		RESULT	rs				
	s	Р	S/P	About this Form			
. CARING				Each of the 21 skills is "rated" for three			
. EMPATHY				different audience types of learners, includin Students (S), Professionals (P), and both			
. HAPPINESS				Students / Professionals (S/P).			
. ENERGY	- 1			A STUDENT learner is one who requires information in order to participate in an			
. PASSION	- 1	1					
5. MOTIVATION				activity. Traditional "students" fall into this category, as well as anyone being trained for a particular task; where the content is			
. EXPERTISE							
INSPIRATION	3			considered a "necessary" part of the learning			
. SELF-CONFIDENCE	SELF-CONFIDENCE						
). APPROACHABLE		 desires information in order to enhance an already existing activity. Professionals include 					
I. PERSONAL APPEARANCE	- 1			those attending seminars, conferences, continuing education courses, and other events where the content is considered			
2. CONTENT ORGANIZATION							
B. CONTENT DEVELOPMENT				to be "added value."			
1. CONTENT DESIGN				Your audience is typically a combination of			
S. ADDITIONAL SENSE STIMULATION	- 1			both student and professional learners; thus			
5. ENVIRONMENT		2 7		a "student/professional" calculation is shown			
BODY LANGUAGE STYLE				Each type of learner places a different value			
B. SPEAKING STYLE				on each particular skill. Result differ for each group (S, P, S/P). Areas are highlighted when			
P. TECHNOLOGY				challenges exceed opportunities.			
). FOCUS	- 2			The Consistency Deviation is the difference			
I. INTERACTION	- 1			between the most diverse learners (5 and P).			
indicates a "challenged" skill types (Students, Professiona	ils, or both)	e or more aud		 The SPEAKER INDEX measures the levels of effectiveness adjusted by any deviation. 			

	AUI	DIENCE I			
70	Students	Professionals	Students / Professionals	Consistency Deviation	SPEAKER INDEX
Level of Effectiveness	63%	68%	66%	5%	63