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Job

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Introduction

If the job could talk, it would clearly define the knowledge, hard skills, people skills, behaviour and culture needed for superior performance. Your unbiased input regarding the specific requirements of the job in question has been applied to the TTI TriMetrix Job benchmarking process. The result is an evaluative report that analyses a total of 41 separate areas in Sections 1 through 3. Additional feedback on each area is presented in Sections 4 through 6. Suggested interview questions that pertain to each area complete this report in Sections 7 through 9.

Job Attributes Hierarchy (23 Areas)

This section presents 23 key job attributes and quantifies their importance to this specific job. Each job has a unique ranking of attributes, reflecting different levels of capacities required by different jobs for superior performance.

Rewards/Culture Hierarchy (6 Areas)

This section clearly identifies the rewards/culture of the job, which defines its sources of motivation. It clarifies "why" and "in what kind of environment" this job will produce success.

Behavioural Hierarchy (12 Areas)

This section explores the behavioural traits demanded of the job. The higher the ranking, the more important the behavioural trait will be to the job for stress reduction and superior performance.

The results of Sections 1 through 3 (above) are ranked on a scale, reflecting the unique levels of applicability and importance to the job. These rankings illustrate what is essential for this job to deliver superior performance and maximum value to your organisation.



Introduction

Job Attributes Feedback

This section will assist in understanding the type and kind of attributes (people skills) that are needed for superior job performance. Read the feedback on each of the top seven attributes thoroughly to understand the job's requirements.

Rewards/Culture Feedback

This section expands on the fact that every job in every organisation has its own culture. The culture of any job is clearly defined by how it rewards superior performance.

Behavioural Feedback

This section clarifies the nature of the behavioural traits demanded by the job.

Attribute Interview Questions

This section contains suggested interview questions that pertain specifically to the attributes of the job.

Rewards/Culture Interview Questions

This section contains suggested interview questions that pertain specifically to the rewards/culture of the job.

Behavioural Interview Questions

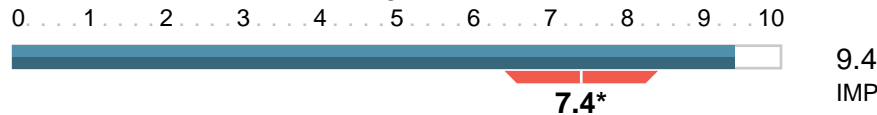
This section contains suggested interview questions that pertain specifically to the behavioural traits required by the job.



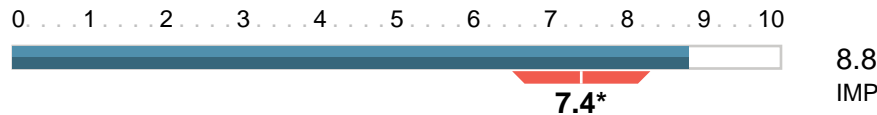
Job Attributes Hierarchy

All human jobs require certain people attributes. This section of the report identifies those human attributes that lead to superior performance in most jobs. The graphs below are in descending order from the highest rated attributes required by the job to the lowest.

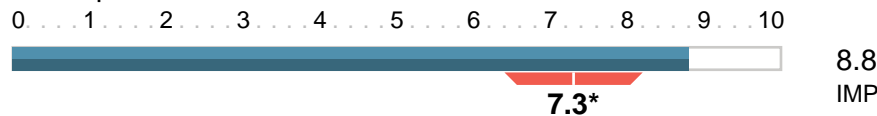
1. Continuous Learning - The ability to take personal responsibility and action toward learning and implementing new ideas, methods and technologies.



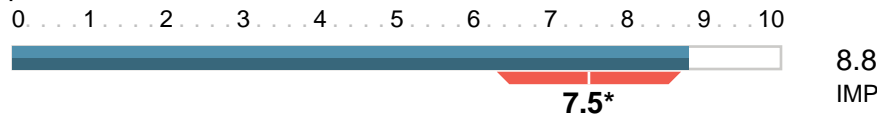
2. Self Management - The ability to prioritise and complete tasks in order to deliver desired outcomes within allotted time frames.



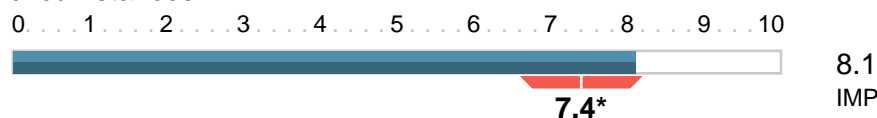
3. Results Orientation - The ability to identify actions necessary to complete tasks and obtain results.



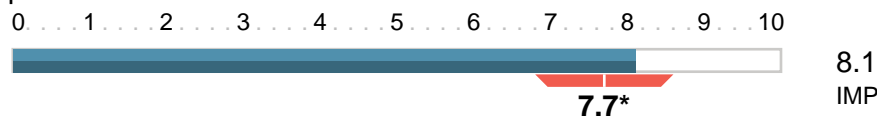
4. Problem Solving - The ability to identify key components of a problem to formulate a solution or solutions.



5. Goal Achievement - The overall ability to set, pursue and attain achievable goals, regardless of obstacles or circumstances.



6. Planning and Organisation - The ability to establish a process for activities that lead to the implementation of systems, procedures or outcomes.



* 68% of the population falls within the shaded area.

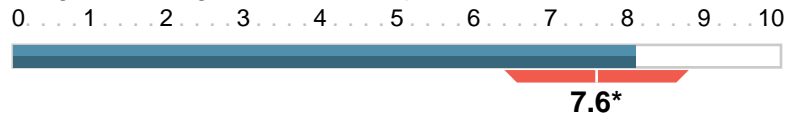
The following scale is used throughout the report.

- 0 - 4.9 = NOT IMPORTANT TO JOB
- 5.0 - 7.4 = SOMEWHAT IMPORTANT
- 7.5 - 9.9 = IMPORTANT
- 10 = VERY IMPORTANT



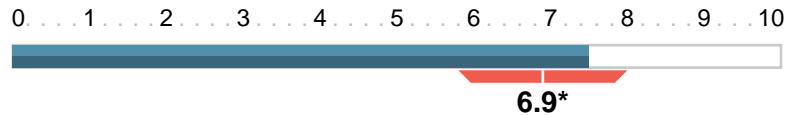
Job Attributes Hierarchy

7. Flexibility - The ability to readily modify, respond to and integrate change with minimal personal resistance.



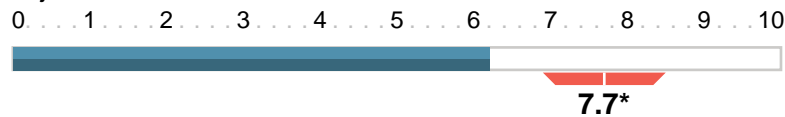
8.1
IMP

8. Self Starting - The ability to initiate and sustain momentum without external stimulation.



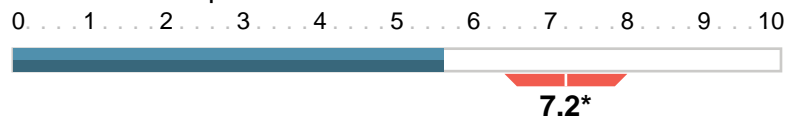
7.5
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9. Teamwork - The ability to cooperate with others to meet objectives.



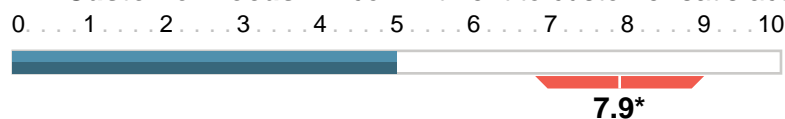
6.2
SWI

10. Personal Accountability - A measure of the capacity to be answerable for personal actions.



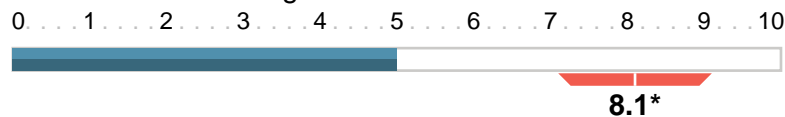
5.6
SWI

11. Customer Focus - A commitment to customer satisfaction.



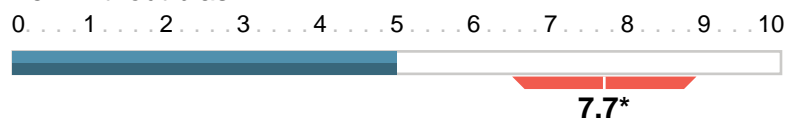
5.0
SWI

12. Empathetic Outlook - The capacity to perceive and understand the feelings and attitudes of others.



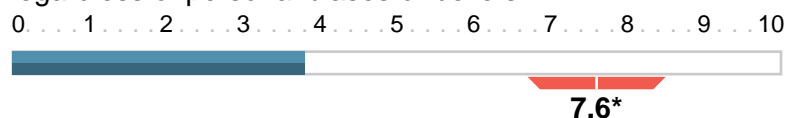
5.0
SWI

13. Objective Listening - The ability to listen to many points of view without bias.



5.0
SWI

14. Diplomacy And Tact - The ability to treat others fairly, regardless of personal biases or beliefs.



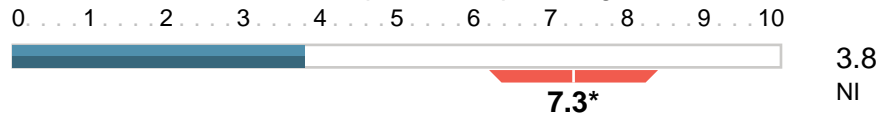
3.8
NI

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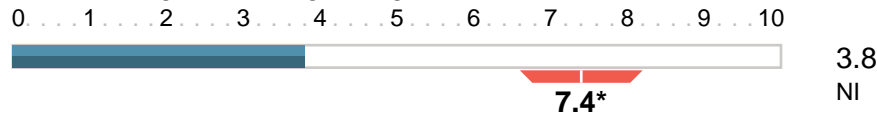


Job Attributes Hierarchy

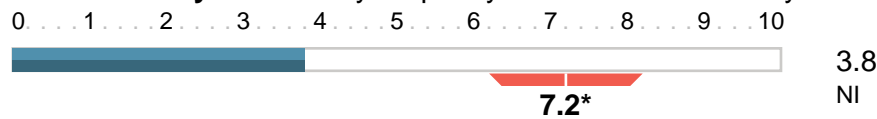
15. Conceptual Thinking - The ability to analyse hypothetical situations or abstract concepts to compile insight.



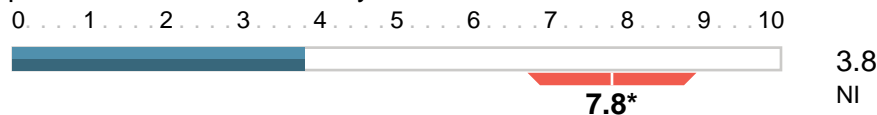
16. Decision Making - The ability to analyse all aspects of a situation to gain thorough insight to make decisions.



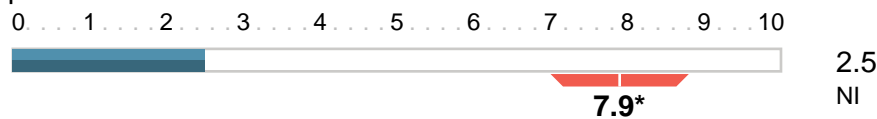
17. Resiliency - The ability to quickly recover from adversity.



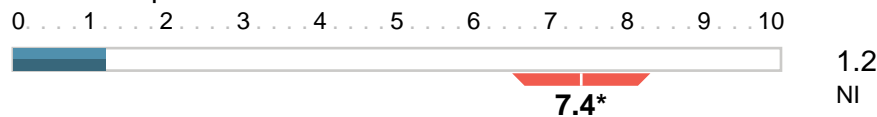
18. Conflict Management - The ability to resolve different points of view constructively.



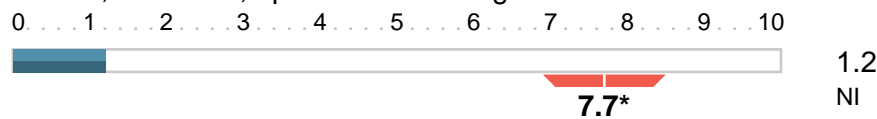
19. Interpersonal Skills - The ability to interact with others in a positive manner.



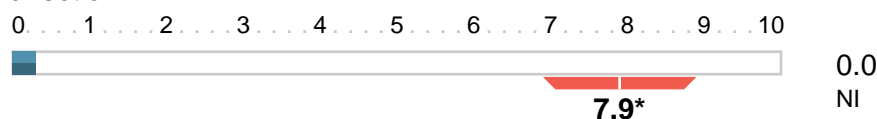
20. Developing Others - The ability to contribute to the growth and development of others.



21. Influencing Others - The ability to personally affect others' actions, decisions, opinions or thinking.



22. Leading Others - The ability to organise and motivate people to accomplish goals while creating a sense of order and direction.



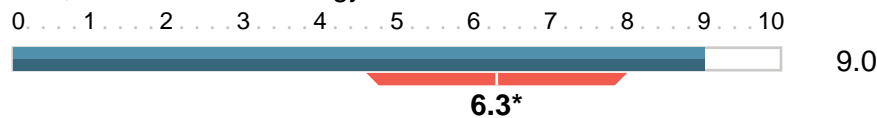
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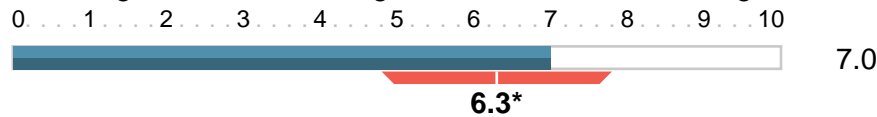
Organisational Rewards/Culture Hierarchy

This section identifies the rewards/culture system of a specific organisation. Matching a person's passion to an organisation that rewards that passion always enhances performance. The graphs below are in descending order from the highest rewards/culture required by the organisation to the lowest.

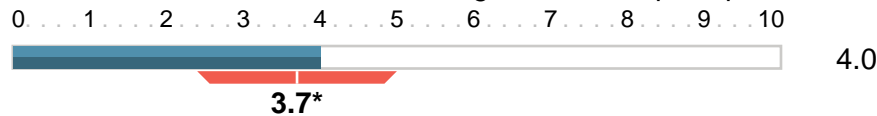
1. Utilitarian/Economic - Rewards those who value practical accomplishments, results and rewards for their investments of time, resources and energy.



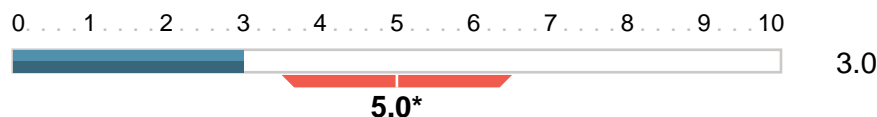
2. Theoretical - Rewards those who value knowledge for knowledge's sake, continuing education and intellectual growth.



3. Traditional/Regulatory - Rewards those who value traditions inherent in social structure, rules, regulations and principles.



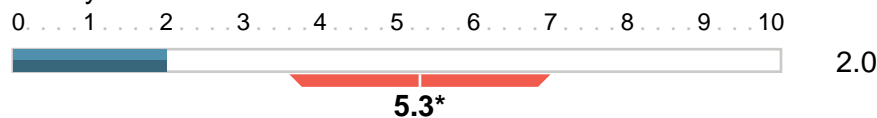
4. Individualistic/Political - Rewards those who value personal recognition, freedom, and control over their own destiny and others.



5. Aesthetic - Rewards those who value balance in their lives, creative self-expression, beauty and nature.



6. Social - Rewards those who value opportunities to be of service to others and contribute to the progress and well being of society.

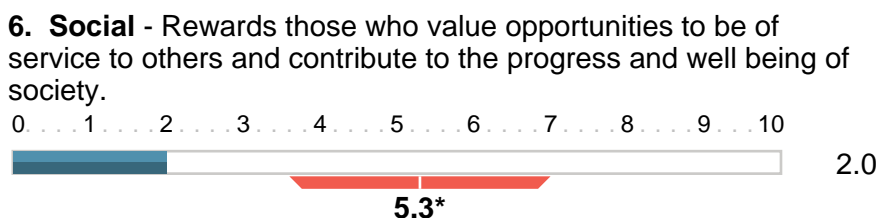
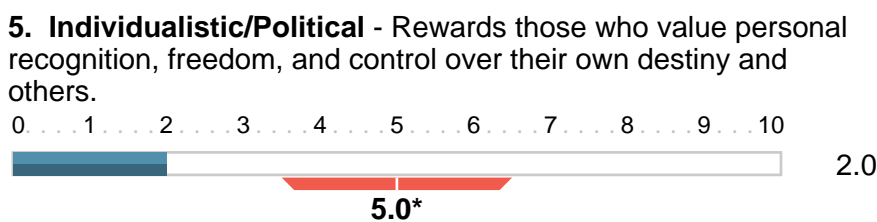
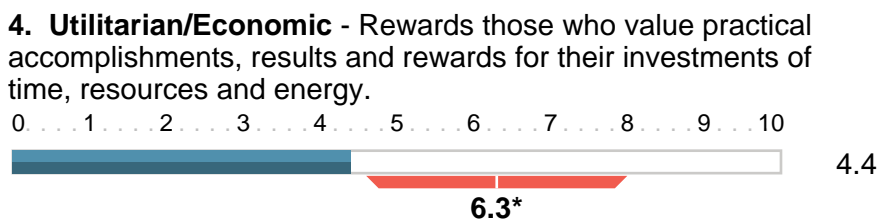
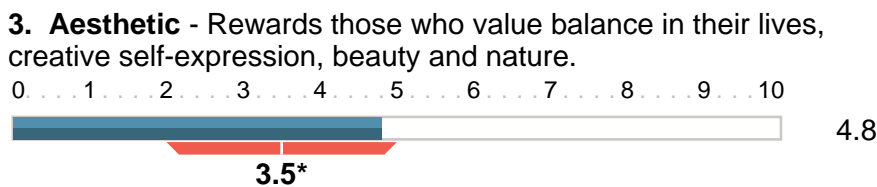
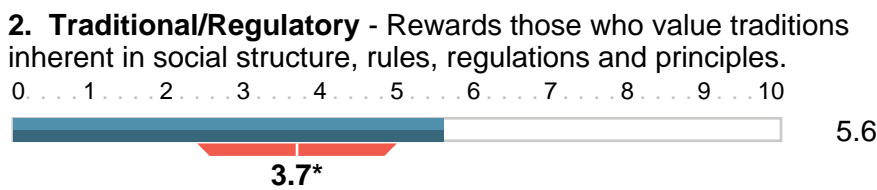
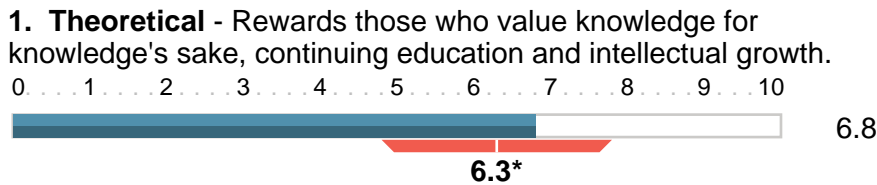


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Job Rewards/Culture Hierarchy

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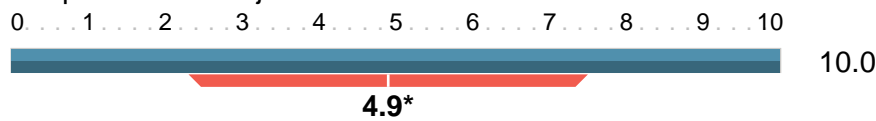
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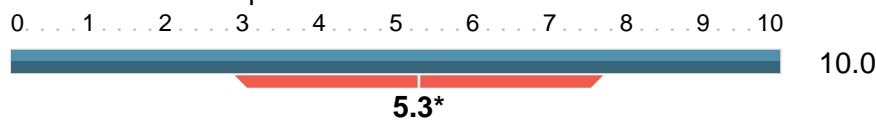
Behavioural Hierarchy

This section is designed to give a visual understanding of the behavioural traits demanded of the position. The graphs below are in descending order from the highest rated behavioural traits required by the job to the lowest. This means the higher the score the more important that behavioural trait is to stress reduction and superior job performance.

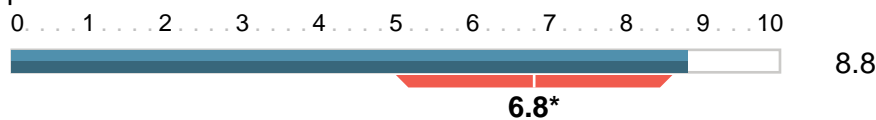
1. Organised Workplace - The job's success depends on systems and procedures, its successful performance is tied to careful organisation of activities, tasks and projects that require accuracy. Record keeping and planning are essential components of the job.



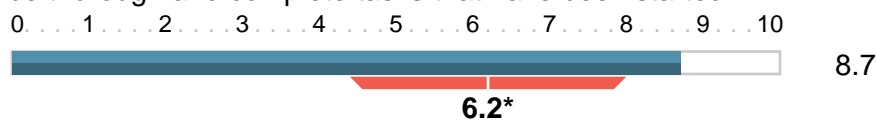
2. Analysis of Data - The job deals with a large number of details. It requires that details, data and facts are analysed and challenged prior to making decisions and that important decision-making data is maintained accurately for repeated examination as required.



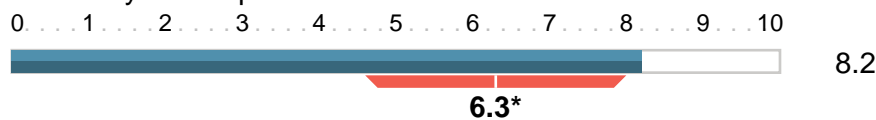
3. Following Policy - The job calls for complying with the policy or if no policy, complying with the way it has been done in the past.



4. Follow Up and Follow Through - The job requires a need to be thorough and complete tasks that have been started.



5. Consistency - The job requires the ability to do the job the same way on a repeated basis.



6. Urgency - The job requires decisiveness, quick response, fast action. It will often be involved in critical situations demanding that on-the-spot decisions be made with good judgment. The job will repeatedly face important deadlines that must be met on time.

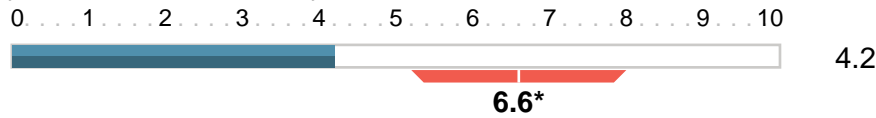


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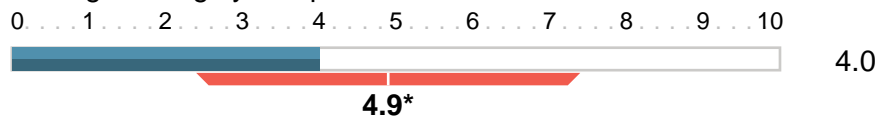


Behavioural Hierarchy

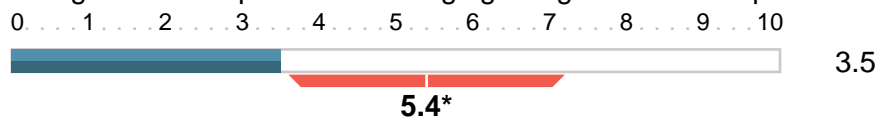
7. Customer Relations - The job demands a desire to convey your sincere interest in your internal and/or external customers.



8. Competitiveness - The job exists within a demanding environment where consistently winning is critical. The job demands tenacity, boldness, assertiveness and a "will to win" in dealing with highly competitive situations.



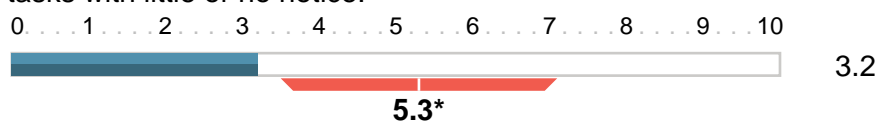
9. Versatility - The job calls for a high level of optimism and a "can do" orientation. It will require multiple talents and a willingness to adapt them to changing assignments as required.



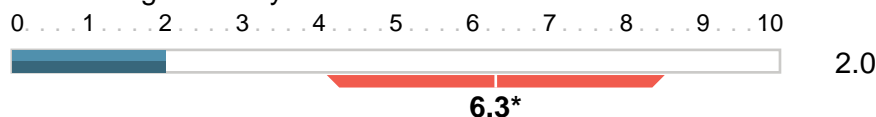
10. People Oriented - The job demands a positive and constructive view of working with others. There will be a high percentage of time spent in listening to, understanding and successfully working with a wide range of people from diverse backgrounds to achieve "win-win" outcomes.



11. Frequent Change - The job requires a comfort level with "juggling many balls in the air at the same time!" It will be asked to leave several tasks unfinished and easily move on to new tasks with little or no notice.



12. Frequent Interaction with Others - The job will comfortably deal with multiple interruptions on a continual basis, always maintaining a friendly interface with others.



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* 68% of the population falls within the shaded area.

