



# Using FinxS Playground

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# Getting Started



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

Enter your information:

- Username:
- Password:
- Click “Submit”

A screenshot of a web login interface. At the top, the text 'Log In' is displayed in a light gray font. Below it, a white box contains the instruction 'Enter your username and password below'. There are two input fields: 'Username' with a person icon and 'Password' with a lock icon. A link for 'Forgot password?' is located below the password field. A red 'Submit' button with a right-pointing arrow is positioned at the bottom right of the form.

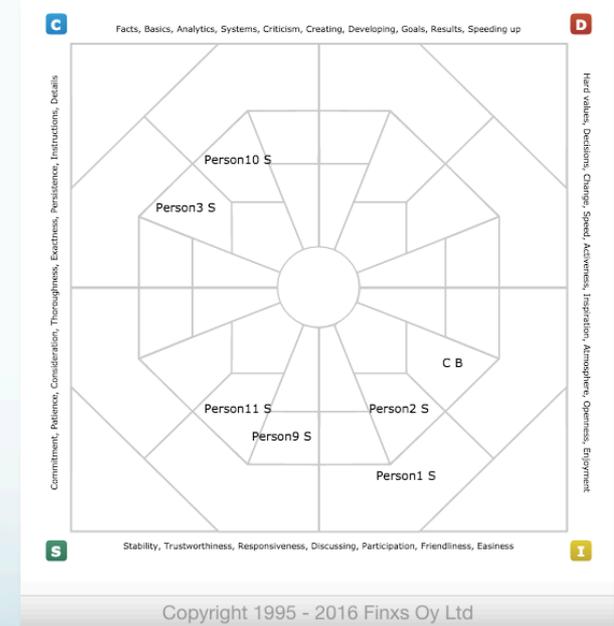
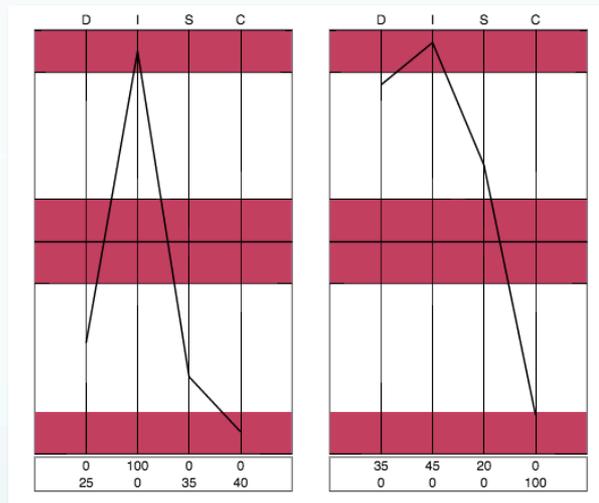
*\*If this is your first time to your user account you will need to accept the “Conditions for Use”*

# 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.

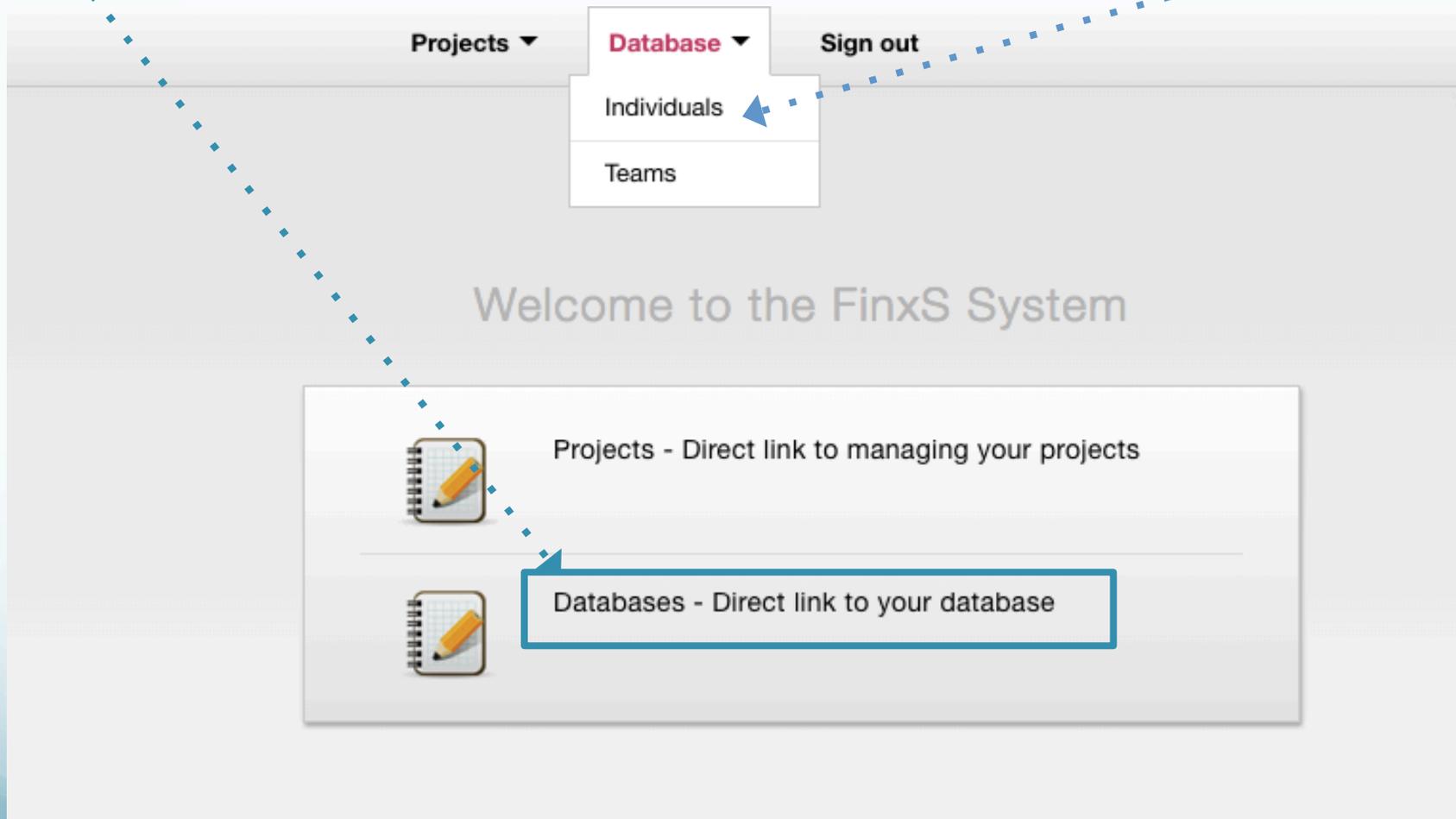


Behavioral Competencies | Job Templates | Graphics

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 with a search box for 'Project names' and a list of 'Behavioral Analysis (6)' items. The 'EUK-PLAYGROUND' item is selected. In the main content area, there are buttons for 'Print PDF', 'FinxS Playground', 'Report Preview', 'Download Excel', and 'Resend'. Below these buttons, there is a section for 'Deselect All (Selected results: 1)' with a checkbox for 'Sample / Suzanne / Widgets Inc.' selected. At the bottom, there is a table with columns for 'Last name', 'First name', 'Organization', 'Access Code', 'Date completed', 'Valid / Invalid', 'Email', and 'Password'. The table contains 9 rows of data, with the third row (Sample / Suzanne / Widgets Inc.) selected. A blue arrow points from the 'FinxS Playground' button to the selected 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 a menu with items: Users, Templates, Reports, Projects, Database, Points, Sign out, Language, and Prospect Demo. Below the navigation bar, the interface is divided into three main sections:

- Left Column:** A sidebar titled "BEHAVIORAL COMPETENCES" with a list of categories, each preceded by a right-pointing arrow: 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 and samples, including "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)", and "Person11 Sample (10.08.2011)".

A dotted blue line with arrows originates from the text in the first slide and points to the corresponding elements in the screenshot: the left column, the center tabs, and the right column.

# 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 displays 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, showing a list of categories on the left and a list of individuals on the right. The list of individuals includes 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). The Behavioral Competencies list includes categories like Administrative, Business Coaching, Change management, Communication, and People Management. The People Management category is expanded, showing a list of behavioral competencies such as 'Achieving results through and with people'. A 'Back' button is located at the top left of the main content area, and 'Print PDF' and 'Print Xls' buttons are at the top right. A pagination bar at the bottom of the main content area shows the current page is 5 out of 5.

# 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

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 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

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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 without "size" and "position" - only "shape" (no Special Situation)
  - **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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