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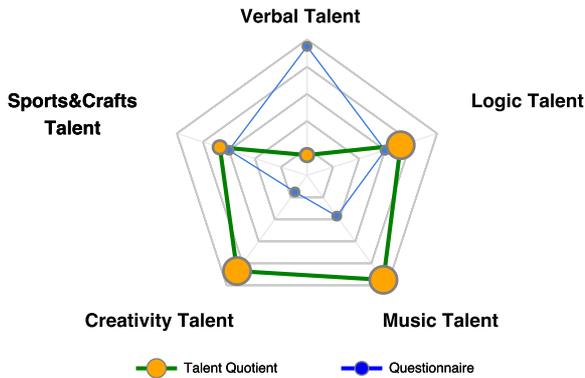
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VERBATORIA

TALENT QUOTIENT
SUMMARY REPORT

Your skill:
Chess

I. TALENT QUOTIENT - APPLIED AREAS



Ranked result values represent talent edges of max brain potential feedback during testing

Skills and background at the moment of testing, mental mood doesn't affect results, as well answers are not counted.

Highest and lowest areas are stable for outstanding majority of tested people.

[Consider re-testing only in case tiny spread between three or more edges]

II. TALENT QUOTIENT - EMOTIONAL INTELLIGENCE

Emotional Quotient balance between inter-, intra-personal talents defines comfortable team role for children, teenager, adult. (see the section "Sport and Leadership").

Unlike applied areas talents those in emotional directly affected and changes throughout a life under environment and social conditions.

Consider retesting after 12-18 months of Emotional Quotient.



III. Thinking type

Appropriate type of training is through examples, from general to particular. A picture is worth a thousand words: experience for person is more important source of skills than learning rules. Peculiar to the thinking in the form of images by its creation, formation, support, operation and modification with the help of presentation mechanisms and examples.

Visual

IV. Emotionality

Optimal metric values that define a person as balanced and adequate in manifestations. Does not require efforts to show their emotions or to repress them.

Normal

TALENT QUOTIENT PERSONAL DESCRIPTION

Abilities priority in every area

Talent edge description (according to G. Gardner)

Verbal Talent Edge

Do not select areas as a major, if data are key skills for achieving of considerable success.

Verbal and linguistic intelligence facet allows person to speak, including the mechanisms responsible for the components of speech like sounds, grammar, meaning, and pragmatism. The manifestations of this intelligence facet can be attributed to the mastery of both oral and written speech, and awareness of the words meaning, their sound, pronunciation, spelling and application possibilities in life. There may be an ability for foreign languages, the ability of speaker. At high priority facets - speaking of such people is easy and grace, and writing is the so-called "congenital literacy" and literary style.

PRIORITY

Logic Talent Edge

It manifests in outstanding opportunities in one of the three areas - account, logical and abstract thinking. Features of the education system pay more attention to the skills of counting, whereas the success in such "mathematical" areas as chemistry and geometry (as examples) does not depend on the account.

Logical and mathematical facet of intelligence gives a person the ability to handle numbers and make predictions, generalizations, vary abstract concepts, symbols and numbers, to discover and solve logic problems in a variety of symbolic systems. Characteristic is the importance of finding semantic relationships among subjects, explanation of cause consequence connections through the rules, ability to relate quotient and the whole. At high facet priority - carries a great potential for the individual regardless of the chosen sphere of professional self-realization through inclination to experiments, analyticity.

PRIORITY

Music Talent Edge

Outstanding potential in the area of classes using musical abilities. Sensual, emotional perception of music, its usage as a language for expression of creative ideas, experiences are characterized. Depending on the potentials in kinesthetic, spatial and verbal areas musical abilities are revealed with different intensity in playing the instrument, writing and singing, respectively.

Music intelligence facet forms in human sensitivity to sound and phonemes. Degrees of development are manifested not only on music classes, but in the constant analysis of sound space, recognition and capture of rhythms, melodies, beats, timbres and musical tonality. May manifest as ability to music composing and improvisation, play musical instruments, to the study of foreign languages based on melody and tone sound.

PRIORITY

Creativity Talent Edge

Unique opportunities for implementation. Spatial and temporal intelligence is the ability to remember places, images and events. Accumulated information becomes a source for creativity, creation of new images as the basis of remembered and totally new. It is important to understand that creative intelligence does not implement creative intelligence and is revealed only through one of the other areas. It is possible to study several foreign languages at the same time, including the methods of "global" reading.

Spatial and temporal intelligence facet determines the ability of a person to operate with images of objects and phenomena in the dynamics of a four-dimensional space, regardless of their starting position, the ability to accurately perceive the visible world, transform the stored images into new, and also the ability to recreate aspects of visual experience even in the absence of a corresponding physical object. Typical associated perception of time and space, the ability to see and create shapes, outlines and images. The key property is imagination, fantasy, understanding of the subject and its significance without essence of the subject. Regardless of the facet priority - complements and enhances other applied abilities.

Sports&Crafts Talent Edge

Opportunities for implementation in the areas associated with movements, postures and gestures. Abilities to copy (repeat), memorizing and invent. This kind of abilities is the base for many applied areas and is often implemented in conjunction with others: theater (with speech intelligence), dances (with spatial or musical intelligence), architecture and design (with mathematical and spatial intelligence)

Bodily-kinesthetic (motor) facet of intelligence is learning through movement. For this facet, the manifestations of abilities are the ability to control and manage own body, and also use this ability to achieve expressive (facial expressions, gestures) or dynamic goals (sport, playing an instrument). Development can be directed both to large motility (coordination of movements, balance, dexterity, strength, flexibility, etc.) and to small (def sensitive fingers and acervulus). World perception with such intelligence is due to its motor activity, i.e. Information regarding the position and condition of the body, determines how the further perception of the surrounding reality happens.

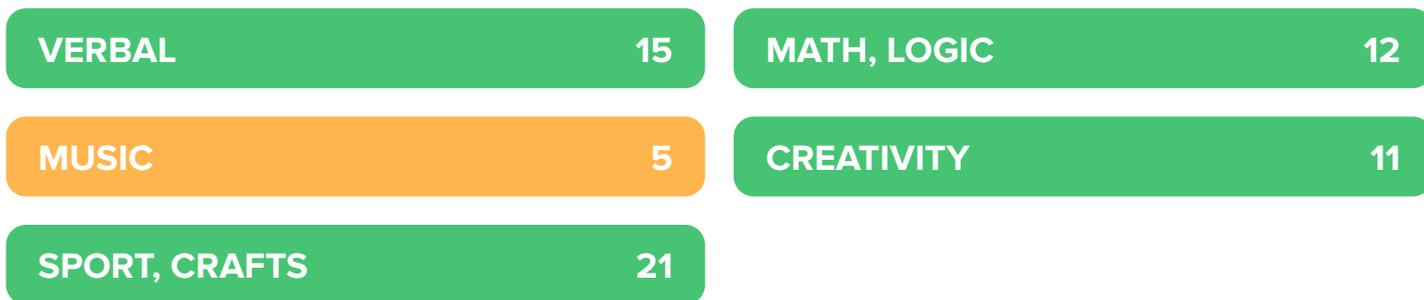
ATTENTION AND MEMORY

These data help to optimally plan training schedule taking into account the performance for each area. Attention to different activities is allocated by the brain differently. The value of attention is not associated with intellectual potential (neurometrics) of the same facet: at a high potential there can be deficit, norm or critical values of attention and vice versa in any combination. Use the indicators of this report for a better planning of training schedule, corresponding to the features of the memory work.

VERY IMPORTANT: Indicators characterize what the distribution of attention for the current period of brain development and after 9-12 months can change considerably in a natural way.

High attention (RED areas) in any area is the equivalent of a good memory. These classes will become a skill and knowledge that is available through the week and longer. The flip side of excessively high attention will be high fatigue due to the fact that the memorization process is extremely labour-consuming.

Attention deficit (YELLOW area) typically manifests as "forgetfulness".



Effective memory mode in these classes. Optimal attention for classes in the standard loads intensity. Special adjustments in the schedule are not required.

MANIFESTATIONS

Even with high abilities in this area new material can be forgotten.

REASON (WITHIN THE NEUROMETRY)

At this stage of individual development information from this area isn't effectively transferred to the long-term memory by the brain.

RECOMMENDATIONS

Longer, crossed by themes and repetitive activities are recommended. Mandatory monitoring of involvement in the learning process.

MANIFESTATIONS

Memorizes a lot in this area, effectively assimilates new material, but fatigue, inattention and refusal to practice can quickly appear - especially if the duration is an hour or more.

REASON (WITHIN THE NEUROMETRY)

Quickly overloaded due to the high memorization effectiveness, becomes saturated with information.

RECOMMENDATIONS

Short frequent classes up to 20 minutes, changing the way of giving information within one class, knowledge control in the first half of the class

SCHOOL GRADES

Forecasting school performance is a task that accompanies parents throughout the development of their child. Choosing a profile, a suitable methodology, additional classes are frequent questions when moving from class to class. Subjects that were not before appear at the same time with the load increasing. For example: is it possible to know the ability to physics on arithmetic mark? It is just as wrong as assessing surgeon for the operation speed with the scalpel. Each subject has its own requirements for abilities that are made for a module by leading teachers of Moscow. Individual distribution of neurometrics abilities affects on future success more than the existing facilities and skills

	COMPLEXITY	ATTENTION/ALERTNESS
Algebra	Orange	Orange
Art	Orange	Green
Biology	Orange	Green
Chemistry	Orange	Orange
Foreign language	Red	Orange
GAC (Global art culture)	Orange	Orange
Geography	Orange	Orange
Geometry	Green	Orange
History	Orange	Orange
Informatics	Green	Orange
Literature	Red	Green
Mathematics	Orange	Orange
Music	Green	Orange
Native language	Red	Green
Outworld	Orange	Green
Physical training and sports	Orange	Green
Physics	Green	Orange
Science	Orange	Orange
Second foreign language	Orange	Orange
Social studies	Red	Orange
Technology	Orange	Green

Color denotation

Color denotation in the column "COMPLEXITY" is easiness (child independence) or difficulty (need more classes and parents attention) of **subjects in relation to each other**.

-  Child achieves results independently and parental control is minimal.
-  The results are stable. There is no proneness to fatigue or obliviscence.
-  In general assimilates the school curriculum of the subject and the result depends on motivation and control.
-  Additional lessons, repetitions and explanations are needed for achieving a stable assessment (see Attention-Memory module)
-  Can not be chosen as a profile. The assessment depends significantly on the efforts of parents, methods and teacher.
-  "Restlessness" and "stupid mistakes". With two "red" on the subject - an individual program and control (see Attention-Memory).

Interest groups: Automatic selection of extra-curricular activities

First of all, it is necessary to consider as additional classes those who have green color in both columns: abilities to progress and speed of development here is maximum. In classes with yellow color it will probably take a lot of effort and attention of the parents, but the result is also possible. Not recommended only classes with grey color "achievements" as the child abilities do not quite appropriate to the requirements for achieving outstanding results in these classes.

DEVELOPING CLASSES	COMPLEXITY	ATTENTION/ALERTNESS
Acting technique	Orange	Green
Additive technologies and 3d printing	Orange	Green
Astronomy	Orange	Orange
Autoclub	Orange	Green
Chess	Green	Orange
Circus art	Orange	Green
Conversational vaudeville genre	Orange	Green
Cosmology	Orange	Orange
Dancing	Orange	Green
Design and modeling	Orange	Green
Digital production technology	Orange	Orange
Engineering and artistic design	Green	Green
Expeditions	Orange	Green
Experimentation (chemistry, physics)	Orange	Orange
Financial management	Orange	Orange
Graphic design	Green	Orange
Handicraft	Orange	Green
Journalism	Grey	Green
Junior naturalist (biology, zoology, botany)	Orange	Green
Languages of not similar to native phonetics	Orange	Orange
Languages of similar to native phonetics	Grey	Orange
Military science	Orange	Green
Modern business	Orange	Orange
Modern programming	Green	Orange
Musical	Grey	Green
Navigation	Green	Orange
Painting, drawing, composition, photography	Orange	Green
Paleontology	Orange	Green
Phytodesign	Green	Green
Piano	Green	Orange
Political studies	Grey	Green
Popular medicine	Orange	Green
Radio-controlled models (piloting)	Orange	Orange
Robotic engineering	Orange	Green
Scenic speech	Grey	Green
School of young entrepreneur	Orange	Orange
Singing	Grey	Green
Stringed or percussion instruments	Green	Orange
Visual media creativity (cinema, television, video, radio)	Orange	Orange
Vocal and drama studio	Orange	Orange

Color denotation in the column "COMPLEXITY" is easiness (child independence) or difficulty (need more classes and parents attention) of subjects in **relation to each other**.

	
RESULT!	EASILY LEARNED
	
YOU CAN TRY	NEED TO REPEAT
	
NOT THE BEST CHOICE	QUICKLY EXHAUSTS

SPORT AND LEADERSHIP

Sport achievements are high requirements in 4 of the seven intellectual skill areas. In contrast to strengthening physical education, in the sport of achievements, intellectual abilities play a determining role and are more important than physical data. If only high potential is available in all four areas, sport can be considered as main activities, exceptions are certain types (chess and others), the conclusion on them is formed separately.

Kinesthetic (motion) - for precise control of the body and memory positions, angles, gestures, etc ..

Space and time (creativity) - for coordination in game dynamics, accurate calculation of positions and moves.

Interpersonal intelligence (communicative) - the ability to adapt in complex hierarchies, including "informal".

Inside-personal intelligence (self-confidence) - protection from "burning out" in defeats and victories.

Lack of necessary indications in any of the four areas can only be compensated to a certain extent by physics and psychology of motivation (coaching techniques), but it is intelligence that is the criterion of success in sport.

SELECTION OF SPORT AND MODE OF OCCUPATIONS

PHYSICAL EDUCATION OR SUPPLEMENTARY ACTIVITIES

Without limitations of the dynamics of the game space - including hockey, football and other complex space-time games

To make a bet on intellectual sports or roles in them. In the technique of possession of the ball, for example, the result will be worse than in the planning of the drawing of the game or in defense

In the next 9-12 months, participating in team sports is not the best choice. Instead of acquiring the skills of interaction, people will rather close and choose a comfortable role on _perimeter_ interactions

COMFORTABLE ROLE IN THE COLLECTIVE

The potential type of leadership determines such a role in the team for a person, in which he can fully rely on skills and constraints in the interlining sphere, as well as in intrapersonal self-identification.

Unlike applied faces, the type of leadership can vary, but the measurement data show exactly the comfortable role for the near future, which, if necessary, will be the most effective starting point for changes

Performer

The performer can not always understand his true motives for any action, his desires, motivations and emotions". The principle of non-interference is traced, such a person more often makes decisions for him, or is guided by the opinion of others about him. This type of leadership is distinguished by its ability to work out important public tasks. Accepting existing rules, laws and regulations, they try not to oppose established installations. They are comfortable staying a little in the shade, showing themselves, their skills and opportunities under the guidance of other people.

Self-awareness edge: He is objective to himself, will be able to re-evaluate his conceit under the influence of circumstances or criticism, ideally suited for the role of director with / powers /

Empathy: Complexity with understanding of emotions and interrelations of others, he does not know how to avoid conflicts in collectives and can be the cause of such conflicts

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