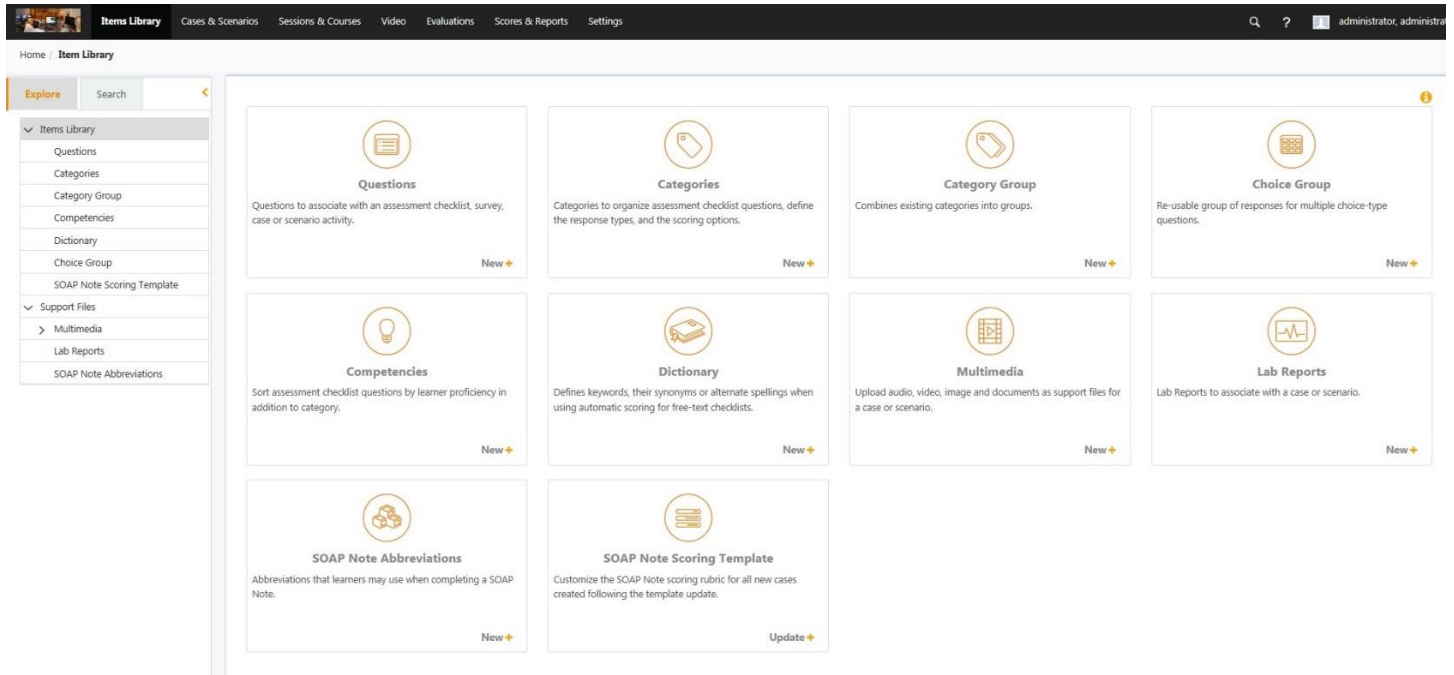


## Competencies

A Competency is a skill that is associated with a case or scenario. It is used to evaluate a learner against specific criteria. For example, when evaluating a competency type for diverticulitis, the student would be required to identify a diagnostic hypothesis, order labs, and then justify a final diagnosis and treatment plan. A minimum of one checklist question and response type must be mapped to a competency.

Competency skill levels are generated based on evaluator responses of learner assessments. Data is made available within the Skill Summary Report; this can be accessed by selecting Scores and Reports/Analyze Statistics/Performance Statistics filtered by Skill Summary and Competency within SIMULATIONiQ Enterprise (for more information, please review your Scores and Reports documentation).



To create a Competency:

1. Click **Items Library > Competencies > Add New:**

### Competency

To add a new competency, type a unique Competency skill name, and then click Create.

**Competency Skill Name\***

**Status**

**Create**

2. Enter the **Competency Skill Name**.
3. Select a **Status** of **Active** or **Retired**.
4. Click **Create**.