

UNIVERSITI TEKNOLOGI MARA

GAMIFIED CAREER PATH SELECTION

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ABSTRACT

Many approaches have been introduced to help the students deal with the career selecting. One of the popular methods is Psychometric Assessments. This is because many student faces dilemmas in choosing career fields as some of them have no abilities to predict their interest and personality well which results unsuitable career selected. **However, the assessment is found to be not interesting, using static graphic and the calculation of marks have to be made manually.** This project aims to solve the problem by developing a gamified career path selection tools. This project focusing on enhancing the quiz manner to be more interactive, provided of some games and also automatically calculated marks which make the process easier. Articulated storyline software is used in this project which implement the usage of javascript and html. The project is evaluated based on it's functionality and user satisfaction. For the evaluation, 2 experts and 5 students have been selected to test out this project. The evaluation shows that the project is 99% functioning to solve the problem, which shows the suggestion of careers with refers to the manual Psychometric assessment. 80% of them also feel satisfied with the design. As the conclusion, this project successfully enhanced the assessment with animated quiz manner and make it become more interactive and ease the respondent with automatically calculated marks.

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