

ABSTRACT

Graphology is a branch of science that interprets personality through the analysis of handwriting. In graphology it self, has some rules governing how to analyze handwriting or how a grapholog work. From the standpoint of the informatics techniques, how grapholog analyze handwriting is included in the classification problem. At this final project offer two different methods. In the first method, used classification techniques using Support Vector Machine *classifier* . This method is used to determine the relationship between the features of the class without the knowledge of how grapholog work. While the second method of approach is to use a *classifier* if ... then rule by the majority principle. This approach addapted the workings of a grapholog.

Overall, the first method obtained the best results with a precision test of 90,32 % for letters's type and 67,74 % for space words's type and 90,32% for slant's type. While the second one, obtained the best results with a precision of 84,38% for letters's type, 77,41% for space words's type and 98,11% for slant's type.

Key Words: graphology, digital image processing techniques