

## 1. 🏆 Top Performer by Department

Provides the Employment\_id with the highest Performance\_Score in each department.

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Top Performer ID =

VAR MaxScore = MAX(Employee\_Performance[Performance\_Score])

RETURN

CALCULATE(

VALUES(Employee\_Performance[Employment\_id]),

Employee\_Performance[Performance\_Score] = MaxScore

)

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## 2. 📈 YoY Promotion Growth

Assumes Hire\_Date indicates the year of promotion count.

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Promotions YoY Growth % =

VAR CurrentYear = YEAR(TODAY())

VAR CurrentPromotions = CALCULATE(SUM(Employee\_Performance[Promotions]),  
YEAR(Employee\_Performance[Hire\_Date]) = CurrentYear)

VAR PrevPromotions = CALCULATE(SUM(Employee\_Performance[Promotions]),  
YEAR(Employee\_Performance[Hire\_Date]) = CurrentYear - 1)

RETURN IF(PrevPromotions = 0, BLANK(), DIVIDE(CurrentPromotions - PrevPromotions,  
PrevPromotions))

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### 3. 💰 Average Salary of Short-Term Resignees

Calculates average salary for employees who left within 2 years.

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Avg Salary Resigned ≤2 yrs =

```
CALCULATE(  
    AVERAGE(Employee_Performance[Monthly_Salary]),  
    Employee_Performance[Resigned] = "Yes",  
    Employee_Performance[Years_at_company] <= 2  
)
```

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### 4. 🏆 Rank by Satisfaction Score within Department

Ranks employees by satisfaction within their department.

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Satisfaction Rank =

```
RANKX(  
    FILTER(Employee_Performance, Employee_Performance[Department] =  
    EARLIER(Employee_Performance[Department])),  
    Employee_Performance[Employee_Satisfaction_Score],  
    ,  
    DESC,  
    DENSE  
)
```

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## 5. Correlation: Training Hours & Performance

Calculates Pearson correlation coefficient between Training\_Hours and Performance\_Score.

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Correlation Training-Performance =

VAR CountRows = COUNTROWS(Employee\_Performance)

VAR AvgTrain = AVERAGE(Employee\_Performance[Training\_Hours])

VAR AvgPerf = AVERAGE(Employee\_Performance[Performance\_Score])

VAR Covariance =

SUMX(Employee\_Performance,  
(Employee\_Performance[Training\_Hours] - AvgTrain) \*  
(Employee\_Performance[Performance\_Score] - AvgPerf)  
) / (CountRows - 1)

VAR SDTrain = STDEV.P(Employee\_Performance[Training\_Hours])

VAR SDPerf = STDEV.P(Employee\_Performance[Performance\_Score])

RETURN DIVIDE(Covariance, SDTrain \* SDPerf, BLANK())

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## 6. % of Remote Workers (Weekly or Daily)

Identifies the share of employees working remotely at least weekly.

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% Remote Frequent =

```
VAR RemoteCount = CALCULATE(
    COUNTROWS(Employee_Performance),
    Employee_Performance[Remote_Work_Frequency] IN {"Weekly", "Daily"}
)
VAR Total = COUNTROWS(Employee_Performance)
RETURN DIVIDE(RemoteCount, Total)
```

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## 7. 🏆 Consistently High Performers

Marks employees who maintained a score of 4+ each year of their tenure.

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Consistent High Performer =

```
IF(
    MINX(
        GENERATESERIES(1, Employee_Performance[Years_at_company]),
        CALCULATE(
            MIN(Employee_Performance[Performance_Score]),
            FILTER(Employee_Performance, Employee_Performance[Employment_id] =
EARLIER(Employee_Performance[Employment_id]))
        )
    ) >= 4,
    1, 0
)
```

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## 8. 🏢 Department-Wise Salary Utilization

Compares total salary against budget via a lookup table.

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Dept Salary Cost = SUM(Employee\_Performance[Monthly\_Salary])

Dept Budget Utilization =

VAR DeptBudget = LOOKUPVALUE(BudgetTable[DeptBudget],  
BudgetTable[Department], Employee\_Performance[Department])

RETURN DeptSalaryCost / DeptBudget

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## 9. ⚠️ Attrition Risk Index

Categorizes employee risk based on satisfaction, overtime, and sick days.

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Attrition Risk =

SWITCH(  
TRUE(),  
Employee\_Performance[Employee\_Satisfaction\_Score] < 3 &&  
Employee\_Performance[Overtime\_Hours] > 10 &&  
Employee\_Performance[Sick\_Days] > 5, "High",  
Employee\_Performance[Employee\_Satisfaction\_Score] < 4, "Medium",  
"Low"  
)

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## 10. 🔥 Overworked but Unpromoted Employees

Identifies employees working excessive hours, doing overtime, but haven't been promoted.

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Overworked Unpromoted =

```
CALCULATE(  
    COUNTROWS(Employee_Performance),  
    Employee_Performance[Work_Hours_per_Week] > 45,  
    Employee_Performance[Overtime_Hours] > 5,  
    Employee_Performance[Promotions] = 0  
)
```