

Test Results and Interview Guide

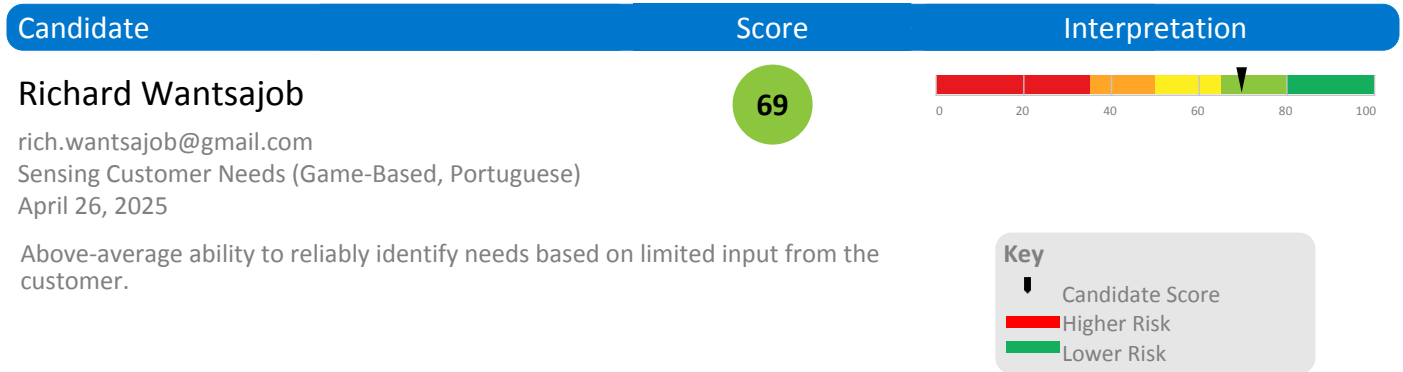
Candidate: **Richard Wantsajob**
Assessment: Sensing Customer Needs (Game-Based, Portuguese)
Completed: April 26, 2025
Prepared for: Sara Maple
Example Company

What's Included

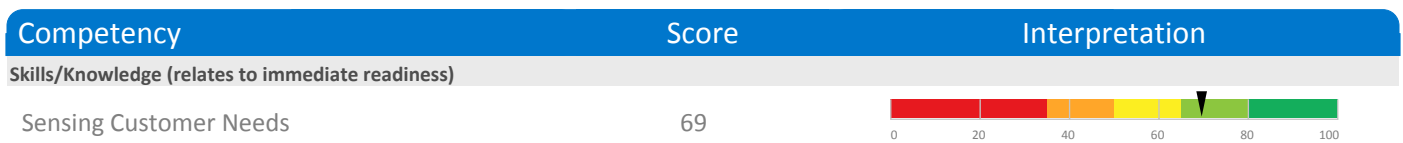
- Overall Score
- Competency Summary Table
- Comparison Matrix
- Detailed Competency Results with Interview Guide

Important Note: The Sensing Customer Needs (Game-Based, Portuguese) 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.

Overall

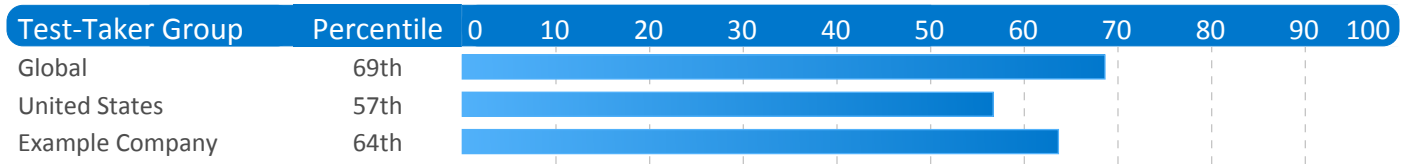


Competency Summary



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.



Detail

Candidate: **Richard Wantsajob**, rich.wantsajob@gmail.com
 Assessment: Sensing Customer Needs (Game-Based, Portuguese)
 Authorized: April 26, 2025, by Sara Maple, Example Company, qamailsaram.mike@hravatar.com
 Started: April 26, 2025, 12:19:35AM EDT
 Completed: April 26, 2025, 12:19:35AM EDT
 Overall Score: 69

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.

Detail

Interview Guide

Sensing Customer Needs

Score: 69



Description:

Measures the ability of the candidate to discern the wants and needs of inbound callers based only on listening to one or more short statements from the caller.

Interpretation:

Candidate should achieve above average job performance in this area with little or no training.

Above-average ability to identify needs based on limited input from a caller.

Tell me why you would want to be in a job that requires you to be helping others solve their problems all day.



1

Lack of confidence or lack of interest in service.



2

Some affinity for service.



3



4



5

Confident in ability. Strong interest in helping others.

What are some techniques you can use to determine what a customer really needs?



1

Unable to articulate any valid techniques with confidence



2

Describes one or two valid techniques



3



4



5

Describes multiple techniques (listening, probing, waiting)

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: 17040-1, Key: 0-0, Rpt: 68, Prd: 7643, Created: 2025-04-26 04:19 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 Needs	69.5820	Z-Statistic	0.3055	100.0000
Weighted Average of Competency Z-Scores:				0.3055
Mean applied to Raw Weighted Avg:				0.0000
Standard Deviation applied to Raw Weighted Avg:				1.0000
Normalized Raw Score:				0.3055
Mean:				65.0000
Standard Deviation Used:				15.0000
Final Overall Score:				69.5820

Notes

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