



Skills Gauge Report



Time available: 1Hr : 39Min

Time taken: 0Hr : 02Min

Skills Gauge Activities



Critical Conversations (AI)

Time available: 1Hr : 39Min

Time taken: 0Hr : 02Min



Critical Conversations (AI)

Time available: 1Hr : 39Min

Time taken: 0Hr : 0Min

Competency Score by Cluster

Overall <roleplay1>: 18.0%

CRITICAL CONVERSATIONS



Total Conversations	- 9	Time available	- 1Hr : 39Min
Attempted Conversations	- 9	Time taken	- 0Hr : 02Min



◆ Target Score ■ User Score



Competencies likely to be overused

Feedback (Basic)

1/3

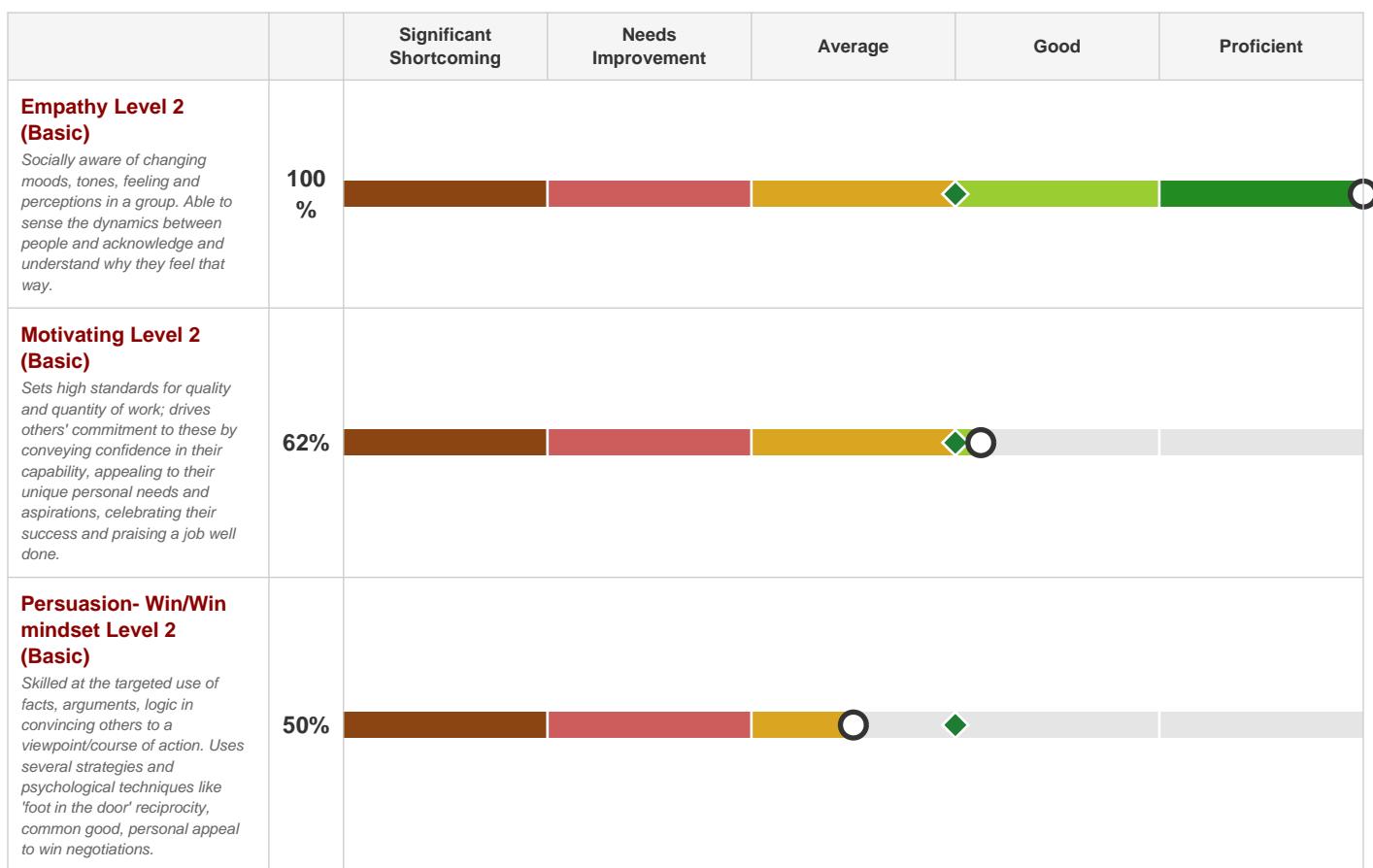
Competency Score by Activity

CRITICAL CONVERSATIONS



Total Conversations	- 9	Time available	- 1Hr : 39Min
Attempted Conversations	- 9	Time taken	- 0Hr : 02Min

Topic - Roleplays: 18.0%





Competencies likely to be overused

Feedback (Basic)

1/3

Competency Descriptors

Competency Descriptors

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.