

COMPENSATION AND REWARD DESIGN

# Reward Theory

*Lawler · Milkovich & Newman · Gerhart & Rynes*

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PAPER 01 / 02

A Furtherance reference compendium on the intellectual traditions behind organisational design, leadership, execution, and culture.

**IN THIS PAPER**

This paper opens the Compensation and Reward Design series in Furtherance's reference library. It covers the mainstream theory of reward – how pay should be designed, and the evidence that it matters. The question it answers: what makes a compensation system strategic, fair and effective, and does pay actually drive performance?

Lawler frames reward as strategic and tied to organisation design; Milkovich and Newman give the comprehensive pay model; Gerhart and Rynes anchor the field in evidence – pay affects both motivation and who joins and stays.

**Edward Lawler** Strategic Pay, 1990–

*Strategic reward · pay and organisation design*

**CORE THESIS**

Reward systems are **strategic** and must **fit the organisation's design and strategy**. Pay shapes motivation, attraction, retention and culture – and in high-involvement organisations, rewarding skills and competencies, not just jobs, aligns pay with capability.

**FRAMEWORK**

| Design choice            | Question                                              |
|--------------------------|-------------------------------------------------------|
| Base vs performance pay  | How much reward is fixed versus variable?             |
| Job- vs person-based pay | Pay for the role, or for skills and competencies?     |
| Line of sight            | Can people connect their effort to the reward?        |
| Fit to organisation      | Does the reward system match the design and strategy? |

**METHODOLOGY**

Organisational research linking reward system design to effectiveness.

**SIGNIFICANCE AND CRITIQUE**

The foundational scholar of strategic reward. The critique: the treatment is broad, spanning many design choices.

**Milkovich & Newman** Compensation, 1987–

*The pay model · the standard reference*

**CORE THESIS**

Compensation is best designed through a systematic **pay model** that balances four policies against clear objectives – efficiency, fairness and compliance. It is the comprehensive architecture of a reward system.

**FRAMEWORK**

| Policy                   | What it governs                                          |
|--------------------------|----------------------------------------------------------|
| Internal alignment       | Pay relationships among jobs (job evaluation, structure) |
| External competitiveness | Pay level and mix versus the market                      |
| Employee contributions   | Pay for performance and seniority                        |
| Management of the system | Administering, communicating and governing pay           |

**METHODOLOGY**

The comprehensive textbook framework of compensation practice.

**SIGNIFICANCE AND CRITIQUE**

The definitive reference and framework for designing pay. The critique: it is a textbook treatment, broad rather than pointed.

**Gerhart & Rynes** *Compensation: Theory, Evidence, Strategy, 2003*

*The empirical anchor*

**CORE THESIS**

The rigorous **evidence** shows pay matters – in two distinct ways. Beyond its **incentive** effect on effort, pay has a powerful **sorting** effect: it shapes who is attracted to and retained by the organisation. This challenges the claim that money does not motivate.

**FRAMEWORK**

| Effect of pay    | Meaning                                               |
|------------------|-------------------------------------------------------|
| Incentive effect | Pay influences how hard and how well people work      |
| Sorting effect   | Pay determines who joins, stays and leaves            |
| Pay dispersion   | The spread of pay affects cooperation and performance |
| Evidence base    | Empirically, pay matters more than critics allow      |

**METHODOLOGY**

A synthesis of empirical research on the effects of pay.

**SIGNIFICANCE AND CRITIQUE**

The scholarly counterweight to “pay doesn't motivate,” and the evidence base for the field – directly relevant to the critiques in the next paper. The critique: it is academic in register.

## Synthesis

| Contribution       | Focus        | Key idea                        | Register           |
|--------------------|--------------|---------------------------------|--------------------|
| Lawler             | Strategy     | Reward fits organisation design | Foundational       |
| Milkovich & Newman | Architecture | The four-policy pay model       | Standard reference |
| Gerhart & Rynes    | Evidence     | Incentive and sorting effects   | Empirical          |

### FOR THE OPERATOR

The mainstream tradition treats reward as a strategic system worth designing well – fitted to organisation design (Lawler), built on a coherent pay model (Milkovich & Newman), and grounded in evidence that pay drives both effort and who joins and stays (Gerhart & Rynes). For the operator: design pay deliberately, align it to strategy, and take seriously that it shapes your workforce, not just their effort. The next paper presents the sharp counter-tradition – that incentives can do real harm.