ENGINEERING TRIPOS PART IIA

Thursday 5 May 2011 9 to 10.30

Module 3E6

ORGANISATIONAL BEHAVIOUR AND CHANGE

Answer not more than two questions.

All questions carry the same number of marks.

The approximate percentage of marks allocated to each part of a question is indicated in the right margin.

There are no attachments.

STATIONERY REQUIREMENTS

SPECIAL REQUIREMENTS

Single-sided script paper

None

You may not start to read the questions printed on the subsequent pages of this question paper until instructed that you may do so by the Invigilator

1 (a) Five Perso	Compare the Myers-Briggs Type Indicator (MBTI) to the Big mality Model. Which one is more accepted by researchers and why?	[40%]
(b) and explain	Describe the Big Five Personality dimension of emotional stability n how it can predict behaviour at work.	[20%]
(c) advantages	To what extent can personality be measured? Discuss the sand limitations of personality assessments in organizations.	[40%]
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2 (a) usefulness	Explain the five-stage group development model and discuss its in an organizational context.	[30%]
(b) discuss ho	Identify the benefits and disadvantages of cohesive groups and w managers can encourage cohesiveness.	[30%]
(c) Discuss at making.	Should team leaders make decisions for, or with, their team? least four strengths and at least four weaknesses of team decision	[40%]
3 (a) Events The	Is job satisfaction an emotion? Include a discussion of Affective cory in your response.	[30%]
(b) for organiz	Why do the emotions of customer service representatives matter ations?	[30%]
(c)	Describe emotional intelligence and give examples of how each	
dimension settings.	of emotional intelligence could be applied in organizational	[40%]

4 (a) Identify and comment on the needs in Maslow's Hierarchy of Needs, and discuss the usefulness of Maslow's Model for organizations.

[20%]

(b) Describe the Job Characteristics Model and give examples of how this Model is applied in organizations.

[40%]

(c) Compare and contrast the benefits of intrinsic rewards, such as interesting work, and extrinsic rewards, such as pay, for motivating employees.

[40%]

END OF PAPER