

CLIENT LOGO



Skills Gauge Report

Activity Summary



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



Total Conversations

- 8

Time available

- 1Hr : 39Min

Attempted

- 8

Time taken

- 0Hr : 03Min

Conversations

		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>	100 %					
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>	59%					
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%					

◆ Target Score

■ User Score



Feedback (Basic)

1/3

Competency Score by Activity

CRITICAL CONVERSATIONS



Total Conversations - 8 **Time available** - 1Hr : 39Min
Attempted Conversations - 8 **Time taken** - 0Hr : 03Min

Topic - Roleplays: 15.0%

		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>	100 %					
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>	59%					
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%					



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.