

CLIENT LOGO



# Skills Gauge Report

# Activity Summary



Time available: 1Hr : 39Min  
Time taken: 0Hr : 07Min

## Skills Gauge Activities



### Critical Conversations (AI)

Time available: 1Hr : 39Min  
Time taken: 0Hr : 07Min



### Critical Conversations (AI)

Time available: 1Hr : 39Min  
Time taken: 0Hr : 0Min

## Competency Score by Cluster

Overall <16/12>: 14.0%

### CRITICAL CONVERSATIONS



**Total Conversations** - 8      **Time available** - 1Hr : 39Min  
**Attempted Conversations** - 8      **Time taken** - 0Hr : 07Min

		Significant Shortcoming	Needs Improvement	Average	Good	Proficient
<b>Aligned to best practice score (Basic)</b>	33%					
<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>	50%					
<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>	66%					
<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>	8%					
<b>Sentiment/Keyword Match Score (Basic)</b>	29%					

◆ 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 : 07Min

### Topic - Roleplays: 14.0%

		Significant Shortcoming	Needs Improvement	Average	Good	Proficient
<b>Aligned to best practice score (Basic)</b>	33%					
<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>	50%					
<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>	66%					
<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>	8%					
<b>Sentiment/Keyword Match Score (Basic)</b>	29%					



Feedback (Basic)

1/3

## Competency Descriptors

### Competency Descriptors

#### Aligned to best practice score

##### 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.*

#### Sentiment/Keyword Match Score