



PERIYAR UNIVERSITY

SRI KAILASH WOMEN'S COLLEGE

THALAIVASAL

DEPARTMENT OF MATHEMETICS

III – BSc Mathematics (2023-2024)

INCHARGE : Mrs. D. SIVASATHYA., MSc., B.Ed.,

TEAM ID : NM2023TMID26170

Student Name	Student ID
1.LITHIKA.R	E9BC3B98844F0388FFC49DCDAAA2923B
2.KURAL OVIYA. S. M	EE92F782C0838BA824642A2D6529BABC
3.KEERATHANA.B.M	1A18F41B106A4E399AF4CFE70E9884AC
4.KAVIYA.S	45F4024AEA406E091214A524BFA08642

PROJECT TITLE : THE TABLEAU HR SCORECARD : MEASURING SUCCESS IN
TALENT MANAGEMENT



Says

What have we heard them say?
What can we imagine them saying?

I'm not sure who you're referring to or what context you're asking about. Could you provide more information or clarify your question?

Imagination is a powerful tool, and you can imagine various things someone might say depending on the context and the individual. If you have a specific scenario or context in mind, feel free to share more details, and I can help you brainstorm what someone might say in that situation.

Thinks

What are their wants, needs, hopes, and dreams?
What other thoughts might influence their behavior?



It's important to note that wants, needs, hopes and dreams vary greatly from person to person and can change over time. Generally, people want things like love, security, happiness, and fulfillment. Their needs include basics like food, shelter and safety, as well as social and emotional needs. Hopes and dreams are highly individual, ranging from career aspirations to personal goals. To understand someone's specific wants, needs, hopes, and dreams, you would need to engage in a meaningful conversation with them to gain insight into their unique perspective.

People's behavior is influenced by a wide range of thoughts and factors, including:

1. Emotions
2. Beliefs and Values
3. Past Experiences
4. Motivation
5. Social Influence



Persona's name

The behavior observed in human is incredibly diverse and can encompass a wide range of actions and reactions. Here are some common behavior that human exhibits:

1. Communication
2. Social Interactions
3. Work and Productivity
4. Consumption
5. Learning

Imagination allows us to explore a wide range of possibilities for human behavior. People can imagine themselves or others doing virtually anything, limited only by their creativity and the boundaries of reality. Here are some examples of things people can imagine themselves doing:

1. Exploring New Worlds
2. Time Travel
3. Fantasy Adventures
4. Creative Pursuits
5. Achieving Personal Goals

Human fear's illustrations and emotions are deeply personal. However, there are common fear's, frustrations and anxieties that many people experience at some point in their lives. Here are some examples:

FEARS
1. Fear of Failure
2. Fear of Death
3. Fear of Rejection

FRUSTRATIONS
1. Lack of Resources
2. Changing Circumstances
3. Unmet Expectations

ANXIETIES
1. Generalized Anxiety
2. Social Anxiety
3. Performance Anxiety

Human behavior can be influenced by a wide range of feelings and emotions. IN addition to fears, frustrations and anxieties mentioned earlier, here are some other feelings that can strongly influence behavior:

1. Happiness
2. Sadness
3. Anger
4. Love and Affection
5. Jealousy



Does

Feels



Brainstorm & idea prioritization

1. Brainstorm ideas

2. Prioritize ideas

3. Implement ideas

1. Brainstorm ideas

2. Prioritize ideas

3. Implement ideas

Brainstorming

1. Brainstorming

2. Prioritization

3. Implementation

1. Brainstorming

2. Prioritization

3. Implementation

Brainstorming

1. Brainstorming

2. Prioritization

3. Implementation

1. Brainstorming

2. Prioritization

3. Implementation

Brainstorming

1. Brainstorming

2. Prioritization

3. Implementation

1. Brainstorming

2. Prioritization

3. Implementation

Brainstorming

1. Brainstorming

2. Prioritization

3. Implementation

1. Brainstorming

2. Prioritization

3. Implementation

Brainstorming

1. Brainstorming

2. Prioritization

3. Implementation

1. Brainstorming

2. Prioritization

3. Implementation

Brainstorming

1. Brainstorming

2. Prioritization

3. Implementation

1. Brainstorming

2. Prioritization

3. Implementation

Brainstorming

1. Brainstorming

2. Prioritization

3. Implementation

1. Brainstorming

2. Prioritization

3. Implementation

Brainstorming

1. Brainstorming

2. Prioritization

3. Implementation

1. Brainstorming

2. Prioritization

3. Implementation

Brainstorming

1. Brainstorming

2. Prioritization

3. Implementation

1. Brainstorming

2. Prioritization

3. Implementation

Brainstorming

1. Brainstorming

2. Prioritization

3. Implementation

1. Brainstorming

2. Prioritization

3. Implementation

Brainstorming

1. Brainstorming

2. Prioritization

3. Implementation

1. Brainstorming

2. Prioritization

3. Implementation

Brainstorming

1. Brainstorming

2. Prioritization

3. Implementation

1. Brainstorming

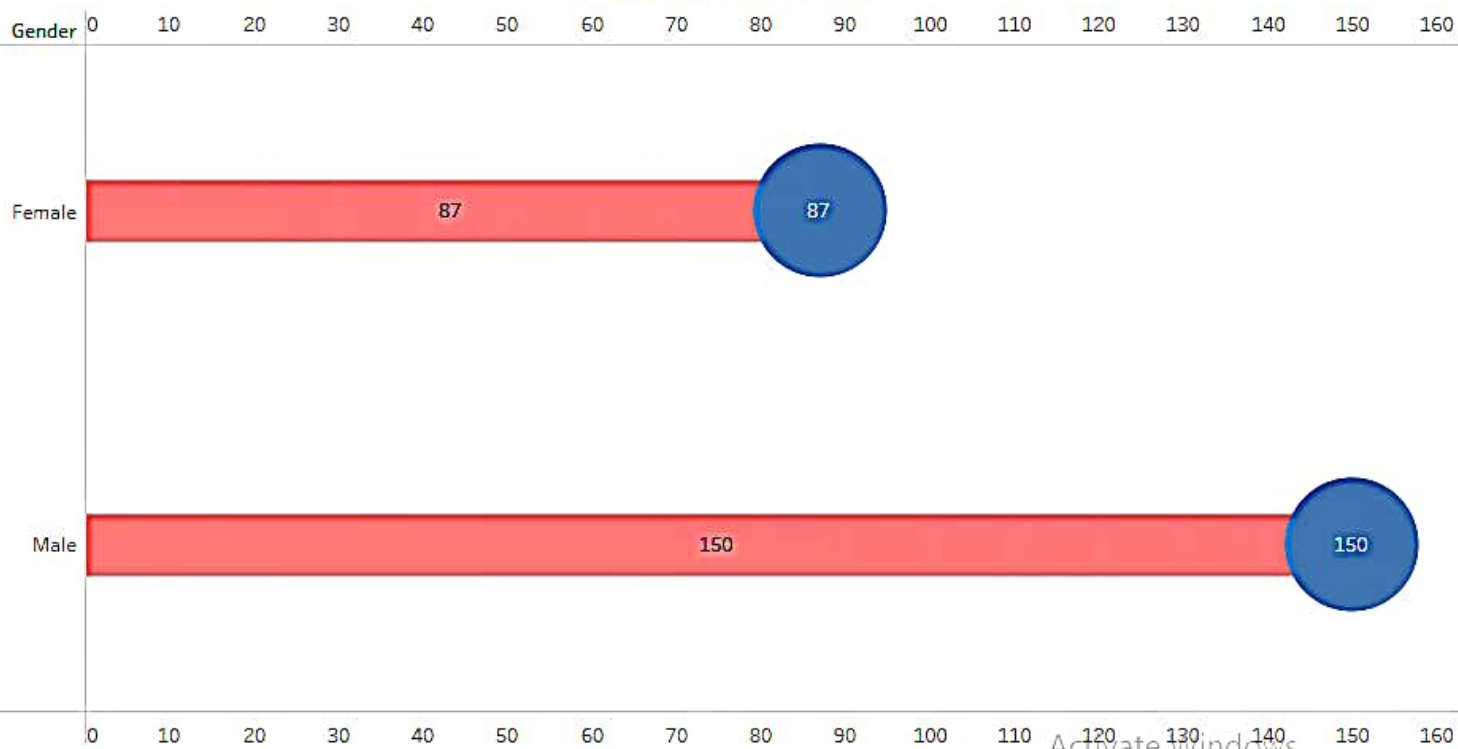
2. Prioritization

3. Implementation

HR ANALYTICS SCORECARD

Employee Count	ACTIVE EMPLOYEES	attrition count	Avg. Age	Attrition rate
1,470	1,233	237	37	16.12%

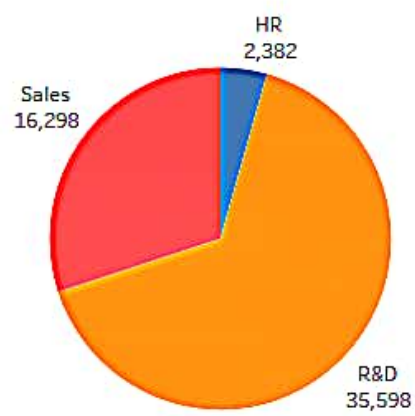
ATTRITION BY GENDER



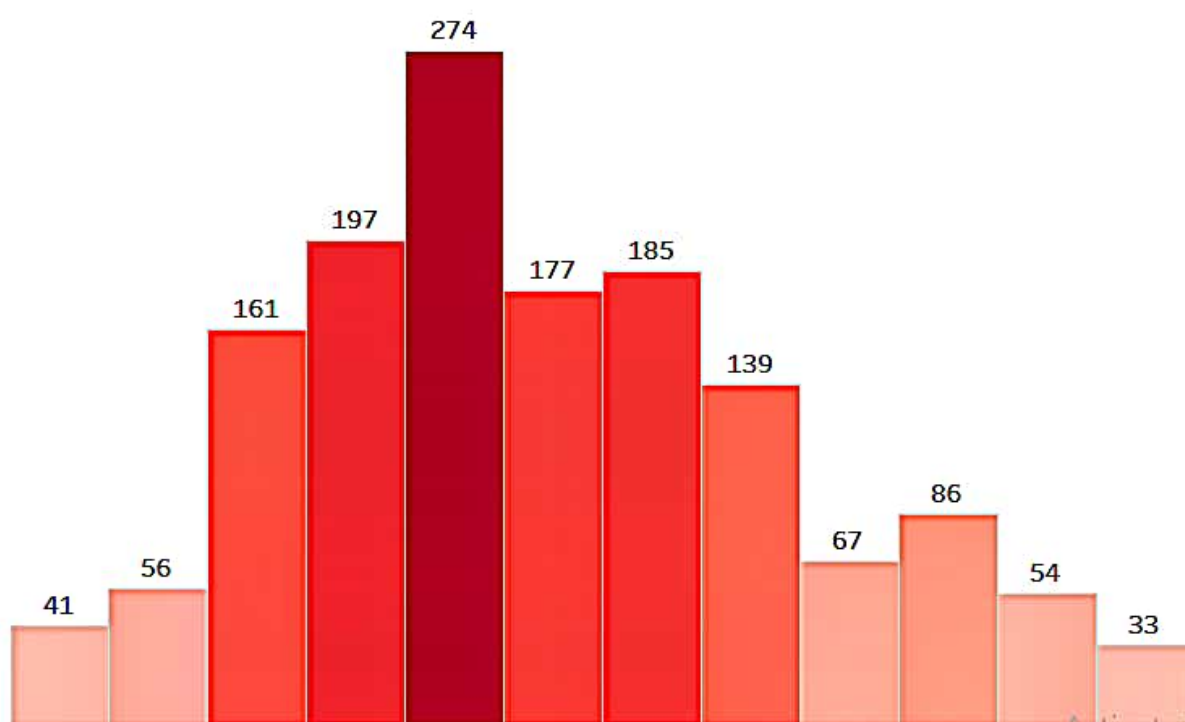
DEPARTMENT WISE ATTRITION

Department

HR
R&D
Sales



NO. OF EMPLOYEE BY AGE

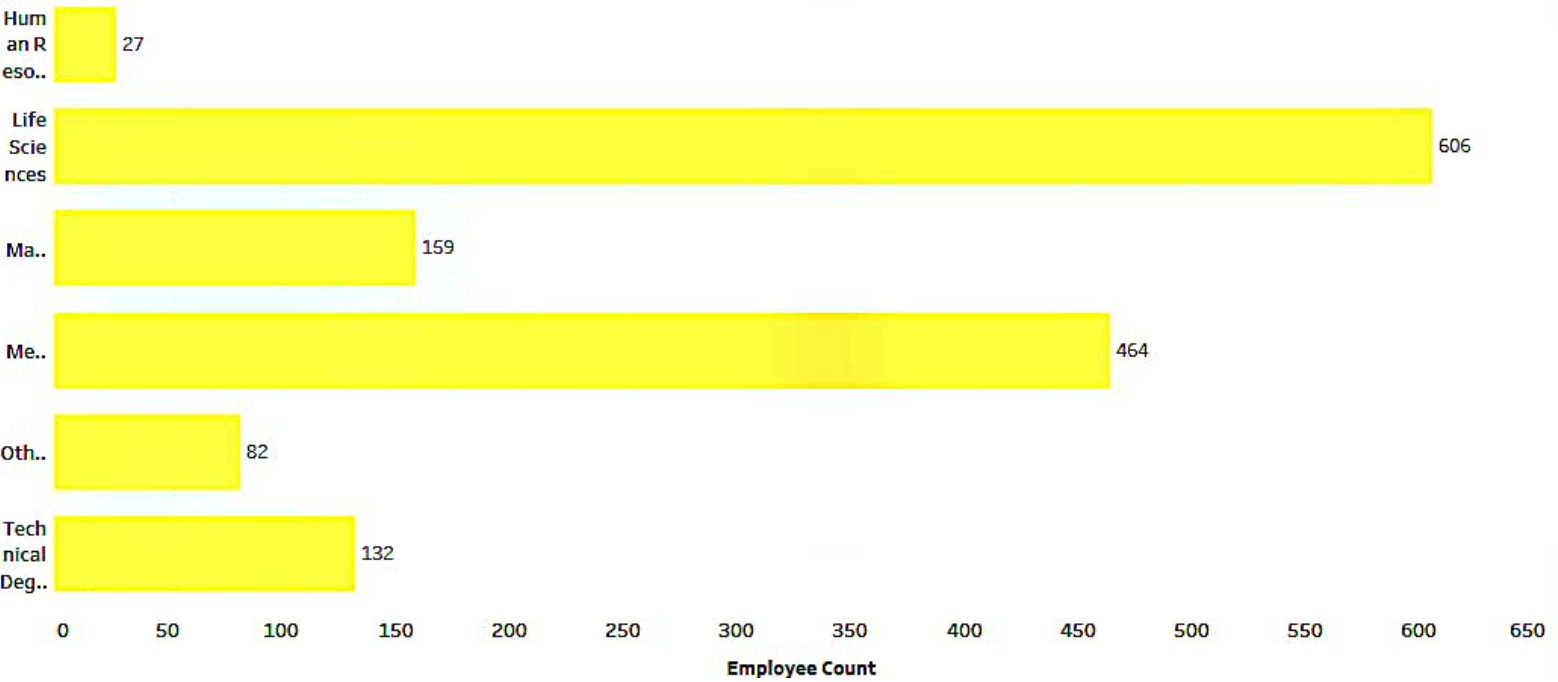


Activate Windows

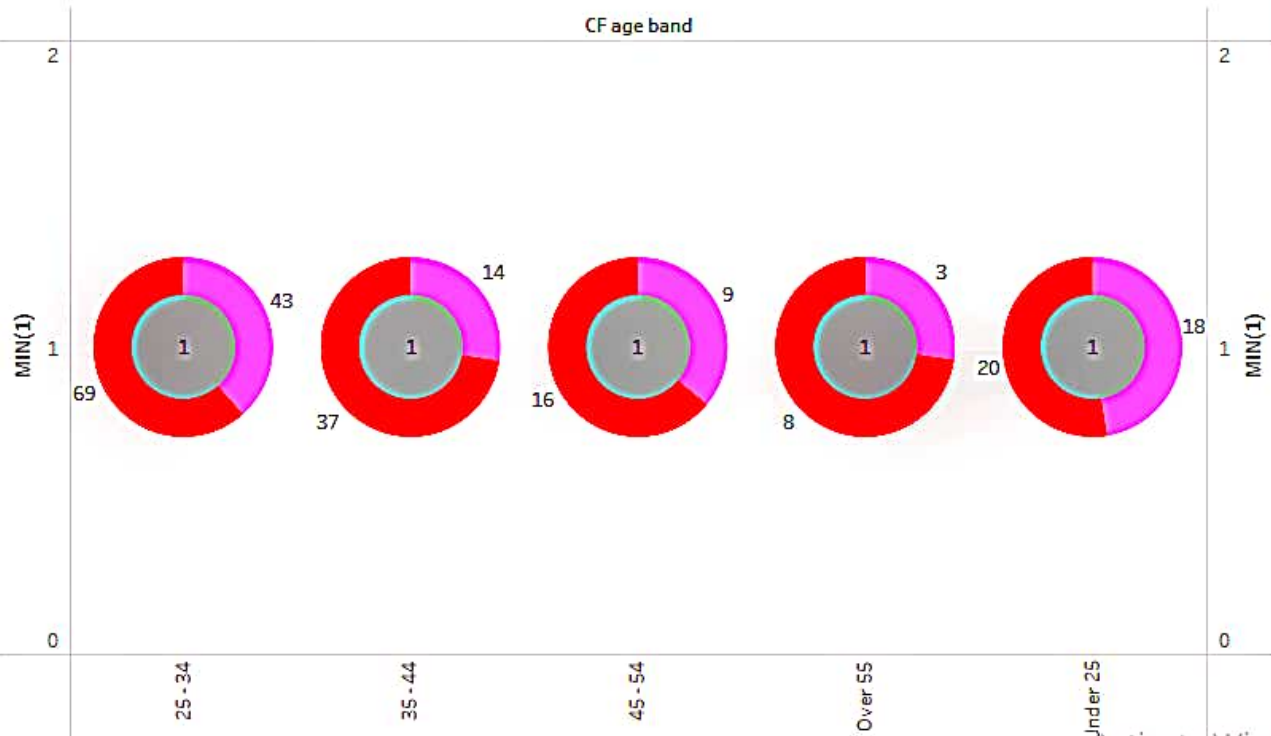
JOB SATISFICATION RATING

Job Role	Job Satisfaction				Grand Total
	1	2	3	4	
Healthcare Representative	26	19	43	43	131
Human Resources	10	16	13	13	52
Laboratory Technician	56	48	75	80	259
Manager	21	21	27	33	102
Manufacturing Director	26	32	49	38	145
Research Director	15	16	27	22	80
Research Scientist	54	53	90	95	292
Sales Executive	69	54	91	112	326
Sales Representative	12	21	27	23	83
Grand Total	289	280	442	459	1,470

EDUCATION FIELD WISE ATTRITION



ATTRITION RATE BY GENDER FOR DIFFERENT AGE GROUP



Gender

 Female

■ Male

5 Activate Windows