

Test Results and Interview Guide

Candidate: Assessment: Completed: Prepared for: **Richard Wantsajob** Sensing Customer Needs (Game-Based) June 30, 2025 Sara Maple Example Company

What's Included

- Overall Score
- Competency Summary Table
- Comparison Matrix
- Detailed Competency Results with Interview Guide

Important Note: The Sensing Customer Needs (Game-Based) assessment measures key factors related to high performance and tenure in this job. Attribute types measured vary by test, but can include cognitive ability, skills, knowledge, personality characteristics, emotional intelligence, and past behavioral history. This report includes a one page summary, followed by detailed results with an embedded interview guide. Note that these results should always be used as a part of a balanced candidate selection process that includes independent evaluation steps, such as interviews and reference checks.

Proprietary and Confidential



Overall

Candidate	Score	Interpretation						
Richard Wantsajob	76	0		35	50	65	80	100
rich.wantsajob@gmail.com Sensing Customer Needs (Game-Based) June 30, 2025		Ŭ			50			100
Above-average ability to reliably identify needs based on lin customer.		_	Candio Highei Lower		ore			

Competency Summary

Competency	Score	Interpretation				
Skills/Knowledge (relates to immediate readiness)						
Sensing Customer Needs	76	0 35 50 65 80 100				

Comparison

Percentile scores indicate how the candidate compares to other test-takers within various groups. The candidate scored equal to or better than the fraction of test-takers indicated by the percentile.

Test-Taker Group	Percentile	0	10	20	30	40	50	60	70	80	90	100
Global	76th											
United States	63rd								l I	I.		
Example Company	70th											

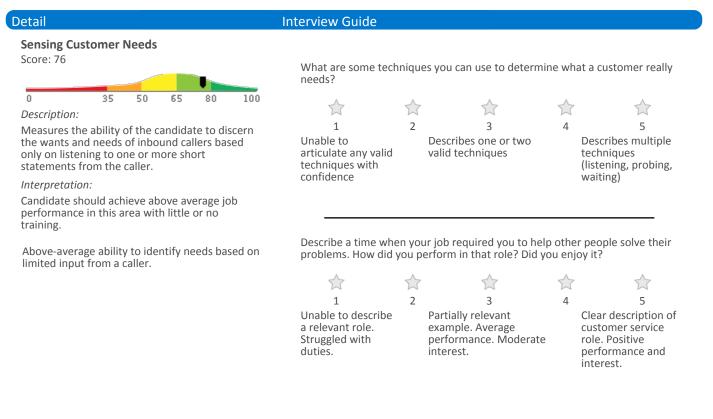


Detail

Candidate:	Richard Wantsajob, rich.wantsajob@gmail.com
Assessment:	Sensing Customer Needs (Game-Based)
Authorized:	June 30, 2025, by Sara Maple, Example Company, qamailsaram.mike@hravatar.com
Started:	June 30, 2025, 5:00:14PM EDT
Completed:	June 30, 2025, 5:00:14PM EDT
Overall Score:	76

Knowledge and Skills Detail

This section contains a list of job-related knowledge areas and skills that have been evaluated. Low scores in these areas often indicate that additional learning may be required before top performance can be achieved.





Resume or CV

Summary Updated on June 30, 2025, 5:00:14PM EDT

Motivated career professional with extensive experience in office administration and management. Proven track record of improving efficiency, reducing costs, and enhancing office operations through strategic initiatives and technology implementation.

Objective

I am seeking a role where I can use my many skills and my exceptional judgment and empathy for customers to make a difference to a growing company.

Education

• Associate of Applied Science in Office Administration, Portland Community College, 2020

Experience

- General Office Clerk, Paramount Office Management, 09/2023 Present
- Administrative Assistant, Global Enterprises Inc., 04/2021 08/2023
- Administrative Assistant, Innovative Business Solutions Ltd., 07/2019 03/2021

Other Qualifications

- Microsoft Office Specialist (MOS) Certification
- Certified Administrative Professional (CAP)
- International Association of Administrative Professionals (IAAP) Certification



Report Preparation Notes

- Hiring decisions should never be based on a single source of information. The most effective use of this assessment report is as a part of a multi-faceted program of candidate evaluation that includes resume review, interviews, and reference checks.
- Overall vs Percentiles Scores: The overall score reflects the success in the test, based on the mean (average) and standard deviation of the test scores. The percentile score reflects the percentage of test-takers who scored equal or below this overall score. We recommend you use the Overall Score as your primary evaluation criteria. However, percentile scores can often be useful in comparing specific candidates against one another and with a group, such as for test takers in a certain organization or within a certain account.
- Note that comparison information is calculated based on completed instances of this assessment at that time the assessment is scored. As additional instances are completed, the comparative data may change. You can always update a report to the current values by clicking on 'Recalculate Percentiles' within the online results viewing pages at www.hravatar.com.
- Most competency scores are norm-based, which means that they can be interpreted in terms of their distance from the average or mean score. For all scales, a score equal to the mean receives a score of 65 and scores above and below this value are set so that a score change of 15 equals one standard deviation.
- For linear competencies, higher is better across the entire scale. For these scales a score between 65 and 80 (light green) represents 0 to 1 standard deviation above the mean and a score above 80 (dark green) represents more than one standard deviation above the mean. Similarly, a score of 50 65 (yellow) represents 0 to 1 standard deviation below the mean, while a score of 35 50 (orange) equates to 1 to 2 standard deviations below the mean, and a score below 35 represents more than 2 standard deviations below the mean.
- Sim ID: 15764-1, Key: 0-0, Rpt: 68, Prd: 6536, Created: 2025-06-30 21:00 UTC
- UA: Mozilla/5.0 (Windows NT 6.3; Trident/7.0; Touch; rv:11.0) like Gecko



Score Calculation Detail

The following table provides a summary of how the overall score was calculated from the individual competency scores. Competency scores are calculated on a 0-100 scale by first calculating a Z statistic based on test-taker responses and then transforming the Z value to a scale with target mean and standard deviation. Certain competencies have a normal score distribution where it is best to be closest to the mean. For these competencies we modify the Z statistic by multiplying its absolute value by minus 1 for the overall score calculation. Next, to calculate the overall score, a weighted average of all modified competency Z statistics is computed and this weighted average is itself transformed to a Z statistic, which is then transformed to a score with the same target mean and standard deviation. Finally outlier scores are adjusted if they are below 0 or above 100.

Competency	Score	How applied to overall	Score Value Used	Weight (%)
Sensing Customer Need	ls 76.9836	Z-Statistic	0.7989	100.0000
Weighted Average of C	ompetency Z-Scores:			0.7989
Mean applied to Raw V	Veighted Avg:			0.0000
Standard Deviation app	lied to Raw Weighted Avg:			1.0000
Normalized Raw Score:				0.7989
Mean:				65.0000
Standard Deviation Use	ed:			15.0000
Final Overall Score:				76.9836



Notes

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