

Motivation Theories



Content Theories Process Theories

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need change with the thought process time but not how they individuals. change.

A Content Theory A Process Theory explain why humans attempt to explain the

Herzberg's two-factor theory.

Adams' equity theory

Goal -setting theory vroom's expectancy theory

☐ Adam's Equity Theory

In 1963 john Stacey Adam's Introduced The idea that <u>fairness</u> and <u>equity</u> are The key components of Motivated of individual.

The equity theory based on simple assumption that people want to be treated fairly.

Also known as "social comparison"

- 1] The theory define equity as the belief that we are being treated <u>fairly</u> in relation to other and <u>inequity</u> as the belief that we are treated <u>unfairly</u> in relation to other.
- 2] Adam's describe the equity comparison process in terms of input/output relation.
- 3] Inputs are <u>individual contribution</u> to the organization, such as persons loyalty, training, education, skills, experience.

Outcomes: salary, status, working condition, bonus job security, promotion etc.

What you give

What you take

Relationship equity

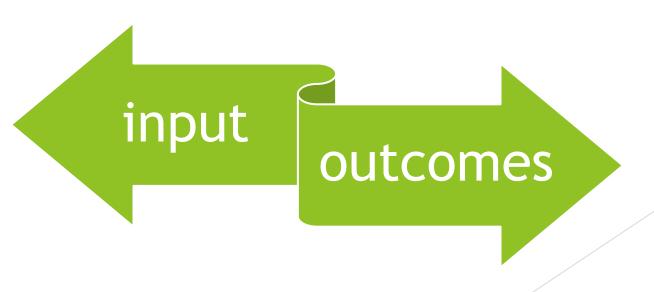
Equity Theory has five keys

[1] people hold belief about their inputs and outcomes

<u>>Time</u>

>Skills

>Education



- [2] people compare themselves to referent other.
- [3]People Form beliefs about others input and out comes.
- [4] people compare their input/outcome ratio with others input /outcomes ratios.
- [5] perceptions of inequity motivation behaviour to restore equity.

■ When people compare themselves with each other in this way they may react in one of three basic ways

[1] Overpayment inequity.

[2] Underpayment inequity.

[3] Equitable payment.

Adams' Equity Theory diagram - job motivation

Scales 'calibrated' and measured against comparable references in the market place

What I put into my job: time, effort, ability, loyalty, tolerance, flexibility, integrity, commitment, reliability, heart and soul, personal sacrifice, etc

What I get from my job: pay, bonus, perks, benefits, security, recognition, interest, development, reputation, praise, responsibility, enjoyment, etc

inputs

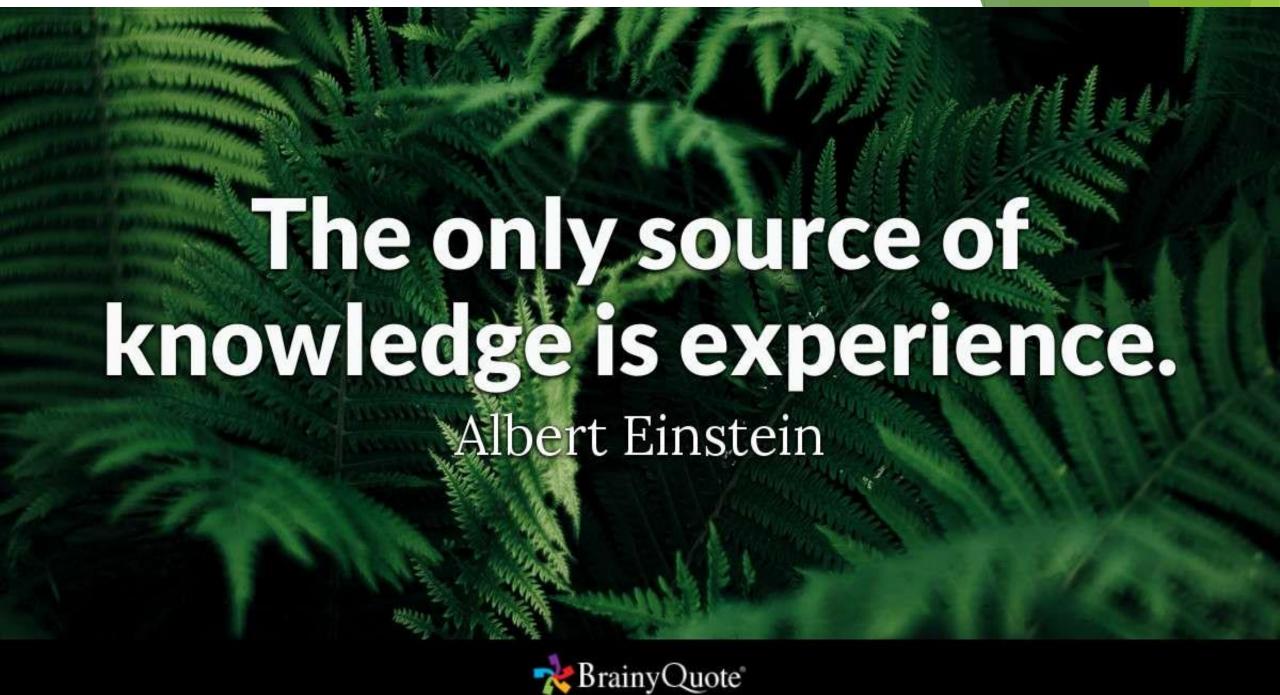
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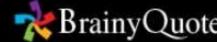
People become demotivated, reduce input and/or seek change/improvement whenever they feel their inputs are not being fairly rewarded. Fairness is based on perceived market norms.

@ design alan chapman 2001-4 based on J.S. Adams' Equity Theory, 1963. More free online learning materials are at www.businessballs.com.

Major assumption:

- If you are treated fairly you will keep working well.
- If you think you are being treated unfairly you will change behaviour in order to be treated fairly.





Thank you