

HUMAN RESOURCES

INTRODUCTION TO CRAFTS

- The Crafts application in Nucleus Service is a way of classifying the skills of employees.
- You have to first set up Crafts in Nucleus Configurator, Static
 Data Crafts, before you can add, edit and delete Crafts in Nucleus Service.
- When you add a new employee, each employee can be assigned more than one Craft per Site / Branch but only one of those Crafts can be set as the Primary Craft.
- When you <u>assign</u> a Craft to an employee, you can plan resources required for upcoming work, and the employee's time will be booked and charged out against the Craft.
- <u>Tasks</u> can be linked to **Crafts** to ensure that the right employee
 with the right skills and qualifications is assigned to the right job this is set up in <u>Assign Internal Labour Resource</u>.

Ribbon Access: Finance / HR > Crafts



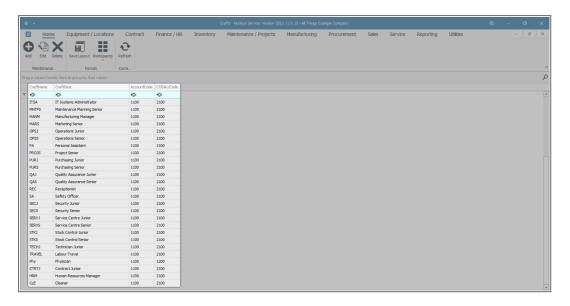
CRAFTS ACTION BUTTONS

- Select Crafts to:
 - Add a Craft
 - Edit a Craft
 - Delete a Craft



CRAFTS LISTING SCREEN

 This is a list of Crafts that have been <u>added</u> into Nucleus Service from the Crafts previously set up in Nucleus Configurator <u>Static</u> <u>Data Crafts</u>.

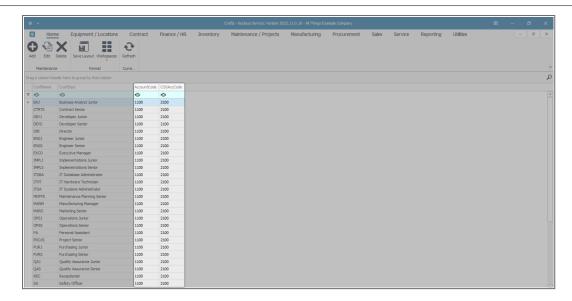


CRAFTS ACCOUNT CODES

 Each Craft will be linked to a General Ledger Account Code and COS Account Code:



Introduction to Crafts



 You will assign the Account Code and COS Account Code when you add a Craft in Nucleus Service.



CRAFTS NEW EMPLOYEE

Ribbon Access: Finance / HR > Employees

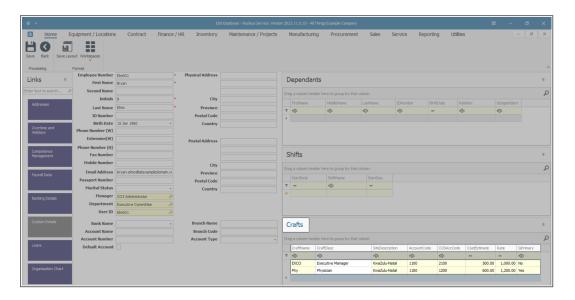


- When you add a new employee, you will link a Craft to the employee in the Crafts Panel - this is where you will include the following details:
 - Craft Name
 - Site Description



Introduction to Crafts

- Cost Estimate for the Craft
- Current Rate of the Craft
- Primary Craft status for multiple Crafts per Site /
 Branch, you will indicate which Craft is the Primary
 Craft.



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