



# Skills Gauge Report



**Time available:** 1Hr : 39Min

**Time taken:** 0Hr : 03Min

## Skills Gauge Activities



### Critical Conversations (AI)

**Time available:** 1Hr : 39Min

**Time taken:** 0Hr : 03Min



### Critical Conversations (AI)

**Time available:** 1Hr : 39Min

**Time taken:** 0Hr : 0Min

## Competency Score by Cluster

Overall <3/1>: 15.0%

### CRITICAL CONVERSATIONS



<b>Total Conversations</b>	- 8	<b>Time available</b>	- 1Hr : 39Min
<b>Attempted Conversations</b>	- 8	<b>Time taken</b>	- 0Hr : 03Min



◆ Target Score      ■ User Score



## Competencies likely to be overused

Feedback (Basic)

**1/3**

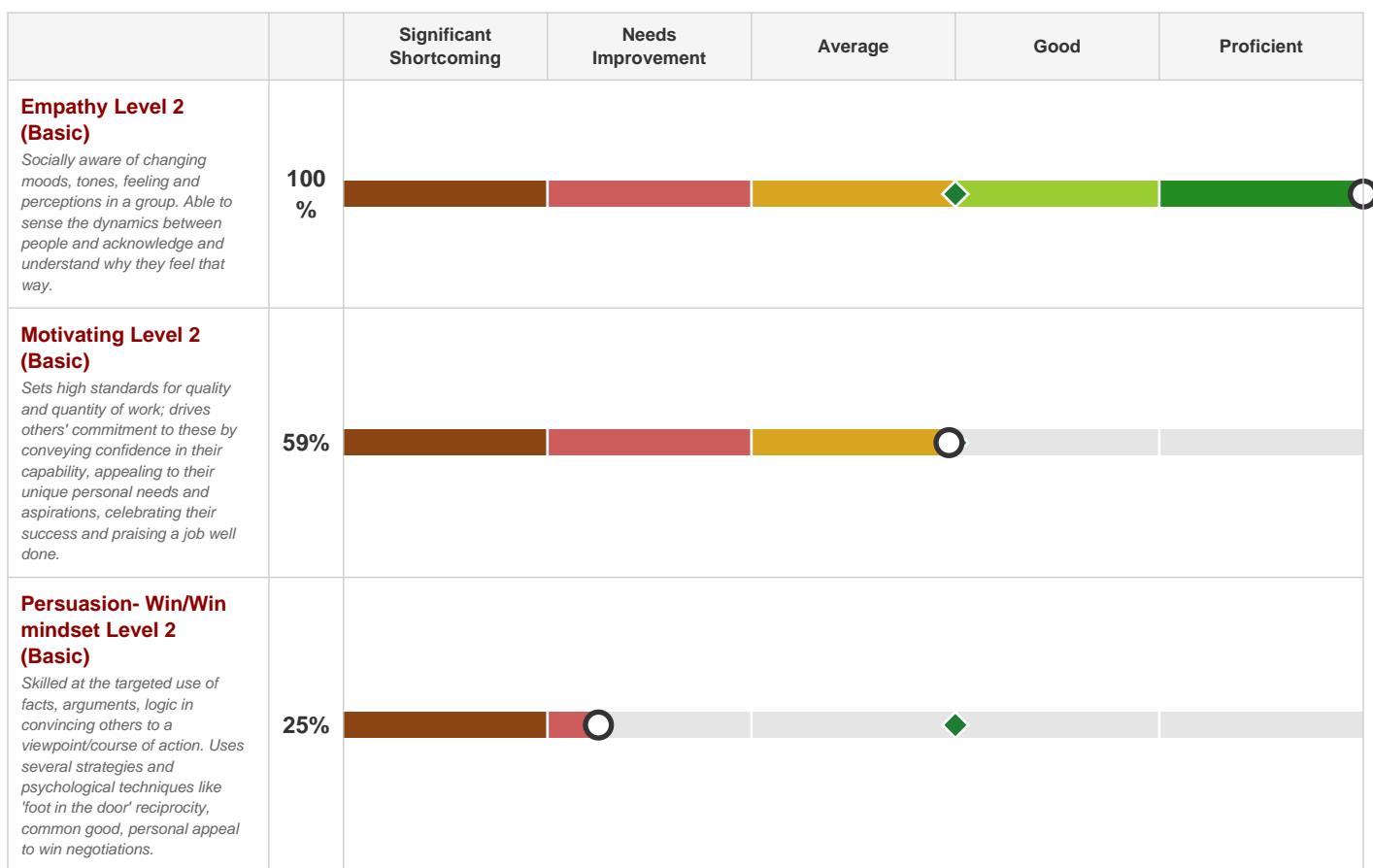
## Competency Score by Activity

### CRITICAL CONVERSATIONS



<b>Total Conversations</b>	- 8	<b>Time available</b>	- 1Hr : 39Min
<b>Attempted Conversations</b>	- 8	<b>Time taken</b>	- 0Hr : 03Min

### Topic - Roleplays: 15.0%





Feedback (Basic)

**1/3**

## 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.*