Publications, Inc.
- Zhang, M., Miao, J., & Luo, J. (2011). Research on Personalized Recommendation Technology for Tourism Industry- A Perspective of a System Framework Design. *Advance Material Research*, 1276-1280.
- Zheng, T., Wu, G.-H., & Ling, Q. (2010). Multi-objective Nonlinear Model Predictive Control: Lexicographic Method. In T. Zheng (Ed.), *Model Predictive Control*. Janeza Trdine 9, 51000 Rijeka, Croatia: Sciendo.
- Zionts, S. (1990). *MCDM: Where We Have Been and Where We Are Going?* Paper presented at the International Conference on Operations Research and Management Science, Manila, Philippines.
- Zulkarnain, Z. (2001). *Statistik Pengurusan*. Sintok: Universiti Utara Malaysia.

APPENDIX A

Instrument for Preliminary Study



Preliminary study on Personal Decision Aid (PDA) for youth

The major aim of this preliminary investigation is to identify area that is most applicable for youth to utilize the personal decision aid (PDA). Besides, this preliminary investigation will discover the aid types in each of the mentioned area.

* Required

The instrument consists of 3 parts. Please answer ALL questions.

Please tick the appropriate answer

PART A

Background

1. Gender *

- Male
- Female

2. Age *

-
- 18 - 24
 - 25 - 34
 - 35 - 44
 - 45 - 54
 - 55 - 64
 - 65 and above
-

3. Race *

- Malay
- Chinese
- Indian
- Sabah/Sarawak
- Other:

4. Education *

- Secondary school
- Diploma
- Bachelor degree
- Master degree
- Doctorate degree (PhD)



5. Employment Status *

- Unemployed
- Employed
- Self-employed
- Student

PART B

Decision Making

6. Have you made your own personal decision in any of the following? (You may choose more than one) *

- Study
- Career
- Lifestyle (e.g. fashion, music, sport, etc)
- Purchasing (e.g. gadget, car, etc)
- Friendship
- Politic
- Religion
- Marriage

7. How is your decision normally made? (You may choose more than one) *

- Decide on your own
- Get advice from parents/family
- Get advice from friends
- Get advice from Professional advice (e.g. counsellor/technology)

8. Decision aid is a way in helping a person to make decision by sorting out the available choices. In your opinion, do you need an aid in order to help you sort out the decision? *

- Always
- Sometimes
- No

9. Personal Decision Aid is a computerized system that will assist a person by providing the best suggestion based on the list of options provided by them. If the intended system is available, would you use the personal decision aid? *

- Yes
- No

10. If your answer in question 9 is 'Yes', please tick the area that you might be interested in getting a personal decision aid. (You may choose more than one)

- Study
- Career
- Lifestyle (e.g. fashion, music, sport, etc)
- Purchasing (e.g. gadget, car, etc)
- Friendship
- Politic
- Religion
- Marriage
- Other:

11. Currently, there are plenty of Personal Decision Aid (PDA) published on the web especially in searching for partner, purchasing, as well as education namely MalaysianCupid.com, AsianDating.com, Hunch, Let Simon Decide, Choose It!, EduTools Education, Super Decision and many more. Are you aware of any of above mentioned PDAs? *

- Yes. (If 'Yes' go to question 12 and 13)
- No. (If 'No' go to question 13)

12. Have you tried using any of the decision aid before?

- Yes
- No

13. In your opinion, would such aid be *

- necessary
- probably necessary
- unnecessary

PART C

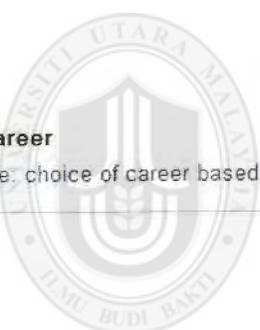
Given here are the areas that might become your PDA. Briefly state how can the PDA aid you?

14a. Study

example: choice of program, list qualified programs

14b. Career

example: choice of career based on your qualification



14c. Lifestyle

example: choice of fashion, list of suitable sports

14d. Purchasing

example: choice of hand phone, tablet, car

14e. Friendship

example: choice for a special best friend

14f. Politic

example: list of political view



14g. Religion

example: choice of religion

14h. Marriage

example: suggest the best couple

Please give your own area of interest to use the PDA

How can the PDA aid you?

Thank you for your cooperation

Submit

Powered by [Google Docs](#)

[Report Abuse](#) - [Terms of Service](#) - [Additional Terms](#)



Universiti Utara Malaysia

APPENDIX B

Official Appointment Letter by Dean





PUSAT PENGAJIAN TEKNOLOGI MULTIMEDIA
DAN KOMUNIKASI
**SCHOOL OF MULTIMEDIA TECHNOLOGY
AND COMMUNICATION**
Universiti Utara Malaysia
06010 UUM SINTOK
KEDAH DARUL AMAN



Tel: 604-928 5801
Faks (Fax): 604-928 5804
Laman Web (Web): <http://www.smmtc.uum.edu.my>

KEDAH AMAN MAKMUR • BERSAMA MEMACU TRANSFORMASI

UUM/CAS (SMMTC)/P-48
January 12, 2015

Dr. Azizol bin Abdullah
Timbalan Dekan (Akademik dan HEP)
Fakulti Sains Komputer & Teknologi Maklumat
Universiti Putra Malaysia
43400 Serdang
Selangor

Dr.,

**APPOINTMENT AS EXPERT REVIEWER FOR DYNAMIC AND MULTI-CRITERIA DESIGN MODEL
OF YOUTH PERSONAL DECISION AID (YouthPDA)**

Thank you for agreeing to involve as an expert in a PhD study with the following details:

Student Name	:	Norfiza Ibrahim
Matric No	:	94054
School	:	Multimedia Technology and Communication, Universiti Utara Malaysia
Research Title	:	DYNAMIC AND MULTI-CRITERIA DESIGN MODEL OF YOUTH PERSONAL DECISION AID (YouthPDA)
Supervisor	:	Prof. Dr. Norshuhada Shiratuddin and Dr. Siti Mahtuzah Sarif

For your information, the student will use that model for her research and need your expertise to review the proposed model in a few dimensions as stated in the reviewing form.

Your cooperation, time and assistance are greatly appreciated.

Thank you.

Sincerely,

DR. ROSLI BIN MOHAMMED
Dean 12.1.2015
School of Multimedia Technology and Communication
UUM College of Arts and Sciences
Universiti Utara Malaysia

c.c.: Prof. Dr. Norshuhada Shiratuddin, Supervisor 1
Dr. Siti Mahtuzah Sarif, Supervisor 2

Universiti Pengurusan Terkemuka
The Eminent Management University



APPENDIX C

Consent Form



Document No.

01

Consent Form of Expert Reviewer for Design Model

of Youth Personal Decision Aid (YouthPDA)

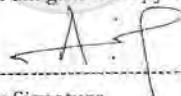
School of Multimedia Technology and Communication

UUM College of Arts and Sciences

Universiti Utara Malaysia (UUM)

1. I have accepted the official appointment letter from UUM. With the expertise and existing knowledge that I have, I volunteer to be an expert reviewer for "Dynamic and Multi-criteria Design Model of Youth Personal Decision Aid (YouthPDA)" proposed by Norfiza Ibrahim under supervision of Prof. Dr. Norshuhada Shiratuddin and Dr. Siti Mahfuzah Sarif, Universiti Utara Malaysia (UUM).
2. I understand that the expert review process is designed to gather information and feedbacks in improving the proposed model.
3. I understand that no part of the proposed model may be reproduced, stored in retrieved system, or transmitted in any form or by any means, electronic, mechanical photocopying, recording, or otherwise, without prior permission from the researcher and her supervisors.
4. I understand that the researcher will not identify me by name in any report using information obtained from the questionnaire, and that my confidentiality as a participant in this study will remain secure. Subsequent uses of records and data will be subjected to standard data use policies which protect the anonymity of individuals and institutions.
5. I understand that this study has been reviewed and approved by the School of Multimedia Technology and Communication, College of Arts and Science, UUM.
6. I have read and understood the explanation provided to me. I have had all my questions answered to my satisfaction, and I voluntarily agree to participate in this study.

7. I am given a copy of this consent form.



My Signature

DR. AZIZOL ABDULLAH
Deputy Dean
(Academic and Student Affairs)
Faculty of Computer Science and Information Technology
Universiti Putra Malaysia

My Printed Name and Official Stamp

11 - 2 - 2015

Date



Signature of the Researcher

For further information, please contact:
norfiza.ibrahim@yahoo.com/shuhada@uum.edu.my



School of Multimedia Technology & Communication, Universiti Utara Malaysia | All Rights Reserved

APPENDIX D

Usefulness Instrument





Measuring Usefulness of Youth Personal-Decision Aid (YouthPDA) Prototype in Selecting Study and Career

Researcher's Name : Norfiza Ibrahim
Department : School of Multimedia Technology and Communication
Universiti Utara Malaysia, Sintok
Email : norfiza.ibrahim@yahoo.com

Purpose

The purpose of this study is to measure the usefulness of the proposed YouthPDA in selecting study and career for youth. The proposed YouthPDA is divided into two areas named Study and Career. This study forms part of Norfiza Ibrahim's PhD research at Universiti Utara Malaysia.

Procedures and Use

You have been invited to participate in this project. Participation involves completing an experiment. The experiment will take approximately 1 hour.

You are required to use both categories in YouthPDA application, i) Study and ii) Career to help you in deciding your study and career for your future. There are Personality Test and Multiple Intelligence Test that need to be fulfilled before you are allowed with the decision process. Please answer all the questions in the given test.

All of your details and responses will be completely confidential, and never shared with anyone else.

Consent

The completion of the experiment implies that you have read the above information, you have agreed to participate in this project and you understand and agree to all the terms and conditions.

Queries or Concerns

If you have any queries or concerns about the research, please contact the above named researcher.

Have a nice day and thank you for participating!

Borang Soal Selidik untuk mengukur KEBERGUNAAN YouthPDA
Questionnaire for Measuring USEFULNESS of YouthPDA

Demografi Responden/Respondent's Demographic
(Tandakan jawapan yang paling sesuai/Tick your answer where appropriate)

Umur/Age: _____

Jantina/Gender:

- () Lelaki/Male
() Perempuan/Female

Tahap Pendidikan/Education Level:

- () Ijazah Sarjana Muda/Bachelor Degree
() Diploma/Diploma
() Sekolah Menengah / Secondary School

Status Pekerjaan/Employment Status:

- () Tidak bekerja/ Unemployed
() Bekerja/ Employed
() Pelajar/ Student



ARAHAN: Bulatkan nombor yang paling sesuai dengan jawapan pilihan anda bagi setiap pernyataan di bawah. Sila gunakan skala berikut:

INSTRUCTION: Circle the number that fits your response best for each statement. Use the following scale:

- 7-Sangat setuju/Strongly agree
- 6-Setuju/Agree
- 5-Agak setuju/Fairly agree
- 4-Tidak pasti/Uncertain
- 3-Agak tidak setuju/Fairly disagree
- 2-Tidak setuju/Disagree
- 1-Sangat tidak setuju/Strongly disagree

Kriteria-kriteria/Criteria	Skala/Scale
A. Ketepatan/ Accuracy	
1) Aplikasi ini boleh diharapkan untuk berfungsi sebaiknya. <i>This application can be relied to function properly.</i>	1 2 3 4 5 6 7
2) Aplikasi ini sesuai dengan cara saya membuat keputusan. <i>This application is suitable to my style of decision making.</i>	1 2 3 4 5 6 7
3) Aplikasi ini menyediakan bantuan yang diperlukan untuk saya membuat pilihan. <i>This application provides the help that I need to make a selection.</i>	1 2 3 4 5 6 7
4) Aplikasi ini menyediakan nasihat yang diperlukan untuk saya membuat pilihan. <i>This application provides the advice that I require to make my decision.</i>	1 2 3 4 5 6 7
5) Aplikasi ini sesuai digunakan walaupun ketika masa terhad untuk membuat keputusan. <i>This application is suitable even during limited time to make a decision.</i>	1 2 3 4 5 6 7
B. Strategi membuat keputusan/ Decision Strategy	
5) Bagi saya, proses membuat keputusan dalam aplikasi ini adalah logik. <i>The decision process in this application is logical to me.</i>	1 2 3 4 5 6 7
6) Bagi saya, proses membuat keputusan dalam aplikasi ini adalah mudah. <i>The decision process in this application is simple to me.</i>	1 2 3 4 5 6 7
7) Saya memahami proses membuat keputusan yang ada dalam aplikasi ini. <i>I understand how decision process in this application works.</i>	1 2 3 4 5 6 7
8) Saya dapati justifikasi keputusan yang diperolehi daripada aplikasi ini sangat mudah diinterpretasikan. <i>I found it very easy to interpret the decision justification provided by this application.</i>	1 2 3 4 5 6 7
C. Kepuasan/ Satisfaction	
9) Saya yakin dengan pilihan yang disyorkan. <i>I am satisfied with the recommended solution.</i>	1 2 3 4 5 6 7
10) Saya yakin dapat membuat pilihan dengan bantuan aplikasi ini. <i>I am confident that I am able to make selection with this application.</i>	1 2 3 4 5 6 7
11) Saya yakin dapat menjelaskan pilihan saya dengan bantuan aplikasi ini. <i>I am confident that I can justify the selection that I made with this application.</i>	1 2 3 4 5 6 7
12) Saya sangat berpuas hati dengan pengalaman menggunakan aplikasi ini. <i>I am very pleased with my experience using this application.</i>	1 2 3 4 5 6 7

D. Pemerolehan / Knowledge Acquisition

- 13) Aplikasi ini menyedarkan saya bahawa adalah sukar untuk memperolehi semua kelebihan melalui satu pilihan.
This application makes me realize I cannot get everything from just one alternative.
- 14) Aplikasi ini memperlihatkan proses separa sedar saya semasa membuat keputusan.
This application shows my subconscious decision process.
- 15) Aplikasi ini membantu supaya saya tidak mudah dipengaruhi oleh orang lain semasa membuat pilihan.
This application helps me not to be easily influenced by others in making selection.
- 16) Aplikasi ini membuatkan saya kurang bergantung kepada orang lain semasa membuat pilihan.
This application makes me more independent of others in making a selection.
- 17) Banyak yang saya pelajari mengenai masalah ini dengan menggunakan aplikasi ini.
I learned a lot about the problem using this application.

1	2	3	4	5	6	7
1	2	3	4	5	6	7
1	2	3	4	5	6	7
1	2	3	4	5	6	7
1	2	3	4	5	6	7

E. Kebergunaan secara keseluruhan/Overall usefulness

- 18) Aplikasi ini membantu saya untuk membuat pilihan.
This application is capable of helping me in making a choice.
- 19) Aplikasi ini membolehkan saya untuk menilai keputusan yang dibuat dengan teliti.
This application allowed me to carefully consider the decision made.
- 20) Saya percaya masalah membuat pilihan telah diselesaikan.
I feel that the problem in making selection is solved.
- 21) Aplikasi ini ialah alat bantu yang menjelaskan apa yang saya kehendaki.
This application is an aid for me in clarifying what I want.

1	2	3	4	5	6	7
1	2	3	4	5	6	7
1	2	3	4	5	6	7
1	2	3	4	5	6	7

Secara amnya/In general**(Bulatkan jawapan anda/Circle your answer)**

- | | | |
|---|-----|----|
| 1. Saya akan menggunakan aplikasi ini lagi di masa akan datang.
I will use this application again next time. | Yes | No |
| 2. Semua orang patut merujuk kepada aplikasi seperti ini sebelum memilih pengajian/kerjaya yang sesuai.
Everyone should confer with this kind of application before choosing a study/career. | Yes | No |
| 3. Saya bersetuju yang penggunaan aplikasi ini membantu memendekkan masa untuk membuat pilihan.
I agree that this application helps to reduce the time to make decision. | Yes | No |

**SOALAN TAMAT
END OF QUESTIONS**

APPENDIX E



Document No.

03

Expert Review Form of YouthPDA Design Model

School of Multimedia Technology and Communication
UUM College of Arts and Sciences
Universiti Utara Malaysia (UUM)

Dear Prof. Dr. / Dr.,

EXPERT REVIEW OF YOUTHPDA DESIGN MODEL

I am Norfiza Ibrahim and currently pursuing PhD study in Multimedia at Universiti Utara Malaysia. My PhD research proposes the Design Model for Youth Personal Decision Aid (YouthPDA). It aims to provide a design model in order to develop a decision aid that specifically designed to assist youth in decision making.

One part of this research is to evaluate the proposed model in a few dimensions as listed in the review form. You will see the review questions give you ample opportunity to use your expertise, experiences, interests and creativity. It would be greatly appreciated if you could complete this evaluation form.

The information supplied will be treated as confidential and will be used for research purposes which may be reported anonymously in academic publications.

Please feel free to contact me by email (norfiza.ibrahim@yahoo.com) in regards to any queries or my supervisor shuhada@uum.edu.my.

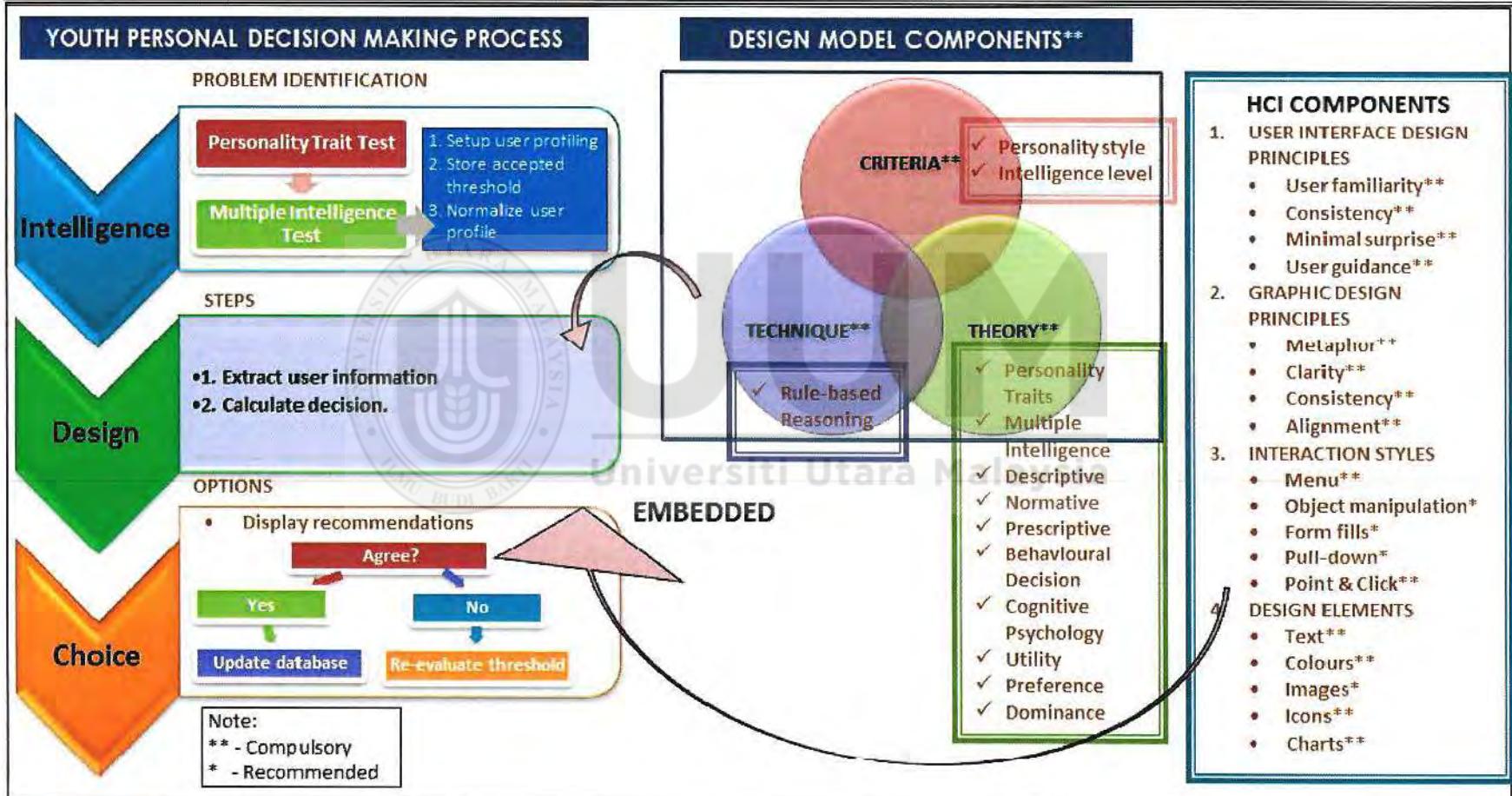
Thank you for your time and assistance.

Introduction:

Personal decision aids (PDA) found to be very helpful in making everyday decisions. There are various areas which can be assisted by the existing decision aids in the market. Most of the literatures show a list of options or alternatives provided by the decision aids are based on the list provided by the user only. However, the list does not necessarily correspond to a person's individual personality. Therefore, the type of personality and intelligence level of a person must be assessed prior to giving them a list of suitable alternatives for decision-making process. This on-going study related to design model development which specific to youth in assisting them making study and career decisions. Studies show that there is lack of decision aid provided specifically for youth that combines personal personality along with the type of multiple intelligences in the decision-making process. For that reason, this study focuses on the intelligent aspects in the development of intelligent decision aid application. The aid apparently integrates Personality Traits (PT) and Multiple Intelligence data in development of a computerized personal decision aid for youth named as Youth Personal Decision Aid (YouthPDA). Therefore, this study aims at development of precise design model of intelligent YouthPDA as guidance before a helpful decision aid will be utilized. The design model would include decision making techniques, criteria and conceptual design model.

Objective of expert review:

To conduct expert review of the proposed YouthPDA and its components.



Instructions:

Please read and go through the given YouthPDA conceptual design model figure (Document No. 2). With your qualification and expertise, please provide feedback on the listed items.

EXPERT/REVIEWER DETAILS

Name	:	<input type="text"/>	*
Age	:	<input type="text"/>	*
Gender	:	Male <input type="checkbox"/> Female <input type="checkbox"/>	
Affiliation	:	<input type="text"/>	
Working experience	:	<input type="text"/> years	*
Position	:	<input type="text"/>	
(* compulsory)			

ITEMS FOR REVIEW

Based on the proposed design model (as depicted in the given hand-out), please tick
 (✓) your choice.

1. MAIN COMPONENTS	Needs very detail explanations	Need some explanations	Is easy to understand
Intelligence			
Design			
Choice			

2. PROCESS IN EACH OF COMPONENTS	Needs very detail explanations	Need some explanations	Is easy to understand
Intelligence (Problem Identification)			
Set up user profiling			
Store accepted threshold			
Normalize user profile			
Design			
Extract user information			
Calculate decision			
Choice			
Update database			
Re-evaluate threshold			

3. THE PROPOSED ELEMENTS IN THE DESIGN MODEL COMPONENTS	Some are definitely not relevant	Some may be not relevant	All are relevant
Technique			
Criteria			
Theory			

4. THE PROPOSED HCI COMPONENTS IN THE DESIGN MODEL COMPONENTS	Some are definitely not relevant	Some may be not relevant	All are relevant
User Interface Design Principles			
Graphic Design Principles			
Interaction Styles			
Design Elements			

Please provide answers to these questions

5. The connections and flows of all the elements are logical.

[Yes/No]

6. The model is usable to the development of Youth Personal Decision Aid.

[Yes/No]

7. Overall, the design model is practicable.

[Yes/No]

8. What is still lacking in the model (to make it more comprehensive)?

Universiti Utara Malaysia

9. Please write your further comments/recommendations below:

Thank you for your cooperation

APPENDIX F

Coding for Determining Career Recommendations



```

/*CAREER MULTIPLE INTELLIGENT TEST
*/
package youthpda;

import java.awt.Dimension;
import java.awt.DisplayMode;
import java.awt.GraphicsDevice;
import java.awt.Toolkit;
import java.awt.Window;
import javax.swing.JFrame;
import javax.swing.JOptionPane;
//right click for layout and sett null layout in order to put label
as a background, so that it will be settled as a background

public class IUCareerMITest extends javax.swing.JInternalFrame {

    AdoDBMultipleINtelligentTest db;
    Imainform dataMain;
    TbQMultipleIntelligence tb ;
    Integer kode = 1;
    Integer StartCode = 0;
    Integer EditCode = 1;
    String username = null;
    Boolean editStatus = false;
    private Integer pilih;
    private Integer SPMdomnt;
    /**
     * Creates new form TFUserMultipleIntelligenceTest*/
    /**
     * Creates new form UIMain */

    public void refresh()
    { //First View of Questionnaire
        db.refreshCount();
        kode = 1;
        setVlew(kode);
        String kodedata = Integer.toString(kode);
        kodeText.setText(kodedata+"/10");
        NextButton.setText("Next");
        NextButton.setEnabled(true);
        backButton.setEnabled(false);
    }
    public IUCareerMITest() {
        initComponents();
    }
    public IUCareerMITest(Imainform main, Dimension dm, String
user, Boolean status, Integer Pilihan, Integer SPM) {

        //check if already take a test or not
        initComponents();
        db = new AdoDBMultipleINtelligentTest();
        this.refresh();
        dataMain = main;
        username = user;
        //set username
        name.setText(username);
        //Status Edit Test;
        pilih = Pilihan;
        editStatus = status;
        SPMdomnt = SPM;
    }
}

```

```

//middle screen
Dimension jInternalFrameSize = this.getSize();
this.setLocation((dm.width - jInternalFrameSize.width)/2,
(dm.height- jInternalFrameSize.height)/2);
}
//This procedure is settled in order to show towards user what
questions that is being shown
public void setVIew(Integer kode)
{
    //setting questions list
    db.questions_classifier(kode);

    StartCode = Integer.parseInt(db.getCode1());
    System.out.println("Startcode = "+StartCode);
    Integer EndCode = StartCode+7;
    int i = 0;
    EditCode = StartCode;
    while(StartCode <= EndCode)
    {
        db.getDataFromTable(StartCode);
        tb = db.getDataFromTable(StartCode);
        Integer selectedStatus = tb.getCount();
        Boolean check = false;
        if(selectedStatus == 1)
        {
            check = true;
        }
        if(i == 0)
        {
            Text1.setText(tb.getQuestion());
            Text1.setSelected(check);
        }
        else if(i == 1)
        {
            Text2.setText(tb.getQuestion());
            Text2.setSelected(check);
        }
        else if(i == 2)
        {
            Text3.setText(tb.getQuestion());
            Text3.setSelected(check);
        }
        else if(i == 3)
        {
            Text4.setText(tb.getQuestion());
            Text4.setSelected(check);
        }
        else if(i == 4)
        {
            Text5.setText(tb.getQuestion());
            Text5.setSelected(check);
        }
        else if(i == 5)
        {
            Text6.setText(tb.getQuestion());
            Text6.setSelected(check);
        }
        else if(i == 6)
        {
            Text7.setText(tb.getQuestion());
            Text7.setSelected(check);
        }
    }
}

```

```

        else if(i == 7)
    {
        Text8.setText(tb.getQuestion());
        Text8.setSelected(check);
    }
    i++;
    StartCode++;
}
}

/**
 * This method is called from within the constructor to
 initialize the form.*
@SuppressWarnings("unchecked")
// <editor-fold defaultstate="collapsed" desc="Generated
Code">/GEN-BEGIN:initComponents
private void initComponents() {

    jButton1 = new javax.swing.JButton();
    jPanell = new javax.swing.JPanel();
    jLabel3 = new javax.swing.JLabel();
    jLabel15 = new javax.swing.JLabel();
    Text2 = new javax.swing.JCheckBox();
    Text1 = new javax.swing.JCheckBox();
    Text3 = new javax.swing.JCheckBox();
    Text4 = new javax.swing.JCheckBox();
    Text5 = new javax.swing.JCheckBox();
    Text6 = new javax.swing.JCheckBox();
    Text7 = new javax.swing.JCheckBox();
    jLabel16 = new javax.swing.JLabel();
    jSeparator1 = new javax.swing.JSeparator();
    kodeText = new javax.swing.JLabel();
    Text8 = new javax.swing.JCheckBox();
    name1 = new javax.swing.JLabel();
    name = new javax.swing.JLabel();
    backButton = new javax.swing.JButton();
    NextButton = new javax.swing.JButton();
    refresh = new javax.swing.JButton();
    jLabel4 = new javax.swing.JLabel();

    setBorder(new
javax.swing.border.SoftBevelBorder(javax.swing.border.BevelBorder.RA
ISED));
    setClosable(true);
    setForeground(new java.awt.Color(51, 51, 0));
    setTitle("Multiple Intelligence Test");
    addInternalFrameListener(new
javax.swing.event.InternalFrameListener() {
        public void
internalFrameActivated(javax.swing.event.InternalFrameEvent evt) {
            }
        public void
internalFrameClosed(javax.swing.event.InternalFrameEvent evt) {
            formInternalFrameClosed(evt);
        }
        public void
internalFrameClosing(javax.swing.event.InternalFrameEvent evt) {
            }
        public void
internalFrameDeactivated(javax.swing.event.InternalFrameEvent evt) {
            }
}

```

```

        public void
internalFrameDeiconified(javax.swing.event.InternalFrameEvent evt) {
    }
    public void
internalFrameIconified(javax.swing.event.InternalFrameEvent evt) {
    }
    public void
internalFrameOpened(javax.swing.event.InternalFrameEvent evt) {
    }
});
getContentPane().setLayout(new
org.netbeans.lib.awtextra.AbsoluteLayout());

jButton1.setFont(new java.awt.Font("Calibri", 1, 12)); //
NOI18N
jButton1.setText("BACK");
jButton1.addActionListener(new
java.awt.event.ActionListener() {
    public void actionPerformed(java.awt.event.ActionEvent
evt) {
        jButton1ActionPerformed(evt);
    }
});
getContentPane().add(jButton1, new
org.netbeans.lib.awtextra.AbsoluteConstraints(1070, 550, -1, -1));

jPanel1.setBackground(new java.awt.Color(255, 255, 255));

jPanel1.setBorder(javax.swing.BorderFactory.createEtchedBorder());
jPanel1.setForeground(new java.awt.Color(0, 0, 204));

jLabel3.setFont(new java.awt.Font("Calibri", 1, 24)); //
NOI18N
jLabel3.setForeground(new java.awt.Color(51, 51, 255));
jLabel3.setText("I like to");

jLabel15.setFont(new java.awt.Font("Calibri", 0, 14)); //
NOI18N
jLabel15.setText("Select one or more responses from the list
below: ");

Text2.setBackground(new java.awt.Color(255, 255, 255));
Text2.setFont(new java.awt.Font("Calibri", 0, 14)); //
NOI18N
Text2.setText("Draw and create");
Text2.addMouseListener(new java.awt.event.MouseAdapter() {
    public void mouseReleased(java.awt.event.MouseEvent evt)
{
        Text2MouseReleased(evt);
    }
});
Text1.setBackground(new java.awt.Color(255, 255, 255));
Text1.setFont(new java.awt.Font("Calibri", 0, 14)); //
NOI18N
Text1.setText("text1 ");
Text1.addMouseListener(new java.awt.event.MouseAdapter() {
    public void mouseReleased(java.awt.event.MouseEvent evt)
{
        Text1MouseReleased(evt);
    }
});

```

```

Text3.setBackground(new java.awt.Color(255, 255, 255));
Text3.setFont(new java.awt.Font("Calibri", 0, 14)); //
NOI18N
Text3.setText("Collect things such as rocks");
Text3.addMouseListener(new java.awt.event.MouseAdapter() {
    public void mouseReleased(java.awt.event.MouseEvent evt)
{
    Text3MouseReleased(evt);
}
});
Text4.setBackground(new java.awt.Color(255, 255, 255));
Text4.setFont(new java.awt.Font("Calibri", 0, 14)); //
NOI18N
Text4.setText("Sing");
Text4.addMouseListener(new java.awt.event.MouseAdapter() {
    public void mouseReleased(java.awt.event.MouseEvent evt)
{
    Text4MouseReleased(evt);
}
});
Text5.setBackground(new java.awt.Color(255, 255, 255));
Text5.setFont(new java.awt.Font("Calibri", 0, 14)); //
NOI18N
Text5.setText("Touch object when looking at them");
Text5.addMouseListener(new java.awt.event.MouseAdapter() {
    public void mouseReleased(java.awt.event.MouseEvent evt)
{
    Text5MouseReleased(evt);
}
});
Text6.setBackground(new java.awt.Color(255, 255, 255));
Text6.setFont(new java.awt.Font("Calibri", 0, 14)); //
NOI18N
Text6.setText("Teach others");
Text6.addMouseListener(new java.awt.event.MouseAdapter() {
    public void mouseReleased(java.awt.event.MouseEvent evt)
{
    Text6MouseReleased(evt);
}
});
Text7.setBackground(new java.awt.Color(255, 255, 255));
Text7.setFont(new java.awt.Font("Calibri", 0, 14)); //
NOI18N
Text7.setText("Keep a diary");
Text7.addMouseListener(new java.awt.event.MouseAdapter() {
    public void mouseReleased(java.awt.event.MouseEvent evt)
{
    Text7MouseReleased(evt);
}
});
jLabel16.setFont(new java.awt.Font("Calibri", 1, 24)); //
NOI18N
jLabel16.setText("Question Part");
kodeText.setFont(new java.awt.Font("Calibri", 1, 24)); //
NOI18N
kodeText.setText("jLabel4");
Text8.setBackground(new java.awt.Color(255, 255, 255));

```



```

org.jdesktop.layout.GroupLayout.DEFAULT_SIZE,
org.jdesktop.layout.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE))

.add(jPanel1Layout.createParallelGroup(org.jdesktop.layout.GroupLayout.TRAILING, false)

.add(org.jdesktop.layout.GroupLayout.LEADING, Text7,
org.jdesktop.layout.GroupLayout.DEFAULT_SIZE,
org.jdesktop.layout.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)

.add(org.jdesktop.layout.GroupLayout.LEADING, Text6,
org.jdesktop.layout.GroupLayout.DEFAULT_SIZE,
org.jdesktop.layout.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)

.add(org.jdesktop.layout.GroupLayout.LEADING, Text8,
org.jdesktop.layout.GroupLayout.DEFAULT_SIZE, 566, Short.MAX_VALUE))

.add(jPanel1Layout.createParallelGroup(org.jdesktop.layout.GroupLayout.TRAILING, false)

.add(org.jdesktop.layout.GroupLayout.LEADING, Text5,
org.jdesktop.layout.GroupLayout.DEFAULT_SIZE, 570, Short.MAX_VALUE)

.add(org.jdesktop.layout.GroupLayout.LEADING, Text3,
org.jdesktop.layout.GroupLayout.DEFAULT_SIZE,
org.jdesktop.layout.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE))

.add(org.jdesktop.layout.GroupLayout.LEADING, Text4,
org.jdesktop.layout.GroupLayout.DEFAULT_SIZE,
org.jdesktop.layout.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)))
    .add(jPanel1Layout.createSequentialGroup()
        .addContainerGap()
        .add(name1,
org.jdesktop.layout.GroupLayout.PREFERRED_SIZE, 73,
org.jdesktop.layout.GroupLayout.PREFERRED_SIZE)

.addPreferredGap(org.jdesktop.layout.LayoutStyle.RELATED)
        .add(name,
org.jdesktop.layout.GroupLayout.PREFERRED_SIZE, 130,
org.jdesktop.layout.GroupLayout.PREFERRED_SIZE)))

.addContainerGap(org.jdesktop.layout.GroupLayout.DEFAULT_SIZE,
Short.MAX_VALUE))
    ;
    jPanel1Layout.setVerticalGroup()

jPanel1Layout.createParallelGroup(org.jdesktop.layout.GroupLayout.BASELINE)
    .add(jPanel1Layout.createSequentialGroup()

.add(jPanel1Layout.createParallelGroup(org.jdesktop.layout.GroupLayout.BASELINE)
        .add(name)
        .add(name1))

.addPreferredGap(org.jdesktop.layout.LayoutStyle.RELATED)

.add(jPanel1Layout.createParallelGroup(org.jdesktop.layout.GroupLayout.BASELINE)
        .add(kodeText)
        .add(jLabel16)))

```

```

.addPreferredGap(org.jdesktop.layout.LayoutStyle.RELATED)

.add(jPanel1Layout.createParallelGroup(org.jdesktop.layout.GroupLayout.LEADING)
        .add(jPanel1Layout.createSequentialGroup()
            .add(jSeparator1,
                org.jdesktop.layout.GroupLayout.PREFERRED_SIZE, 13,
                org.jdesktop.layout.GroupLayout.PREFERRED_SIZE)
            .add(35, 35, 35)
            .add(jLabel15)
            .add(18, 18, 18)
            .add(Text1)

.addPreferredGap(org.jdesktop.layout.LayoutStyle.UNRELATED)
        .add(Text2)

.addPreferredGap(org.jdesktop.layout.LayoutStyle.RELATED)
        .add(Text3)

.addPreferredGap(org.jdesktop.layout.LayoutStyle.RELATED)
        .add(Text4))
        .add(jLabel3))

.addPreferredGap(org.jdesktop.layout.LayoutStyle.RELATED)
        .add(Text5)

.addPreferredGap(org.jdesktop.layout.LayoutStyle.RELATED)
        .add(Text6)

.addPreferredGap(org.jdesktop.layout.LayoutStyle.RELATED)
        .add(Text7)

.addPreferredGap(org.jdesktop.layout.LayoutStyle.RELATED,
    org.jdesktop.layout.GroupLayout.DEFAULT_SIZE, Short.MAX_VALUE)
        .add(Text8)
        .addContainerGap())
    );
    getContentPane().add(jPanel1, new
org.netbeans.lib.awtextra.AbsoluteConstraints(110, 120, 680, -1));

    backButton.setFont(new java.awt.Font("Calibri", 1, 24)); // NOI18N
    backButton.setText("Back");
    backButton.setEnabled(false);
    backButton.addActionListener(new
java.awt.event.ActionListener() {
        public void actionPerformed(java.awt.event.ActionEvent evt) {
            backButtonActionPerformed(evt);
        }
    });
    getContentPane().add(backButton, new
org.netbeans.lib.awtextra.AbsoluteConstraints(280, 480, 117, 61));

    NextButton.setFont(new java.awt.Font("Calibri", 1, 24)); // NOI18N
    NextButton.setText("Next");
    NextButton.addActionListener(new
java.awt.event.ActionListener() {
        public void actionPerformed(java.awt.event.ActionEvent evt) {

```

```
        NextButtonActionPerformed(evt);
    }
});
getContentPane().add(NextButton, new
org.netbeans.lib.awtextra.AbsoluteConstraints(410, 480, 129, 61));

refresh.setFont(new java.awt.Font("Calibri", 1, 24)); // NOI18N
refresh.setText("Restart");
refresh.addActionListener(new
java.awt.event.ActionListener() {
    public void actionPerformed(java.awt.event.ActionEvent
evt) {
        refreshActionPerformed(evt);
    }
});
getContentPane().add(refresh, new
org.netbeans.lib.awtextra.AbsoluteConstraints(550, 480, 143, 61));

jLabel4.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/youthpda/image/MIBack
Gr2.jpg"))); // NOI18N
getContentPane().add(jLabel4, new
org.netbeans.lib.awtextra.AbsoluteConstraints(0, 0, 1140, 580));

pack();
}// </editor-fold>//GEN-END:initComponents

private void
NextButtonActionPerformed(java.awt.event.ActionEvent evt) //GEN-FIRST:event_NextButtonActionPerformed
// TODO add your handling code here:
String newLine = System.getProperty("line.separator");
if(NextButton.getText()=="Finish")
{
    int result = db.calTheRow();
    if(result < 10)
    {
        JOptionPane.showInternalMessageDialog(this,"Please
select at least 10 statements"+newLine+"to describe you as a
learner","WARNING MESSAGE",JOptionPane.OK_OPTION);
    }
    else
    {
        int dialog = JOptionPane.YES_NO_OPTION;
        int confirm;

        confirm = JOptionPane.showInternalConfirmDialog(this,
"Want to process?", "Confirmation Message", dialog);
        if(confirm == 0)
        {
            setVlew(kode);
            //Before calculation// check how many checklist

            //calculate the Multiple test
            //here data(s) are calculated and saved
            db.calculateResult(username,editStatus);
            //get data n send to jFrame result
        }
    }
}
```

```

        JOptionPane.showInternalMessageDialog(this, "Thanks for
accomplish this questionaire"+newLine+"Press (OK) to continue",
"INFORMATION MESSAGE", JOptionPane.INFORMATION_MESSAGE);
        if(dialog == 0)
        {
            System.out.println("Pilihan mu adaalah = "+pilih );
            db.refreshCount();
            //Pilihan merupakan saringan antara study and
career back to requisite userInterface
            this.dispose();
        }
        //refresh back the values inside Multiple Intelligences
        db.refreshMV();
        refresh();
    }
}
else
{
    kode++;
    setVIew(kode);
    if (kode==0)
    {
        backButton.setEnabled(false);
    }
    else if(kode>0 && kode<11)
    {
        backButton.setEnabled(true);
    }
    if(kode==10){
        NextButton.setText("Finish");
    }
    String kodedata = Integer.toString(kode);

    kodeText.setText(kodedata+"/"+10");
}
}//GEN-LAST:event_NextButtonActionPerformed

private void
backButtonActionPerformed(java.awt.event.ActionEvent evt) {//GEN-FIRST:event_backButtonActionPerformed
    // TODO add your handling code here:
    NextButton.setText("Next");
    kode--;
    setVlew(kode);
    if(kode==1)
    {
        backButton.setEnabled(false);
        kode = 1;
    }
    if (kode < 10)
    {
        NextButton.setEnabled(true);
    }
    String kodedata = Integer.toString(kode);
    kodeText.setText(kodedata+"/"+10");

}//GEN-LAST:event_backButtonActionPerformed

private void refreshActionPerformed(java.awt.event.ActionEvent evt) {//GEN-FIRST:event_refreshActionPerformed

```

```

// TODO add your handling code here:
int dialog = JOptionPane.YES_NO_CANCEL_OPTION;
int choice = JOptionPane.showInternalConfirmDialog(this,
"Restart the system?", "WARNING MESSAGE", dialog);
if(choice == 0)
{
    refresh();
}
}//GEN-LAST:event_refreshActionPerformed

private void
formInternalFrameClosed(javax.swing.event.InternalFrameEvent evt)
{//GEN-FIRST:event_formInternalFrameClosed
    // TODO add your handling code here:
    db.refreshCount();
    if(pilih == 0)
    {
        dataMain.callRequisiteInterface(name.getText());
    }
    else if(pilih == 1)
    {
        //dataMain.callIURequisiteSPM(SPMdomnt,
name.getText());
    }
}//GEN-LAST:event_formInternalFrameClosed

private void Text2MouseReleased(java.awt.event.MouseEvent evt)
{//GEN-FIRST:event_Text2MouseReleased
    // TODO add your handling code here:
    if (Text2.isSelected() == true)
    {
        db.edit_data(EditCode+1, true);
    }
    else
    {
        db.edit_data(EditCode+1, false);
    }
}//GEN-LAST:event_Text2MouseReleased

private void Text3MouseReleased(java.awt.event.MouseEvent evt)
{//GEN-FIRST:event_Text3MouseReleased
    // TODO add your handling code here:
    if (Text3.isSelected() == true)
    {
        db.edit_data(EditCode+2, true);
    }
    else
    {
        db.edit_data(EditCode+2, false);
    }
}//GEN-LAST:event_Text3MouseReleased

private void Text4MouseReleased(java.awt.event.MouseEvent evt)
{//GEN-FIRST:event_Text4MouseReleased
    // TODO add your handling code here:
    if (Text4.isSelected() == true)
    {
        db.edit_data(EditCode+3, true);
    }
    else
    {

```

```

        db.edit_data(EditCode+3, false);
    }
}//GEN-LAST:event_Text4MouseReleased

private void Text5MouseReleased(java.awt.event.MouseEvent evt)
{//GEN-FIRST:event_Text5MouseReleased
    // TODO add your handling code here:
    if (Text5.isSelected() == true)
    {
        db.edit_data(EditCode+4, true);
    }
    else
    {
        db.edit_data(EditCode+4, false);
    }
}//GEN-LAST:event_Text5MouseReleased

private void Text6MouseReleased(java.awt.event.MouseEvent evt)
{//GEN-FIRST:event_Text6MouseReleased
    // TODO add your handling code here:
    if (Text6.isSelected() == true)
    {
        db.edit_data(EditCode+5, true);
    }
    else
    {
        db.edit_data(EditCode+5, false);
    }
}//GEN-LAST:event_Text6MouseReleased

private void Text7MouseReleased(java.awt.event.MouseEvent evt)
{//GEN-FIRST:event_Text7MouseReleased
    // TODO add your handling code here:
    if (Text7.isSelected() == true)
    {
        db.edit_data(EditCode+6, true);
    }
    else
    {
        db.edit_data(EditCode+6, false);
    }
}//GEN-LAST:event_Text7MouseReleased

private void Text1MouseReleased(java.awt.event.MouseEvent evt)
{//GEN-FIRST:event_Text1MouseReleased
    // TODO add your handling code here:
    if (Text1.isSelected()==true)
    {
        db.edit_data(EditCode, true);
        System.out.println("TRUE");
    }
    else
    {
        db.edit_data(EditCode, false);
        System.out.println("FALSE");
    }
}//GEN-LAST:event_Text1MouseReleased

private void Text8MouseReleased(java.awt.event.MouseEvent evt)
{//GEN-FIRST:event_Text8MouseReleased
    // TODO add your handling code here:
}

```

```

        if (Text8.isSelected() == true)
    {
        db.edit_data(EditCode+7, true);
        System.out.println("TRUE");
    }
    else
    {
        db.edit_data(EditCode+7, false);
        System.out.println("FALSE");
    }
}//GEN-LAST:event_Text8MouseReleased

private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) { //GEN-FIRST:event_jButton1ActionPerformed
    // TODO add your handling code here:
    db.refreshCount();
    if(pilih == 0)
    {
        dataMain.callRequisiteInterface(name.getText());
    }
    else if(pilih == 1)
    {
        // dataMain.callIURequisiteSPM(SPMdomnt,
name.getText());
    }
    this.hide();
}//GEN-LAST:event_jButton1ActionPerformed

// Variables declaration - do not modify//GEN-BEGIN:variables
private javax.swing.JButton NextButton;
private javax.swing.JCheckBox Text1;
private javax.swing.JCheckBox Text2;
private javax.swing.JCheckBox Text3;
private javax.swing.JCheckBox Text4;
private javax.swing.JCheckBox Text5;
private javax.swing.JCheckBox Text6;
private javax.swing.JCheckBox Text7;
private javax.swing.JCheckBox Text8;
private javax.swing.JButton backButton;
private javax.swing.JButton jButton1;
private javax.swing.JLabel jLabel15;
private javax.swing.JLabel jLabel16;
private javax.swing.JLabel jLabel3;
private javax.swing.JLabel jLabel4;
private javax.swing.JPanel jPanel1;
private javax.swing.JSeparator jSeparator1;
private javax.swing.JLabel kodeText;
private javax.swing.JLabel name;
private javax.swing.JLabel name1;
private javax.swing.JButton refresh;
// End of variables declaration//GEN-END:variables
}

```

```

/*CAREER RESULTS
 */
package youthpda;

import java.awt.AWTException;
import java.awt.Dimension;
import java.awt.Rectangle;
import java.awt.Robot;
import java.awt.Toolkit;
import java.awt.image.BufferedImage;
import java.io.File;
import java.io.IOException;
import javax.imageio.ImageIO;
import javax.swing.JFileChooser;
import javax.swing.JOptionPane;

public class IUCareerResults extends javax.swing.JInternalFrame {

    Integer M1,M2,M3,M4,M5,M6,M7,M8;
    private AdoDBMultipleINtelligentTest dbMul;
    private AdoDBPersonality2 dbPer;
    private String user;
    private TbMultipleIntelligence tb;
    private Imainform TF;

    /**Creates new form TestAja */
    public IUCareerResults() {
        initComponents();
    }
    public IUCareerResults(String username, Dimension dm, Imainform main) {
        initComponents();

        dbMul = new AdoDBMultipleINtelligentTest();
        user = username;
        TbMultipleUser tbnya = dbMul.getDataMIUser(username);
        TF = main;
        /*
        M1 = tbnya.getlinguistic();
        M2 = tbnya.getlogic();
        M3 = tbnya.getmusical();
        M4 = tbnya.getbody();
        M5 = tbnya.getspacial();
        M6 = tbnya.getinterpersonal();
        M7 = tbnya.getintrapersonal();
        M8 = tbnya.getnaturalistic();
        */
        dbPer = new AdoDBPersonality2();

        // String descriptionString =
        String.newLine = System.getProperty("line.separator");
        //get type of username BASED ON PERSONALITY OF USER
        String type = dbPer.getTypeOfUser(username);
        //get description from table PERSONALITY2
        String desc = dbPer.getDescriptionOfType(type);
        System.out.println("Ini the highest for Personality2 careers
= "+desc);
        //Split the string
        String s = desc;
        String words[] = s.split(" ");
        //Setting the career (The most Prominent)
    }
}

```

```

c1.setText(words[0]);
c2.setText(words[1]);
c3.setText(words[2]);
c4.setText(words[3]);
c5.setText(words[4]);
c6.setText(words[5]);

//setting the second rank (based on multiple intelligent)
//in getColumn function the highest/the greatest MI is selected
String highestMI = dbMul.getColumn(username);
//in here the complete descriptions are taken here... for example
the highest was logic, So that in getCareerTbCareer The explanation
will be captured
String careerMI = dbMul.getCareerTbCareer(highestMI);
String cMI = careerMI;
System.out.println("Ini the second highers for MI careers =
"+cMI);
String wordsMI[] = cMI.split(" ");

d1.setText(wordsMI[0]);
d2.setText(wordsMI[1]);
d3.setText(wordsMI[2]);
d4.setText(wordsMI[3]);
d5.setText(wordsMI[4]);
d6.setText(wordsMI[5]);

//for the "f" data;
//This from the continuing Personality of user from
TB_PERSONALITY_CAREER (Personality Types)
TbQPersonalityDetails tbPD =
dbPer.getPersonalityDetails(username);
String careers = tbPD.getCareer();
String cMI2 = careers;
System.out.println(careers);
String wordsPT2[] = cMI2.split(" ");
f1.setText(wordsPT2[0]);
f2.setText(wordsPT2[1]);
f3.setText(wordsPT2[2]);
f4.setText(wordsPT2[3]);
f5.setText(wordsPT2[4]);
f6.setText(wordsPT2[5]);

f7.setText(wordsPT2[6]);
f8.setText(wordsPT2[7]);
f9.setText(wordsPT2[8]);

f10.setText(wordsPT2[9]);
f11.setText(wordsPT2[10]);
f12.setText(wordsPT2[11]);

System.out.println(careers);

TbQPersonalityDetails tbPD2 =
dbPer.getPersonalityDetails2();
String careers2 = tbPD2.getCareer();
String cMI3 = careers2;
String wordsPT3[] = cMI3.split(" ");

f13.setText(wordsPT2[12]);
f14.setText(wordsPT2[13]);
f15.setText(wordsPT2[14]);

```

```

f16.setText(wordsPT2[15]);
f17.setText(wordsPT2[16]);
f18.setText(wordsPT2[17]);
f19.setText(wordsPT2[18]);
f20.setText(wordsPT2[19]);
f21.setText(wordsPT2[20]);
f22.setText(wordsPT2[21]);
f23.setText(wordsPT2[22]);
f24.setText(wordsPT2[23]);

f25.setText(wordsPT2[24]);
f26.setText(wordsPT2[25]);
f27.setText(wordsPT2[26]);
f28.setText(wordsPT2[27]);
f29.setText(wordsPT2[28]);
f30.setText(wordsPT2[29]);
f31.setText(wordsPT2[30]);
f32.setText(wordsPT2[31]);
f33.setText(wordsPT2[32]);
f34.setText(wordsPT2[33]);

e1.setText(wordsPT2[34]);
e2.setText(wordsPT2[35]);
e3.setText(wordsPT2[36]);
e4.setText(wordsPT2[37]);
e5.setText(wordsPT2[38]);
e6.setText(wordsPT2[39]);

Dimension jFrameSize = this.getSize();
this.setLocation((dm.width - jFrameSize.width)/2,
(dm.height- jFrameSize.height)/2);
}

/**
 * This method is called from within the constructor to
initialize the form.*/
@SuppressWarnings("unchecked")
// <editor-fold defaultstate="collapsed" desc="Generated
Code">//GEN-BEGIN:initComponents
private void initComponents() {

jLabel2 = new javax.swing.JLabel();
jButton1 = new javax.swing.JButton();
jPanel1 = new javax.swing.JPanel();
f1 = new javax.swing.JLabel();
f2 = new javax.swing.JLabel();
e4 = new javax.swing.JLabel();
d3 = new javax.swing.JLabel();
f3 = new javax.swing.JLabel();
f4 = new javax.swing.JLabel();
d5 = new javax.swing.JLabel();
f5 = new javax.swing.JLabel();
f6 = new javax.swing.JLabel();
e5 = new javax.swing.JLabel();
c2 = new javax.swing.JLabel();
f7 = new javax.swing.JLabel();
f8 = new javax.swing.JLabel();
f9 = new javax.swing.JLabel();
f10 = new javax.swing.JLabel();
f11 = new javax.swing.JLabel();
f12 = new javax.swing.JLabel();

```

```

d6 = new javax.swing.JLabel();
f13 = new javax.swing.JLabel();
f14 = new javax.swing.JLabel();
f15 = new javax.swing.JLabel();
f31 = new javax.swing.JLabel();
c6 = new javax.swing.JLabel();
e3 = new javax.swing.JLabel();
f16 = new javax.swing.JLabel();
c4 = new javax.swing.JLabel();
f17 = new javax.swing.JLabel();
f18 = new javax.swing.JLabel();
f19 = new javax.swing.JLabel();
d2 = new javax.swing.JLabel();
f20 = new javax.swing.JLabel();
f21 = new javax.swing.JLabel();
c3 = new javax.swing.JLabel();
f22 = new javax.swing.JLabel();
f23 = new javax.swing.JLabel();
e6 = new javax.swing.JLabel();
f24 = new javax.swing.JLabel();
f25 = new javax.swing.JLabel();
e2 = new javax.swing.JLabel();
f26 = new javax.swing.JLabel();
f27 = new javax.swing.JLabel();
f28 = new javax.swing.JLabel();
c5 = new javax.swing.JLabel();
f29 = new javax.swing.JLabel();
f30 = new javax.swing.JLabel();
f32 = new javax.swing.JLabel();
d1 = new javax.swing.JLabel();
e1 = new javax.swing.JLabel();
c1 = new javax.swing.JLabel();
f33 = new javax.swing.JLabel();
f34 = new javax.swing.JLabel();
d4 = new javax.swing.JLabel();
background = new javax.swing.JLabel();

        setBorder(new
javax.swing.border.SoftBevelBorder(javax.swing.border.BevelBorder.RA
ISED));
        setClosable(true);
        setTitle("Career Recommedation Results");
        getContentPane().setLayout(new
org.netbeans.lib.awtextra.AbsoluteLayout());

jLabel2.setFont(new java.awt.Font("Calibri", 0, 18)); // NOI18N
jLabel2.setForeground(new java.awt.Color(255, 255, 255));
jLabel2.setText("**Note: The bigger word in tag clouds
indicates the more prominent area for your future career");
getContentPane().add(jLabel2, new
org.netbeans.lib.awtextra.AbsoluteConstraints(10, 520, -1, -1));

jButton1.setFont(new java.awt.Font("Calibri", 1, 14)); // NOI18N
jButton1.setText("Back to Main Menu");
jButton1.addActionListener(new
java.awt.event.ActionListener() {
    public void actionPerformed(java.awt.event.ActionEvent evt) { jButton1ActionPerformed(evt);
    }
});

```

```
});  
getContentPane().add(jButton1, new  
org.netbeans.lib.awtextra.AbsoluteConstraints(750, 500, 240, 40));  
  
jPanel1.setBackground(new java.awt.Color(255, 255, 255));  
  
f1.setFont(new java.awt.Font("Century Gothic", 0, 11)); //  
NOI18N  
f1.setText("career");  
jPanel1.add(f1);  
  
f2.setFont(new java.awt.Font("Century Gothic", 0, 11)); //  
NOI18N  
f2.setText("career");  
jPanel1.add(f2);  
  
e4.setFont(new java.awt.Font("Century Gothic", 0, 18)); //  
NOI18N  
e4.setText("career");  
jPanel1.add(e4);  
  
d3.setFont(new java.awt.Font("Century Gothic", 0, 42)); //  
NOI18N  
d3.setForeground(new java.awt.Color(255, 0, 0));  
d3.setText("career");  
jPanel1.add(d3);  
  
f3.setFont(new java.awt.Font("Century Gothic", 0, 11)); //  
NOI18N  
f3.setText("career");  
jPanel1.add(f3);  
  
f4.setFont(new java.awt.Font("Century Gothic", 0, 11)); //  
NOI18N  
f4.setText("career");  
jPanel1.add(f4);  
  
d5.setFont(new java.awt.Font("Century Gothic", 0, 24)); //  
NOI18N  
d5.setText("career");  
jPanel1.add(d5);  
  
f5.setFont(new java.awt.Font("Century Gothic", 0, 11)); //  
NOI18N  
f5.setText("career");  
jPanel1.add(f5);  
  
f6.setFont(new java.awt.Font("Century Gothic", 0, 11)); //  
NOI18N  
f6.setText("career");  
jPanel1.add(f6);  
  
e5.setFont(new java.awt.Font("Century Gothic", 0, 18)); //  
NOI18N  
e5.setText("career");  
jPanel1.add(e5);  
  
c2.setFont(new java.awt.Font("Century Gothic", 0, 40)); //  
NOI18N  
c2.setForeground(new java.awt.Color(255, 0, 0));  
c2.setText("career");
```

```
jPanel1.add(c2);

f7.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
NOI18N
f7.setText("career");
jPanel1.add(f7);

f8.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
NOI18N
f8.setText("career");
jPanel1.add(f8);

f9.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
NOI18N
f9.setText("career");
jPanel1.add(f9);

f10.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
NOI18N
f10.setText("career");
jPanel1.add(f10);

f11.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
NOI18N
f11.setText("career");
jPanel1.add(f11);

f12.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
NOI18N
f12.setText("career");
jPanel1.add(f12);

d6.setFont(new java.awt.Font("Century Gothic", 0, 24)); //
NOI18N
d6.setText("career");
jPanel1.add(d6);

f13.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
NOI18N
f13.setText("career");
jPanel1.add(f13);

f14.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
NOI18N
f14.setText("career");
jPanel1.add(f14);

f15.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
NOI18N
f15.setText("career");
jPanel1.add(f15);

f31.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
NOI18N
f31.setText("career");
jPanel1.add(f31);

c6.setFont(new java.awt.Font("Century Gothic", 0, 39)); //
NOI18N
c6.setText("career");
jPanel1.add(c6);
```

```
NOI18N e3.setFont(new java.awt.Font("Century Gothic", 0, 18)); //
e3.setText("career");
jPanell.add(e3);

NOI18N f16.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
f16.setText("career");
jPanell.add(f16);

NOI18N c4.setFont(new java.awt.Font("Century Gothic", 0, 39)); //
c4.setText("career");
jPanell.add(c4);

NOI18N f17.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
f17.setText("career");
jPanell.add(f17);

NOI18N f18.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
f18.setText("career");
jPanell.add(f18);

NOI18N f19.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
f19.setText("career");
jPanell.add(f19);

NOI18N d2.setFont(new java.awt.Font("Century Gothic", 0, 42)); //
d2.setForeground(new java.awt.Color(255, 0, 0));
d2.setText("career");
jPanell.add(d2);

NOI18N f20.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
f20.setText("career");
jPanell.add(f20);

NOI18N f21.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
f21.setText("career");
jPanell.add(f21);

NOI18N c3.setFont(new java.awt.Font("Century Gothic", 0, 24)); //
c3.setText("career");
jPanell.add(c3);

NOI18N f22.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
f22.setText("career");
jPanell.add(f22);

NOI18N f23.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
f23.setText("career");
jPanell.add(f23);
```

```
e6.setFont(new java.awt.Font("Century Gothic", 0, 18)); //  
NOI18N  
e6.setText("career");  
jPanel1.add(e6);  
  
f24.setFont(new java.awt.Font("Century Gothic", 0, 11)); //  
NOI18N  
f24.setText("career");  
jPanel1.add(f24);  
  
f25.setFont(new java.awt.Font("Century Gothic", 0, 11)); //  
NOI18N  
f25.setText("career");  
jPanel1.add(f25);  
  
e2.setFont(new java.awt.Font("Century Gothic", 0, 18)); //  
NOI18N  
e2.setText("career");  
jPanel1.add(e2);  
  
f26.setFont(new java.awt.Font("Century Gothic", 0, 11)); //  
NOI18N  
f26.setText("career");  
jPanel1.add(f26);  
  
f27.setFont(new java.awt.Font("Century Gothic", 0, 11)); //  
NOI18N  
f27.setText("career");  
jPanel1.add(f27);  
  
f28.setFont(new java.awt.Font("Century Gothic", 0, 11)); //  
NOI18N  
f28.setText("career");  
jPanel1.add(f28);  
  
c5.setFont(new java.awt.Font("Century Gothic", 0, 24)); //  
NOI18N  
c5.setText("career");  
jPanel1.add(c5);  
  
f29.setFont(new java.awt.Font("Century Gothic", 0, 11)); //  
NOI18N  
f29.setText("career");  
jPanel1.add(f29);  
  
f30.setFont(new java.awt.Font("Century Gothic", 0, 11)); //  
NOI18N  
f30.setText("career");  
jPanel1.add(f30);  
  
f32.setFont(new java.awt.Font("Century Gothic", 0, 11)); //  
NOI18N  
f32.setText("career");  
jPanel1.add(f32);  
  
d1.setFont(new java.awt.Font("Century Gothic", 0, 42)); //  
NOI18N  
d1.setForeground(new java.awt.Color(255, 0, 0));  
d1.setText("career");  
jPanel1.add(d1);
```

```

        el.setFont(new java.awt.Font("Century Gothic", 0, 18)); //
NOI18N
        el.setText("career");
        jPanell.add(el);

        c1.setFont(new java.awt.Font("Century Gothic", 0, 40)); //
NOI18N
        c1.setForeground(new java.awt.Color(255, 0, 0));
        c1.setText("career");
        jPanell.add(c1);

        f33.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
NOI18N
        f33.setText("career");
        jPanell.add(f33);

        f34.setFont(new java.awt.Font("Century Gothic", 0, 11)); //
NOI18N
        f34.setText("career");
        jPanell.add(f34);

        d4.setFont(new java.awt.Font("Century Gothic", 0, 42)); //
NOI18N
        d4.setForeground(new java.awt.Color(255, 0, 0));
        d4.setText("career");
        jPanell.add(d4);

        getContentPane().add(jPanell, new
org.netbeans.lib.awtextra.AbsoluteConstraints(0, 80, 990, 440));

        background.setIcon(new
javax.swing.ImageIcon(getClass().getResource("/youthpda/image/ResultsCareer.jpg"))); // NOI18N
        getContentPane().add(background, new
org.netbeans.lib.awtextra.AbsoluteConstraints(-20, 0, 1030, 550));

        pack();
} // </editor-fold> //GEN-END:initComponents

private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) { //GEN-FIRST:event_jButton1ActionPerformed
    // TODO add your handling code here:
    //for screen shot the application
    /*
     * //create a BufferedImage to store the screen capture.
    BufferedImage image = null;
    try {
        //Robot().createScreenCapture returns a BufferedImage
        the size of the screen with Toolkit's getScreenSize().
        image = new Robot().createScreenCapture(new
        Rectangle(Toolkit.getDefaultToolkit().getScreenSize()));
    }
    catch(AWTException e) {
        e.printStackTrace();
    }
    //represents file to be saved.
    File file = null;
    //JFileChooser used for openong save dislog in which you type the
    name of your screenshot.
    JFileChooser choose = new JFileChooser();
}

```

```

//pop up a save dialog in this JFrame window.
    int result = choose.showSaveDialog(this);

//JFileChooser's showSaveDialog() returns an int, and if that int
represents the static field CANCEL_OPTION, the user has pressed
cancel on the save dialog. In this case, we simply return.
    if (result == JFileChooser.CANCEL_OPTION)
        return;

//if user types in a file name and clicks 'save' in the dialog box,
then the file typed in becomes the file to be saved.
    else
        file = choose.getSelectedFile();
    try {
//we write the file to be saved with ImageIO.write(). We supply the
image, the file type, jpg, and the file, which is 'file'.
        ImageIO.write(image, "jpg", file);
    }
    catch(IOException ioe) {
        ioe.printStackTrace();
    }
/*
//for going back to main menu
    Integer filter = JOptionPane.showInternalConfirmDialog(this,
"back to main menu, are you sure ?!?", "QUESTION MESSAGE",
JOptionPane.YES_NO_OPTION);
    if(filter == 0)
    {
        TF.callUIInterfaceUser(user);
        this.dispose();
    }
*/
//GEN-LAST:event_jButton1ActionPerformed
// Variables declaration - do not modify//GEN-BEGIN:variables
private javax.swing.JLabel background;
private javax.swing.JLabel c1;
private javax.swing.JLabel c2;
private javax.swing.JLabel c3;
private javax.swing.JLabel c4;
private javax.swing.JLabel c5;
private javax.swing.JLabel c6;
private javax.swing.JLabel d1;
private javax.swing.JLabel d2;
private javax.swing.JLabel d3;
private javax.swing.JLabel d4;
private javax.swing.JLabel d5;
private javax.swing.JLabel d6;
private javax.swing.JLabel e1;
private javax.swing.JLabel e2;
private javax.swing.JLabel e3;
private javax.swing.JLabel e4;
private javax.swing.JLabel e5;
private javax.swing.JLabel e6;
private javax.swing.JLabel f1;
private javax.swing.JLabel f10;
private javax.swing.JLabel f11;
private javax.swing.JLabel f12;
private javax.swing.JLabel f13;
private javax.swing.JLabel f14;
private javax.swing.JLabel f15;
private javax.swing.JLabel f16;
private javax.swing.JLabel f17;

```

```
private javax.swing.JLabel f18;
private javax.swing.JLabel f19;
private javax.swing.JLabel f2;
private javax.swing.JLabel f20;
private javax.swing.JLabel f21;
private javax.swing.JLabel f22;
private javax.swing.JLabel f23;
private javax.swing.JLabel f24;
private javax.swing.JLabel f25;
private javax.swing.JLabel f26;
private javax.swing.JLabel f27;
private javax.swing.JLabel f28;
private javax.swing.JLabel f29;
private javax.swing.JLabel f3;
private javax.swing.JLabel f30;
private javax.swing.JLabel f31;
private javax.swing.JLabel f32;
private javax.swing.JLabel f33;
private javax.swing.JLabel f34;
private javax.swing.JLabel f4;
private javax.swing.JLabel f5;
private javax.swing.JLabel f6;
private javax.swing.JLabel f7;
private javax.swing.JLabel f8;
private javax.swing.JLabel f9;
private javax.swing.JButton jButton1;
private javax.swing.JLabel jLabel2;
private javax.swing.JPanel jPanel1;
// End of variables declaration//GEN-END:variables
}
```

