

VBA Final Project

Symbolic Picture Story Inventory (SPSI) Basic Module

Purposes

This project creates a basis for a program that will later be used to automate Symbolic Picture Story Inventory (SPSI). This inventory is used to analyze the symbolic stories that define the identity of individuals and groups. These stories help understand the logic behind a certain type of choices and behavior.

The method works as follows:

- Client chooses the main heroes of his/her story: picks a picture that will represent himself/herself and then pictures that represent other significant heroes that should act in the analyzed context (those pictures may be warriors, princesses, animals etc.)
- Client chooses the environment (roads, mountains, caves, woods, houses, castles, walls, rivers etc.) and arranges the “stage” for heroes to act
- Client places the heroes on the stage to show the logic of the story
- Client answers several questions regarding the logic of the story
- The resulting picture and answers are then analyzed by a psychologist

The basic module of the program allows the user to construct the picture choosing from a categorized menu of pictures. This version contains pictures that are downloaded from the web, whereas the final version will feature the pictures that will be drawn specifically for SPSI and will have options of choosing different positions of the object (limited 3D rotation). SPSI pictures will be black and white and emotionally ambiguous.

Functionality

This version features only the basic functions of the future program. Full version will allow user not only to draw the picture, but also tell the story that is depicted by answering questions. It will also allow the researcher to automatically analyze the picture by calculating object sizes, positions etc. This version allows to do the following:

- Choose image to insert by specifying the category and the type in the dropdown menu
- Insert the picture to the drawing area by clicking on it
- Arrange inserted objects to form the picture

The functionality of sub procedures is described in the table below:

<i>Sub loadImages()</i>	When the images are inserted to the cells in the Data sheet they are automatically named by the system (Picture 1, Picture 2, etc.). This macro, when executed, assigns names that are typed in the cells that hold pictures to each one of them, so that the system could then insert the picture to My Story sheet based on the respective cell text. It also loads pictures to a separate shape collection and prints in the immediate window the new names of the pictures.
<i>Sub subcategoryLoad()</i>	This procedure loads the dynamic column in Data sheet, so that the content of this column would change according to the changes of the category (that user does by manipulating Category drop down menu). This macro is assigned to Category drop down menu. It also refreshes the picture by executing showPicture() macro described below.
<i>Sub showPicture()</i>	<p>This macro inserts the picture to the controls area of My Story sheet. It searches and finds the picture to insert using the fact that dropdown menus generate content from the same cells that were used to rename pictures in the Data sheet.</p> <p>After inserting, the picture macro renames it, giving the name that is used to delete the picture during the next iteration that inserts a new one.</p> <p>This macro also brings the image to the back, so that 100% transparent invisible clickable square that activates insertPicture() macro would be on the top, covering the image.</p> <p>The macro is activated by Type drop down menu.</p>
<i>Sub insertPicture()</i>	This sub is activated by click "on image", which is in fact a click on invisible square, as described above. It inserts the image to the drawing area and activates the input box that asks user to name the picture. This unique name will in next versions help analyze the picture.
<i>Sub test()</i>	This sub was created for technical purposes. It shows the names of all shapes on My Story sheet.