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**TOWARDS A PERSONALITY
INVENTORY (STORY-BASED):
INFERRING HUMAN'S PERSONALITY
TRAITS FROM STORYLINES**

SUPPORT



Universidade Federal de Sergipe

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Foreword

The reader will find in this "comic book" storylines simulating personality traits in everyday situations. Each character name in the story was chosen randomly from a list of the most common names in Brazil, and does not refer to any particular person, entity or organization. If your name or the name of a known person coincidentally appears in the story, remember that there is no association or similarity between the test takers and the characters. There are also no associations between the storylines and the characters' gender, since both were randomly chosen; therefore, there isn't any allusion to stereotypes, prejudices and so on.

ANXIETY (HIGH)



Miguel is a person who gets worried and stressed out easily. He is afraid of many things and fears for the worst.

FRIENDLINESS (HIGH)



Julia makes friends quickly and she feels comfortable interacting with other people.

FRIENDLINESS (LOW)



David avoids contact with other people and prefers to keep distance from them.

IMAGINATION (HIGH)



Sophia has a vivid imagination, enjoying wild flights of fantasy. Day dreaming is one of her favorite pastimes and tends to get lost in her thoughts.

TRUST (HIGH)



Gabriel trusts other people and in what they say, believing that they basically have good intentions.

TRUST (LOW)



Marcus distrusts people.

SELF-EFFICACY (HIGH)



Arthur is good at accomplishing tasks effectively and smoothly, excelling in what he does. He seems to know how to get things done.

ANGER (HIGH)



Maria Eduarda gets angry and irritated very easily, frequently losing her temper.

ANGER (LOW)



Lucas does not get easily annoyed.

GREGARIOUSNESS (HIGH)



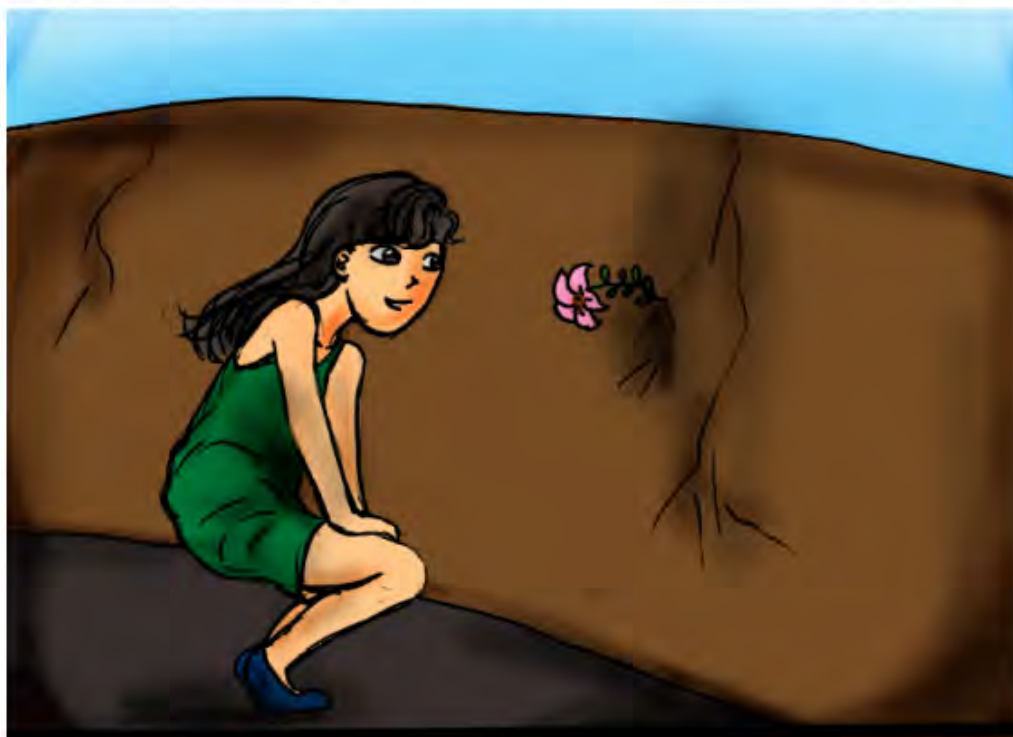
Manuela really enjoys large parties and chatting to lots of different people.

GREGARIOUSNESS (LOW)



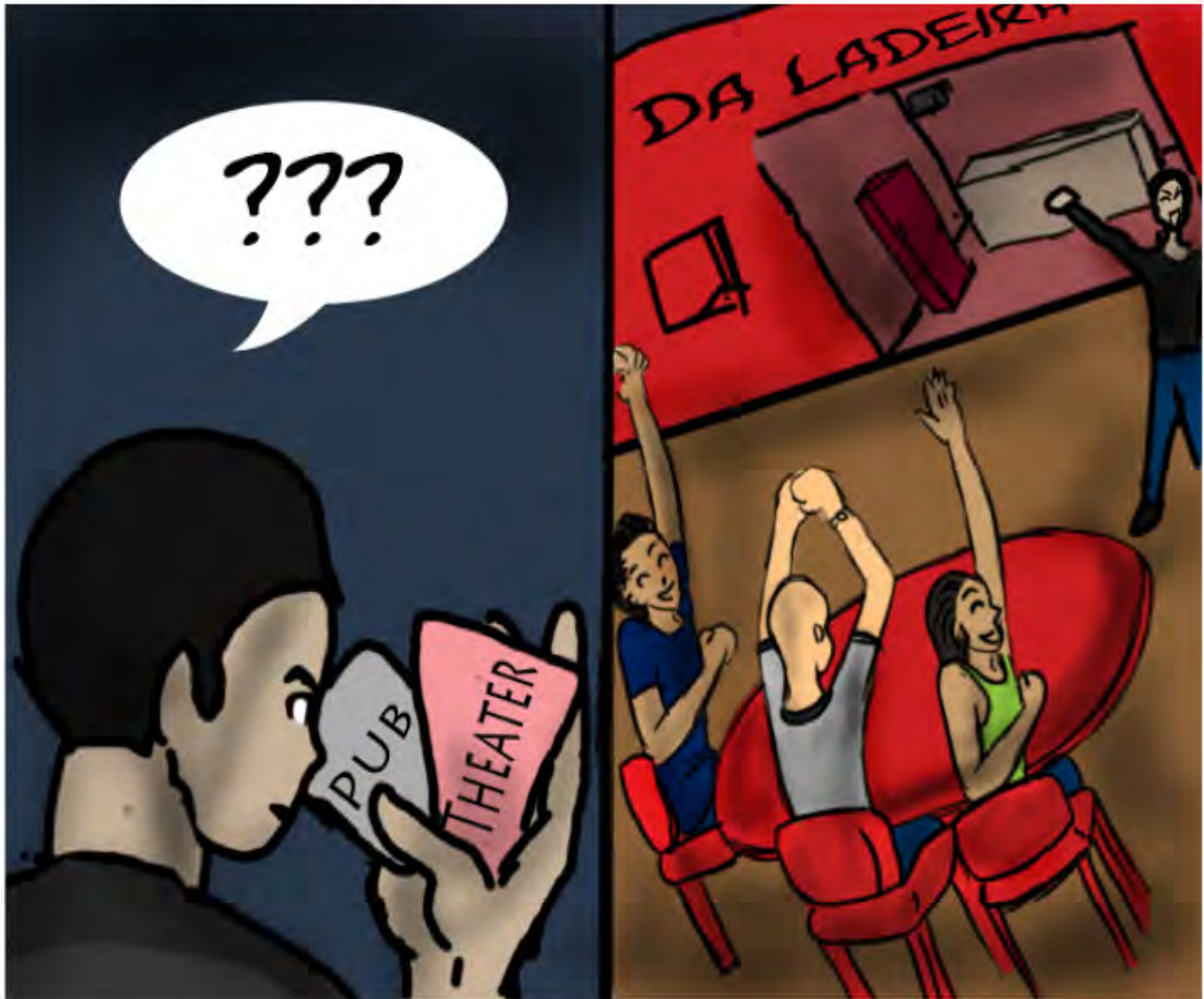
Matheus prefers to be alone and avoids crowded places.

ARTISTIC INTERESTS (HIGH)



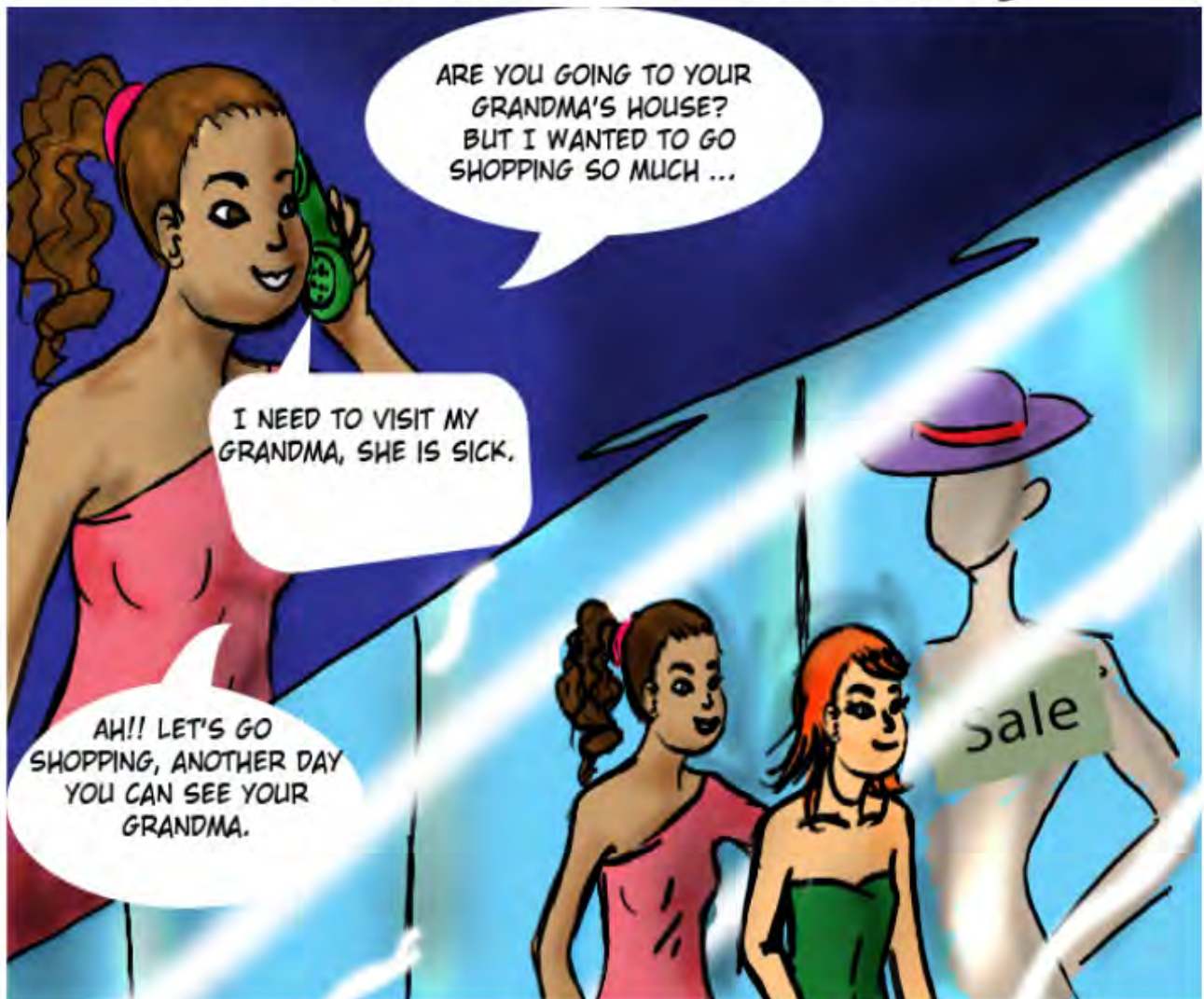
Giovanna thinks that art is important and sees beauty in things that others might not realize.

ARTISTIC INTERESTS (LOW)



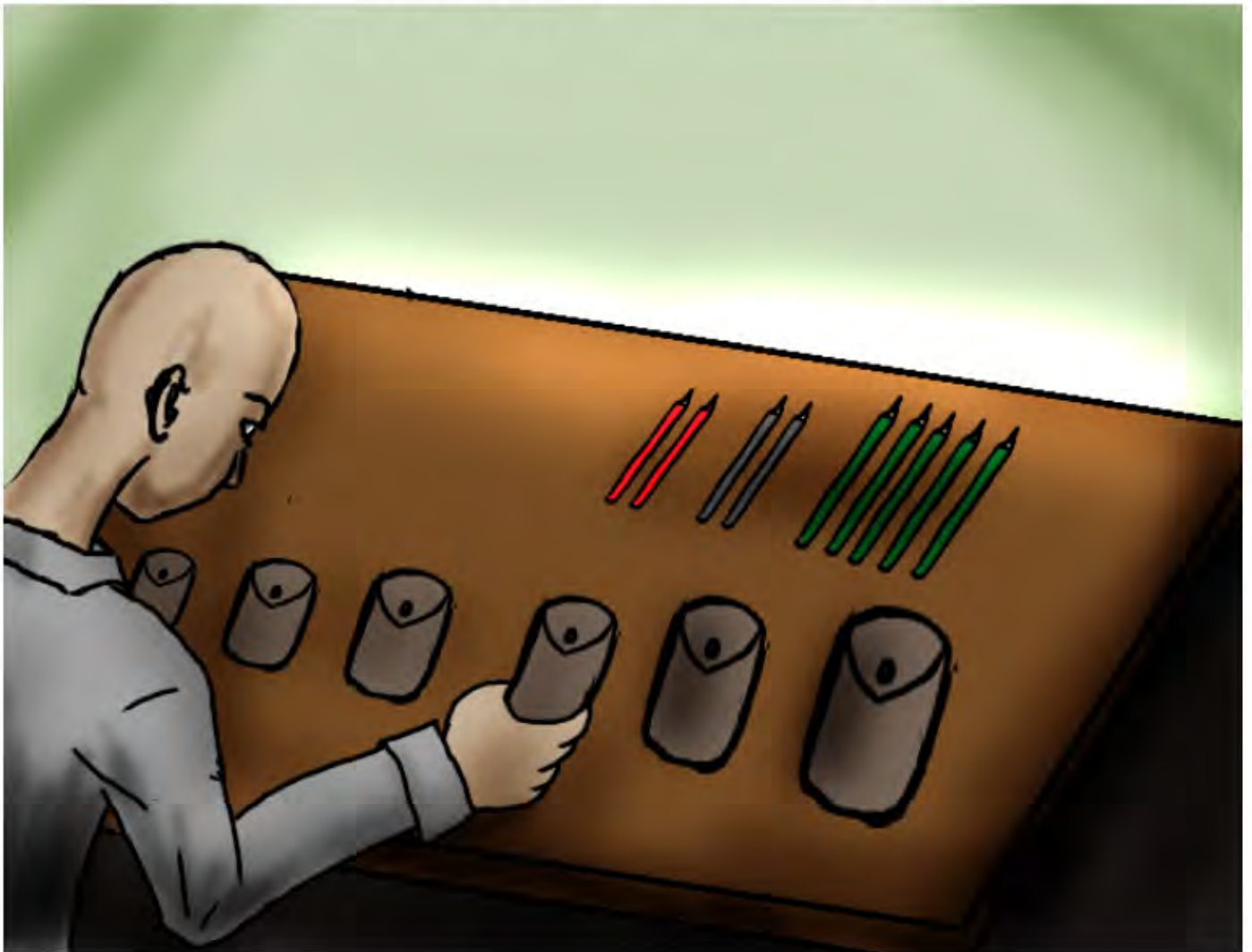
Pedro does not like poetry and does not enjoy going to art museums.

MORALITY (LOW)



Alice uses and manipulates other people to get her own way. She doesn't mind cheating to get ahead and obstructing other people's plans.

ORDERLINESS (HIGH)



Guilherme doesn't like things to be a mess, he likes to tidy up.

ORDERLINESS (LOW)



Laura often picks something up and forgets to put it back in the proper place. She always leaves her bedroom in a mess and her belongings everywhere.

DEPRESSION (HIGH)



Gustavo is often down in the dumps, feeling sad and disliking himself..

DEPRESSION (LOW)



Luiza feels comfortable with herself.

ASSERTIVENESS (HIGH)



Rafael likes to take charge and control of situations, and tries to lead others.

ASSERTIVENESS (LOW)



Beatriz leaves others to control or lead situations.

EMOTIONALITY (HIGH)



Felipe experiences deep emotions and is able to feel others' emotions.

EMOTIONALITY (LOW)



Mariana rarely notices her emotional reactions and can't understand why people get emotional.

ALTRUISM (HIGH)



Bernardo loves to help others and is also concerned about them.

ALTRUISM (LOW)



Yasmin behaves indifferent to the feelings of others and has no time to devote to them..

DUTIFULNESS (HIGH)



Enzo always tells the truth and successfully keeps his promises.

DUTIFULNESS (LOW)



Gabriela breaks the rules and also her promises.

SELF-CONSCIOUSNESS (HIGH)



Nicolas finds it difficult to approach others and only feels comfortable with his friends. He doesn't like to draw attention to himself.

SELF-CONSCIOUSNESS (LOW)



Rafaela is not easily bothered by difficult social situations.

ACTIVITY LEVEL (HIGH)



João Pedro is always busy — always on the go. He does lots of things in his pastime.

ACTIVITY LEVEL (LOW)



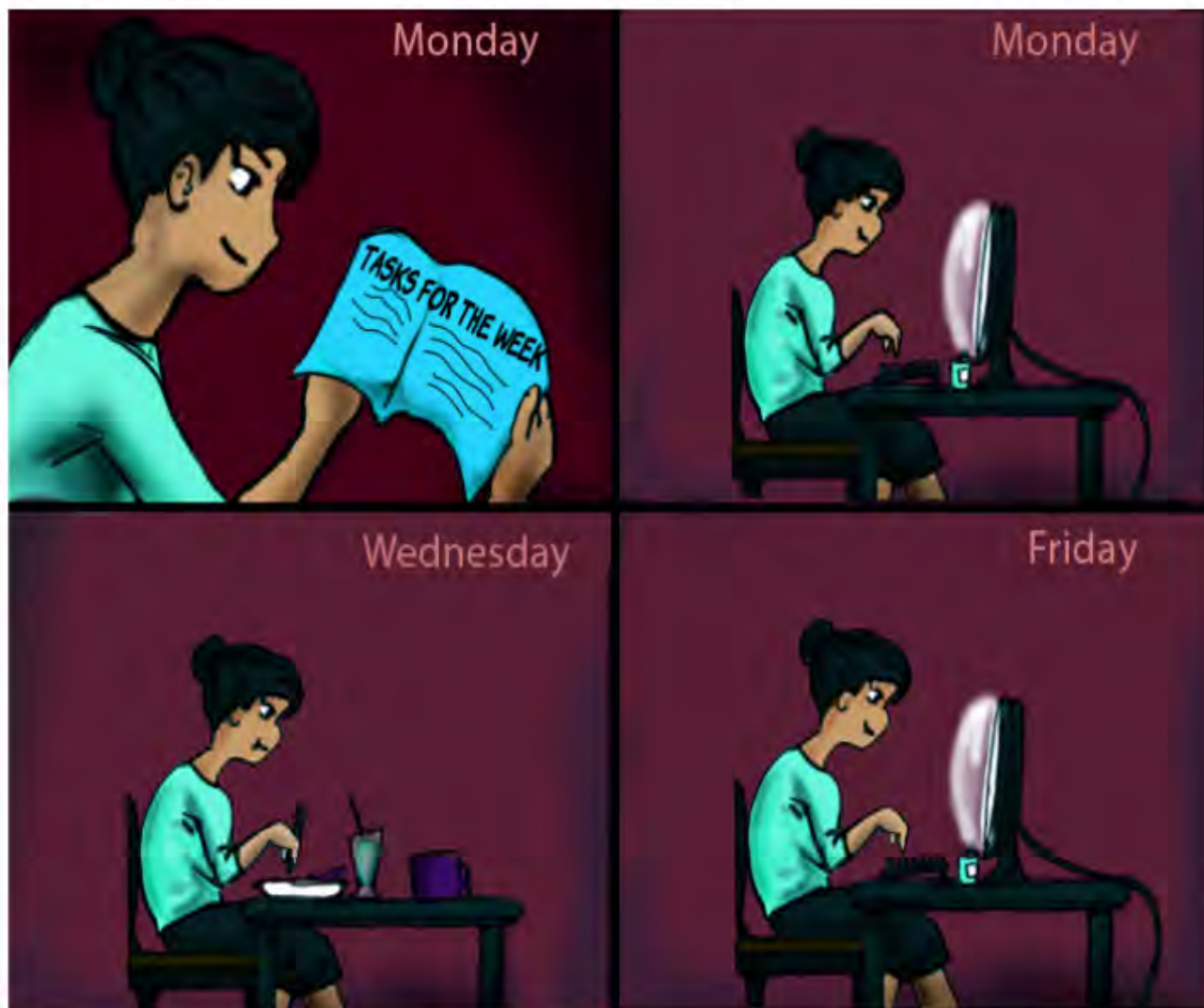
Maria Clara enjoys a calm and relaxed life.

ADVENTUROUSNESS (HIGH)



Pedro Henrique prefers variety to routine.

ADVENTUROUSNESS (LOW)



Maria Luiza dislikes changes, preferring to stick with things that she already knows. She is attached to traditional and conventional ways.

COOPERATION (LOW)



Cauã enjoys a good fight. He doesn't care about yelling and insulting people. He is OK with getting back at others.

ARCHIEVEMENT-STRIVING (HIGH)



Ana Clara works really hard and tries to exceed what is expected of her.

ACHIEVEMENT-STRIVING (LOW)



Vitor puts little time and effort into his work and only makes a trivial effort to do his job.

IMMODERATION (HIGH)



Isabelle overindulges and goes on binges.

IMMODERATION (LOW)



Eduardo is good at controlling his cravings and resisting to temptations. He rarely overindulges on things.

EXCITEMENT-SEEKING (HIGH)



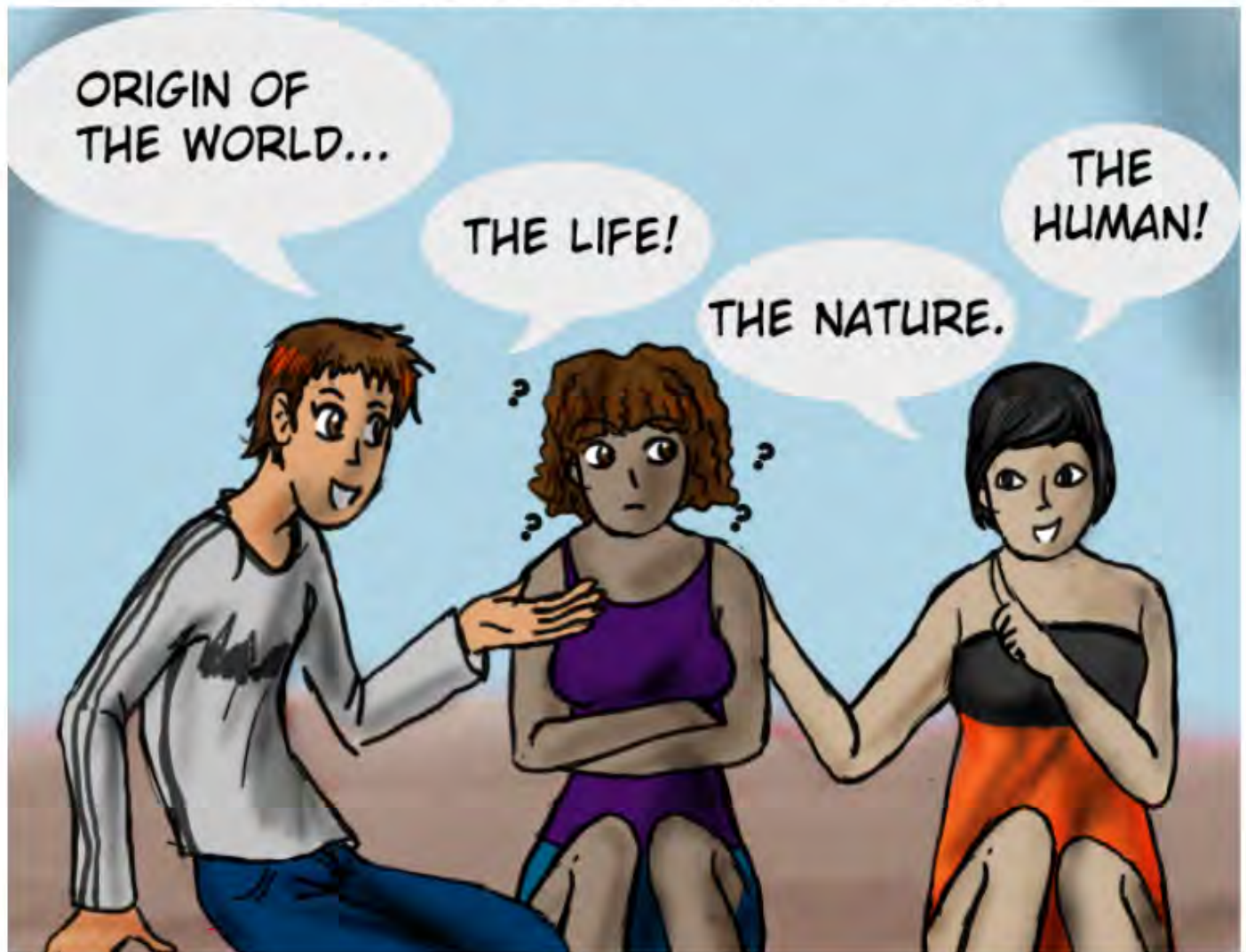
Lara loves adrenaline, taking risks and going out of her way to seek adventure. She usually acts wild and crazy.

INTELECT (HIGH)



Daniel enjoys reading things that challenge him.

INTELECT (LOW)



Ana Luiza avoids philosophical and theoretical discussions. She has difficulty understanding abstract ideas.

MODEST (LOW)



Henrique thinks he is better than others and has a high opinion of himself. He brags about the qualities he thinks he has..

SELF-DISCIPLINE (HIGH)



Leticia is always prepared and knows how to put her plans into action.

SELF-DISCIPLINE (LOW)



Murilo wastes his time and has difficulty starting tasks, usually procrastinating about them.

VULNERABILITY (HIGH)



Ana Julia panics easily, feeling overwhelmed with things to do and thinking that she is incapable to deal them.

VULNERABILITY (HIGH)



Vinicius is able to stay cool under pressure.

CHEERFULNESS (HIGH)



Valentina irradiates happiness and joy. She loves life and is always looking at the better side of it.

LIBERALISM (HIGH)



Samuel believes that values change over time and that there is no absolute right or wrong.

LIBERALISM (LOW)



Ricardo thinks that there is a moral standard to be followed and is totally closed to accepting other's opinions.

SYMPATHY (HIGH)



Pietro sympathizes with homeless and/or those who are worse off than himself.

SYMPATHY (LOW)



Sarah doesn't care about other people's problems and tries not to think about the needy.

CAUTIOUSNESS (LOW)



João Vitor acts without thinking, making rash decisions. He often rushes into making decisions and actions.

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The reader can found more material about the subject at:

www.personalityresearch.ufs.br

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About the Story-based personality inventory

The "story-based" personality inventory is established by contextualized stories. The personality is characterized by personality traits, meaning that it is not described by a unit, but a set of traits (components of several aspects). Traits are related to the ways in which humans respond to the environment. These responses are classified into feelings, thoughts and behaviors. The model is called "Big Five", in reference to the five-factor model, and is used to analyze individual personality based on the similarity demonstrated by the person taking the test and the stories created for each situation analyzed in the test. In these simulations it is possible that people reveal their personality traits in specific contexts - here displayed by illustrations. The scores generated follow the range: low, medium and high level, and do not correspond to low, medium or high grades qualifying people as good or bad. This test is based on the NEO_IPIP test developed by John A. Johnson and available at [<http://www.personal.psu.edu/faculty/j/5/j5j/IPIP/>] or [<http://ipip.ori.org/>].

Other relevant information about the Personality research can be found at <http://www.personalityresearch.ufs.br/>