

ACCT30002 Enterprise Performance Management

Credit Points:	12.50
Level:	3 (Undergraduate)
Dates & Locations:	2010, Parkville This subject commences in the following study period/s: Semester 1, Parkville - Taught on campus. Semester 2, Parkville - Taught on campus.
Time Commitment:	Contact Hours: One ninety minute lecture and one ninety minute case study workshop per week. Total Time Commitment: Not available
Prerequisites:	306-201 Cost Management (/view/2010/306-201) .
Corequisites:	None
Recommended Background Knowledge:	Please refer to Prerequisites and Corequisites.
Non Allowed Subjects:	None
Core Participation Requirements:	For the purposes of considering requests for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Students Experiencing Academic Disadvantage Policy, academic requirements for this subject are articulated in the Subject Description, Subject Objectives, Generic Skills and Assessment Requirements for this entry. The University is dedicated to provide support to those with special requirements. Further details on the disability support scheme can be found at the Disability Liaison Unit website: http://www.services.unimelb.edu.au/disability/
Coordinator:	Dr Albie Brooks
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Subject Overview:	This subject focuses on the more complex issues relating to cost control, profit analysis, performance measurement, compensation systems and strategic performance management.
Objectives:	<ul style="list-style-type: none"> # Explain the role performance measurement and control systems play in planning and controlling organisational activities; # Identify the elements that constitute effective performance measurement and control systems; # Describe the behavioural implications of different types of performance measurement and control systems in different organisational contexts; # Explain the notion of "responsibility accounting"; # Analyse the link between organisational structure, and planning and control systems; # Analyse and review performance within an organisation; # Identify potential problems with the use of traditional performance measurement systems; # Describe the current performance measurement trends in, and their suitability to, organisations; # Explain how rewards are used to influence behaviour.
Assessment:	A 3-hour end-of-semester examination (70%), in class tests (10%), group assignment(s) totalling not more than 1500 words (12%) and class preparation and contribution (8%). Successful completion of this subject requires a minimum 50% pass in the end-of-semester examination.
Prescribed Texts:	You will be advised of prescribed texts by your lecturer.
Breadth Options:	This subject potentially can be taken as a breadth subject component for the following courses: # Bachelor of Arts (https://handbook.unimelb.edu.au/view/2010/B-ARTS)

	<p># <u>Bachelor of Biomedicine</u> (https://handbook.unimelb.edu.au/view/2010/B-BMED)</p> <p># <u>Bachelor of Environments</u> (https://handbook.unimelb.edu.au/view/2010/B-ENVS)</p> <p># <u>Bachelor of Music</u> (https://handbook.unimelb.edu.au/view/2010/B-MUS)</p> <p># <u>Bachelor of Science</u> (https://handbook.unimelb.edu.au/view/2010/B-SCI)</p> <p># <u>Bachelor of Engineering</u> (https://handbook.unimelb.edu.au/view/2010/355AA)</p> <p>You should visit <u>learn more about breadth subjects</u> (http://breadth.unimelb.edu.au/breadth/info/index.html) and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.</p>
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<p># High level of development: written communication; problem solving; application of theory to practice; interpretation and analysis; critical thinking; synthesis of data and other information; evaluation of data and other information; accessing data and other information from a range of sources; receptiveness to alternative ideas.</p> <p># Moderate level of development: oral communication; collaborative learning; team work.</p> <p># Some level of development: use of computer software.</p>