

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 Cluster

Overall <roleplay1>: 9.0%

### CRITICAL CONVERSATIONS



**Total Conversations**

- 7

**Time available**

- 1Hr : 39Min

**Attempted**

- 7

**Time taken**

- 0Hr : 01Min

**Conversations**

		Significant Shortcoming	Needs Improvement	Average	Good	Proficient
<b>Empathy Level 2 (Basic)</b> <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 %					
<b>Motivating Level 2 (Basic)</b> <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>	31%					
<b>Persuasion- Win/Win mindset Level 2 (Basic)</b> <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%					

● User Score

## Competency Score by Activity

### CRITICAL CONVERSATIONS



**Total Conversations** - 7      **Time available** - 1Hr : 39Min  
**Attempted Conversations** - 7      **Time taken** - 0Hr : 01Min

### Topic - Roleplays: 9.0%

		Significant Shortcoming	Needs Improvement	Average	Good	Proficient
<b>Empathy Level 2 (Basic)</b> <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 %					
<b>Motivating Level 2 (Basic)</b> <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>	31%					
<b>Persuasion- Win/Win mindset Level 2 (Basic)</b> <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%					

## 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.*