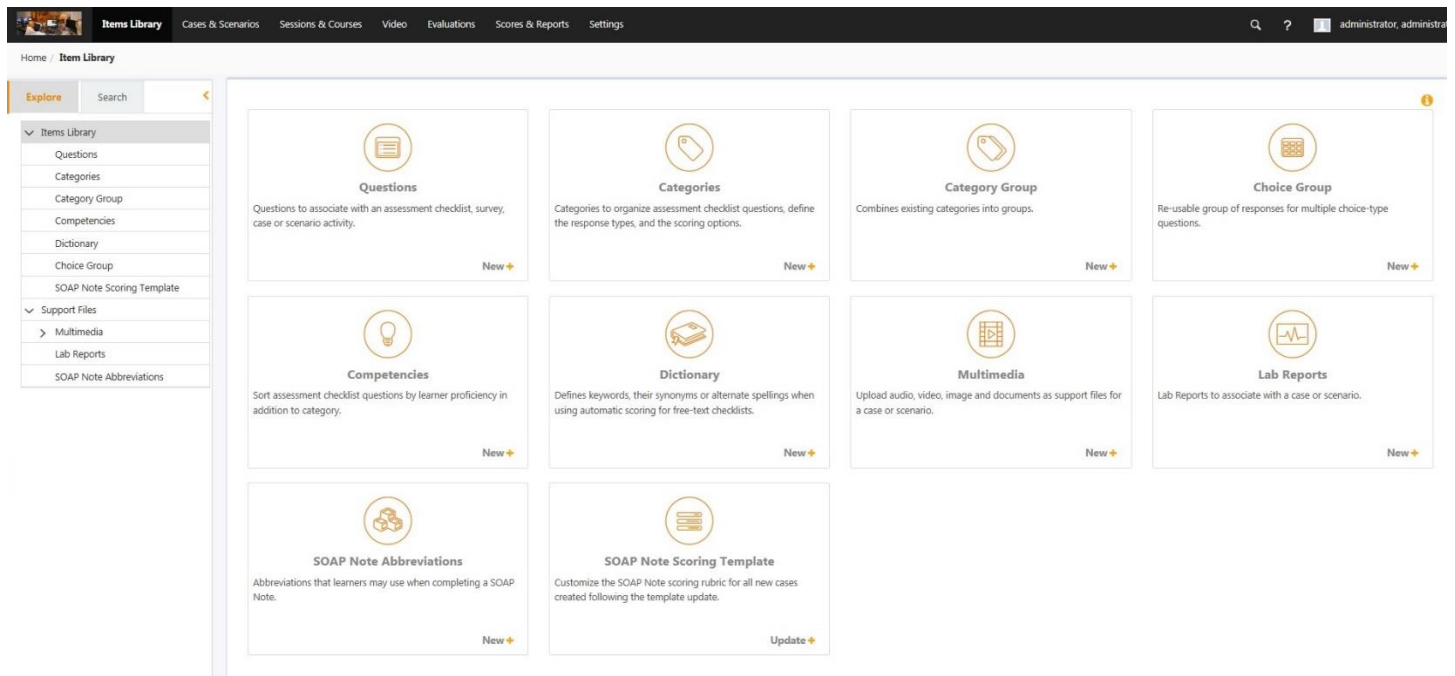


## Competencies

Create Competencies in order to evaluate learners against specific criteria and then map the competency to a case or scenario. Further define competencies by adding sub-competencies and associate questions with them to allow you to report sub-competency scores for your learners.

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).



## Create a Competency

1. Click **Items Library > Competencies**.

Add Competency Add Sub-Competency

Print | Change Status | Delete

Filter  All Filter

<input type="checkbox"/>	Competency	Sub-Competency	Sub-Competency Status	Delete
<input type="checkbox"/>	Interpersonal	Cultural Competence	Active	
<input type="checkbox"/>	Interpersonal	Oral Communication	Active	
<input type="checkbox"/>	Interpersonal	Service Orientation	Active	
<input type="checkbox"/>	Interpersonal	Social Skills	Active	
<input type="checkbox"/>	Interpersonal	Teamwork	Active	
<input type="checkbox"/>	Intrapersonal	Capacity for Improvement	Active	
<input type="checkbox"/>	Intrapersonal	Ethical Responsibility	Active	
<input type="checkbox"/>	Intrapersonal	Reliability/Dependability	Active	
<input type="checkbox"/>	Intrapersonal	Resilience/Adaptability	Active	
<input type="checkbox"/>	Science	Human Behavior	Active	
<input type="checkbox"/>	Science	Living Systems	Active	
<input type="checkbox"/>	Thinking/Reasoning	Critical Thinking	Active	
<input type="checkbox"/>	Thinking/Reasoning	Quantitative Reasoning	Active	
<input type="checkbox"/>	Thinking/Reasoning	Scientific Inquiry	Active	
<input type="checkbox"/>	Thinking/Reasoning	Written Communication	Active	

15 record(s) found... 20 1

2. Click **Add Competency**.

**Competency** ✕

---

To add a new Competency, type a unique name, title and description and then click Create.

**Name (Recommended length 15 chars)\*** 
**Status** Active ▼

**Title**

**Description**

Create

3. Enter the **Competency Skill Name**.
4. Select a **Status** of **Active** or **Retired**.
5. Enter a **Title** and **Description**.
6. Click **Create**.

## Create a Sub-Competency

### Sub Competency ✕

To add a new Sub Competency, select Competency, type a unique name, title and description and then click Create.

**Competency\***

**Name (Recommended length 15 chars) \***  **Status**

**Title**

**Description**  

Real...

**Create**

1. Click **Add Sub-Competency**.
2. Select the existing **Competency** you want to add the Sub-Competency to.
3. Enter the **Sub-Competency Skill Name**.
4. Select a **Status** of **Active** or **Retired**.
5. Enter a **Title** and **Description**.
6. Click **Create**.

## Map Competencies

To map a competency to a case, click **Cases & Scenarios > Competencies > Add New**.

### Map Competency ✕

To map a Competency and Sub Competency to a case/scenario, select an existing Competency and Sub Competency. Select the case and click the checkbox next to the question and category to map and then click **Add**. To edit, select the case/scenario, question and category and then click **Add**. To add new Competency or Sub Competency, select **Add New Competency** or **Add New Sub Competency**.

**Competency\***  
 Add New Competency

**Sub-Competency\***  
 Add New Sub Competency

**Case**  
 Show Selected

	Question Text	Category
No record(s) found.		

Add

1. Select an existing competency and sub-competency or click **Add** to create new.
2. Select the **Case** that will be used to measure that competency along with the question(s) and category(ies) used to measure proficiency and then click **Add**.

## Skill Summary Report

A learner's competency level in a case is determined by collecting scores based on questions that have been mapped to the case.

Competency Skill levels are generated based on evaluator responses of learner assessments. Data appears in the Skill Summary Report.

Home / Scores & Reports / Report Types / Score and Statistics / Performance Statistics

**Explore** Search

- Scores & Reports
  - My Reports
  - Published Reports
- Report Types
- Score and Statistics
  - Advanced Statistics
  - Evaluation Comparison
  - Evaluation Response
  - Learner Exam Information
  - Score
  - Item Analysis
  - Performance Statistics**
  - SP Performance
  - Standardized Score
  - Survey Analysis
- Other Reports

### Performance Statistics

Report is based on Category or Competency. Page Limitation is a maximum of 12 skills or 12 cases. One report per learner identifying the learner's session/case/category scores as well as overall scores for a category across all cases and a comparison to the other learners in the session(s). Color legend identifies deficiencies.

**Select Report Filters**

Filter Name: Select a saved filter

Save Filter As

Advanced Filters

Type	Value	Delete
Department	EMS Institute;	
Session Name	Telemedicine_UR1;	
Session Dates	All	
Sessions	All	
Cases & Scenarios	All	
Evaluation Types	All	

**Select Column Options**

Display Format: Skill Summary

Skill Type: Category

Sigma Cut-off: 1

**Options**

Show Decimal (X/Y)

Hide Skill Statistics

Hide/Exclude zero category scores

Competency Score

Sub-Competency Score

Display Options: All items selected

1. Click **Scores & Reports > Skill Summary**.
2. Click the **Competency Score** and **Sub-Competency Score** options.

Performance Statistics - Skill Summary			
anand3, bunti - 503			
Complications 6/8/2018 12:16 PM (EST)			
Case/Category	activity	Skill Area Score	Skill Area Class Mean (N)
Cultural Competence	40% 0.8/2	40% 0.8/2	53.33%(3)
Service Orientation	72.23% 1.44/2	72.23% 1.44/2	74.08%(3)
Social Skills	64.29% 1.29/2	64.29% 1.29/2	69.05%(3)
Pre-Professional Competencies	58.84%		
<b>Case Total</b>	<b>62.61% 3.76/6</b>	<b>Total Test Score</b>	<b>Class Mean</b>
Class Mean (N)	67.92%(3)	62.61% 3.76/6	67.92%(3)
Class StdDev	4.25	<div style="display: flex; align-items: center;"> <div style="width: 10px; height: 10px; background-color: green; margin-right: 5px;"></div> <span>&gt; Mean + Two Std. Deviation</span>  <div style="width: 10px; height: 10px; background-color: lightgreen; margin-right: 5px;"></div> <span>&gt; Mean + One Std. Deviation</span>  <div style="width: 10px; height: 10px; background-color: yellow; margin-right: 5px;"></div> <span>&lt; Mean - One Std. Deviation</span>  <div style="width: 10px; height: 10px; background-color: orange; margin-right: 5px;"></div> <span>&lt; Mean - One Std. Deviation</span>  <div style="width: 10px; height: 10px; background-color: red; margin-right: 5px;"></div> <span>&lt; Mean - Two Std. Deviation</span> </div>	
Case Range High	73.02%		
Case Range Low	62.61%		