Good work design makes life better

Good work design means workers have moderate demands (e.g., reasonable workloads) combined with positive aspects of work such as job autonomy, social contact, and task identity.

Our vision in the Centre is to transform work, through work design, to create better lives for workers, better results for organisations, and better outcomes for all in society.

Research spotlight: The dull job effect

Our new research published in the *Journal of Applied Psychology* (2019) has found that managers and professional employees with dull and boring jobs are more likely to design jobs for their colleagues that are:

- Demotivating
- Disengaging
- Low Skill
- Repetitive

A series of three studies assessed how people design jobs for others as well as how their personal backgrounds contributed to these decisions. A key insight suggested that individuals who designed poor jobs were more likely to lack autonomy in their own role. This research suggests that poor work design does not happen in isolation, rather, it can create a ripple effect. If organisations wish to remain innovative, agile and high performing, it’s critical they equip themselves and their managers with the tools to design better work.

Key Research Streams

1. Future work challenges
   What is the role of work design in delivering the benefits (or mitigating against the detriments) of radical change occurring in work and society?

2. How work design transforms individuals
   What is the role of work design in accelerating individual learning and development, including enhancing brain plasticity and preventing cognitive decline? Which work designs optimize psychological growth across the lifespan?

3. How does work design transform teams and organisations
   How can work design enable coordinated agility within and across teams to achieve teams that are both efficient and innovative?

4. The antecedents of good work design
   How do we achieve good work designs in organisations? What knowledge, skills, and attitudes do stakeholders need to actively design good work?

5. Organisations and the mature workforce
   Against the backdrop of an aging workforce, what work designs and cultures support attract and retain mature workers?

6. Healthy Work
   How does work design affect employees’ mental health, work stress, and well-being, both in the short term and in the longer term?