

Projectile Version 6

The integrated total solution for service providers: projects, processes, knowledge.

Help, Part 3: Personnel Management, HR

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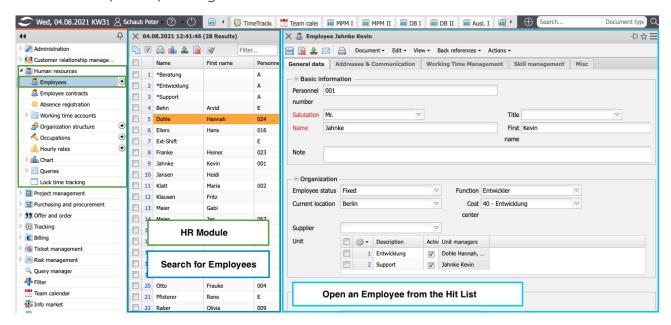
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3.1 Personnel Management

Personnel management refers to the orientation of a company towards its inter- nal and external employees and the systematic design of the corresponding processes. The personnel management in Projectile consists of the masks "Activities", "Employees", "Employee Contract", "Bookings" and "Units".



The main menu "Personnel" contains, among other things, the entries for "Employees", "Employee Contracts", "Organizational Structure" and "Activities". Here the user can (depending on the authorisation) search in the existing personnel data, view, change and also delete data.

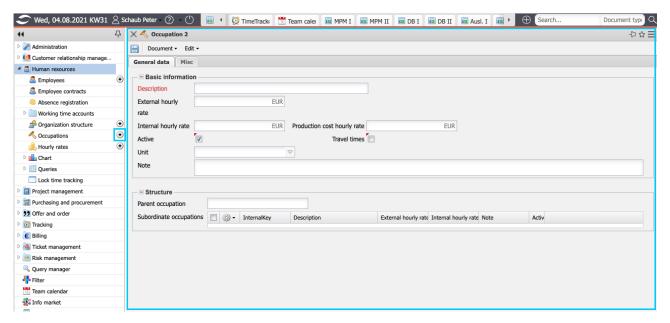


More information about the "User Interface" and "Search and Find" can be found in part 1 of the help.

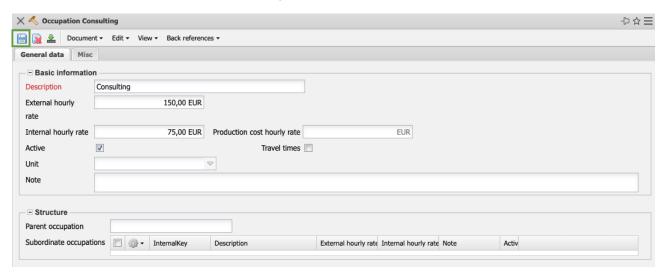
3.2 Occupations

The occupations in Projectile are the basis for internal cost accounting, billing and, if necessary, resource planning. The internal and external hourly rates assigned to these activities serve as the basis for determining internal costs and billable activities.

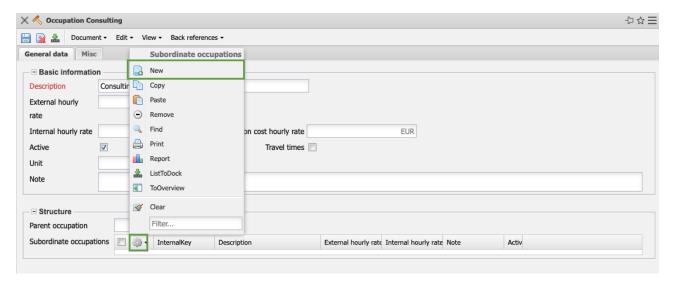
In the following example, a new activity is created, assigned internal and external hourly rates, and subdivided. After creating a new task ...



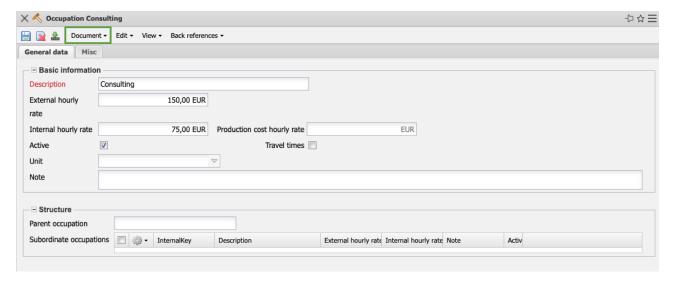
... the internal and external hourly rates are entered and the record is saved.



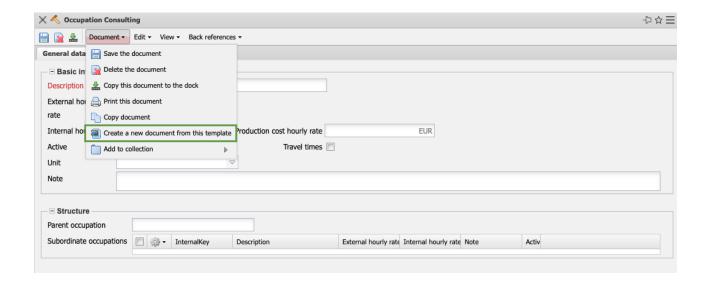
Occupations can also be further subdivided (for more detail). In the following ex- ample, the activity "Consulting" consists of three subordinate activities "Junior", "Senior" and "Manager". With the help of the functionality "New" in the field "Sub-activities" a subordinate activity is created, ...



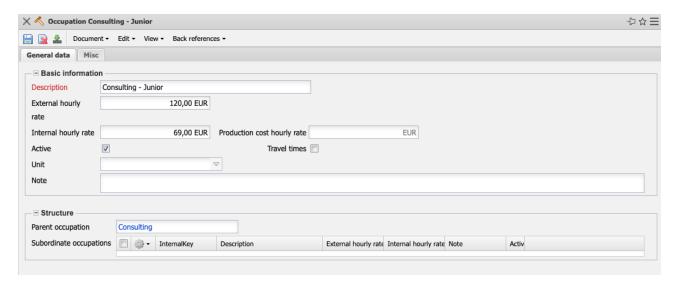
... filled out and saved. To create further subordinate activities, you can ...



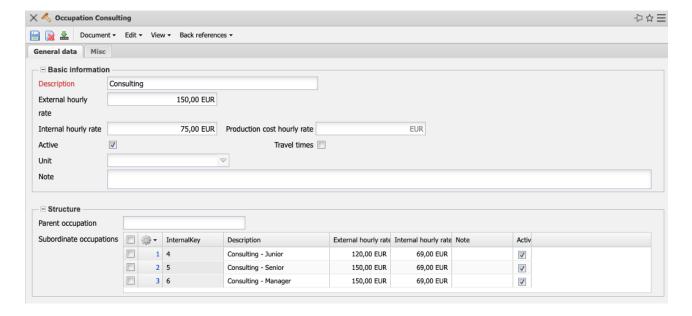
... the action "Duplicate Document" can be used. This action creates a duplicate on the same level.



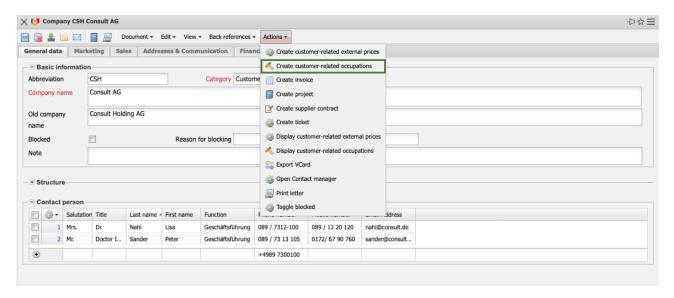
In this way, two duplicates of the subordinate activity and ...



... after closing the masks for the subordinate activities, the mask for the activity "Consulting" contains the three subordinate activities "Junior", "Senior" and "Manager" with the corresponding internal and external hourly rates.



The external hourly rates of activities can be overridden for defined customers and projects. This function is used if there are different allocation rates for individual customers:

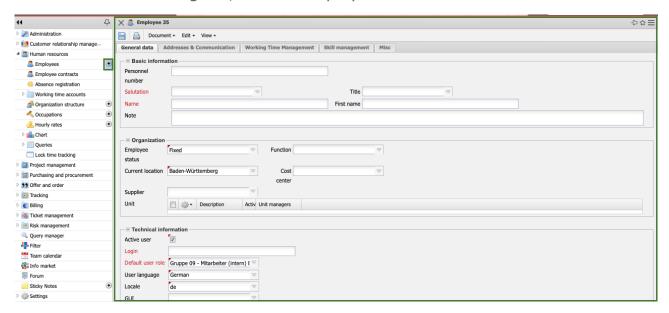


Note: For individual projects, both the "standard" activities and the customerrelated activities can be overridden using the "Project-wise activities" (see Part 5).

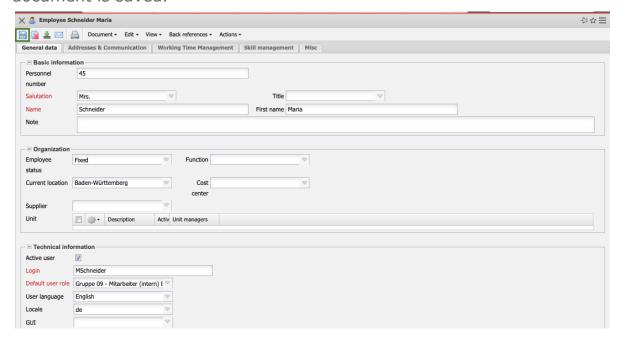
3.3 Employee

The employee administration in Projectile is used for internal employees (permanent staff), external employees (and/or freelancers) and so-called generic resources ("abstract employees"). Among other things, information about the employees, their authorizations in the system, cost rates and cost centers, overtime and vacation entitlements are managed here.

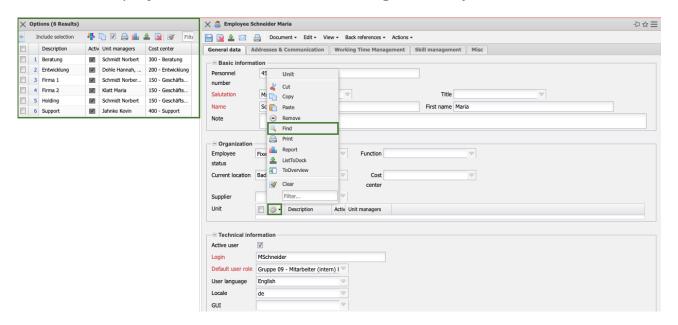
In the following example, a new employee is created, the organizational units and activities are assigned, and an employee contract is created.



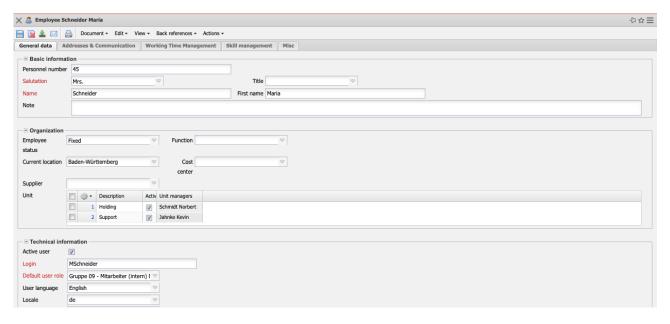
When all information has been entered on the "General Data Sheet" tab, the document is saved.



In the example a new employee "Maria Schneider" is created. This employee is active (i. e. allowed to log on to the system) and receives the login "mschneider". The employee can then use this ID to log in to Projectile.

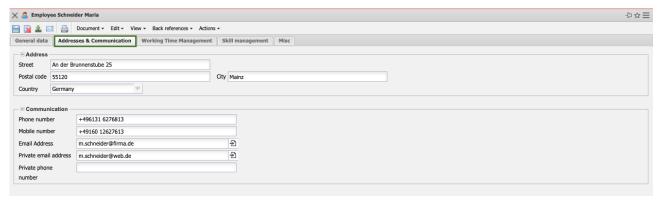


Any number of organizational units can be assigned to the employees after saving. This assignment is made using the "Find" action in the "Unit" field.

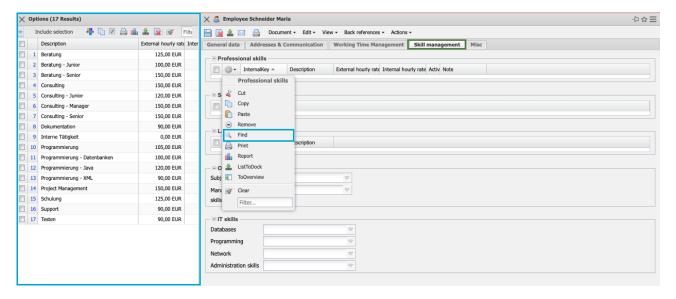


The assignment of the organizational unit(s) has not only informative character, but also direct influence on the authorization system. In the standard version of Projectile, the head of a unit can access "his" employees.

Further information can then be stored in the "Addresses & Communication" tab:

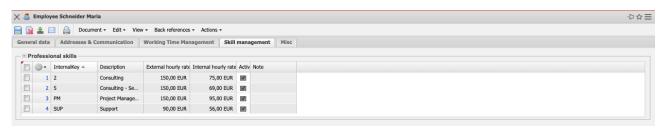


The "Working Time Management" tab will later be used for "Employee Contracts" (see Section 3.4) and in the "Skill Management" tab, activities for the suggestion system in Project Planning/Resource Planning can be stored, among other things. The assignment of the activities to the employee ...



... is done analogous to the procedure of the unit assignment (field "Activities" - "Find" - select activities - confirm entry).

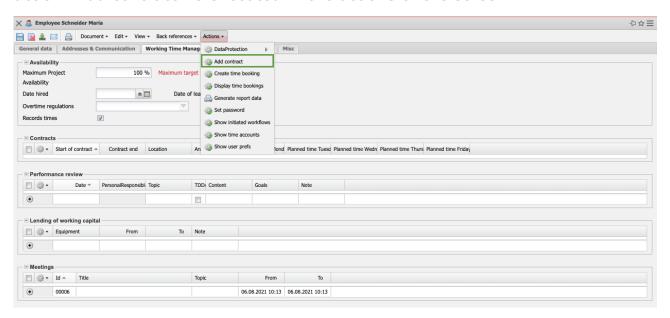
In the following example, four activities have been assigned to the employee and in the project plans, this employee is then optionally proposed for all work packages with one of these activities.



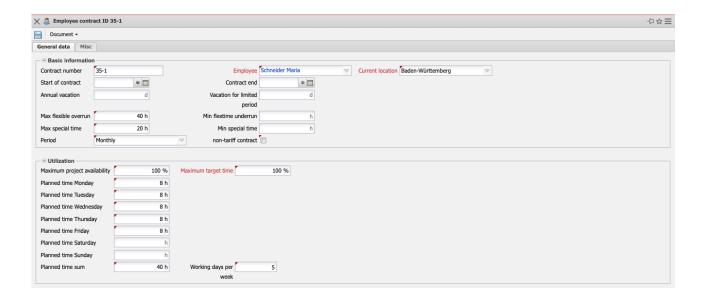
3.4 Employee Contract

The "Working Time Management" tab contains, among other things, the working time contracts of employees. The contracts are used to map employee transaction data such as the contract term, vacation entitlement, flextime buffer, daily wor- king times, maximum availability for projects, or the internal hourly rates for costing. The contracts have a defined validity. If no valid contract is assigned, the system uses the employee administration master data. Once defined, con- tracts can only be deleted or limited.

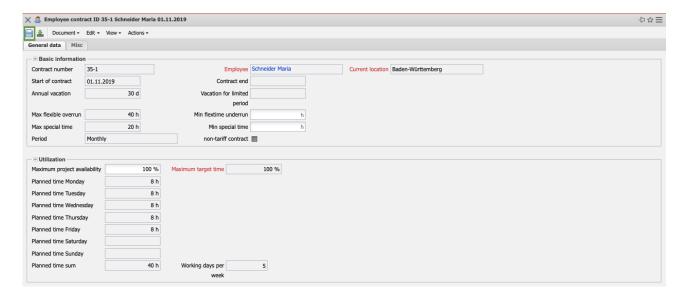
In the following example, a new contract is created for Maria Schneider. The action "Add contract" is executed in the actions of the screen:



Preassignments are used in the contract (based on the employee's assigned calendar).



After the remaining key data of the contract have been entered (here the contract start on 01.11.2019 and the annual holiday entitlement of 30 days), the contract is saved. Most of the fields are now read-only (because of the booking systems for flextime and vacation).

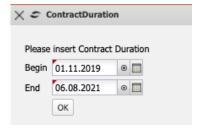


Note: For fixed-term contracts, the end of the contract can/should be filled in and then the field "Total vacation entitlement" (vacation entitlement for the defined period) can also be used.

In the tab "Misc" you can also enter the time-related external hourly rate (not available in every version) and the time-related internal hourly rate. This internal hourly rate also has the highest priority system-wide for the determination of project costs.



If basic parameters of the contract change, an employee leaves the company or in the case of fixed-term contracts, it is necessary to set the end of the contract (action in the contract "Set Date").

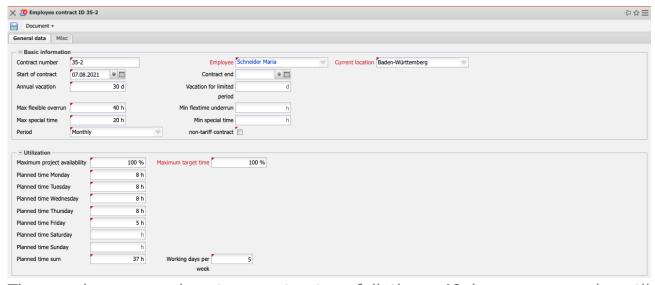


If a follow-up contract is then to be created in the employee, the action "Add contract" is executed again ...

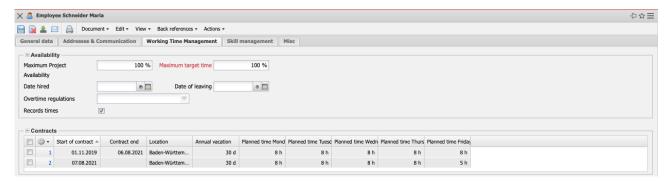


... and the system copies all relevant information from the "previous contract".

The changes are then made (in the example, a reduction in working time on Friday) and the contract is saved.



The employee now has two contracts - full time, 40 hours per week until 06.08.2021 and then 37 hours:

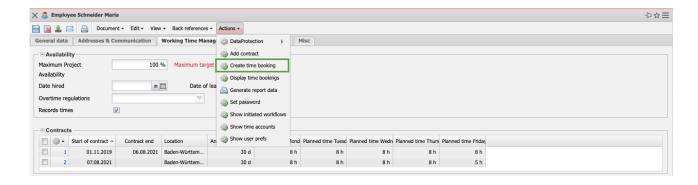


3.5 Time Bookings

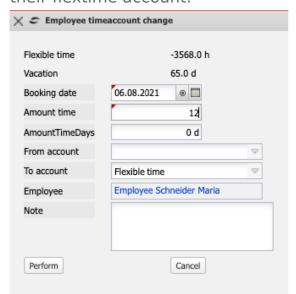
Once the employee contracts have been defined, working time management is ready for use. The corresponding data (working times, leave, and so on) for the time accounts now comes from the working time recording function.

Attention: With the action "Post time accounts" the time accounts can be fixed at any time. This means that the time accounts can no longer be edited until the selected date!

In the following example the time and vacation account of the employee Schneider is to be edited. With the help of the action "Add time booking" ...

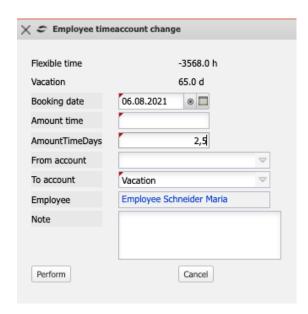


... can then be booked for hours (for the flexitime account) or days (for the holiday account). In the example, 12 hours are posted from "nothing" (source account) to the target account "flextime" on the posting date 06/08/2021. This means that employees receive an additional 12 hours on the posting date in their flextime account.



Note: Projectile only supports "positive bookings"! If hours are to be debited, the source account is set to "flextime" and the target account is empty.

In the next example, 2.5 days of "nothing" (source account) are booked to the target account "vacation" on the booking date 01.11.2019, i.e. the employee gets 2.5 additional days to her vacation account on the booking date.



Note: Projectile only supports "positive bookings"! If holidays should be debited, the source account is set to "holiday" and the target account is empty.

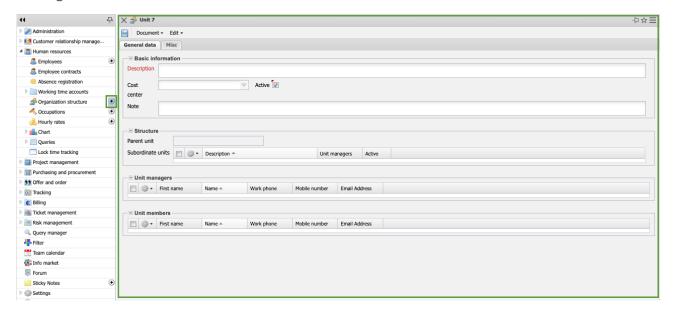
Further remarks:

The account information of employees can be viewed centrally in the personnel menu under "Time accounts (book and display)". However, posting should only be carried out in close coordination with the administrator, as it cannot be reversed easily. In addition, the data can also be evaluated in other evaluations (for example, the employee evaluation - "Project time internal/external").

Each employee can view "his" flextime and vacation status in the timesheet, among other things.

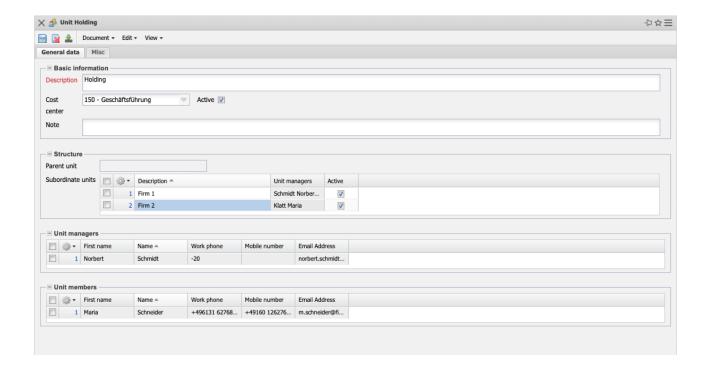
3.6 Units

The mask "Unit" manages the organizational structures of the company. Usually, departments and teams (in the case of holding companies also companies and locations) with the corresponding employees are defined here. These units are used (analogous to the projects) as a basis for the local authorization system (see also Administration Guide). They can also be used to assign projects to organizational units.



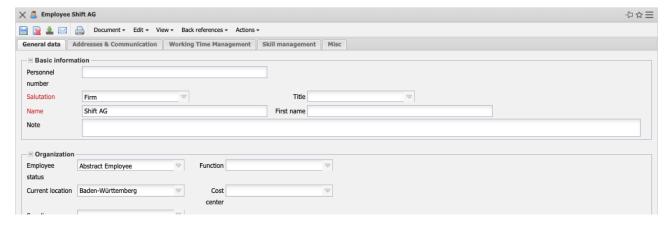
The "Units" are created and subdivided in the same way as the "Occupations" (see Section 3.2). After creating the "topmost" unit, the subdivision can be made in the field "subordinate units". The action "Duplicate document" should also be used for units on the same level.

The following example shows the unit "Company 1". This unit does not represent the "top" level (this is the unit "Holding" - see field "Parent unit"). Company 1 has a unit manager and four directly assigned employees and is itself again divided into "Firm 1" and "Firm 2":

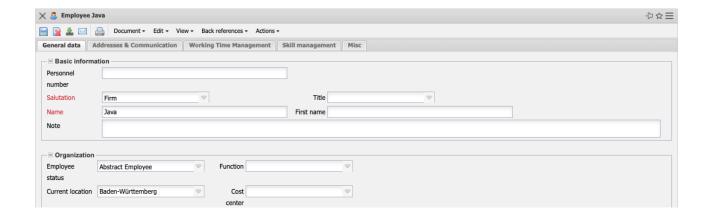


3.7 External and Abstract Staff

External employees are initially created like internal employees. The main difference is the employee status ("External Employee"). An employee contract is usually not created and in some versions the external employee is also assigned to a vendor:

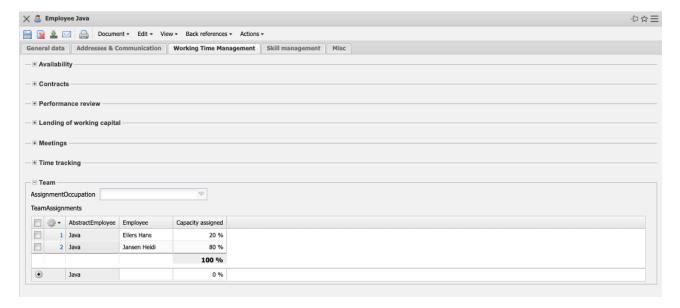


In practice, abstract employees (generic resources) are often used as "place-holders" in resource planning. In Projectile, such an employee is indicated by the employee status ("Abstract employee").



If this type of employee is not used as a mere placeholder, for example to assign a task to a certain group of employees, the optional team planning can be used. Here, "real" employees and their share of the generic resource are assigned to the abstract employees.

This assignment can be made on the "Work Time Management" tab in the "Team" frame.



Note: In the section "Capacity evaluations" these resources (including the corresponding team) can also be evaluated.