

# YOUR VIRTUAL JOB REPORT

## KEY STRENGTHS:

During the game you consistently scored highly in these areas. You may wish to discuss these with your career advisor to explore which career paths may value these, and how best to demonstrate these (eg through volunteer work or club activities) to make sure potential employers recognize the potential in you.

**Planning Ahead**

**Collaboration**

**Relating to Others**

## DEVELOPMENT AREAS:

These areas lagged behind your Key Strengths. You may wish to think about whether you prefer to work on improving them - or focusing on your strengths and leaving these areas to others. Some jobs need all-rounders, some jobs need you to focus on being great at one thing. We'd recommend seeking advice from your careers service or mentors on how to respond to these.

**Attention to Detail**

**Persuading Others**

**Resilience**

## PERSONAL BALANCE:



Your Personal Balance is drawn from the sum of your behaviours during the game, and gives a big-picture indication of your overall style and emphasis in a work context. Check out "The Detail" below for specifics.

**Task: 48%**

**People: 52%**

## THE DETAIL:

PEOPLE	Time to Improve	Could Do Better	Getting There...	You Have Arrived	You're A Star
Collaboration					
Relating to Others					
Team Player					
Customer Service					
Persuading Others					

PURPOSE	Time to Improve	Could Do Better	Getting There...	You Have Arrived	You're A Star
Planning Ahead					
Follows Procedures					
Gets Things Done					
Resource Management					
Attention to Detail					
Resilience					

## WHAT IT MEANS:

### PEOPLE

**Collaboration:** Shares knowledge, learns from others, shifts workload to help others meet deadlines, shares resources.

**Team Player:** Works to achieve organisational goals. Meets expectations, seeks management input, communicates with colleagues.

**Customer Service:** Maintains contact with customers and deals with their concerns.

**Persuading Others:** Manages others' feelings, steers conversation appropriately, negotiates well and gains agreement.

**Relating to Others:** Relates well to people of all types, manages conflict and disagreement with tact.

### PURPOSE

**Follows Procedures:** Follows instructions, applies appropriate procedures, meets regulations, shows organisational commitment, arrives on time.

**Resource Management:** Efficient use of limited resources of time and materials.

**Planning Ahead:** Manages resources, plans ahead and checks progress, works efficiently.

**Resilience:** Maintains optimism and a positive outlook, adaptability, deals rationally with change, retains emotional control.

**Gets Things Done:** Achieves a high work rate, completing the tasks assigned in the simulation.

**Attention to Details:** Completes assigned work without errors, procedural mistakes or breaching social norms. Indicates the player's tendency to take care, and not to trade off accuracy against speed.

## NEXT STEPS:

We suggest that you read this report and use the feedback it provides to help you draw up a development plan. You can use the optional "Development report" created from your gameplay to get you started, or you can work with your careers and employability service to create this. The game will have identified areas where - at least on the day you spent with us - our data suggests you may want to work on.

