



John Example

Rally

Client
ixly ontwikkel/test

Consultant
Example Advisor

Date completed
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Introduction

You have played a Psychometric Game. This game provides insight into skills that are important for your job.

What does this report contain?

You can see your skills as compared to a large group of other players. You can also see your game scores. You can, for example, see how many stars you have collected and how quickly you played the game.

Disclaimer and copyright

In accordance with the NIP guidelines, the period of validity for this report is no more than two years. This is due to the fact that people change over time.

This automated report provides a description of characteristics as a result of performance during the games. Psychometric games allow for more freedom in the candidate's approach compared to many other instruments. This should be taken into account when interpreting the data.

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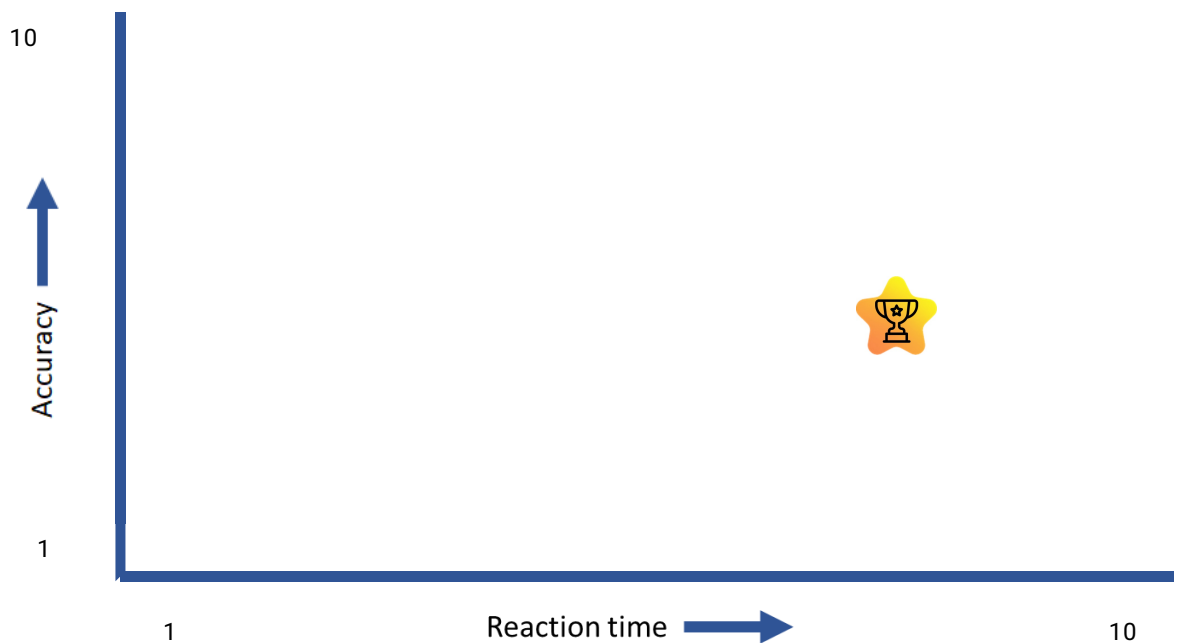
Rally

In a rally, the aim is to complete the route very quickly. But be careful not take a corner too fast or get distracted! You must be fast, but without making any mistakes. How good were you at striking a balance between speed and accuracy?



Response time – Can you respond swiftly and accurately?

Your job requires you to be able to respond swiftly and correctly to signals from your surroundings. For example, if you are in traffic or if errors occur during a production process. Reaction speed concerns the balance between speed and accuracy.



Response inhibition – Are you easily distracted?

You must be able to suppress behaviour that is not appropriate or is no longer necessary. Response inhibition concerns the ability to suppress impulses. For example, can you resist the temptation to look at your telephone? In your job, it is important to work in a focused manner and to keep your mind on the task at hand.

Sten scores

Below average

Average

Above average

Response inhibition

7

Consistency in response time – How consistent is the speed at which you react?

Sten scores

Below average

Average

Above average

Consistency in response time



Sustained attention – *Can you focus your attention for a longer period and still react quickly?*

Sten scores



Sustained attention



Response to mistakes – *How easy is it for you to recover after making a mistake?*

Sten scores

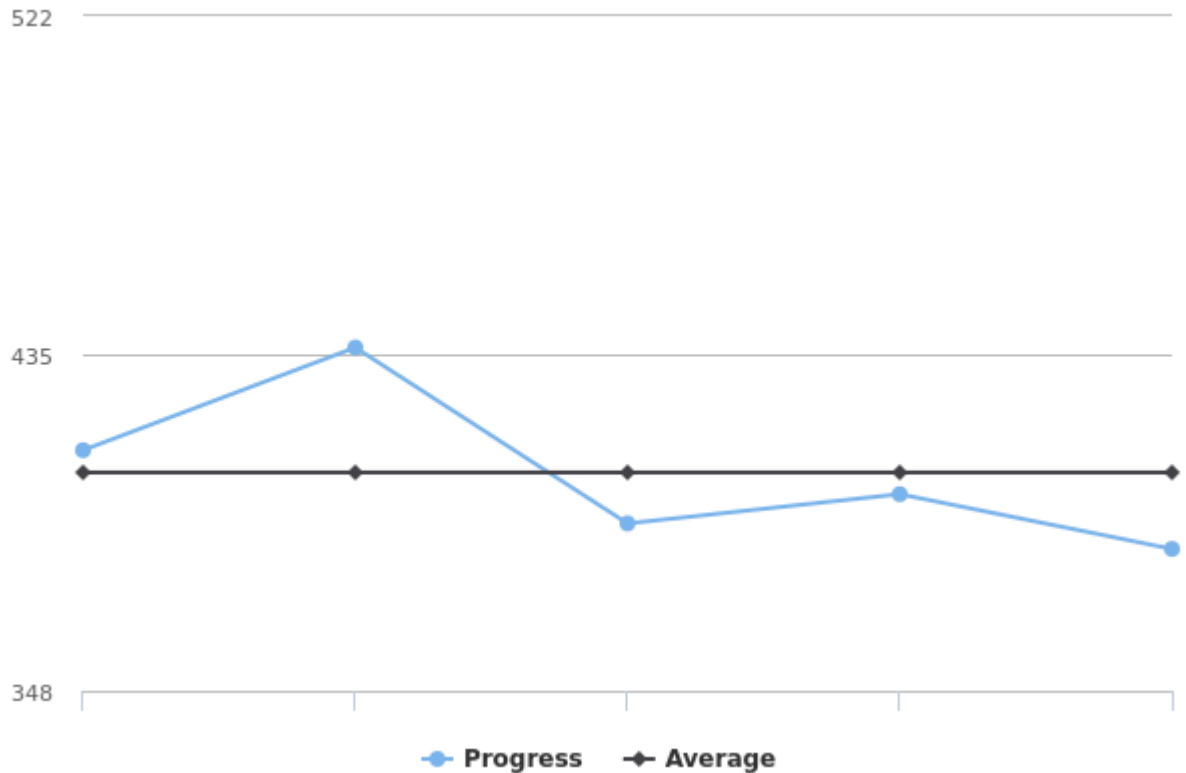


Response to mistakes









Your reaction speed during the game

The game you played was divided into 5 phases. The pace increased with each phase, and the arrows appeared more rapidly. The diagram below shows how quickly you reacted in each of the 5 phases. You can compare this with your average response time over the entire game. This shows how focused you were throughout the entire game.



Game scores

 Number of stars earned	222/248	 Number of mistakes	25
 Average response time	404.31 ms.	 Too early	0
 Average deviation from the average [§]	33.44 ms.	 Too late	1

[§] Your response time isn't exactly the same every time. Your deviation from the average indicates how much your response time varied. The lower the number, the more stable your response time was.

Interpretation of the scores

This report contains a number of figures which we would like to explain. The graphic representation of the results is shown in sten scores.

Sten scores have the following meanings:

Sten	Meaning
1	Far below average
2	Well below average
3	Below average
4	Just below average
5	Average
6	Average
7	Just above average
8	Above average
9	Well above average
10	Far above average