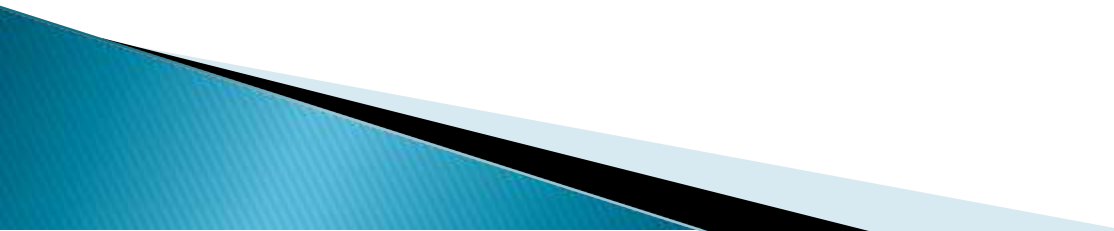


ORGANISATION BEHAVIOUR

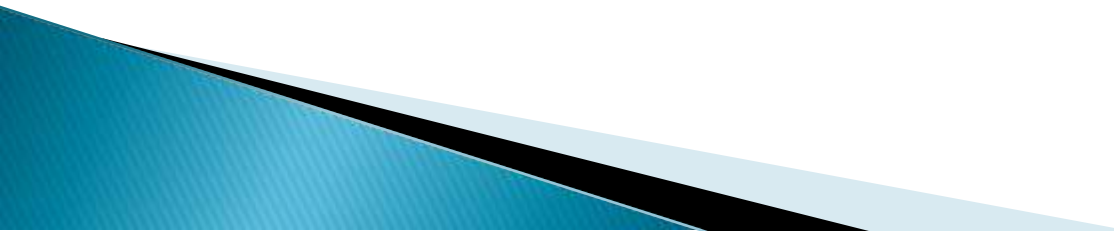
S.Y.B.B.I



MODULE -I

- ▶ PERSONALITY
 - ▶ LEARNING
 - ▶ PERCEPTION
 - ▶ WORKPLACE EMOTIONS, VALUE AND ETHICS
 - ▶ INDIVIDUAL DECISION MAKING
- 

MODULE-II

- ▶ COMMUNICATION
 - ▶ POWER AND POLITICS
 - ▶ NEGOTIATIONS
 - ▶ TRANSACTIONAL ANALYSIS
 - ▶ VIRTUAL TEAM AND GROUP COHESIVENESS
 - ▶ GROUP DECISION MAKING
- 

MODULE -III

- ▶ ORGANIZATIONAL STRUCTURE
- ▶ ORGANISATIONAL CLIMATE AND FRUSTRATION

MODULE – IV

- ▶ ORGANISATION BEHAVIOUR APPLICATIONS

PERSONALITY

- ▶ INTRODUCTION AND DEFINATION
- ▶ UNIQUE.
- ▶ RELATIVE STABLE.

▶ DETERMINANTS OF PERSONALITY

- ▶ Heredity
- ▶ Environment.

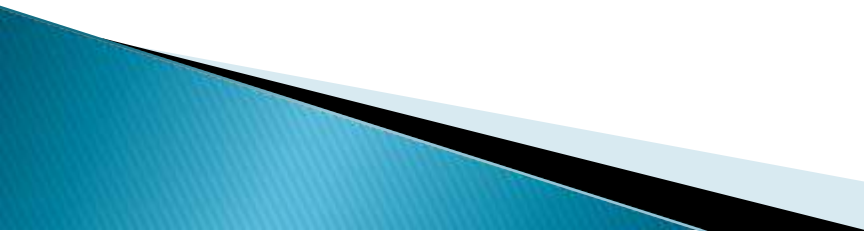
Prenatal environment (Before birth)

Postnatal environment (After birth)

Family, social, school, and cultural environment



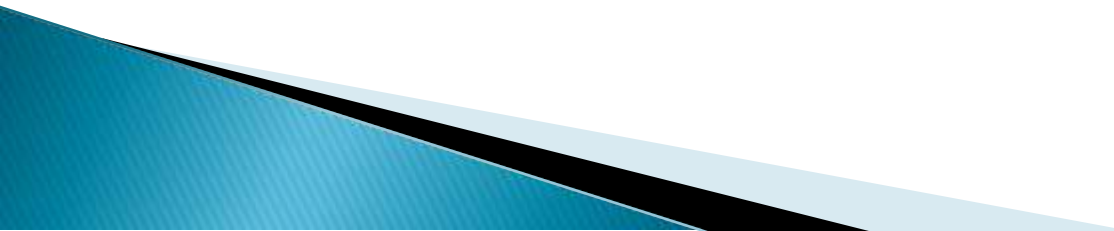
GORDON ALLPORT TRAIT THEORY

- ▶ **CARDINAL TRAIT: SINGLE QUALITY IN PERSONALITY**
 - ▶ **CENTRAL TRAIT: FIVE QUALITY IN PERSONALITY LIKE SENSITIVE, GENEROUS, CONFIDENT, HONESTY, ETC**
 - ▶ **SECONDARY TRAIT: STYLE OF DRESSING FOOD PREFERENCE ETC**
- 

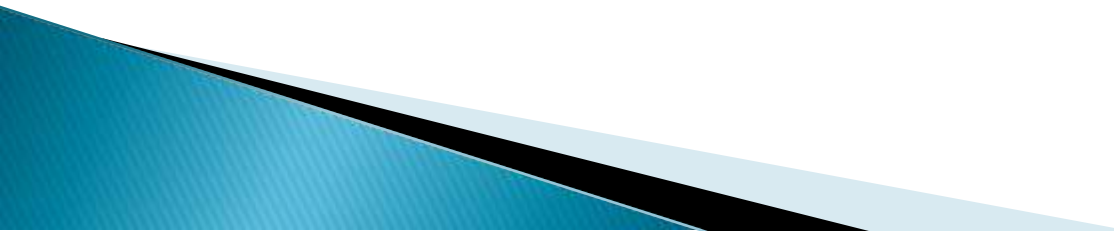
RAYMOND CATELL TRAIT THEORY

- ▶ ABILITY TRAIT: INTELLIGENCE
- ▶ TEMPERAMENT TRAIT: ENERGY LEVEL, SPEED OF ACTION AND EMOTIONAL REACTIVITY

HANS EYSENCK TRAIT THEORY

- ▶ EXTROVERSION
 - ▶ NEUROTICISM
 - ▶ PSYCHOTICISM
- 

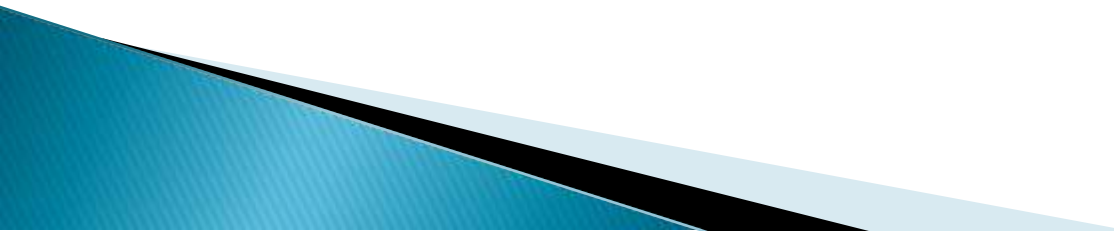
SIGMUND FREUD'S THEORY

- ▶ LEVEL OF CONSCIOUSNESS
 - ▶ 1. CONSCIOUS
 - ▶ 2. PRECONSCIOUS
 - ▶ 3. UNCONSCIOUS
- 

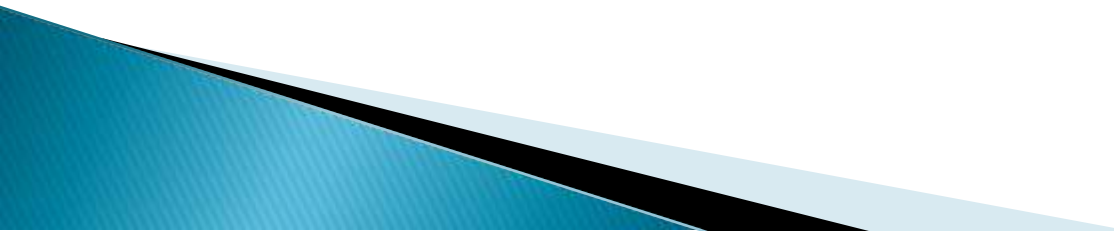
STRUCTURE OF PERSONALITY

- ▶ I.D
 - ▶ EGO
 - ▶ SUPER EGO
- 

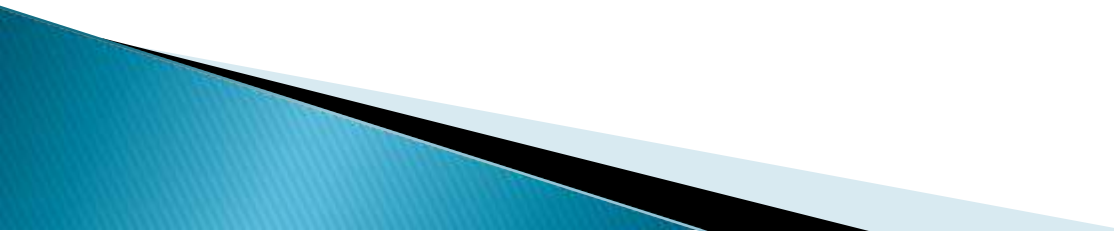
PSHYCOSEXUAL STAGES OF DEVELOPMENT

- ▶ ORAL STAGE (0 TO 1 YEAR)
 - ▶ ANAL STAGE (1 TO 3 YEAR)
 - ▶ PHALLIC STAGE (3 TO 6 YEAR)
 - ▶ LATENCY STAGE (6 TO 12 YEAR)
 - ▶ GENITAL STAGE (12 YEARS ONWARD)
- 

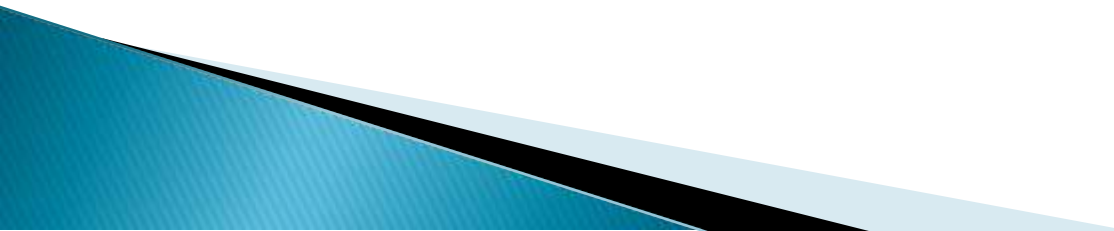
LOCUS OF CONTROL

- ▶ Absenteeism and alienation
 - ▶ Influence
 - ▶ International transfer
 - ▶ Interpersonal relationship
 - ▶ Information processing
 - ▶ Motivation
- 

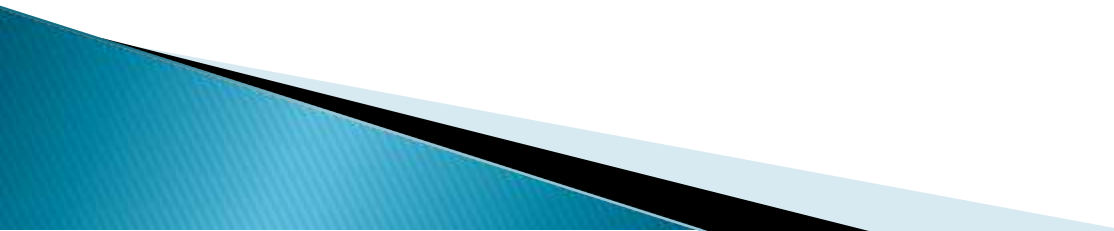
SELF MONITORING

- ▶ JOB PERFORMANCE
 - ▶ CAREER SUCCESS
 - ▶ RELATIONSHIPS
 - ▶ IMPRESSION MANAGEMENT
- 

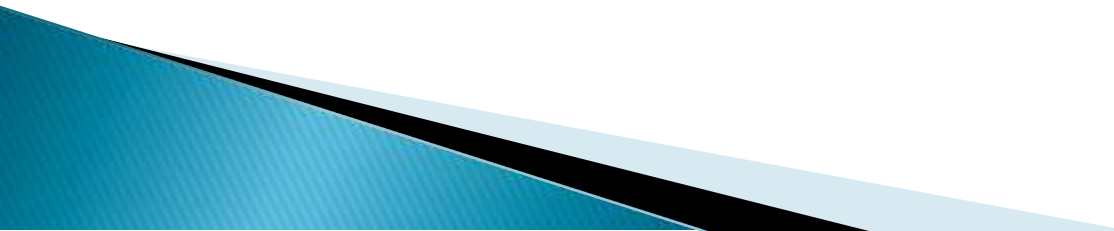
LEARNING

- ▶ PRINCIPLES OF LEARNING
 - ▶ SUBJECTIVE FACTORS
 - ▶ REINFORCEMENT
 - ▶ MOTIVATION
 - ▶ LEARNER CHARACTERISTIC
- 

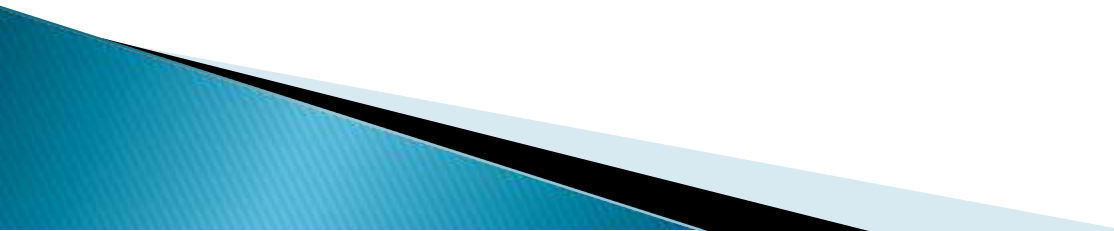
OBJECTIVE FACTOR OF LEARNING

- ▶ AMOUNT OF PRACTICE
 - ▶ MEANINGFULNESS
 - ▶ LEARNING METHOD
 - WHOLE LEARNING
 - PART LEARNING
 - MASSED LEARNING
 - DISTRIBUTED LEARNING
- 

THEORY OF LEARNING

- ▶ CLASSICAL THEORY -IVAN PAVLOW
 - ▶ OPERANT CONDITINONG
 - 1.POSITIVE REINFORCEMENT
 - (a) Timing
 - (b) consistency
 - (c) rewarding
 2. negative reinforcement
 - 3.punishment
 - 4.extinction
- 

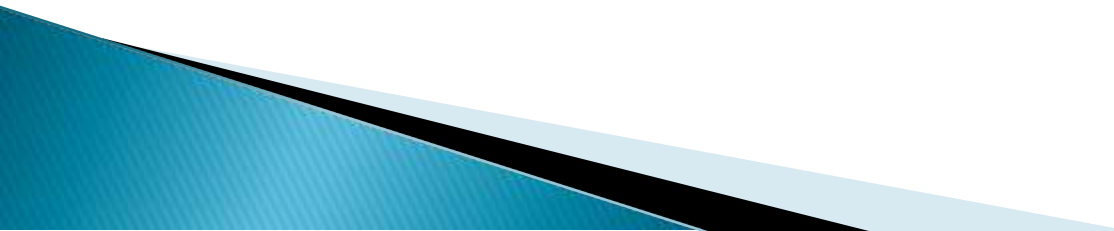
Social learning/observation learning

- ▶ Attention process
 - ▶ Retention process
 - ▶ Re-production process
 - ▶ Re-inforcement process
- 

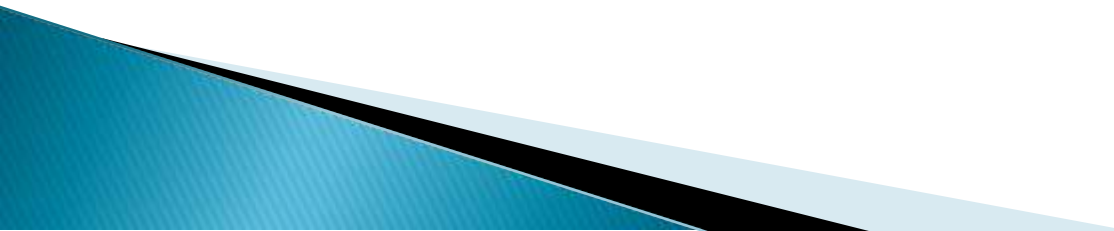
PERCEPTION

- ▶ DETERMINANT OF PERCEPTION
 - CHARACTERISTIC OF THE PERCEIVED
 - SIZE
 - INTENSITY
 - CONTRAST
 - NOVELTY
 - MOTION
 - REPETITION

CHARACTERISTIC OF PERCEIVER

- ▶ MOTIVES
 - ▶ INTEREST
 - ▶ EXPECTATIONS
 - ▶ PERSONALITY
 - ▶ ATTITUDE
 - ▶ PAST EXPERIENCE
- 

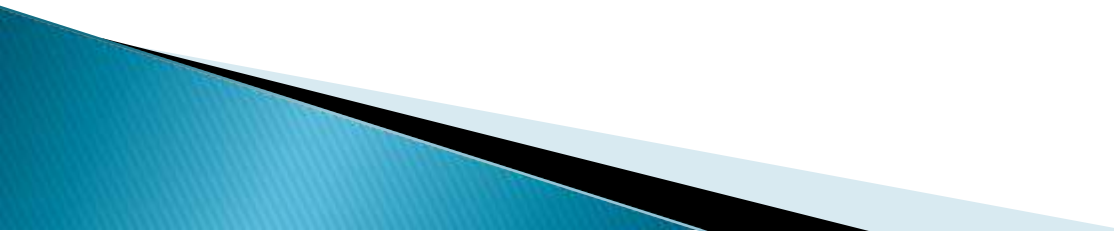
ERRORS IN PERCEPTION

- ▶ SELECTIVE PERCEPTION
 - ▶ HALLO EFFECT
 - ▶ STEREOTYPES
 - ▶ PROJECTION
 - ▶ CONTRAST EFFECT
 - ▶ EXPECTANCY EFFECT
- 

PERCEPTION AND ITS IMPACT ON ORGANIZATION

- ▶ PERFORMANCE APPRAISAL
 - ▶ EMPLOYMENT INTERVIEW
 - ▶ CORPORATE IMAGE
- 

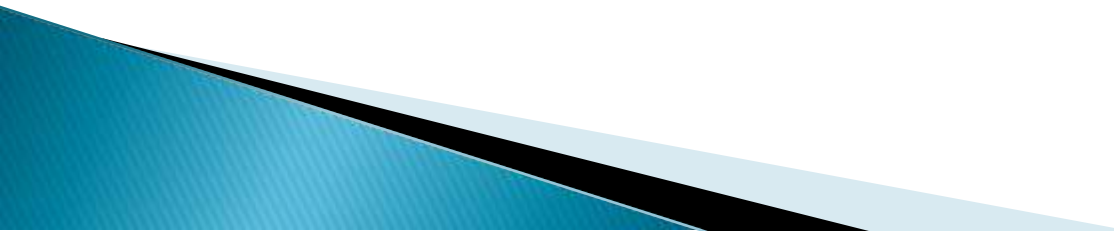
Improving perception the Johari window

- ▶ Open self (Known to others and self)
 - ▶ Blind self (Known to other but not to self)
 - ▶ Hidden self (Known to self but not known to others)
 - ▶ Unknown self (Not known to others or self)
- 

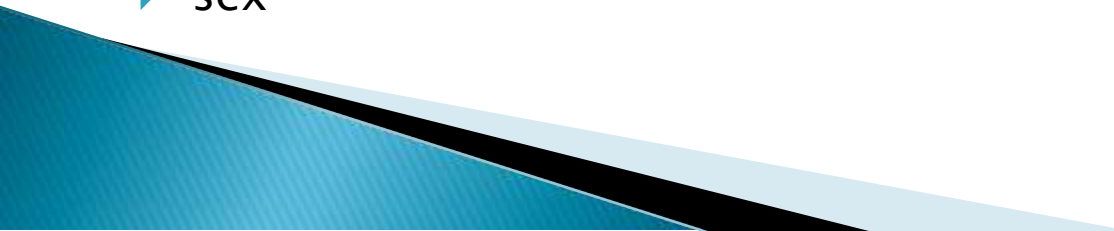
Process of perception

- ▶ Self disclosure
- ▶ Feed back

Workplace emotion

- ▶ Introduction
 - ▶ Definitions
 - ▶ The basic emotion
 - ▶ Sources of emotion and moods
- 

Sources of emotion and moods

- ▶ Personality
 - ▶ Day of the week and time of the day
 - ▶ Weather
 - ▶ Stress
 - ▶ Social activities
 - ▶ Sleep
 - ▶ Exercises
 - ▶ Age
 - ▶ sex
- 

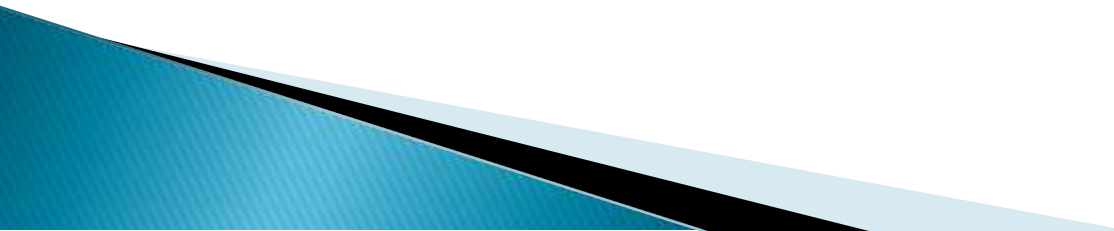
Cognitive dissonance

- ▶ Importance
 - ▶ Influence
 - ▶ Rewards
- 

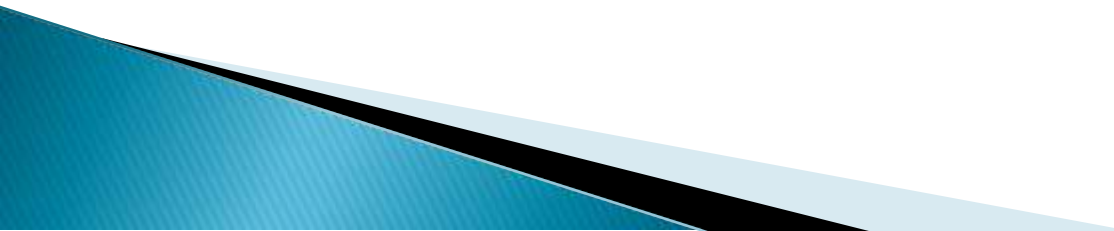
Emotional labor

- ▶ Deep acting
- ▶ Surface acting

Emotion Regulation

- ▶ Generation of positive thoughts
 - ▶ By distracting oneself or
 - ▶ Looking at the situation from a new perspective
 - ▶ Using relaxation technique such as yoga or meditation
- 

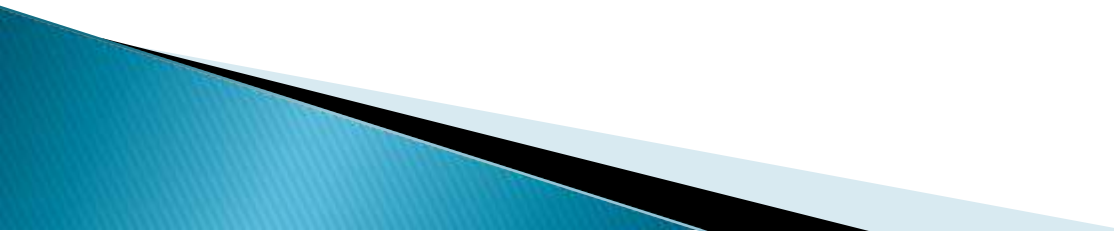
Application of Emotions and Moods in the workplace

- ▶ Employee selection
 - ▶ Decision Making
 - ▶ Creativity
 - ▶ Motivation
 - ▶ Leadership
 - ▶ Negotiation
 - ▶ Customer service
 - ▶ Job attitudes
 - ▶ Deviant workplace behavior
 - ▶ Enhancing safety and prevention of injury
- 

values

- ▶ BOOMERS
- ▶ XERS
- ▶ MILLENNIALS

Cross cultural values

- ▶ Power distance
 - ▶ Un certainty avoidance
 - ▶ Individualism
 - ▶ Masculinity
 - ▶ Long term orientation
- 

Measures to Promote Ethical Behaviour

Role models

Code of ethics

Seminars

Reward and punishment

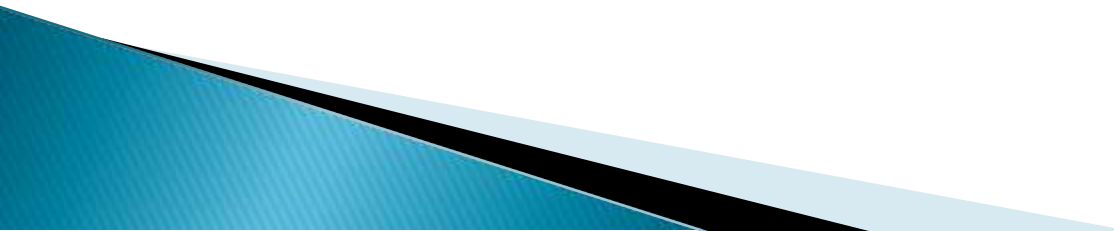
Protective mechanism



Approaches to Decision Making

- ▶ Traditional model of Decision making
 - problem recognition
 - problem diagnosis
 - problem definition
 - making a pre decision
 - solution generation
 - solution evaluation and selection
 - solution implementation
 - feed back

AN INTUITIVE APPROACH

- ▶ COMPATIBILITY TEST
 - ▶ PROFITABILITY TEST
- 

VARIETIES OF ORGANIZATIONAL DECISIONS

- ▶ PROGRAMMED V/S NON PROGRAMMED DECISION
- ▶ DECISION UNDER CERTAINITY, UNCERTAINTY AND RISK

MODELS OF INDIVIDUAL DECISION MAKING

- ▶ THE RATIONAL ECONOMIC MODEL
 - ▶ THE ADMINISTRATIVE MODEL
- 

Obstacles to optimal individual decision

- ▶ Cognitive limitation
- ▶ Cognitive biases
- ▶ Framing
- ▶ Heuristic
- ▶ Escalation of commitment
- Admission of mistake
- self justification

Organizational impediments

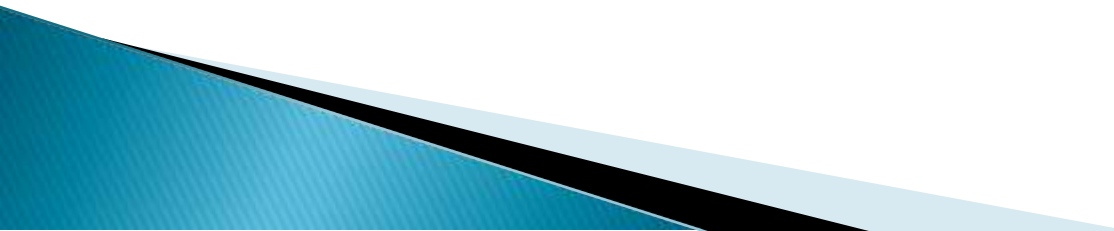
Time

Political face saving pressure

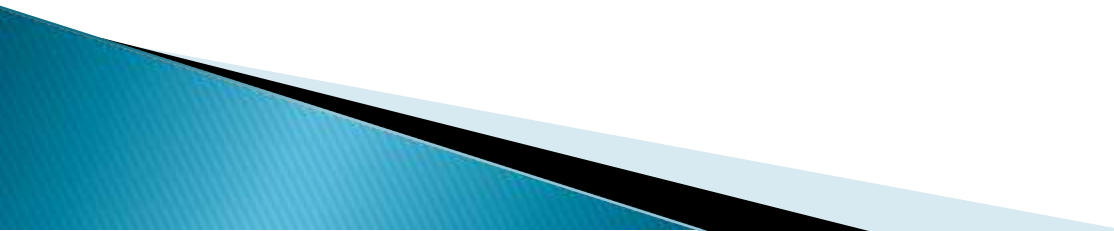
Bounded discretion



Introduction to communication and Functions of communication

- ▶ Control
 - ▶ Motivation
 - ▶ Emotional expression
 - ▶ Information
- 

Process of communication

- ▶ Sender
 - ▶ Encoding
 - ▶ Message
 - ▶ Channel – formal channel – informal channel
 - ▶ Decoding
 - ▶ Receiver
 - ▶ Noise
 - ▶ Feedback
- 

Technique of communication

- ▶ Downward communication
 - ▶ Upward communication
 - ▶ Lateral communication
 - ▶ Electronic communication
 - ▶ Informal communication (Grapevine and Rumor)
- 

POWER AND POLITICS

Types of power

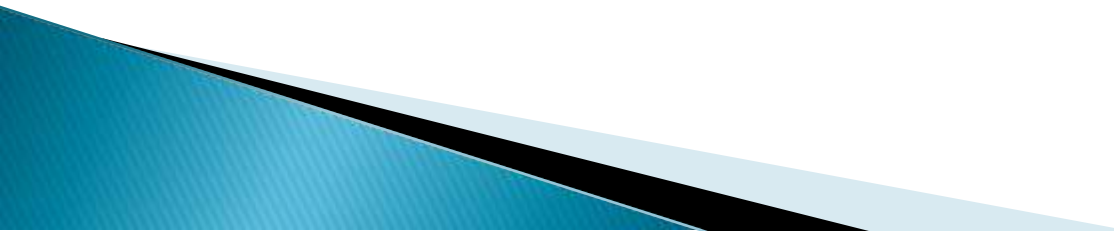
Reward power

coercive power

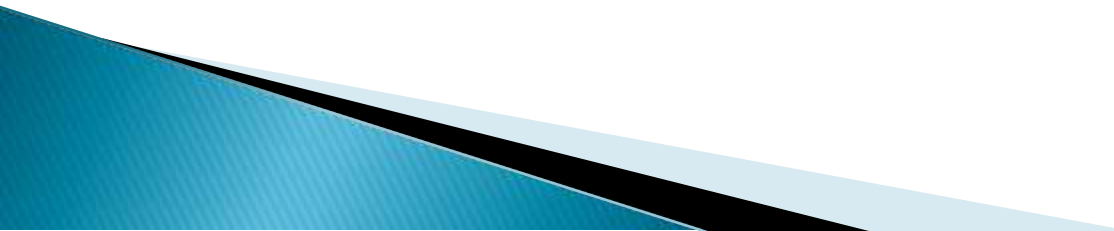
legitimate power

personal power

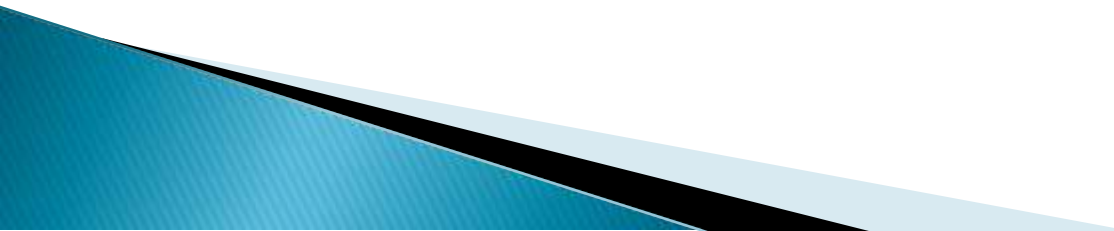
expert power



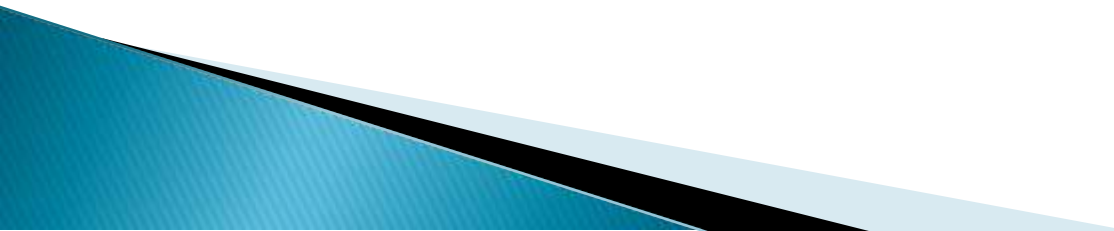
Political tactics used to gain power

- ▶ Social exchanges
 - ▶ Identification with higher authority
 - ▶ Selective service
 - ▶ Control of information
 - ▶ Alliances
 - ▶ Networking
 - ▶ Power and status symbol
 - ▶ Power plays
- 

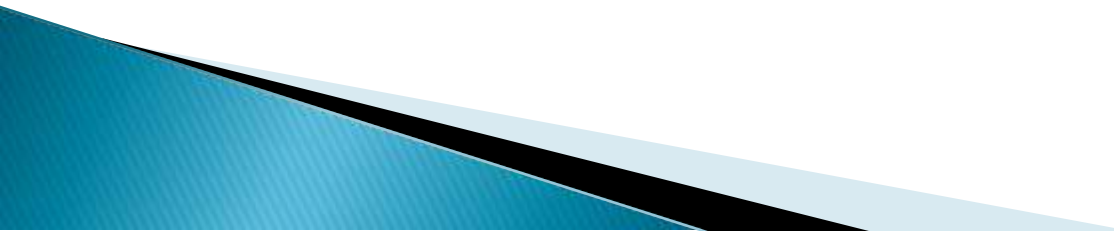
Causes of political behavior

- ▶ Self monitoring
 - ▶ Locus of control
 - ▶ Machiavellianism
 - ▶ Investment in job
 - ▶ Job alternatives
 - ▶ Expectation of success
- 

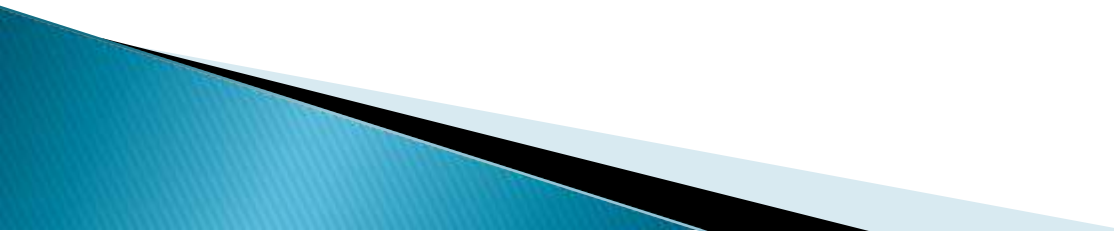
Consequences of organizational

- ▶ Lower job satisfaction
 - ▶ Stress and anxiety
 - ▶ Employee turnover
 - ▶ Performance decline
 - ▶ Defensive behaviour
- 

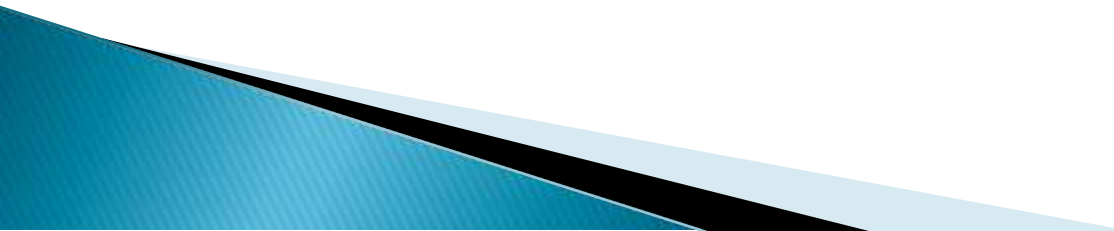
NEGOTIATIONS

- ▶ PROCESS OF NEGOTIATIONS
 - ▶ 1.Preparation and planning for Negotiations
 - ▶ 2.The Negotiator should also know what is goal
 - ▶ 3.Ground rules for negotiations
 - ▶ 4.Clarification and justification
 - ▶ 5.Bargaining and problem solving
 - ▶ 6.Closure and implementation
- 

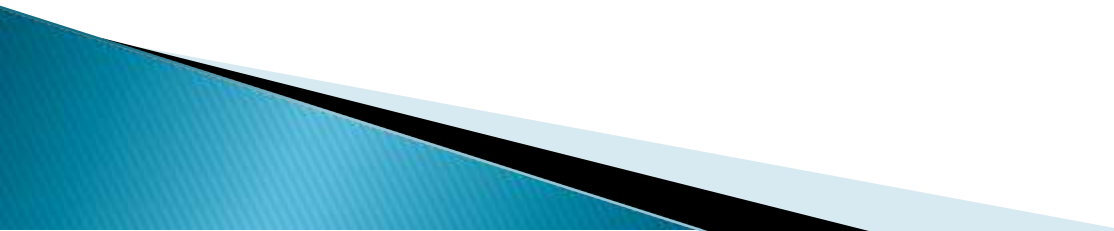
Third party negotiations

- ▶ Mediator
 - ▶ Arbitrator
 - ▶ Conciliator
 - ▶ consultant
- 

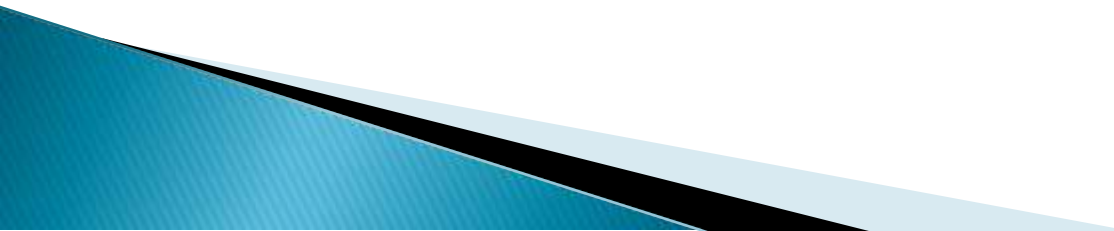
Tactics of Negotiation

- ▶ Neutral venue
 - ▶ Seating Arrangement
 - ▶ No unwanted observers
 - ▶ Deadline
 - ▶ Homework
 - ▶ Careful attention
 - ▶ Make concession
 - ▶ Focus on the issue
- 

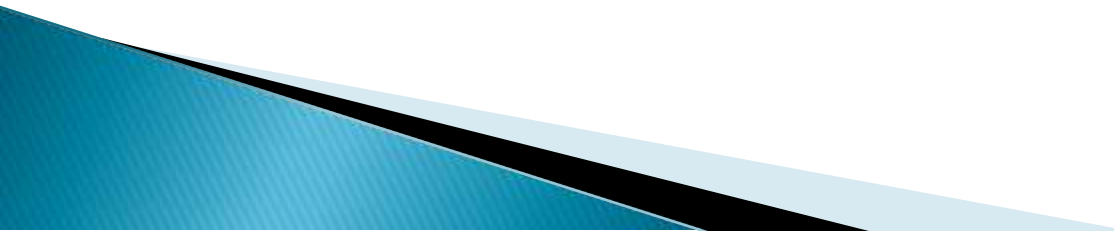
EGO STATE

- ▶ The parent Ego state
 - ▶ The Adult Ego state
 - ▶ The Child Ego State
- 

Types of social transaction

- ▶ Complimentary transaction
 - ▶ Crossed transaction
 - ▶ Ulterior transaction
- 

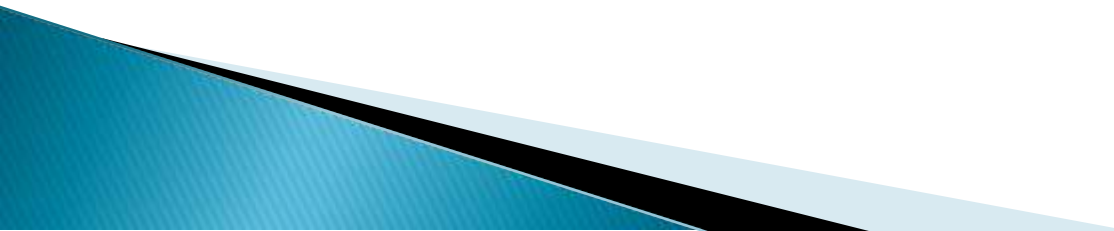
LIFE POSITION

- ▶ I am ok – you are ok
 - ▶ I am ok – your are not ok
 - ▶ I am not ok – you are ok
 - ▶ I am not ok – you are not ok
- 

Virtual team

- ▶ Advantages
 - flexible
 - leverage scarce sources
 - saves time
 - respond quickly
 - reduce amount energy consumed
 - time and cost
- ▶ Disadvantages
 - less social rapport
 - share less information
 - Mis communication
 - technophobia
- ▶ How to make effective virtual team

How to make effective virtual team

- ▶ BUILD TRUST
 - ▶ Provide Training resources
 - ▶ Creating a supportive organisation
 - ▶ New design and control
 - ▶ publicity
- 

cohesiveness

- ▶ Group size
 - ▶ Group composition
 - ▶ Physical distance
 - ▶ Time spent together
 - ▶ Membership of group
 - ▶ Performance and reward
 - ▶ Threats
 - ▶ Degree of participation
 - ▶ Attitude and value
- 