

# Digital Transformation Landscape in the Fourth Industrial Revolution (4IR) Era

4th Visual Informatics International Seminar 2018

## **EDITORS:**

Halimah Badioze Zaman Azlina Ahmad Nazlena Mohamad Ali Riza Sulaiman Mohammad Nazir Ahmad

# Copyright © 2018 Institute of Visual Informatics (IVI), UKM

Hakcipta © 2018 Institut Informatik Visual (IVI), UKM

All rights are reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without prior permission of the copyright owner.

Hakcipta terpelihara. Tiada bahagian dalam kandungan buku ini boleh dikeluar ulang dalam apa juga bentuk dan cara sama ada; elektronik, fotologi, mekanik, rakaman atau lain-lain sebelum mendapat izin bertulis daripada pemilik hakcipta.

Perpustakaan Negara Malaysia Cataloguing-in-Publication Data

eISBN: 978-967-2224-08-2

9 789672 224082

Published and printed by:

Institut Informatik Visual (IVI), Universiti Kebangsaan Malaysia 43600, Bangi, Selangor

# **Table of Contents**

No	Paper Title	Page
1	Integrating Computational Thinking (CT) across STEM (COMEL) Model in Teaching English amongst Elementary School Children in Kedah, Malaysia  Halimah Badioze Zaman, Azlina Ahmad, Aliimran Nordin, Hamidah Yamat@Ahmad, Aliza Alias, Ang Mei Choo, Azwan Shaiza Nizam, Riza Sulaiman, Normazidah Nizam, Azizah Jaafar, Wahiza Wahi, Nazlena Mohamad Ali, Fauzanita Kasim, Azlina Abdul Aziz, Puteri Nor Ellyza Nohuddin, Hanif Baharin, Mohamad Taha Ijab, Rabiah Abdul Kadir, Norshita Mat Nayan, Ummul Hanan Mohamad, Ely Salwana Mat Surin and Mohammad Nazir Ahmad	1
2	Development of Information System 3D Ebook of LIPI Research Results Dwiyanto Wahyu Ari Nugroho, Abdurrakhman Prasetyadi, and Aria Bisri	25
3	Waste Management Mobile Application via Visualisation Recommender and Gamification Framework Cheng Kin Meng, Koo Ah Choo, Ulka Chandini Pendit and Junita Shariza Mohd Nasir	38
4	Information Searching Behavior among Undergraduate Student Towards Online Database Usage Zahidah Zulkifli, Ely Salwana Mat Surin, Ashraf Ali Salahuddin and Nur Hi- dayah Mohammad Daud	45
5	Evaluation of the Malaysian Radiological Incidents Response Simulation System Amy Hamijah Ab. Hamid, Mohd Zaidi Abd Rozan, Roliana Ibrahim, Safaai Deris, Ali Selamat and Norita Md. Norwawi	58
6	A Conceptual Framework for a Web Based Virtual Forest Environment of Threatened Plant Species  Norul Maslissa Ahmad, Nazlena Mohamad Ali, Ang Mei Choo and Hanif Baharin	71
7	The Usability Factors of Cardiovascular Health Monitoring Mobile Application: A Conceptual Model  Muhammad Sobri, Mohamad Taha Ijab and Norshita Mat Nayan	80

8	A Conceptual Model for the Application of Lean Six Sigma Methodology for Improving Software Requirement Engi- neering Narishah Mohamed Salleh and Puteri Nor Ellyza Nohuddin	91
9	Evaluation of Communication and Tracking Ontology for Emergency Response in Mobile Apps: Results from Delphi Technique  Mohd Khairul Azmi Hassan and Norshita Mat Nayan	103
10	MRI Knee Cartilage Segmentation using COMSeg Technique for Normal and Intermediate OA  Marlinawati Djasmir, Riza Sulaiman and Mohd Fahmi Mohamad Amran	112
11	Information Seeking Behaviour of International Students on Social Media: Towards A New Information Seeking Behav- iour Model Suraya Hamid, Mohamad Taha Ijab, Liyana Shuib and Azah Anir Norman	124
12	Usability Measurement of Online Travel Booking Application using System Usability Scale Nur Ani and Nazlena Mohamad Ali	141
13	Green Environment Data Modelling and Visualization to Enhance Motivation of STEM Education: A Conceptual Model Sazrol Fadzli, Jamaiah Yahaya, Aziz Deraman, Abdul Razak Hamdan, Lilia Halim, Noor Zaitun Yahaya and Izhar Abadi Ibrahim Rais	154
14	Intellectual Intelligence Analysis on Figural Creativity Levels for Elementary School Students Billy Hendrik, Nazlena Mohamad Ali, Riza Sulaiman, Mardhiah Masril and Harry Theozard Fikri	167
15	Modelling of Robot Bunker based on Fuzzy Logic Emil Naf'An, Riza Sulaiman and Nazlena Mohamad Ali	177
16	A Peer to Peer Internet Sharing Technique on MANET through WiFi Interface  Thian Seng Lee, Riza Sulaiman and Nazlena Mohammad Ali	191

Can They Play This Game ?: A Preliminary Investigation of Kinect Game Usability for Stroke Rehabilitation  Mohd Yusoff Bin Omar and Dayang Rohaya Awang Rambli	204
Deep Learning for Crowd Counting  Anahita Ghazvini, Siti Norul Huda Sheikh Abdullah and Masri Ayob	212
Humanoid Localization on Robocup Field via Geometric Distance Estimation  Muhammad Nuruddin Sudin, Siti Norul Huda Sheikh Abdullah and Muhammad Faidzul Nasrudin	224
Oil Palm Fresh Fruit Bunch Plucking System based on Region Growing Siti Norulhuda Sheikh Abdullah, Layla Wantgli Shrif Amosh, Muhammad Uzair Sahrin and Che Radziah Che Mohd Zain	234
	Kinect Game Usability for Stroke Rehabilitation  Mohd Yusoff Bin Omar and Dayang Rohaya Awang Rambli  Deep Learning for Crowd Counting  Anahita Ghazvini, Siti Norul Huda Sheikh Abdullah and Masri Ayob  Humanoid Localization on Robocup Field via Geometric  Distance Estimation  Muhammad Nuruddin Sudin, Siti Norul Huda Sheikh Abdullah and Muhammad Faidzul Nasrudin  Oil Palm Fresh Fruit Bunch Plucking System based on Region Growing  Siti Norulhuda Sheikh Abdullah, Layla Wantgli Shrif Amosh, Muhammad

# **Preface**

Te are indeed honoured to bring you this collection of articles from the 4th Visual Informatics International Seminar 2018 (VIIS'18) which was held in the Universiti Kebangsaan Malaysia or the National University of Malaysia (UKM), located in Bangi, Selangor from 13 to 15 November 2018. VIIS'18 was organised by the Institute of Visual Informatics (IVI), UKM together with the National Professors' Council (MPN) and several local public universities. IVI is the leading centre of excellence in Malaysia that focuses on research and innovation in the field of Visual Informatics rooted in Computer Science, Information Systems and Information Technologies disciplines.

Research on visual informatics is becoming increasingly important, as the world enters the fourth major industrial revolution (4IR) era which is characterised by a fusion of technologies: blending the physical, digital, biological and art worlds. This becomes a challenge for all disciplines, economies and industries, and has even challenged ideas about what it means to be human in the advent of advanced robotics and Artificial Intelligence technologies. Hence, this year VIIS'18 brings latest state-of-the-art theme: "Digital Transformation Landscape in the Fourth Industrial Revolution (4IR)" to cater the current needs on visual informatics. VIIS '18 aims to provide an excellent opportunity to share and exchange knowledge, technologies and applications in the field of visual informatics for academics, professionals, engineers, and industrial players world-wide. There is no doubt that every VIIS has encouraged the further advancement of visual informatics through fruitful discussions among researchers, experts, practitioners and specialists.

VIIS '18 was mainly organised by the research students in IVI. VIIS'18 provides a platform for research students to learn the full process of organising an academic seminar. Students were actively involved from the planning phase until the end of the seminar. This year, we received 33 submissions and 20 papers were selected for oral presentation. In addition, to encourage research students to present and discuss their research, several students were also invited to participate in the poster presentation during the seminar.

On behalf of the organising and programme committee of VIIS'18, we thank all authors—who have contributed to the volume. We would like to thank the participants of the conference for their thought provoking ideas and active participation in the conference. We would also like to express our gratitude and heartfelt thank you to every staff and students of the Institute of Visual Informatics (IVI), Faculty of Information Science and Technology (FTSM), UKM and all committee members for their remarkable effort and unwavering dedication to ensure the success of VIIS '18. We also would like to express our appreciation to the the Grand Challenge or Arus Perdana Grants of UKM (AP-2017-005/1, AP-2017-005/2 & AP-2017-005/3) for their support in this seminar and publication of this proceedings.

13th November 2018

**Editors** 

Halimah Badioze Zaman Azlina Ahmad Nazlena Mohamad Ali Riza Sulaiman Mohammad Nazir Ahmad

# **Organising Committee**

# **Advisor**

Prof. Dato' Dr. Halimah Badioze Zaman

# Chair

Prof. Dr. Riza Sulaiman

# Co-Chair

Dr. Rabiah Abdul Kadir

# Secretary

Assoc. Prof Dr. Nazlena Mohamad Ali Nur Ani

# **Assistant Secretary II**

Dr. Ummul Hanan Mohamad

# **Treasurer**

Dr. Puteri Ellyza Nohuddin Rabiatul Adawiyah Abdul Rashid

# **Assistant Treasurer II**

Zakaria Mohd Elah

# **Publicity (Web Portal)**

Dr. Aliimran Nordin (Head) Dr. Ang Mei Choo Mohd Hafiz Abd Rahman Anahita Ghazvini

# **Sponsorship**

Prof. Dato' Dr. Halimah Badioze Zaman (Head)

Prof. Dr. Azizah Jaafar

Assoc. Prof Dr. Azlina Ahmad

# **Conference System Management**

Dr. Ely Salwana Mat Surin (Head) Hafizhah Suzana Hussien Lee Thian Seng

# **Logistics**

Dr. Mohamad Taha Ijab (Head)

Siti Norazimah Ahmat

Zulkepli Mukhtar

Mohd Haziq Mohd Johari

Muhammad Yudhi Rezaldi

Muhammad Sobri

Bagus Priambodo

Nurhadi

Emil Naf'an

Billy Hendrik

Wydyanto

Zaid Amin

Mohamad Hidir Mohd Salim

Gijs Van Dam

Jason Ariel Rajendran

# **Technical / Publications**

Assoc. Prof. Dr. Mohammad Nazir Ahmad (Head)

Dr. Aliimran Nordin

Dr. Ahmad Hanif Baharin

Assoc. Prof. Dr. Jamaiah Yahaya

Assoc. Prof. Dr. Siti Norul Huda Sheikh Abdullah

Sazrol Fadzli

Siti Rohana Ahmad Ibrahim

Youcef Benferdia

Nurul Huda Muhammad

# Workshop

Dr. Ang Mei Choo (Head)

Naveed Ahmad

P Vanisri S.P Batemanazan

Al-Hamidy

Kohilah A/P Miundy

Event Management (Gift / Program Book / Certificate)
Dr. Norshita Mat Nayan (Head)
Intan Nadiah Abdul Hakim Noor Halimi Rose Mohamad Nita Rosa Damayanti Siti Norazimah Ahmat

# Intellectual Intelligence Analysis on Figural Creativity Levels for Elementary School Students

Billy Hendrik<sup>1,2,</sup>, Nazlena Mohamad Ali<sup>1</sup>, Riza Sulaiman<sup>1</sup>, Mardhiah Masril<sup>2</sup>, Harry Theozard Fikri<sup>2</sup>

<sup>1</sup>Institute of Visual Informatics, Universiti Kebangsaan Malaysia, Malaysia {nazlena.ali,riza}@ukm.edu.my

<sup>2</sup>Universitas Putra Indonesia "YPTK"Padang, Indonesia billy\_hendrik@upiyptk.ac.id

Abstract. Intelligence quotient (IQ) is commonly used as a benchmark for the quality of human resources. However, we also need to emphasise the ability of creative thinking (figural creativity) to create skilled human resources and productive, creative and quality generation. This study aims to analyse the relationship between intellectual intelligence and figural creativity in elementary school students using quantitative analysis. We used the random sampling technique to gather 84 10-year-old students from 4 different sub-districts as participants in this study. We also employed coloured progressive matrices (CPMs) and the figural creativity test (TKF) to determine students' intellectual and creativity levels. Statistical Product and Service Solutions was used to analyse the test results to prove the relationship between intellectual intelligence and figural creativity. This is indicated by the significance value obtained at 0.04 < 0.05. Test results corroborate that intellectual ability is related to the ability to think creatively. However, from the entire sample, 32% of the students have excellent intellectual ability but inversely with the ability to think creatively. Thus, the stimulation of students' figural creativity is necessary.

Keywords: Figural Creativity, Intelligence, TKF, CPM

# 1 Introduction

Humans are gifted with multiple potentials of intelligence (multiple intelligences). Intelligence is commonly interpreted as intelligence quotient (IQ). IQ is generally used as a measure of one's level of intelligence [14, 34, 38, 39]. In addition to IQ, creativity is also an important factor to improve learning outcomes. The development of creativity is crucial. It is contained in MPR-RI Decree No. 11/MPR/1983 as, according to Utami Munandar, "The education system needs to be tailored to the needs of development in all fields that require different types of skills that can simultaneously improve productivity, creativity, quality, and work efficiency" [33]. Education starts from within the family which consists of two main components consisting of parents and children.

Students with potentials should learn to improve the quality of education. Furthermore, it can help parents know the potential of their children at an early age to facilitate their development. Several IQ tests are used to explore the potentials of children [33]. The ability to think creatively and child learning outcomes are measured by creativity and achievement tests, respectively [15, 22, 33, 40].

In this study, we analyse the intellectual intelligence for creativity among 10-yearold elementary school children. The purpose of this work is to know the relationship between intellectual intelligence and figural creativity among children. In this study, coloured progressive matrices (CPMs) and the figural creativity test (TKF) are used to determine the levels of intellectual intelligence and figural creativity. Statistical analysis was conducted to determine the relationship between the CPMs with TKF

# 2 Background of the Study

# 2.1 Intelligence

Affirmed that intelligence is the ability to adjust [11, 20, 21]. They affirmed that intelligence is the ability to understand and act appropriately on a situation at hand. Thus, intelligence is related to the ability to adapt to a situation at hand.

Corroborated that intelligence is the ability to learn [18, 25, 38]. A person with a high intelligence level is easy to train and readily learns from experiences. Verified that intelligence is the ability to think abstractly [9, 11] and the ability to understand and think about abstract ideas and symbols.

From the experts' views, intelligence is a general ability (general factor) [6, 9, 28]. In this case, the test results assert that intelligence, in general, is a person's ability to adjust, learn or think abstractly [17]. The results of the aptitude test cannot indicate which specific areas or special abilities are likely to be mastered.

Intelligence test measures a person's ability or intelligence [17]. Several types of commonly used intelligence tests are available. Group intelligence tests consist of CPMs for 5- to 14-year-old children, advanced progressive matrices for 14- to 20-year-old children and standard progressive matrices for 20- to 70-year-old adults [2, 8, 35]. Individual intelligence tests consist of the Wechsler Adult Intelligence Scale (WAIS) and the Wechsler Intelligence Scale for Children (WISC) [3, 5, 12, 29].

Two test kits that will be used in this study are Colored Progressive Matrices (CPM) as a measure of intellectual intelligence and Figural Creativity Test (TKF) as a measuring tool for figural creativity.

# 2.2 Coloured Progressive Matrices

Two forms of CPMs are available, namely, printed books and board-shaped pictures, which are similar to the printed book. The test material consists of 36 items/drawings. This item is grouped into 3 sets, that is, A, AB and B [16, 24]. Items are compiled from

easy to difficult. Each item consists of a large hollow image, below which are six closing pictures. The students' task is to select one from the images to cover the drawbacks in the big picture. Basically, both forms, in the implementation of the test, give the same result and are intended to attract the attention of small children [10, 30, 36].

Raven [24] confirmed that CPM test is intended to reveal logical thinking and space observation skills and the ability to seek and understand the relationship between a whole and its parts. Thus, integration skills and analytical thinking are included.

Differences in opinion among experts in interpreting the term creativity exist. Creativity is a cognitive ability that produces new ways of looking at a problem or a situation in terms of practices and new ideas. Validated that creativity is the ability to create new combinations based on data, information or elements that exist. Created results are not always new things but can also be a combination of things that already existed. Elucidated that reflectiveness is defined as a person's ability to produce composition, new products or ideas that were previously unknown. Activity forms can be imaginative or thought-provoking rather than merely summarising.

These forms can be the creation of new patterns and a combination of previously acquired information or experiences that have real intent and purpose, not just fantasy. The form of creativity can be a product of art, literature or scientific products and procedural or methodological. Proved that creativity is a process that not only aims at results but also leads to create something new, different, unique, oral or written and concrete or abstract that is valuable. Creativity arises from divergent thinking, whereas problem-solving comes from convergent thinking, a different creativity with intelligence. Creativity can arise on the basis of acquired knowledge and as a form of imagination that leads to achievements, such as painting, building construction with beams, or Lego [1, 7, 19, 23, 26].

On the basis of a study in Utah, tasks are assigned to know the creative potential of different students of different ages from preschool (95%–98%), elementary school (50%–70%), high school and college students (30%–50%) to adults 20%. Corroborated that creativity evolves from childhood and reaches its peak in producing creative things at the age of 30–40, after which creativity tends to stagnate or decrease [27, 31, 37].

## 2.3 Figural Creativity Test

TKF is an adaptation of the Circle Test made by Torrance. TKF first used by Utami Munandar in 1977. In this study to observe the level of creativity used TKF. The creativity measured through the TKF is the ability to form new combinations of given elements reflected in fluency, flexibility and originality in giving ideas and abilities to develop, elaborate and enrich (an elaboration) an idea [4, 13, 32]

# 3 Material and Method

# 3.1 Participant

The study began with a field observation of private elementary schools. The schools were selected by a cluster sampling technique. 4 schools were randomly selected from 11 sub-districts provided. Each sub-district was represented by one school randomly chosen. Each schools were randomly selected 20 students, total sample were 84 students.

## 3.2 Measures and Procedure

The CPM tests was conducted to determine the level of intellectual intelligence of students. In the CPM test, the students were required to complete 3 sets of questions, that is, A, AB and B, each of which consisted of 12 questions. Raw scores were obtained by giving a value of one for every correct answer and zero for every wrong answer. When a raw score was obtained, it was converted into a percentile according to the chronological age. The next will be classified as grade and intellectual capacity.

This study aimed to find out the correlation between intellectual intelligence and figural creativity on elementary school students based on the hypothesis that a relationship exists between the two.

Grade SPM	Range IQ based on Standford Binet	Classification	
Grade I	120-139	Superior	
Grade II	110-119	High Average	
Grade III	90-109	Average	
Grade IV	80-89	Low Average	
Grade V	68-79	Borderline Mental Re- tardation	

Tabel 1. The Level of IQ based on Standford Binet standard

The TKF test was conducted to determine the figural creativity of students. In this test the students were required to create an image from a given form, complete the drawing based on several lines, and make various images from a given circle as a stimulus. Scoring on this test will assess some aspects of fluency, flexibility, originality and elaboration. A raw value was obtained on the basis of the assessment of the four aspects.

This value will be converted to the standard value and then the amount of a raw value into a creative quotient score.

At TKF level there are four levels of Superior, High average, Average, and Low Average. Each has intervals; Superior 120-127, High average 111-119, Average 91-110, and Low Average 80-90.

## 4 Results and Discussion

Table 2 shows that the experimental results affirm a level of intellectual intelligence all of students. Total sample were 84 students, and they fill five level of intellectual intelligence. Table 2 shows composition of the students in this study. The students were divided into 5 subgroup based on their intellectual intelligence level.

CPM level Fre-Per-Cumulaquency cent tive Percent Grade I 25 29.8 29.8 Grade II 35 41.7 71.4 Grade III 25.0 21 96.4 Grade IV 2 2.4 98.8 Grade V 1 1.2 100.0 Total 84 100.0

Table 2. Frequency Intellectual Intelligence Level

The test results were analysed with Pearson's correlations. Table 3 shows that the correlation analysis between intellectual intelligence and figural creativity which the significance value 0.043 < 0.05. Therefore, a positive relationship exists between intelligence and the figural creativity levels of the students. Thus, the hypothesis is accepted.

Table 3. Correlation between the CPM and TKF test results

Tuble 6. Confedence between the Crist and The test results				
		TKF		
		Score		
	Pearson Correlation	.221*		
CPM Score	Sig. (2-tailed)	.043		
	N	84		

st. Correlation is significant at the 0.05 level (2-tailed).

Table 4 shows the figural creativity level of the subgroup based on intellectual intelligence level.

 Table 4. Intellectual intelligence level and Figural Creativity Level Crosstabulation

CPM Level	TKF Level			To- tal	
	Supe- rior	High Aver- age	Aver- age	Low Aver- age	
Grade I	1	2	14	8	25
Grade II	0	5	24	6	35
Grade III	0	1	12	8	21
Grade IV	0	0	0	2	2
Grade V	0	0	0	1	1
Total	1	8	50	25	84

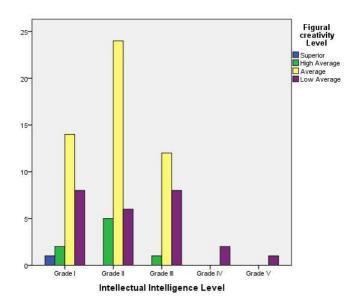


Fig. 1. CPM and TKF test results

The second analysis was conducted to find out "whether the level of figural creativity of students who have intellectual grade I, grade II, grade III, grade IV, and grade V".

Table 5. Descriptive Statistics

	N	Mean	Std. Devia-	Mini-	Maxi-
			tion	mum	mum
TKF	84	95.95	8.214	85	120
CPM	84	2.04	.870	1	5
Level					

Table 5 shows descriptive statistics of figural creativity score from all sample. Mean of figural creativity score = 95.95, standard deviation = 8.214, with minimum score = 85 and maximum score = 120.

**Table 6. Descriptive Statistics J-Test** 

	TKF Score
Observed J-T Statistic	948.000
Mean J-T Statistic	1190.000
Std. Deviation of J-T Statistic	121.382
Asymp. Sig. (2-tailed)	.046

# 4.1 Grouping Variable: CPM Level,

Table 6 shows that J-test statistic value = 948.0, mean=1190.0, standard deviation 121.3, and the result asymp.sig(2-tailed) value = 0.046 < 0.05. Based on the result, the second analysis were rejected. A very important finding in this study is the higher the level of intellectual intelligence level, the higher the figural creativity level.

Another important finding is that certain students have the "Grade I" CPM level (intelligence levels are high average), but the figural creativity levels are "Low average". Table 7 shows, the 84 participants in the test, 25 have the "Grade I" CPM level, but eight students (32%) of them have the figural creativity levels "Low average"

Table 7. TKF test results on the percentage of students who have the Grade I CPM level

		Frequency	Percentage (%)
	Superior	1	4
TKF level	High average	2	8
	Average	14	56
	Low average	8	32
Total	•	25	100

On the basis of the data, authors argue that not all children with high average intelligence levels will have high average figural creativity levels, too. Thus, stimulation is needed for figural creativity.

Learning tools that allow for experimentation and exploration to deliver varied information will hopefully provide stimulation to children from several sides.

On the basis of the results of previous research and discussion, we can conclude that a positive correlation exists between students' intellectual intelligence and figural creativity with a significance value at 0.043 < 0.05.

# 5 Conclusion

Not all elementary students with high CPM scores have high TKF scores. Some have high CPM scores but with low TKF scores. Differences in information, learning tools and family background greatly affect the level of creativity of each student.

For the improvement and alignment of creativity with IQ, learning facilities in the form of teaching and supporting materials that stimulate the creativity of elementary school students are needed. These facilities should be given To schools where they will be evenly utilised by all elementary school students.

This study is limited to using a sample of one city with a sample size of 80 students. Only private schools are used as sampling sites. CPM is chosen as the measuring tool because it can be used for collective testing in children

# References

- 1. Aurum, A., Gardiner, A.: Creative idea generation. Aust. Stud. Knowl. Manag. (2003).
- 2. Campus, G. A Study Of Intelligence Measure Using Raven Standard Progressive Matrices Test Items By Principal. 5, 169–173 (2014).
- 3. DeThorne, L. S., Schaefer, B. A.: A guide to child nonverbal IQ measures. *Am. J. Speech-Language Pathol.* 13, 275–290 (2004).
- 4. Dufner, M. *et al.*: Positive Intelligence Illusions: On the Relation Between Intellectual Self-Enhancement and Psychological Adjustment. *J. Pers.* 80, 537–572 (2012).
- 5. Facon, B., Magis, D., Nuchadee, M. L., De Boeck, P.: Do Raven's Colored Progressive Matrices function in the same way in typical and clinical populations? Insights from the intellectual disability field. *Intelligence* 39, 281–291 (2011).
- 6. Fasko, D.: Education and Creativity. Creat. Res. J. 13, 317–327 (2001).
- 7. Freeman, J.: Self-reports in Research on High Ability. High Abil. Stud. 7, 191–201 (1996).
- 8. Garaigordobil M.: Intervention in Creativity With Children Aged 10 and 11 Years: Impact of a Play Program on Verbal and Graphic Figural Creativity Intervention in Creativity With Children Aged 10 and 11 Years: Impact of a Play Program on Verbal. 18: 37–41 (2010).
- 9. Goharpey, N., Crewther, D. P., Crewther, S. G.: Intellectual Disability: Beyond IQ Scores. *Learn. Mem. Dev.* 1–19 (2009).
- 10. Gondal, U. H., Husain, T.: A Comparative Study of Intelligence Quotient and Emotional Intelligence: Effect on Employees' Performance. *Asian J. Bus. Manag.* 5, 153–162 (2013).
- 11. Hiscock, M.: The Flynn effect and its relevance to neuropsychology. *J. Clin. Exp. Neuro- psychol.* 29, 514–529 (2007).
- 12. Honeck, E.: Inspiring Creativity in Teachers to Impact Students. *Torrance J. Appl. Creat.* 1, 33–38 (2016).
- 13. Imlahi, H. Intelligence quotient and its environmental factors in children. Spring 1-40 (2015).
- 14. Jaarsveld, S., Lachmann, T., Hamel, R., Van Leeuwen, C.: Solving and creating raven progressive matrices: Reasoning in well-and ill-defined problem spaces. *Creat. Res. J.* 22, 304–319 (2010).
- 15. Kazem, A. M. *et al.*: A normative study of the Raven Coloured Progressive Matrices Test for Omani children aged 5-11 Years \*. *J. Pendidik. Malaysia* 34, 37–51 (2009).
- 16. Kim, K. H.: Can We Trust Creativity Tests? A Review of the Torrance Tests of Creative Thinking (TTCT). *Creat. Res. J.* 18, 3–14 (2006).
- 17. Kim, K. H.: The Creativity Crisis: The Decrease in Creative Thinking Scores on the Torrance Tests of Creative Thinking. *Creat. Res. J.* 23, 285–295 (2011).
- 18. Lanfranchi, S. Carretti, B.: The increase in Colored Progressive Matrices test performance in individuals with Down Syndrome: A qualitative and quantitative review. *J. Cogn. Educ. Psychol.* 11, 143–158 (2012).
- 19. Lynn, R., Irwing, P.: Sex differences on the progressive matrices: A meta-analysis. *Intelligence* 32, 481–498 (2004).
- 20. Moffitt, T. E., Gabrielli, W. F., Mednick, S. A., Schulsinger, F.: Socioeconomic status, IQ, and delinquency. *J. Abnorm. Psychol.* 90, 152–156 (1981).
- 21. Morrison, A., Johnston, B.: Active Learning in Higher Education creativity for. 3, (2013).
- 22. Nakano, T. de C., Wechsler, S. M., Campos, C. R., Milian, Q. G: Intelligence and Creativity: Relationships and their Implications for Positive Psychology Psicología Positiva Positiva. *Psico-USF* 20, 195–206 (2015).
- 23. NCS-Pearson-Incorporated. Raven's Standard Progressive Matrices (SPM). *Talent. Dev.* 1–6 (2007).

- 24. Ogurlu, Ü.: Relationship between Cognitive Intelligence, Emotional Intelligence and Humor Styles. *Int. Online J. Educ. Sci.* **7,** 15–25 (2015).
- 25. Pierson, E. E., Kilmer, L. M., Rothlisberg, B. A. & McIntosh, D. E.: Use of Brief Intelligence Tests in the Identification of Giftedness. *J. Psychoeduc. Assess.* **30**, 10–24 (2012).
- Poureslami, H. R., Horri, A., Khoramian, S. & Garrusi, B.: Intelligence quotient of 7 to 9 year-old children from an area with high fluoride in drinking water. *J. Dent. Oral Hyg.* 3, 61–64 (2011).
- 27. Ratulangi, U. S. A. M. *et al.*: Kemampuan Intelligence Quotient (IQ) Mahasiswa Fakultas Kedokteran Program Studi Kedokteran Umum angkatan. **2,** (2014).
- 28. Raven, J.: The Raven's Progressive Matrices: Change and Stability over Culture and Time. *Cogn. Psychol.* **41**, 1–48 (2000).
- 29. Rose, A. D.: Adult Education, Assessment and the Beginnings of the GED. 324–328
- 30. Roth (ed) The Open University. Colman, A. M.: Aspects of Intelligence. *Open Univ. Introd. to Psychol. Vol 1.* 322–372 (1990).
- 31. Rushton, J. P., Skuy, M., Fridjhon, P.: Performance on Raven's Advanced Progressive Matrices by African, East Indian, and White engineering students in South Africa. *Intelligence* **31**, 123–137 (2003).
- 32. Ryan TG and Brown K.: Musical Creativity: Measures and Learning. J Elem Educ 22:105–120 (2012)
- 33. Sharp, C.: Developing Young Children's Creativity Through the Arts: What Does Research Have to Offer? *Invit. Semin.* (2001).
- 34. Sharp, C.: Developing young children's creativity: what can we learn from research? *Pract. Res. Educ.* 5–12 (2004).
- 35. Standard, T., Matrices, P.: Wpe. 1-13 (2014).
- 36. Success, L. Firkowska-Mankiewicz.: Warsaw Study. 32, 25–43 (2002).
- 37. Thang, B. *et al.*: Comparing the creativity of children's design solutions based on expert assessment. *Proc. 7th Int. Conf. Interact. Des. Child. IDC '08* 266–273 (2008). doi:10.1145/1463689.1463765
- 38. Utami Munandar.: Pengembangan Kreativitas Anak Berbakat. Rineka Cipta. Jakarta.
- 39. Williams, R. L. Overview of the Flynn effect. *Intelligence* 41, 753–764 (2014).
- 40. Yoenanto, N. H., Aliyati, P. D.: Hubungan antara perceived autonomy support siswa terhadap guru dengan kreativitas siswa kelas xi sma insan mulia surabaya. *J. Psikol. Pendidik. dan Perkemb.* 3, 21–29 (2014).