

Using
FinxS
Playground

Getting Started



WEBSITE: <https://www.FinxS.com/admin>

Enter your information:

- Username:
- Password:
- Click “Submit”

A screenshot of a web login form. At the top, it says "Log In" in a light grey font. Below that, it says "Enter your username and password below". There are two input fields: "Username" with a person icon and "Password" with a lock icon. Below the fields, there is a link for "Forgot password?" and a red "Submit" button with a right-pointing arrow.

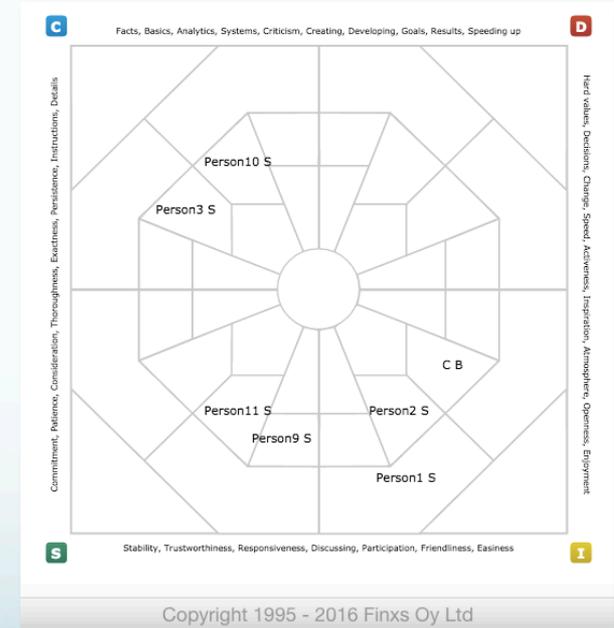
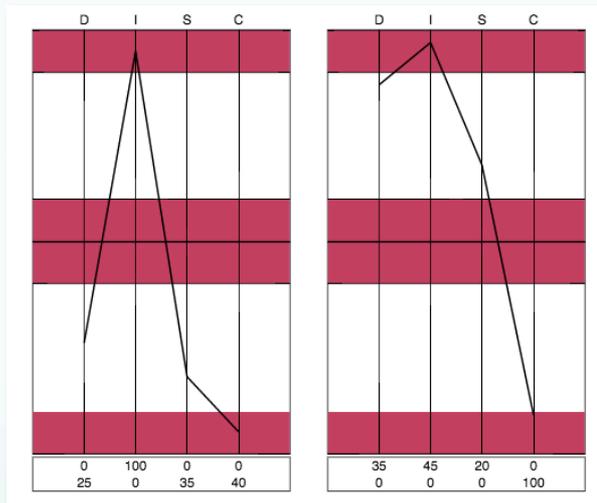
**If this is your first time to your user account you will need to accept the “Conditions for Use”*

Overview



FinxS Playground provides you with the ability to view an individual's or group's DISC profile(s) in various formats. You will be able to view and print profiles, Diamond maps, behavioral competencies, and more.

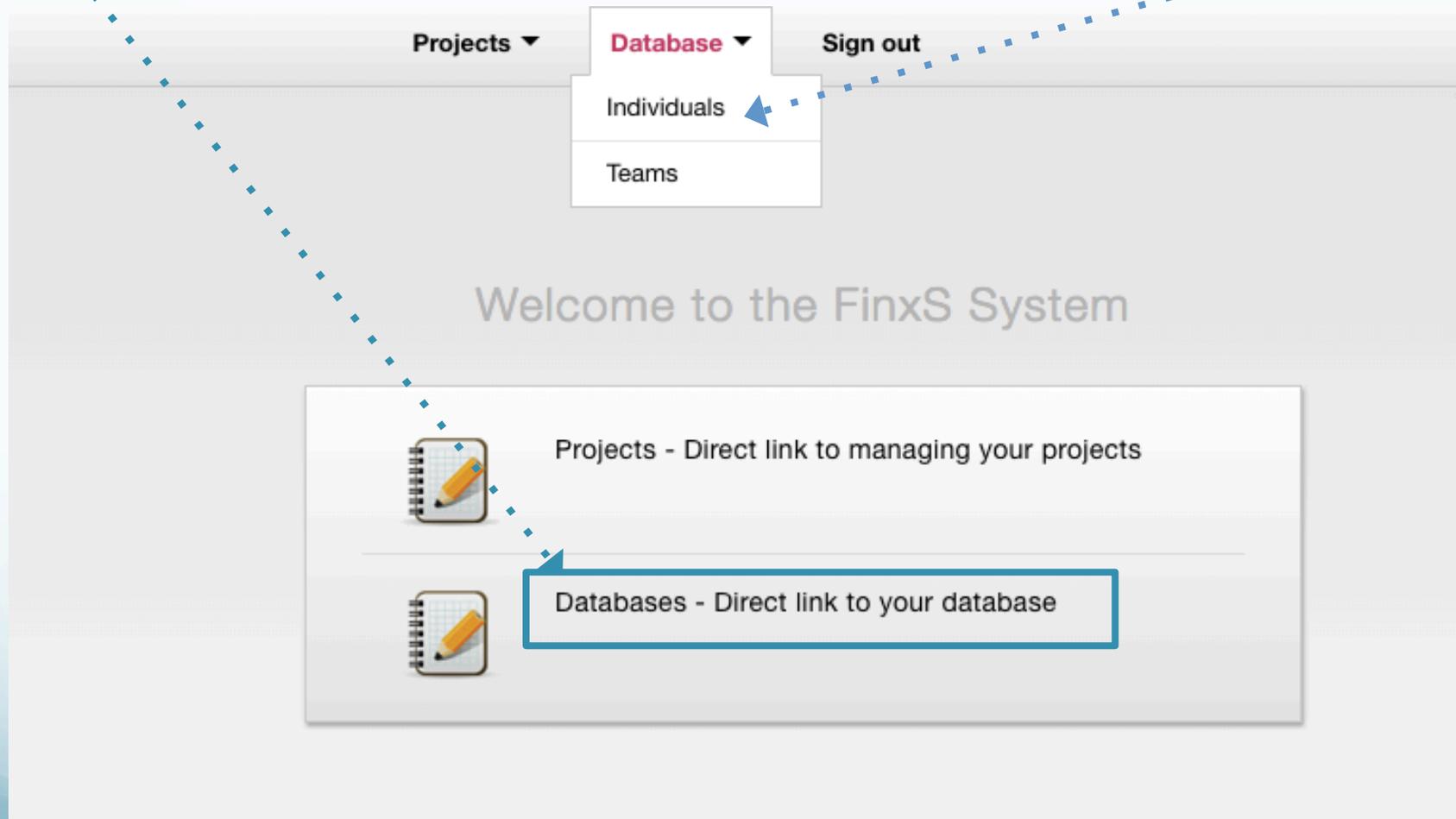
The FinxS playground is located in your Database. Once the individual has taken the Extended DISC Assessment and generated valid results you will be able to use FinxS Playground.



Behavioral Competencies | Job Templates | Graphics

Actively communicating details during a coaching session: -5 -4 -3 -2 -1 0 1 2 3 4 5

- From main menu click on **Database** or Database tab at top (pull down choose **Individuals**)



FinxS Playground



- Select **Behavioral Analysis** or specific access code from left column
- Select the Individual(s) to view DISC profile
- Select **FinxS Playground** button

The screenshot shows the FinxS web application interface. On the left, there is a sidebar menu with 'Behavioral Analysis (6)' selected. The main content area shows a 'People' section with a 'Make one person' button and a 'FinxS Playground' button highlighted by a blue arrow. Below this, there is a table of users with columns for Last name, First name, Organization, Access Code, Date completed, Valid / Invalid, Email, and Password. The user 'Sample / Suzanne / Widgets Inc.' is selected, indicated by a blue checkmark in the first column. A blue arrow points to the 'FinxS Playground' button and another points to the 'Sample / Suzanne / Widgets Inc.' row in the table.

		Last name	First name	Organization	Access Code	Date completed	Valid / Invalid	Email	Password
1	<input type="checkbox"/>	McSample	Andy	Acme, Inc.	EUK-PLAYGROUND	08.22.2014	Valid	markku.kauppinen@extendeddisc.org	n/a
2	<input type="checkbox"/>	Sample	Sam	EDNA	EUK-PLAYGROUND	06.04.2013	Valid	christina.bowser@espmeasure.com	n/a
3	<input checked="" type="checkbox"/>	Sample	Suzanne	Widgets Inc.	EUK-PLAYGROUND	08.21.2013	Valid	margie@extendeddisc.com	n/a
4	<input type="checkbox"/>	Sample	Person1	FinxS	EUK-PLAYGROUND	04.23.2011	Valid	email@example.org	n/a
5	<input type="checkbox"/>	Sample	Person2	FinxS	EUK-PLAYGROUND	04.23.2011	Valid	email@example.org	n/a
6	<input type="checkbox"/>	Sample	Person3	FinxS	EUK-PLAYGROUND	04.24.2011	Valid	email@example.org	n/a
7	<input type="checkbox"/>	Sample	Edna	ABC Inc	EUK-PLAYGROUND	12.09.2013	Valid	info@extendeddisc.com	n/a
8	<input type="checkbox"/>	Sample	Cindy	ABC Inc	EUK-PLAYGROUND	04.28.2015	Valid	CindyS@ABCInc.com	n/a
9	<input type="checkbox"/>	Smith	Andy	Acme, Inc.	EUK-PLAYGROUND	08.26.2013	Valid	markku.kauppinen@extendeddisc.com	n/a

FinxS Playground



- **Left Column:** Views of DISC Profiles (e.g., specific Behavioral Competencies, as your Job Templates, and Graphics such as profiles and Diamond)
- **Center Tabs:** Categories (Behavioral Competencies, Job Template, and Graphics)
- **Right Column:** Individuals selected from database

The screenshot shows the FinxS web application interface. At the top, there is a navigation bar with the FinxS logo on the left and menu items: Users, Templates, Reports, Projects, Database, Points, Sign out, Language, and Prospect Demo. The main content area is divided into three sections:

- Left Column:** A sidebar titled "BEHAVIORAL COMPETENCES" with a list of categories including Administrative, Business Coaching, Change management, Communication, Communication / Listening, Customer Service, Data Management, Decision-Making, Entrepreneur, Goal-Orientation, Healthcare, Influencing, Learning Styles, People Management, Project, Quality Management, Restaurant / Kitchen, Restaurant / Waiter, Retail, and Sales.
- Center Tabs:** A central area with three tabs: "Behavioral Competences" (selected), "Job Templates", and "Graphics". A "Back" button is located above the "Behavioral Competences" tab.
- Right Column:** A list of individuals selected from the database, including "C Bowser (08.23.2016)", "Person1 Sample (04.23.2011)", "Person2 Sample (04.23.2011)", "Person3 Sample (04.24.2011)", "Person9 Sample (10.08.2011)", "Person10 Sample (10.09.2011)", and "Person11 Sample (10.08.2011)". A "Select All / Deselect All" button is at the top of this list.

FinxS Playground: Behavioral Competencies



- Select the individual(s) from the right column
- Select Behavioral Competencies tab from the middle
- Select Category and Behavioral Competency from left column
- View or click **Print PDF** to print



Behavioral competencies in FinxS Playground are viewed one at a time for an individual or multiple individuals

The screenshot shows the FinxS web application interface. At the top, there is a navigation bar with menus for Users, Templates, Reports, Projects, Database, Points, and Sign out. On the right side of the navigation bar, there are options for Language and Prospect Demo. The main content area is divided into three sections: Behavioral Competencies, Job Templates, and Graphics. The Behavioral Competencies section is active, displaying a list of competencies on the left and a central area with a grid of numbers from -5 to 5. The right sidebar shows a list of individuals, with 'C Bowser (08.23.2016)' selected. The footer of the application indicates 'Copyright 1995 - 2016 Finxs Oy Ltd'.

Finxs Playground: Job Templates



- Select the individual(s) from the right column
 - Select Job Templates tab from the middle
 - Select a saved Job Template from left column
 - View or click **Print PDF** or **Print Xls** (Excel file) to print
- Job Templates are grouped Behavioral Competencies. Use our tutorial [How to Create a Job Template](#) to create your own.



Finxs Users ▾ Templates ▾ Reports ▾ Projects ▾ Database ▾ Points ▾ Sign out Language ▾ Prospect Demo ▾

JOB TEMPLATES

Brad Sales
Clone of Work Pair Competencies ...
Collaborating with Millennials
Collaborating with Millennials: Bein...
Collaborating with Millennials: Criti...
Collaborating with Millennials: Kee...
Collaborating with Millennials: Ope...
Collaborating with Millennials: Rem...
Collaborating with Millennials: Taki...
Customer Service Behaviors
Details TW
Engages in Key Account Planning
Engineering sample tw
Leadership
Learning/Problem Solving
Project - Marketing New Product
Sales/Customer Service
Skills Development
Team Behavioral Competencies 09....
Time Management Testedf
Trainer Competencies
Trimac Demo

Back

Print PDF Print Xls

Select All / Deselect All
C Bowser (08.23.2016)
Person1 Sample (04.23.2011)
Person2 Sample (04.23.2011)
Person3 Sample (04.24.2011)
Person9 Sample (10.08.2011)
Person10 Sample (10.09.2011)
Person11 Sample (10.08.2011)

Behavioral Competencies Job Templates Graphics

Print all ▾

Achieving results through and with people:	-5	-4	-3	-2	-1	0	1	2	3	4	5
Acquiring and applying information quickly:	-5	-4	-3	-2	-1	0	1	2	3	4	5
Active developer of others' skills:	-5	-4	-3	-2	-1	0	1	2	3	4	5
Actively networking:	-5	-4	-3	-2	-1	0	1	2	3	4	5
Actively promoting new ideas:	-5	-4	-3	-2	-1	0	1	2	3	4	5
Actively connecting people with each other:	-5	-4	-3	-2	-1	0	1	2	3	4	5
Adjusting one's approach with different people:	-5	-4	-3	-2	-1	0	1	2	3	4	5
Analyzing and researching complicated matters:	-5	-4	-3	-2	-1	0	1	2	3	4	5
Anticipating change in the environment and preparing for it:	-5	-4	-3	-2	-1	0	1	2	3	4	5
Approaching everyone with dignity and respect:	-5	-4	-3	-2	-1	0	1	2	3	4	5
Asking for the input and ideas of others:	-5	-4	-3	-2	-1	0	1	2	3	4	5
Assuring and checking the quality of activities:	-5	-4	-3	-2	-1	0	1	2	3	4	5
Authoritative use of power:	-5	-4	-3	-2	-1	0	1	2	3	4	5
Being a catalyst for thoughtful and appropriate change:	-5	-4	-3	-2	-1	0	1	2	3	4	5

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FinxS Playground: Graphics



- Select the individual from the right column
- Select Graphics tab from the middle
- Select Profiles from left column
- View or click **Print PDF** to print the profile



Select multiple individuals from right column to use the Multiple Persons Graphics (e.g., Shotgun or Name maps)

SINGLE PERSON GRAPHICS

Back Print PDF

Behavioral Competences | Job Templates | **Graphics**

C Bowser (08.23.2016)

D	I	S	C
0	100	0	0
25	0	35	40

D	I	S	C
35	45	20	0
0	0	0	100

MULTIPLE PERSONS GRAPHICS

Select All / Deselect All

C Bowser (08.23.2016)

- Person1 Sample (04.23.2011)
- Person2 Sample (04.23.2011)
- Person3 Sample (04.24.2011)
- Person9 Sample (10.08.2011)
- Person10 Sample (10.09.2011)
- Person11 Sample (10.08.2011)

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FinxS Playground: Glossary



Behavioral Competencies – individual's Profile II Natural DISC style shown for specific behaviors

Job Template – pre-grouped Behavioral Competencies

Graphics – visual DISC profile

Single Person Graphics

Profiles – visual representation of an individual's DISC style

Profiles adjusted – Profile II shown without underlying special situations

Diamond – visual representation of an individual's natural DISC style on Diamond

Diamond with arrow - visual representation of an individual's natural and adjusted DISC style on Diamond

Flexibility Zones/Flexibility Zone with arrow - the DISC quadrant(s) with shading represent DISC comfort areas or an individual's natural style.

4Q Model – Flexibility zone with DISC quadrant descriptors

DISC Pie/DISC Pie with percentages- simplistic view of DISC styles showing an individual's 4 DISC styles. Percentages DO NOT correspond to Profiles.

Multiple Persons Graphics

Shotgun map/Shotgun map with text – each person shown only as a dot on the Diamond, anonymous multi person Diamond (natural styles)

Name map/Name map with text – multi person Diamond with names (natural styles)

Arrow map/Arrow map with text - multi person Diamond with names (natural styles) and arrows (adjusted styles)

Team Flexibility Zones/Team Flexibility Zones with text - multi person Diamond with shading representing DISC comfort areas or natural styles of group.

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