WIDAD PSYCHETRA DOOR (WPD) AS NEW MOBILE APPLICATION (APPS)

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Abstract. The purpose of this paper is to address the new invention - Widad Psychetra Door (WPD) on how re-generate low costing instrument of psychology games (combining perceptual illusions and active focus repetitive behavior) to Re-Instrumental Scale for basic Personality Test among teenagers’ personality. This study is conducted to identify the perception of the 10 adolescents from their own experiential testing of WPD. This research used a qualitative methodology through interviewed and data was analysed used content analysis with 10 respondents in age range between adolescent are 14 to 16 years old. The segmented difficulty level shape and vision experiences is based on five factor model (Agreeableness) and their satisfaction which segmented can be the best analogues in future application (apps) of WPD. The result shown the level of satisfaction is higher in third segmented and majority of respondents highly perceived this WPD can be applied as one of the application games (apps).

1. Introduction

Rapid adoption of mobile and gadgets, acquired both the positive and negative influences on early childhood development [5] as it indirectly resumes to satisfaction need during middle childhood and teenage. Human development reflects the complex interaction of the person, the person’s behaviour, and the surrounding. The relationship between these elements is called reciprocal determinism. A person’s cognitive abilities, physical characteristics, personality [11] beliefs, attitudes, and so on influence both his or her behaviour and environment. These influences are reciprocal. Either in reciprocal determinism or influencers, digital technologies dominate the satisfaction of individual in expressing the attention. [16]. Digital gizmos are on nearly every dinner table and nightstand, and even the youngest of children interact with technology on a daily basis. Because technology is so much a part of our everyday lives [28], parents have to work pretty hard to keep up with what's out there. Far see this congruencies, researchers believe this studies can be one of the satisfaction tools in indicating the personality development assessment among teenagers. Psychologist are discovering that digital technologies, in particular the internet, are changing the way our brains function.
This study will contribute an empirical study of perception in technology application of WPD among adolescents. Individuals are likely to thrive and be motivated in settings that fit well with their psychological and physical needs. During adolescence, individuals have an increasingly higher need for complex tasks and to take part in decision making which is related to an individual personality [5]. Digital technologies have already changed the way we live and work. However, there has been limited exploration and discussion about the long term effects of such technologies on our developments. The purpose of this paper is to address the new invention - Widad Psychetra Door (WPD).

These findings are significant for industrial and non-industrial organizations in helping the Industrial and Organizational psychologist for personnel selection (new recruit) or gamer expertise developer. This paper explores the perception of the teenagers’ satisfaction towards the WPD through physically segmented and lead to the application technologies used among them in platform of apps downloader.

2. Purpose of the Study
The main purpose of this study is to identify the perceiving of teenagers’ level of satisfaction towards the WPD as an app.

Figure 1. WPD -upper illustration- R1, R2, R3

3. Research Methods
Qualitative methodology through interviewed and data was analysed used content analysis with 10 respondents in age range between adolescent are 14 to 16 years old. The segmented difficulty level shape satisfaction is based five factor model (Agreeableness).

4. Literature review/ Operational and conceptual definition
Consumer psychology perspectives, belief the consumer purchased behaviour occurs once the customer’s choice to purchase that something he can satisfy and afford for. Consumers in emerging economies have more conscientiousness to engage in sustainable consumption purchase compare with consumers in developed countries. Consumers like teenagers, perceived parents’ permission fist in order to purchase any products related on like apps purchased games, digital phases games and etc. However, some of them purchased without consent from adults [7] indicated that because of the availability and free purchased in the internet. During adolescence, individuals have an increasingly higher need for complex tasks, sharing info’s and to take part in decision making which is related to an individual personality [11,10]. Adolescence has long been recognized as a period of heightened risk-taking and, accordingly, a stage that requires special oversight from adults. Researchers believe by the result shown, these teenagers will able relocated the satisfaction need by channel the attention to this WPD games and increase the awareness of the consume personality and enjoyable during time. The World Health Organization [10] defines an adolescent as any person between ages 10 and 19.

Agreeableness is one of the five behaviour traits of the Big Five personality theory. People with high agreeableness tend to be more courteous, trusting, tolerant, altruism and other prosocial behaviors [31]. It indicates how satisfaction level based construct by physical action and repetitive. They enjoy being with participating in physical contact, difficulty and are full of energy [15]. Thus, agreeableness is completely related to technology beliefs when that technology fosters collaboration, cooperation, and task accomplishment [8]. Agreeableness person are liking of dancing games due to the predominantly non-violent nature of personality [6]. Besides, they are associated as being more helpful and pleasant working with other people on playing a mobile game or inviting a friend to play as more motivating [3]. The implications for commercial research practitioners are highlighted. The used of this research results can be one of the useful input to the psychologist, gamers expertise and gamer developer to invest in application technology of WPD.

5. Findings
The result shown the difficulty level is very high and applicable to the satisfaction level of agreeableness and making WPD as one of the application technology (apps).

5.1. Content analysis Table (Level of Difficulty – WPD segmented)

| Table1. Level of Difficulty Satisfaction– WPD based on five factor model (Agreeableness) |
|-----------------------------------------------|
| A | x^2 x' |
| B | x' |
| C | x^1 x^2 x^3 x^6 x^8 x^9 x^10 |

5.2. Content analysis Table (Perceived WPD can be applied as (apps))

| Table 2. perceived WPD can be applied as one of the application games (apps). |
|-----------------------------------------------|
| Adolescent | Agreeableness traits |
|-----------------------------------------------|
I am satisfied with segmented level and need to have it in phone
I believe this game can be more exciting in mobile apps
I think playing it in phone will be more exciting
I am being dared with this game and want to share with others through phone

6. Discussion and Conclusion
Available literature also rephrases the importunateness of the result of our studies. It is found that found that The Effect of Early Adolescents’ Psychological Needs Satisfaction Upon Their Perceived Competence. This is clearly an integral contributor to students affect towards information skills, uses and research [26]. Students require social contextual supports for all their basic psychological needs, which include not only autonomy but relatedness and competence. This also found that significant correlation between students’ self-perception of research ability and students’ social and emotional attributes including emotional resilience, getting along and persistence. The higher the students’ social and emotional, the higher the agreeableness trait [17]. In the perspective of difficulty task, Michael argued about psychological support as well as pedagogical work for children should take the satisfaction of basic psychological needs into account. Highly aggressive adolescent often has a biography of decreasing self-esteem experiences and this also can lead to agreeableness trait of an adolescent [20]; [19]. These findings are significant for industrial and non-industrial organization in helping the Industrial and Organizational psychologist for personnel selection (new recruit) or gamer expertise developer.

7. Research limitations and implications
This research is only limit only in Kuantan City area only. Recommended further studies must be access to bigger population and can be measure and compare between two bigger county populations.

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