

CLIENT LOGO



Skills Gauge Report

Activity Summary



Time available: 5Hr : 50Min

Time taken: 0Hr : 01Min

Skills Gauge Activities



16PF Trait Assessment

Time available: 1Hr : 39Min

Time taken: 0Hr : 01Min



Critical Conversations (AI)

Time available: 1Hr : 39Min

Time taken: 0Hr : 01Min

Competency Score by Activity

CRITICAL CONVERSATIONS



Total Conversations - 8 **Time available** - 1Hr : 39Min
Attempted Conversations - 8 **Time taken** - 0Hr : 01Min

Topic - roleplay1: 47.4%

		Significant Shortcoming	Needs Improvement	Average	Good	Proficient
Empathy Level 2 (Basic) <i>Socially aware of changing moods, tones, feeling and perceptions in a group. Able to sense the dynamics between people and acknowledge and understand why they feel that way.</i>	450 %					
Motivating Level 2 (Basic) <i>Sets high standards for quality and quantity of work; drives others' commitment to these by conveying confidence in their capability, appealing to their unique personal needs and aspirations, celebrating their success and praising a job well done.</i>	25%					
Persuasion- Win/Win mindset Level 2 (Basic) <i>Skilled at the targeted use of facts, arguments, logic in convincing others to a viewpoint/course of action. Uses several strategies and psychological techniques like 'foot in the door' reciprocity, common good, personal appeal to win negotiations.</i>	25%					



***Competencies likely
to be overused***

Empathy Level 2

9/2

Competency Descriptors

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Empathy Level 2

Socially aware of changing moods, tones, feeling and perceptions in a group. Able to sense the dynamics between people and acknowledge and understand why they feel that way.

Motivating Level 2

Sets high standards for quality and quantity of work; drives others' commitment to these by conveying confidence in their capability, appealing to their unique personal needs and aspirations, celebrating their success and praising a job well done.

Persuasion- Win/Win mindset Level 2

Skilled at the targeted use of facts, arguments, logic in convincing others to a viewpoint/course of action. Uses several strategies and psychological techniques like 'foot in the door' reciprocity, common good, personal appeal to win negotiations.