



COURSE DESCRIPTION CARD - SYLLABUS

Course name

Payment Systems [N1IZarz1>SW]

Course

Field of study

Engineering Management

Year/Semester

2/4

Area of study (specialization)

–

Profile of study

general academic

Level of study

first-cycle

Course offered in

Polish

Form of study

part-time

Requirements

compulsory

Number of hours

Lecture

10

Laboratory classes

0

Other

0

Tutorials

10

Projects/seminars

0

Number of credit points

3,00

Coordinators

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Lecturers

Prerequisites

Knowledge: The student knows the basic concepts related to the essence and functions of management, as well as enterprise management mechanisms and has a basic knowledge in the field of human resource management. Skills: The student has the ability to perceive, associate and interpret phenomena occurring in organizations and their use in the field of human resource management. Competences: The student understands and is prepared to take social responsibility for decisions in the field of human resource management.

Course objective

The aim of the course is to familiarize students with classic and modern remuneration systems, as well as to teach practical skills in shaping the remuneration system.

Course-related learning outcomes

Knowledge:

The student discusses various forms of remuneration, including developing compensation strategies based on the size of companies and their overall strategy [P6S_WG_01].

The student assesses the effectiveness of different compensation systems, considering their impact on

employee motivation and satisfaction [P6S_WG_15].

The student compares the impact of different compensation strategies on the financial and operational results of companies [P6S_WG_16].

The student thoroughly analyzes legal regulations and norms in designing compensation systems [P6S_WG_17].

Skills:

The student designs compensation systems, using analyses to achieve better ergonomic quality of the product and a house of quality for ergonomic product goals [P6S_UW_10].

The student develops and assesses compensation systems from the perspective of their impact on work efficiency and employee satisfaction [P6S_UW_11].

The student applies the ergonomic TRIZ method in designing compensation systems [P6S_UW_12].

The student conducts a morphological analysis and designs raise systems consistent with employee evaluation [P6S_UW_14].

Social competences:

The student creates compensation strategies that are coherent with the overall strategy of the enterprise and consider the diversity of employee needs [P6S_KK_02].

The student substantively contributes to projects related to compensation systems, considering economic, legal, and social aspects [P6S_KO_01].

The student explains and considers the ethical aspects of designing compensation systems, with the well-being of employees and the organization in mind [P6S_KR_02].

Methods for verifying learning outcomes and assessment criteria

Learning outcomes presented above are verified as follows:

Formative assessment:

a) in the scope of tutorials - based on the assessment of the current progress of task implementation in the process of creating a remuneration system for the organization (case study).

b) in the scope of lectures: on the basis of answers to questions about material processed in previous lectures,

Summative assessment:

a) in the scope of tutorials based on: (1) public presentation of the concept of the remuneration system and tools for implementing the system in the organization; (2) discussion after the presentation; (3) forms and quality of prepared materials - complex elaboration,

b) in the scope of lectures: exam in the form of a choice test, with answers among which at least one is correct; each question is scored on a scale of 0 to 1; the exam is passed after obtaining at least 55% of points. You can take the exam after passing the exercises - workshops.

Programme content

The classes focus on the nature and functions of remuneration and various forms of remuneration. Remuneration systems are discussed, including their structure and analysis and evaluation of classic and modern models. The issue of shaping a remuneration strategy, adapted to small, medium and large enterprises, and its links with the general strategy of the company are also discussed. Finally, employee evaluation and design of pay rise systems are discussed.

Course topics

1. The essence and functions of remuneration, forms of remuneration
2. Remuneration systems (structure of remuneration systems, analysis and evaluation of remuneration systems, shaping of classic and modern remuneration systems)
3. Shaping remuneration strategies (strategies of small, medium and large enterprises, linking remuneration strategies with the general strategy of the enterprise)
4. Employee evaluation and design of salary increase systems.

Teaching methods

Monographic and conversational lectures.

Tutorials with using observation, demonstration and project methods.

Bibliography

Basic:

Borkowska S., Strategie wynagrodzeń, Oficyna Ekonomiczna, Kraków 2006

Sekuła Z., Struktury wynagradzania pracowników, Wydawnictwo Wolters Kluwer Polska, 2011

Włodarkiewicz-Klimek H., Kapitał ludzki w kształtowaniu zwinności organizacji opartych na wiedzy, Wydawnictwo Politechnik Poznańskiej, Poznań 2018

Additional:

Borkowska S.(red.), Wynagrodzenia - rozwiązywanie problemów w praktyce, Oficyna Ekonomiczna, Kraków 2004

Armstrong M., Zarządzanie zasobami ludzkimi, Wydawnictwo Wolters Kluwer Polska, 2010

Sekuła Z., Wynagrodzenia zmienne i rzeczowe, Oficyna Ekonomiczna, Kraków 2005

Breakdown of average student's workload

	Hours	ECTS
Total workload	75	3,00
Classes requiring direct contact with the teacher	20	1,00
Student's own work (literature studies, preparation for laboratory classes/ tutorials, preparation for tests/exam, project preparation)	55	2,00