

• Maslow's Hierarchy of Needs
• MacGregor's Theories X and Y
• Herzberg's Two-Factor Theory



Early Theories of Motivation (cont'd)

• McGregor's Theory X and Theory Y

• Theory X ▶

• Assumes that workers have little ambition, dislike work, avoid responsibility, and require close supervision.

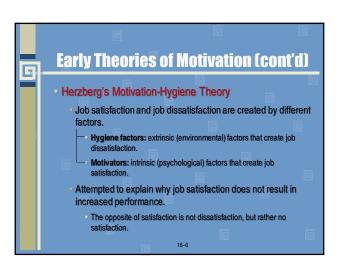
• Theory Y ▶

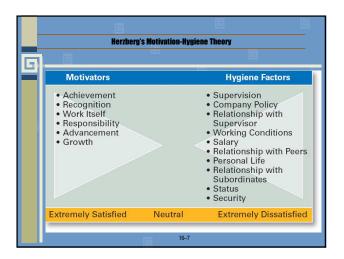
• Assumes that workers can exercise self-direction, desire responsibility, and like to work.

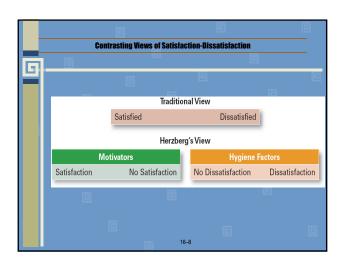
• Assumption:

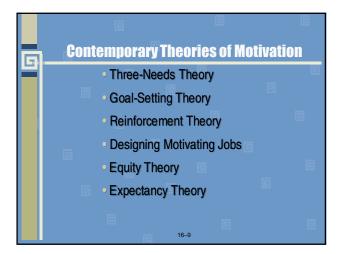
• Motivation is maximized by participative decision making, interesting jobs, and good group relations.

▶ 16-5



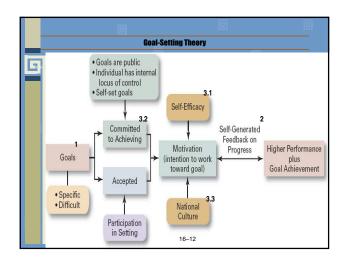


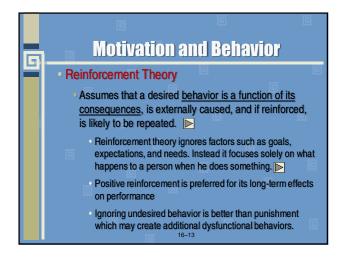












Job Design

The way into which tasks can be combined to form complete jobs.

Factors influencing job design:

Changing organizational environment/structure

The organization's technology
Employees' skill, abilities, and preferences

Job enlargement
Increasing the job's scope (number and frequency of tasks)

Job enrichment
Increasing responsibility and autonomy (depth) in a job.

Designing Motivating Johs (cont'd)

Job Characteristics Model (JCM)

A conceptual framework for designing motivating jobs that create meaningful work experiences that satisfy employees' growth needs.

Five primary job characteristics:

Skill variety: how many skills and talents are needed?

Task(dentify): does the job produce a complete work?

Task significance: how important is the job?

Autonomy: how much independence does the jobholder have?

Feedback: do workers know how well they are doing?

Designing Motivating Johs (cont'd)

Suggestions for Using the JCM

Combine tasks (job enlargement) to create more meaningful work.

Create natural work units to make employees' work important and whole.

Establish external and internal client relationships to provide feedback.

Expand jobs vertically (job enrichment) by giving employees more autonomy.

Open feedback channels to let employees know how well they are doing.

Motivation and Perception

• Equity Theory 
• Proposes that employees perceive what they get from a job situation (outcomes) in relation to what they put in (inputs) and then compare their inputs-outcomes ratio with the inputs-outcomes ratios of relevant others.

• If the ratios are perceived as equal then a state of equity (fairness) exists.

• If the ratios are perceived as unequal, inequity exists and the person feels under- or over-rewarded.

• When inequities occur, employees will attempt to do something to rebalance the ratios (seek justice).

Motivation and Behavior

 Expectancy Theory (Vroom)
 States that an individual tends to act in a certain way based on the expectation that the act will be followed by a given outcome and on the attractiveness of that outcome to the individual.

 Key to the theory is understanding and managing employee goals and the linkages among and between effort, performance and rewards.

 Effort: employee abilities and training/development
 Performance: valid appraisal systems
 Rewards (goals): understanding employee needs

