Create competence

Competencies in SLH consist of one or several skills, each described in more detail by a set of indicators.

Competence groups are like thematic containers for competencies. If you do not have created them yet, this is where you need to start - you just need the name to save them and then you'll always have an overview over how many competencies, skills and indicators relate to the competence group over time.

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You can now switch to the Competencies navigation point. When creating a new competence you will be following a three-step wizzard:

Step 1 - basic data

First you need to fill in the basic information, like skill name and the competence group to which it belongs.

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Step 2 - adding skills and indicators

In a second step you can add all skills which are relevant for this competence - for each skill you need to include the indicators, giving each indicator a taxonomy ranging from K1 to K6, as complexity ranges (based on the model of Benjamin Bloom, for details see:

https://de.wikipedia.org/wiki/Benjamin_Bloom).

You can add as many skills as needed and as many indicators per skill as you wish. The only rule is that you have to have at least one skill and one indicator to be able to correctly save a competence.

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Step 3 - Overview before saving

On the last page you can review your entries and finally Save the competence, so that it becomes available to be used in your jobprofiles.

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 Here is an example of a competence consisting of several skills, each with an own set of indicators.

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> Up until now we have discussed about competencies created by administrators. We consider them "**unprotected**" - the administrators can create and edit them at any time, as desired. There is also the possibility that we pre-loads default competencies and jobprofiles for you. Should this be the case, these competencies and jobprofiles would be considered "**protected**" and cannot be edited by administrators.