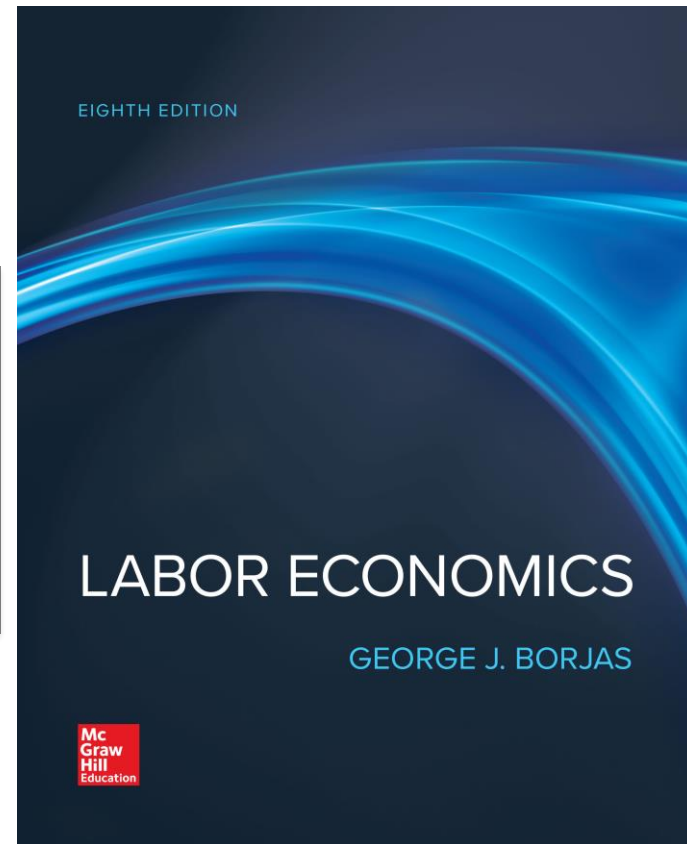


# Chapter 11

## Incentive Pay



“I like work; it fascinates me. I can sit  
and look at it for hours.”  
-Jerome K. Jerome

# Pay Systems: Piece Rates

A worker is paid a piece rate if she is paid according to the number of the units of output she produces.

Piece rates are used by firms when it is cheap to monitor the output of workers.

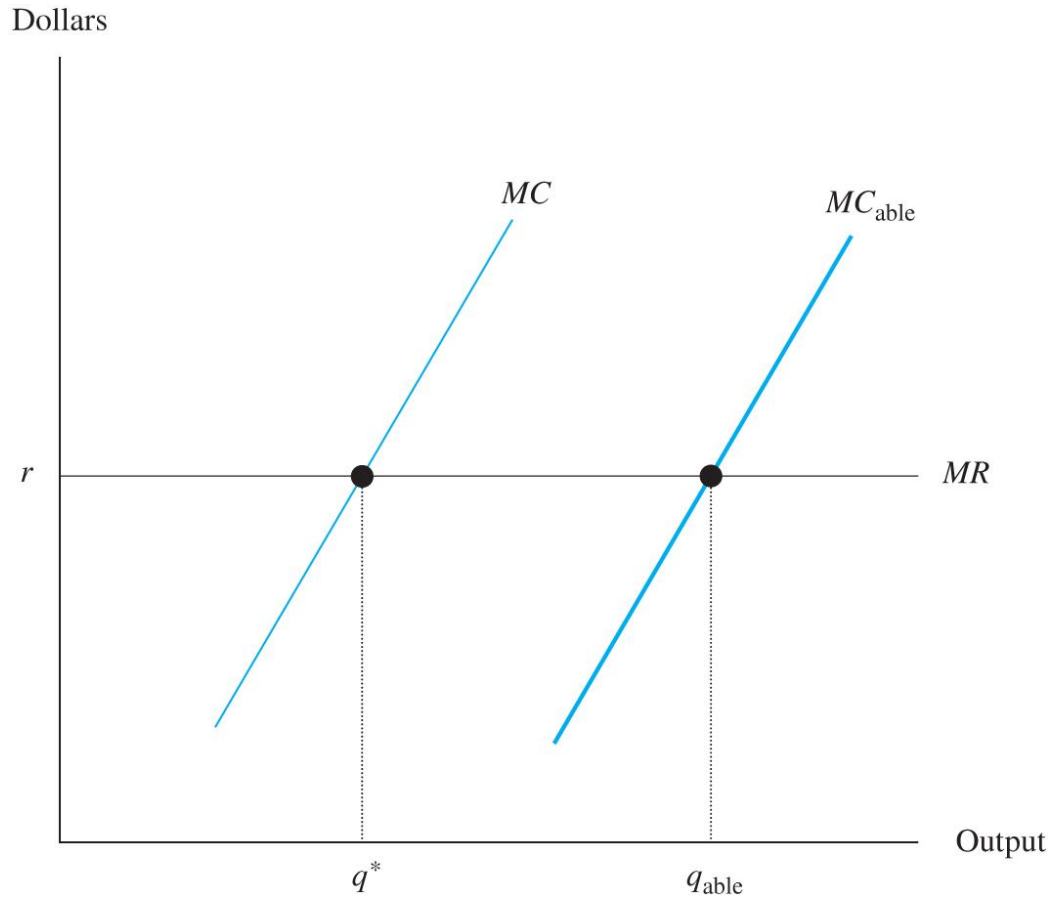
Piece-rate compensation systems attract the most able workers and elicit high levels of effort from these workers.

# Pay Systems: Piece Rates

Workers paid by the piece may stress quantity over quality.

Workers may be paid by the piece because of the possibility that incomes can fluctuate significantly over time.

# The Allocation of Effort by Piece-Rate Workers



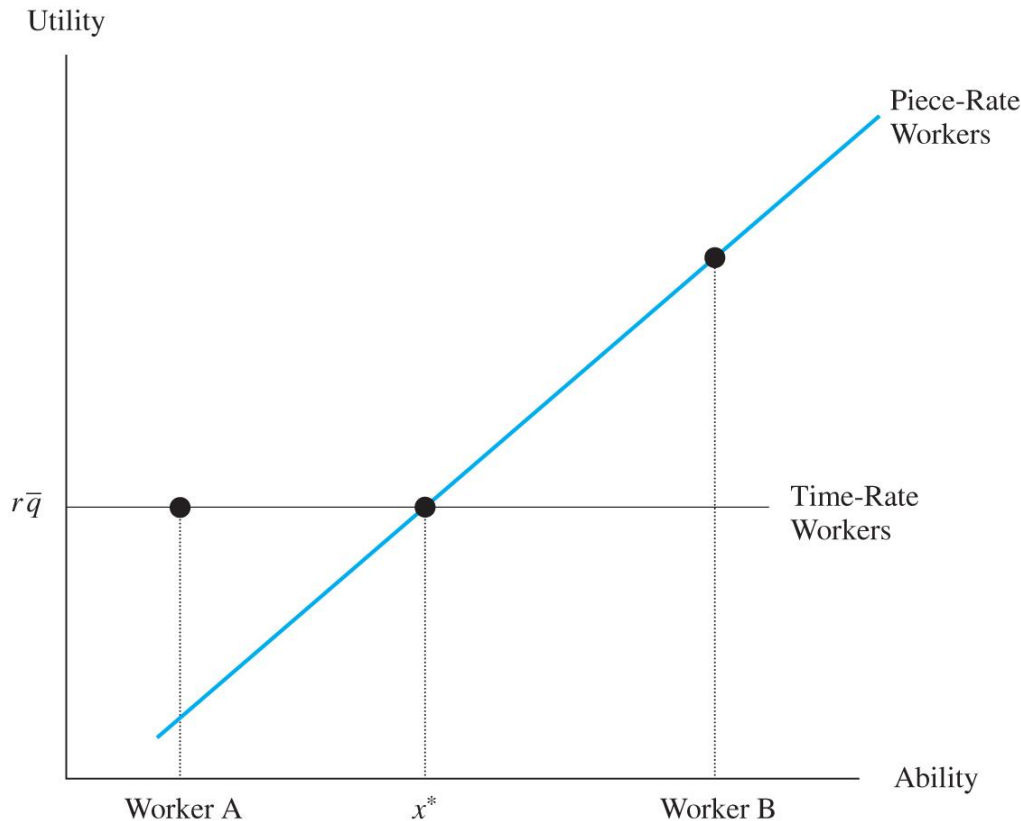
The piece rate is  $r$  dollars, so the marginal revenue of an additional unit of output equals  $r$ . The worker gets disutility from producing output, as indicated by the upward-sloping marginal cost of effort curve. The level of effort chosen by a piece-rate worker equates marginal revenue to marginal cost, or  $q^*$  units. If it is easier for more-able workers to allocate effort to their jobs, they face lower marginal cost curves and produce more output.

# Pay Systems: Time Rates

A worker is paid a time rate if she is paid a fixed amount per period of time she works, such as being paid an hourly wage.

Time rates are used by firms when it is costly or impossible to monitor the output of workers.

# Effort and Ability of Workers in Piece-Rate and Time-Rate Jobs



All workers, regardless of their abilities, allocate the same minimal level of effort to time-rate jobs. Because more-able workers find it easier to allocate effort, they will allocate more effort to piece-rate jobs and will have higher earnings and utility. Workers with more than  $x^*$  units of ability sort themselves into piece-rate jobs, and less-able workers choose time-rate jobs.

# Bonuses, Profit-sharing, and Team Incentives

Unlike piece-rate systems, profit-sharing programs suffer from the incentive problems that afflict all team efforts, particularly the **free-riding problem**.

Evidence suggests that profit-sharing plans increase productivity.



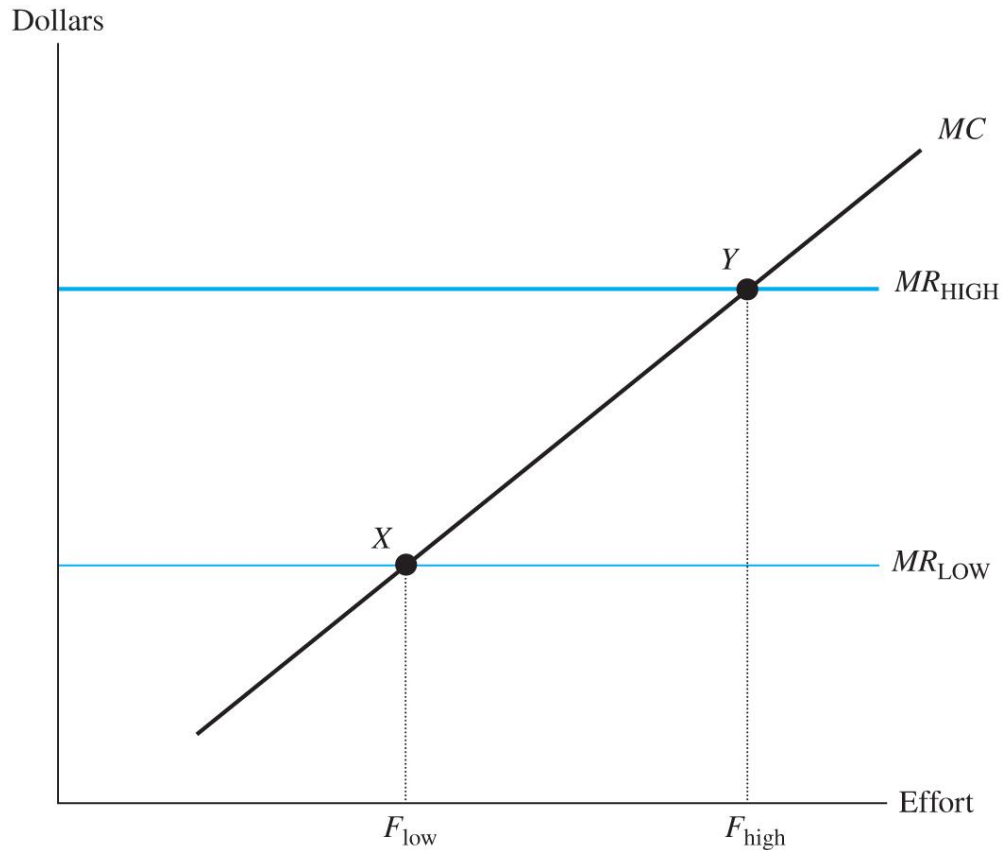
# Tournaments

Some firms award promotions on the basis of the relative ranking of the workers.

A tournament might be used when it is cheaper to observe the relative ranking of a worker than the absolute level of the worker's productivity.

Workers allocate more effort to the firm when the prize spread between winners and losers in the tournament is very large. A large prize spread, however, also creates incentives for workers to sabotage the efforts of other players or to quit along the way.

# The Allocation of Effort in a Tournament



The marginal cost curve gives the “pain” of allocating an additional unit of effort to a tournament. If the prize spread between first and second place is large, the marginal revenue to an additional unit of effort is very high ( $MR_{HIGH}$ ) and the worker allocates more effort to the tournament.

# Policy Application: Compensation of CEOs

There is a positive correlation between the compensation of CEOs and the performance of the firm, but the correlation is weak.

It is unlikely, therefore, that CEOs have the “right” incentives to take only those actions that benefit the owners of the firm.

# Policy Application: Incentive Pay for Teachers

Evidence is mixed—it is not clear that merit rewards for teachers increase knowledge in the student population

Incentives systems have lead to teacher cheating via revision of student answers on standardized tests

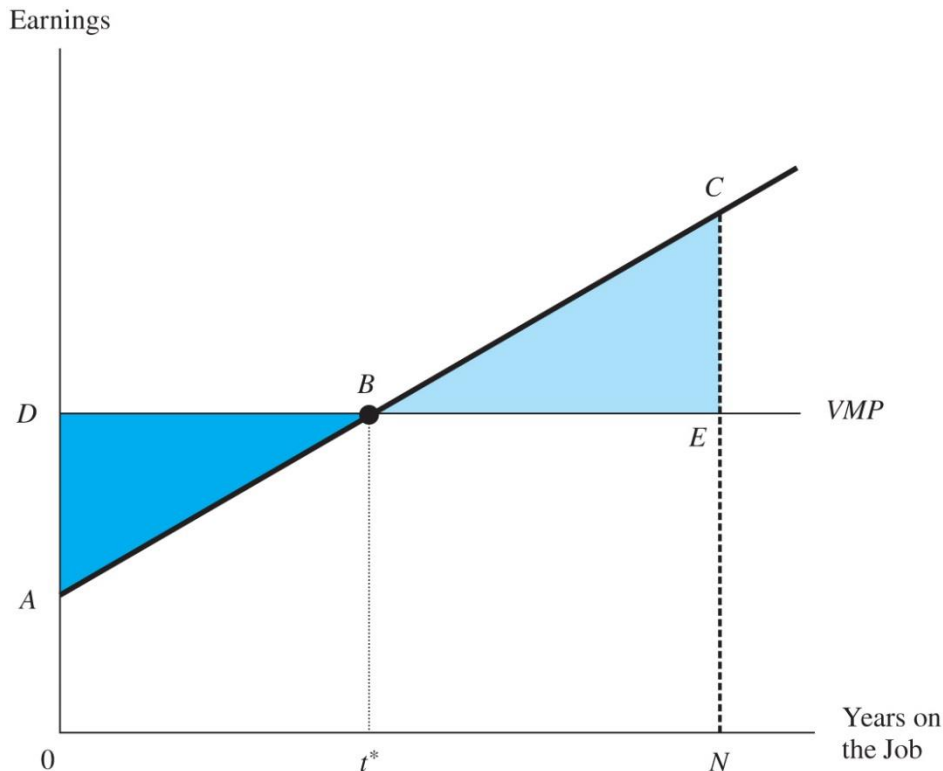
Cheating was found to be much more likely in classrooms with a past history of poor performance—in those cases where poor-forming classrooms ran the risk of being placed into probation (a step taken that would expose teachers to reassignment, dismissal, and school closings)

# Work Incentives and Delayed Compensation

Upward-sloping age-earnings profiles might arise because delaying the compensation of workers until later in the life cycle encourages them to allocate more effort to the firm.

A delayed-compensation contract implies that at some point in the future the contract must be terminated, thus explaining the existence of mandatory retirement in the labor market.

# Indifference Between a Constant Wage and Upward-Sloping Age-Earning Profile



If the firm could monitor a worker easily, she would get paid her constant value of marginal product (VMP) over the life cycle. If it is difficult to monitor output, workers will shirk. An upward-sloping age-earnings profile (such as AC) discourages workers from shirking. Workers get paid less than their value of marginal product during the first few years on the job, and this “loan” is repaid in later years.

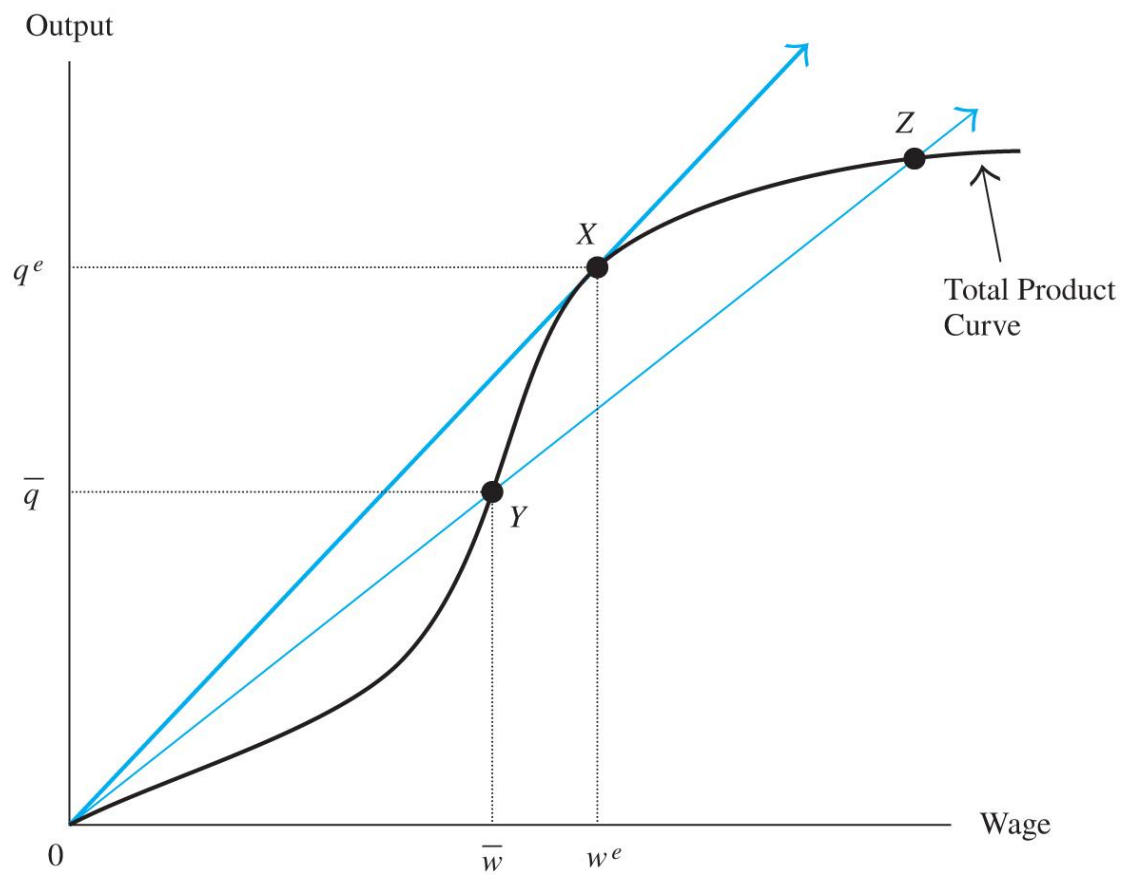
# Efficiency Wages

Some firms might want to pay wages above the competitive wage in order to motivate the work force to be more productive.

The efficiency wage is set such that the elasticity of output with respect to the wage is equal to 1.

Efficiency wages create a pool of workers who are involuntarily unemployed.

# The Determination of the Efficiency Wage



The total product curve indicates how the firm's output depends on the wage the firm pays its workers. The efficiency wage is given by point X, where the marginal product of the wage (the slope of the total product curve) equals the average product of the wage (the slope of the line from the origin). The efficiency wage maximizes the firm's profits.



# Evidence on Efficiency Wages

Intra-industry evidence supports the existence of efficiency wages.

Evidence on efficiency wages across differing industries is mixed and confusing, but there is some support for the existence of efficiency wages.

Efficiency wages imply the possibility of dual labor markets, where permanent wage differences arise due to differences in firms' ability to monitor for shirking.

The Bonding Critique: there are no worker “payments” to high wage paying firms, so efficiency wage models should self-destruct in the long run.

# Why Is There a Link between Wages and Productivity?

A high wage makes it costly for workers to shirk (i.e., they lose the wage if caught).

People who are well-paid might work harder even if there is no threat of dismissal.

Efficiency wages reduce the quit rate and increase output and profits.

A firm that pays efficiency wages attracts a more qualified pool of workers, increasing the productivity and profits of the firm.