

An automated tool for testing and analysis of children's psychological attributes through a web based gaming application.

A person's moral values and personal traits are the cumulative build up of his early childhood experiences. These early experiences of children leave an ever lasting impact on their minds. Childhood experiences condition the children so strongly that it becomes extremely difficult to change/modify their behaviour in subsequent years.



Children are most affected by the general atmosphere, peer group and the emotional climate at home and the combination of parental techniques and methods used by teachers for training them. Appropriate behaviour, if developed at an early age, can avoid several personality aberrations. Development of right behaviour in children can be facilitated by early and timely assessment of their moral values, personal traits & life skills, their analysis and observations. These activities are performed by psychologists and counsellors, mostly in school environment and to some extent in clinics. However, against a recommended requirement of one psychologist/counsellor for every 250 children, there is only one psychologist/counsellor for every 2500 children in many countries. Due to such adverse ratio, the psychologist/counsellor can perform only selective assessment, analysis, detection and correction, if needed.

Therefore, psychologists/counsellors need to be empowered with a testing tool to automate the initial assessment of moral values, personal traits and life skills. The automated assessment can then be converted into quantitative values for easy comparison over a group of children to detect patterns. JIL IT has pioneered in its effort in creating such a tool that not only captures 40 selected attributes but also quantifies them individually as well as collectively. The automated testing is carried out in an easy, interesting and innovative manner while children play computer games unaware of the psychological testing process. Children view animated short stories and while doing so they are provided with opportunity to play games. The story is interspersed with some relevant questions at crucial junctures and their responses are captured to determine the level of their attributes. The tool is designed for children between 7 and 15 years of age. The captured attributes are then analyzed to produce various types of reports. These reports are then used by counsellor for remedial action. The tool is very handy and useful for mass assessment of children, particularly in schools. Some of the advantages of the tool are listed below:

- ➔ All children are subjected to the tests as compared to present method of selective testing
- ➔ No extra expenditure is incurred if the number of children increases
- ➔ Psychologists/Counsellors can devote more time on analysis of test results and recommend remedial measures
- ➔ Testing becomes person (psychologists/counsellors) independent
- ➔ Chances of capturing of truer attributes are more since children's responses are captured through games
- ➔ Quick detection of patterns over a large number of combinations of attributes is possible
- ➔ Commonality and differences in mutually exclusive groups can be detected, if information is shared
- ➔ Country specific strengths and weaknesses can be identified
- ➔ Comparison is possible over complete set of attributes
- ➔ Deeper analysis helps in revealing the causes of the deficiencies and identification of mass remedial measures is feasible



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