

#### **Course Outline**

Human Enterprise and Innovation School of Business & Economics

HRMN 4830 - 3.00 - Academic

**Total Rewards** 

#### Rationale

Update Curricunet to reflect standard course outlines established by the School.

### **Calendar Description**

Students develop an understanding of rewards systems available to employers to attract, motivate, and retain a sufficient number of qualified employees. Topics include the components of total rewards; the rewards environment; motivational theories and rewards; rewards strategies; types of compensation; non-monetary rewards; and rewards and performance management, attraction, and retention.

#### Credits/Hours

Course Has Variable Hours: No

Credits: 3.00

Lecture Hours: 3.00 Seminar Hours: 0 Lab Hours: 0 Other Hours: 0 Clarify:

**Total Hours: 3.00** 

**Delivery Methods:** (Face to Face)

Impact on Courses/Programs/Departments: No change

**Repeat Types:** A - Once for credit (default)

**Grading Methods:** (S - Academic, Career Tech, UPrep)

## **Educational Objectives/Outcomes**

- 1. Define the components of total rewards.
- 2. Discuss the impact of the environment on compensation.
- 3. Explain the relationship of motivational theories and compensation design.
- 4. Recommend a reward program based on organizational strategy.
- 5. Formulate a compensation structure.
- 6. Analyse the content and value of jobs.

- 7. Compare the value and relationship of pay and benefits.
- 8. Understand the different options and rationale for compensating special groups.
- 9. Identify and recommend other rewards based on organizational needs.
- 10. Recognize the impact of rewards on performance management, attraction, and retention.
- 11. Evaluate the relationship among the different components of total rewards.

### **Prerequisites**

HRMN 2820-Human Resource Management HRMN 2820-Human Resource Management or HRMN 3820-Human Resources

## **Co-Requisites**

# **Recommended Requisites**

## **Exclusion Requisites**

BBUS 4830-Total Rewards HRMN 4831-Total Rewards HRMN 4831-Total Rewards

#### **Texts/Materials**

#### **Student Evaluation**

The Course grade is based on the following course evaluations.

Participation (10.00%) Presentation (15.00%) Quizzes/assignments (20.00%) Midterm (20.00%) Final exam (35.00%) **Students must pass the final exam to pass the course.** 

## **Course Topics**

- 1. Components of Total Rewards
- 2. Rewards Environment
  - Legal
  - Political
  - Economic
  - International
    - Internal
- 3. Motivation Theories and Rewards
- 4. Rewards Strategies

- Market rates
  - Lead, lag or match
  - Mix of fixed versus variable pay
  - Mix of compensation versus other rewards
- 5. Types of Compensation
  - Fixed pay
    - Job evaluation
    - Market surveys
    - Pay structures
  - Variable pay Profit
    - sharing

Stock ownership

Stock ownership

- Commissions
- Bonuses and merit pay
- Benefits Required benefits
  - Benefits administration
- Compensating special groups
  - Executives
  - Contractors
- International pay
- 6. Non-monetary Rewards
  - Job itself and job design
  - Recognition programs
  - Career development
  - Involvement
  - Security
  - Social
- 7. Rewards and performance management, attraction and retention

## **Methods for Prior Learning Assessment and Recognition**

As per TRU Policy

### **Last Action Taken**

Implement by Submission Preview Subcommittee Chair Peggy McKimmon

Current Date: 29-Oct-20