Suprema BioStar

Case Study

Time Attendance Set Up

CASE II. T&A Setup Including Over Time

Ver 1.0

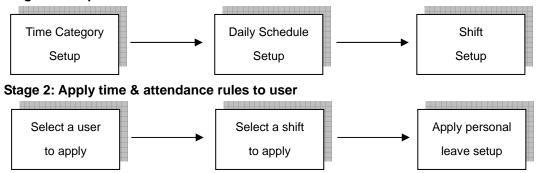


First STEP - T&A Setup

1. T&A Setup and Basic User Process

Although T&A setup details may differ per company, BioStar T&A follows the setup process below.

Stage 1: Setup time & attendance rules



<Setup Time and Attendance >

Setup the actual work time & attendance in this stage.

Step 1. Time Category Setup

- Time Category involves setting the Time Rate according to the schedule and shift.
- Set details for the Time Slot to be applied to the Daily Schedule.
- EX) Regular working time, Over time, Holiday working time, etc.

Step 2. Daily Schedule Setup

- Setup a day's start time and rules to check regular time hours.
- Create Time Slots for each work time using the Time Category defined in Step 1.
- For each Time Slot, allocate detailed rules such as Rounding (processing time unit), Grace, etc.

Step 3. Shift Setup

- Setup the Daily Schedule per period and create a T&A rule.
- Can be created in daily or weekly cycles, and multiple Daily Schedules can be used.

<Apply Shift to Users >

Apply completed shift to users in this stage.

- Use the User tab of the Shift to directly select users to apply the shift to.
- Select the Shift for the user using the T&A tab in the User menu.
- Apply Leave reason such as Personal Leave/Sick Leave/Business Trip.

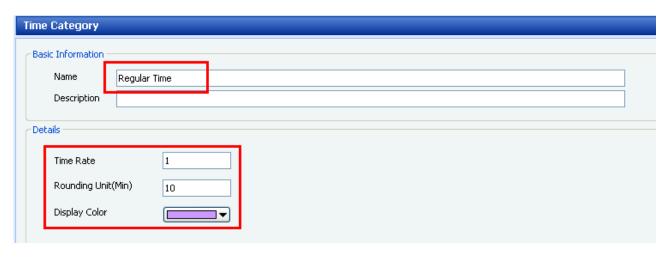
CASE II. T&A Setup Including Over Time

<Time & Attendance Rules Scenario >

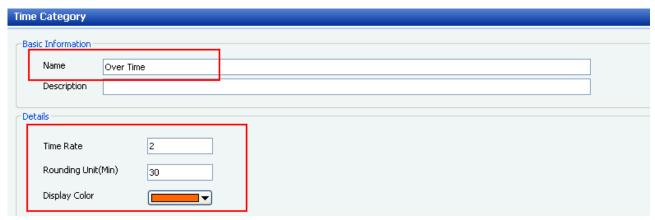
- 1) 5-day work week: Monday/Tuesday/Wednesday/Thursday/Friday
- 2) Regular Time
 - 09:00 ~ 12:00 (Morning Time)
 - 13:00 ~ 18:00 (Afternoon Time)
 - During the morning shift, must work more than 2 hours to be regarded as attendance (If less than 2 hours, attended shift is not regarded all together.)
 - Regular shift is calculated in 10-minute units
- 3) Over Time
 - 19:00 ~ 05:00 next day (Night Time)
 - When working overtime, must work more than 1 hour to be regarded.
 - Night shift is regarded as twice the work hours of the regular shift.
 - Night shift is calculated in 30-minute units.
- 4) Late In & Early Out
 - Regarded as regular check-in of 09:00 until 09:05 rather than late in.
 - Not processed as Early Out when checking out after 17:55 (Regarded as regular check-out)
- 5) Event
 - Use Event using the T&A key (Not allowed when not used)
 - Acknowledge check-in/check-out with Check-in, Check-out event
 - Out duty: Included in work hours with In processed through the 'In' event

<Setup T&A Rule > - Refer to T&A Tutorial CASE 2

- 1) Setup Time Category
- : 2 Time Categories necessary for Regular Time and Over Time
 - a) Time Category < Regular Time>
 - Time Category Name: Regular Time
 - Time Rate: 1
 - Rounding: 10 min
 - b) Time Category < Over Time>
 - Time Category Name: Over Time
 - Time Rate: 2
 - Rounding: 30 min



Time Category – Regular Time



Time Category – Over Time

- 2) Daily Schedule Setup
- : Consists of 3 Time Slots, morning time, afternoon time, and night time
 - Daily Schedule Name: [Day]Over Time
 - Day Start Time: 06:00 (Set the day's start time to 06:00)
 - First Check-in/Last Check-out: Not Use (Check with T&A Event key)
 - Time Slot Setup:

(Time Slot – Morning Time)

- a) Set Time: 09:00~12:00 (Morning Time)
- b) Time Category: Regular Time
- c) Minimum Duration: 120 min (Work hours ignored if less than 2 hours)
- d) Late In/Early Out

Grace(Start): 5 min (Not processed as Late In until 09:05)

Grace(End): 0 min (Processed as Early Out if checking out before 12:00)

- e) Rounding (In/Out): 10 min
- f) Affect Result: Use (Time Slot results affect the final daily result)

(Time Slot – Afternoon Time)

a) Set Time: 13:00~18:00 (Afternoon Time)

b) Time Category: Regular Time

c) Late In/Early Out

Grace(Start): 0 min

Grace(End): 5 min (Acknowledged as regular check-out from 17:55)

d) Rounding (In/Out): 10 min

e) Affect Result: Use (Time Slot results affect the final daily result)

(Time Slot - Night Time)

a) Set Time: 19:00~(+)05:00 (Night Time)

b) Time Category: Over Time

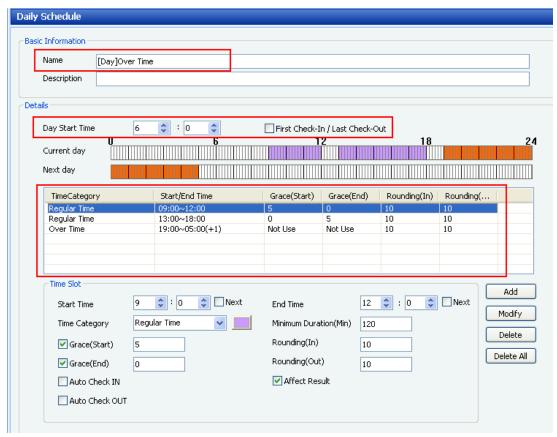
c) Minimum Duration: 60 min (Work hours ignored if less than 1 hour)

d) Late In/Early Out

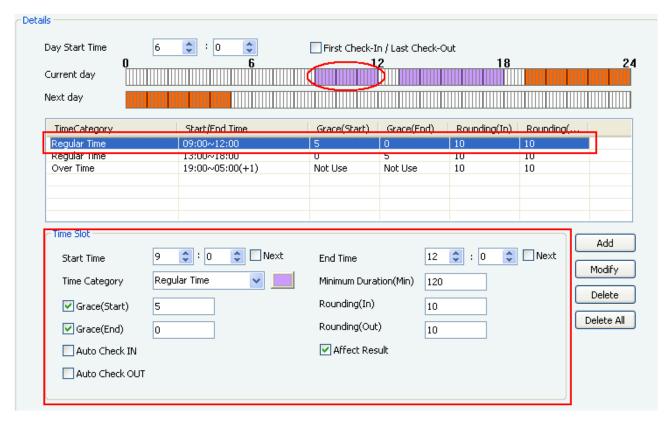
: Late In/Early Out not processed in over time

e) Rounding (In/Out): 10 min

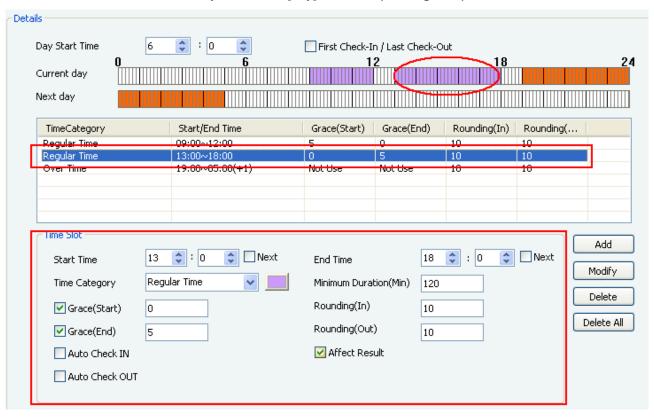
f) Affect Result: Not Use (Applicable Slot results do not affect daily final result)



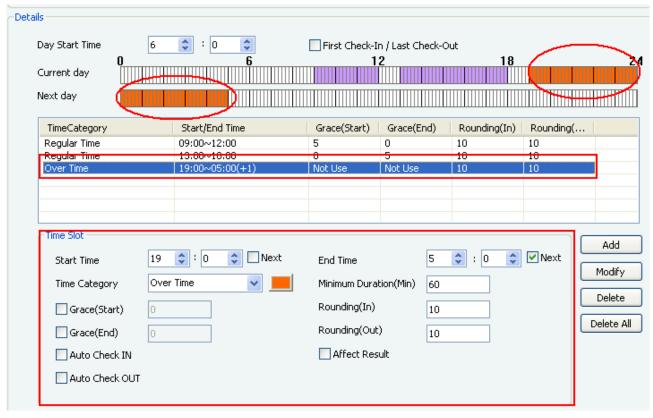
Daily Schedule - [Day]Over Time



Daily Schedule - [Day]Over Time (Morning Time)

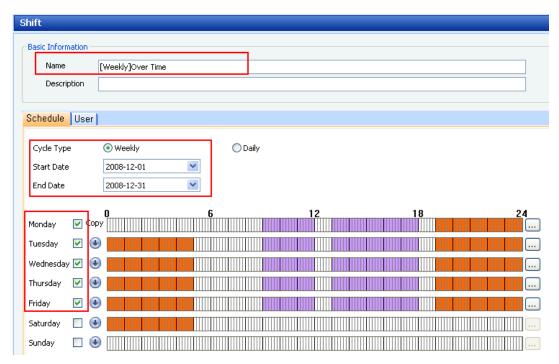


Daily Schedule - [Day]Over Time (Afternoon Time)



Daily Schedule - [Day]Over Time (Night Time)

3) Shift Setup



Shift - [Weekly]Over Time

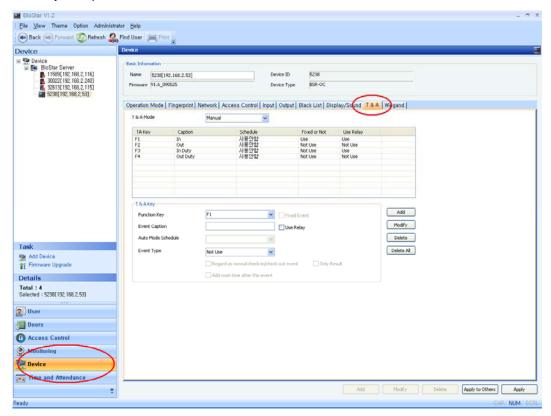
- All 5 days of the week are set with the same schedule ([Day] Over Time)
- Shift Name: [Weekly]Over Time
- Cycle Type: Weekly (Cycle repeats weekly)
- Start Date/End Date: 2008-12-01 ~ 2008-12-31 (For 1 month)
- Check the boxes for Monday/Tuesday/Wednesday/Thursday/Friday and allocate [Day]Over Time.

<Apply Shift to User >

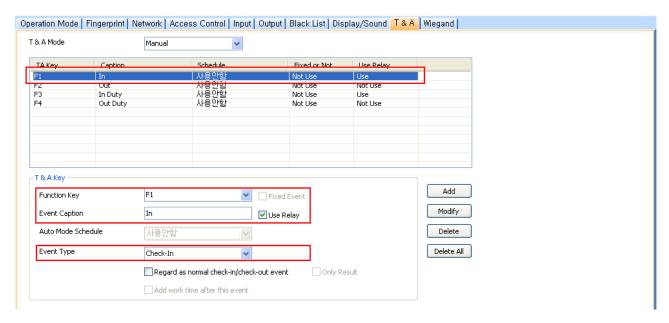
- CASE 1. < Refer to Apply Shift to User>

<T&A Event Key Setup>

1) T&A Event Key Setup Menu



- Setup T&A Event Key in the T&A tab of the Device menu.
- T&A events can be set up for the number of Function Keys on the terminal.
- 2) T&A Event Key Setup Method (Based on BioStation)
- Check-In (In, Check-In)

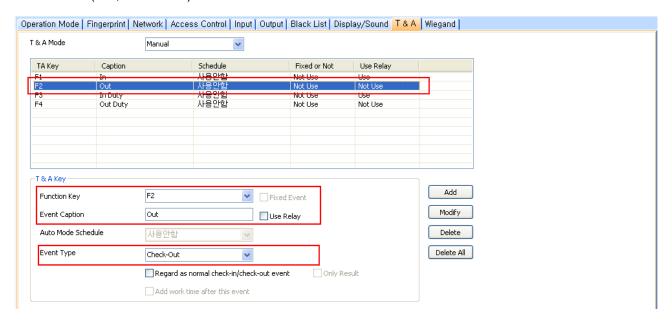


> Function Key: F1

> Event Caption: In (Check 'Use Relay' to open door upon Check-In event)

> Event Type: Check-In

- Check-Out (Out, Check-Out)

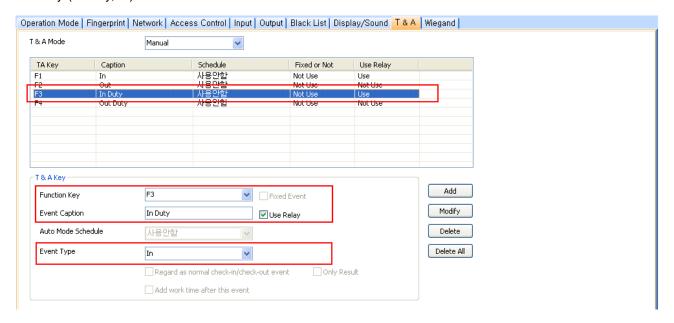


> Function Key: F2

> Event Caption: Out

> Event Type: Check-Out

- In duty (In duty, In)

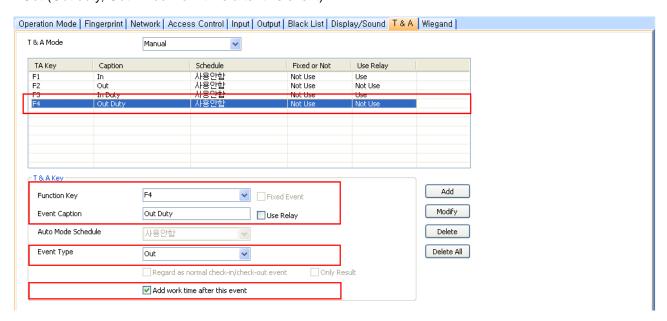


> Function Key: F3

> Event Caption: In duty (Check 'Use Relay' to open door upon In duty event)

> Event Type: In

- Out (Out duty, Out – Add work time after this event)



> Function Key: F4

> Event Caption: Out duty

> Event Type: Out

> Add work time after this event: Check applicable option as Out duty is regarded as regular work time

- 3) T&A Event Key Guidelines
- T&A distinguishes events by Event Type.

 (Caption is just the name, not a distinguishing element within the Process)
- Check-in/Check-out: Event acknowledging check-in/check-out
- In: Generally an event coming in, and is used in pair with (Out) event.

 (When used without an Out event, hours before the In event are excluded from work hours)
- Out: Generally an event going out, and determines whether the out time is included in work hours through an option.

(Depending on whether 'Add work time after this event' is checked, determine whether to include in work hours or not.)

<Expected Report Results from Case2 Time Attendance Rules>

Date > 2008-12-01 Work Hours & Expected Result Table

Name	Event Time	1	2	3	Result	Regular Time	Over Time	Work Time
	Event					Result Reason		
Amanda	Event Time	8:50	(+1)02:00		Manual	8:00	7:00	22:00
	Event	In	Out		Normal	Regular (Over Time)		
Alvin	Event Time	9:03	18:30		Nermal	8:00	0:00	8:00
	Event	In	Out		Normal	Regular (Regular Time)		
Juliet	Event Time	9:07	22:45		Late In	7:50	3:30	14:50
	Event	ln	Out		Late in	Late In		
Doris	Event Time	8:59	16:45		Forth Out	6:40	0:00	6:40
	Event	ln	Out		Early Out	Early Out		
Adolph	Event Time	8:40	11:30	21:40	Absence	0:00	0:00	0:00
	Event				Ansence	Event not used		
Nicole	Event Time	18:30			Missing in	0:00	0:00	0:00
	Event	Out			Missing in	Check-in missing		

Date > 2008-12-02 Work Hours & Expected Result Table

	Event						Regular	Over	Work
Name	Time	1	2	3	4	Result	Time	Time	Time
	Event						Result Reason		
Amanda	Event Time	8:50	14:15			Missing	3:00	0:00	3:00
	Event	In	Out Duty			in	No In event after Out duty		t duty
Alvin	Event Time	9:03	11:10	12:50	18:50	Missing	0:00	0:00	0:00
	Event	In				Out	No Check-out event		ent
Juliet	Event Time	8:59	11:25	15:00	21:22	Normal	8:00	2:00	12:00
	Event	In	Out Duty	ty In Duty Out		Normai	Regular Time+Over Time		
Doris	Event Time	10:05	12:00	20:45			5:00	1:30	8:00
	Event	ln		Out		Absence	Lacking morning shift Minimu		<i>l</i> inimum
Adolph	Event Time	8:40	11:30	18:05	22:40		8:00	0:00	8:00
	Event	In		Out		Normal	Hours after Check-out event not		event not
							regarded		
Nicole	Event Time					Absence	0:00	0:00	0:00
	Event					Absence	No event		

Actual Results >

