



i-EQ™

Friday, 2 October 2020 12:19 PM

I-EQ™ GAME EXPERT REPORT

Thank you for completing the i-EQ™ game which measures your ability to **recognise emotion**.

Game-based assessments are being used more and more by top employers in recruitment as a means to improve candidate experience.

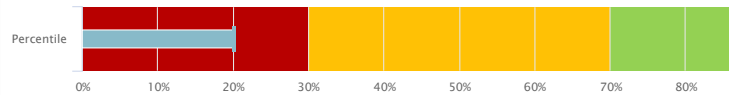
You scored at the 20th percentile. This means you did better than 20% of the comparison group to which your score was compared.

Organisations typically look for individuals who score higher than the 30th percentile with cognitive tests, but with games such as these, they may increase the pass mark to around the 50th percentile mark.

Practicing the game assessment will help you improve your performance by increasing familiarity and reducing anxiety. Take the game again if you want to give yourself the best chance on the day of your assessment.

Score	Scenes Attempted	Percentile	Date Taken
9	17	20	02/10/2020 12:19:25

Percentile Score Chart



ANSWERS TO QUESTIONS AND STEP-BY-STEP WORKED SOLUTIONS

Below, we have provided an overview of the questions that you answered correctly and those that you got wrong.

Question Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
Result	-	✘	✘	-	-	-	-	-	✔	-	✔	✘	-	-	-	-	✘	✘	-	✔	-	-	✔	✘	✘	-	✘	-	-	✔	✔	-	-	-	✔	-	✔	-	✔	-

To reveal the explanation for questions answered incorrectly, please click on the ✘ icon for each corresponding question.

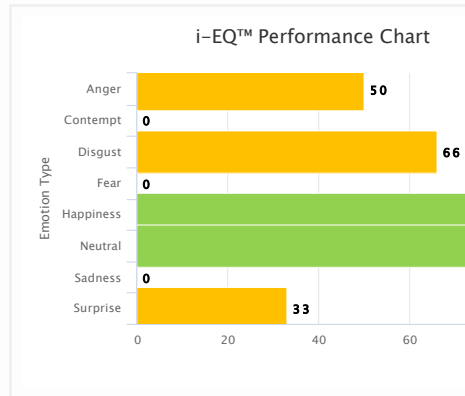
STRENGTHS AND DEVELOPMENT AREAS

The following graphs provide you with a summary of your performance in the different areas of the test.

i-EQ™ PERFORMANCE

Use the information provided below to identify the areas that you may need to focus on to improve your performance. It is useful to note that these scores look at how well you did across various question types, but only looking at the ones you attempted.

If you have emotions that are rated as poor or average above, then you should attempt to improve your recognition of these using techniques as described in the last section of this report.



A more detailed breakdown of your stronger and/or weaker areas is provided below.

Emotion Type	Number Correct	Performance	
Total score *	9 out of 17	52%	
Anger	1 out of 2	50%	Yellow
Contempt	0 out of 0	0%	Red
Disgust	2 out of 3	66%	Yellow
Fear	0 out of 1	0%	Red
Happiness	3 out of 3	100%	Green
Neutral	2 out of 2	100%	Green
Sadness	0 out of 3	0%	Red
Surprise	1 out of 3	33%	Yellow

*Based on number of questions attempted

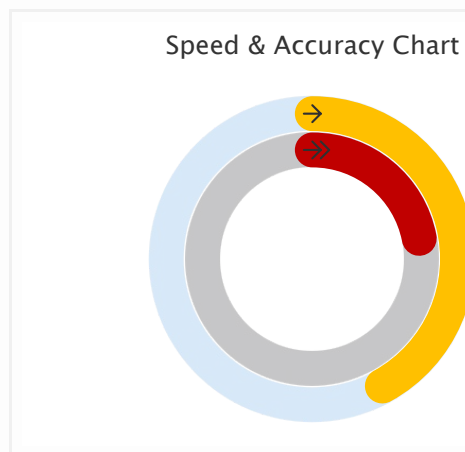
SPEED VERSUS ACCURACY STRATEGIES

This assessment takes place under pressure. People typically use one of two strategies which you should be mindful of:

- Often, people focus on their **accuracy**; they spend more time per question, but ensure they get those that they attempt correct. However, they are likely to compromise the opportunity to get extra marks as they may run out of time and not get to answer all of the questions.
- Others may focus on **speed** and stick to the proportionate time they have available (time allowed/number of questions) - this can however increase the risk of error as you are rushing, but you are also answering all of the questions which may give you a better chance.

The choice of strategy in this case is yours - however, test publishers advise candidates to work as quickly and accurately as they can, but accurately. Sometimes a balance between the two is ideal.

In this assessment you attempted 17 out of the 40 possible questions, of which you got 9 correct. This suggests a performance of 22% (9 out of 17). Your performance in terms of Speed vs. Accuracy is depicted below:



Skill	Number Correct	Out Of	Accuracy
Accuracy	9	17 *	22%
Speed	17	0 **	42%

*number of questions attempted by you.

**number of questions in the test which you could have possibly have attempted.

IMPROVING YOUR PERFORMANCE

The i-EQ™ game ultimately seeks to identify how you recognise the emotion of others. This gives the recruiter an indication of one facet of **Emotional Intelligence**. The ability to identify emotions has major implications in the workplace, where the ability to understand others is key to working together and achieving meaningful feats.

In order to improve your performance, you must first understand the range of emotions we assess. We've put these below as a friendly reminder:

- Anger
- Contempt
- Disgust
- Fear
- Happiness
- Neutral
- Sadness
- Surprise

As this is a visual as opposed to an auditory task, we suggest using Google Images. Simply type in an emotion followed by the word "face" and make a mental note of the faces that come up. Others may prefer to combine this with a concrete dictionary definition of each of the 8 emotions above, giving both a visual and written clue as to what to expect during the exercise.

We hope these tips help to improve your performance on the i-EQ™ game. Keep practicing and good luck!