

**Employee Central (EC)**

A module in MAGIC that is used to effectively manage the organizational structure and employees of the State of Mississippi.

**Enterprise Central Component (ECC)**

Finance, Controlling, Logistics, Grantee, and Mini-Master functionality in MAGIC.

**Employee Central Payroll (ECP)**

A module in MAGIC that is used to process employee Payroll, time/attendance, and benefits administration.

**Employee Data (ED)**

Area within EC that is the central repository for all employee master data

**Foundation Objects (FO)**

Foundation Objects are the building blocks of the EC system. There are four categories: Organizational Structure, Location Structure, Job Structure, and Pay Structure.

**Transactions (TX)**

Transactions are the specific actions (e.g. hiring an employee, terminating an employee) that are completed in the system.

**Position Management (PO)**

Position Management is the management of positions (e.g. Business Analyst II) that an employee is hired into.

**Processes**

Activities used to create and update information about the life cycle of an employee such as hire, transfer, and separation.

**Blocks**

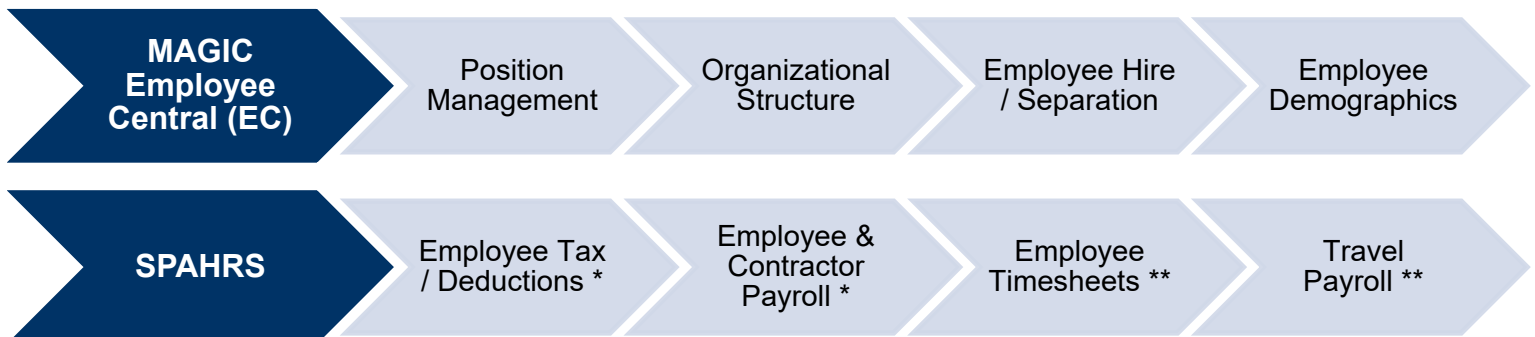
A logical standard set of fields.

**Workflow**

Used to route transactions electronically for the review and approval process.

**Where Items Are Processed**

Listed below are the major functions and where they will be processed.



SPAHRS payroll, timekeeping, and travel will be used until the MAGIC Payroll rollout begins later in 2022.

\* Will be in ECP when payroll is moved to MAGIC.

\*\* Will be in ECC when payroll is moved to MAGIC.

## Organizational Structure

**Company:** State of Mississippi (SOMS)  
**Master Agency:** The top level for any agency. There is only one master per agency.  
**Sub-Agency:** An agency can have 1 or more sub agencies within their master agency.  
**Organizational Unit:** A department within a sub-agency. A sub-agency can have 1 or more organizational units.  
**Cost Objects:** Used to collect cost for an organizational unit.

## Location Structure

**Location:** A concatenation of EC Master Agency and Sub-Agency. Location Structure states where an employee physically “sits” in the organization.

### Organizational Structure

- Company
- Master Agency
- Sub-Agency
- Organizational Unit
- Cost Objects

### Location Structure

- Location

**Foundation Objects are the Building Blocks of Employee Central.**

### Job Structure

- Job Classification
- Job Function

### Pay Structure

- Pay Group
- Pay Range
- Pay Frequency
- Pay Component
- Pay Component Group
- Pay Calendar

## Job Structure

**Job Classification:** Stores all job codes defined in a company and information associated with these jobs. Job includes occupation codes for regular employees and service types for workers.

**Job Function:** Describe a main function such as Human Resources, Payroll, or Finance. Several job classifications can be linked to the same job function creating a job series.

## Pay Structure

**Pay Group:** A group of employees that are paid in a like manner  
**Pay Range:** Salary From amount and Salary To amount tied to a job. A pay range is associated with one pay grade.

**Pay Frequency:** How often an employee is paid (e.g. monthly).  
**Pay Component:** A unit of compensation administration. Compensations and deductions both share the same Foundation Object. Pay Components are either recurring or non-recurring. They can be units, amounts, or percentages.

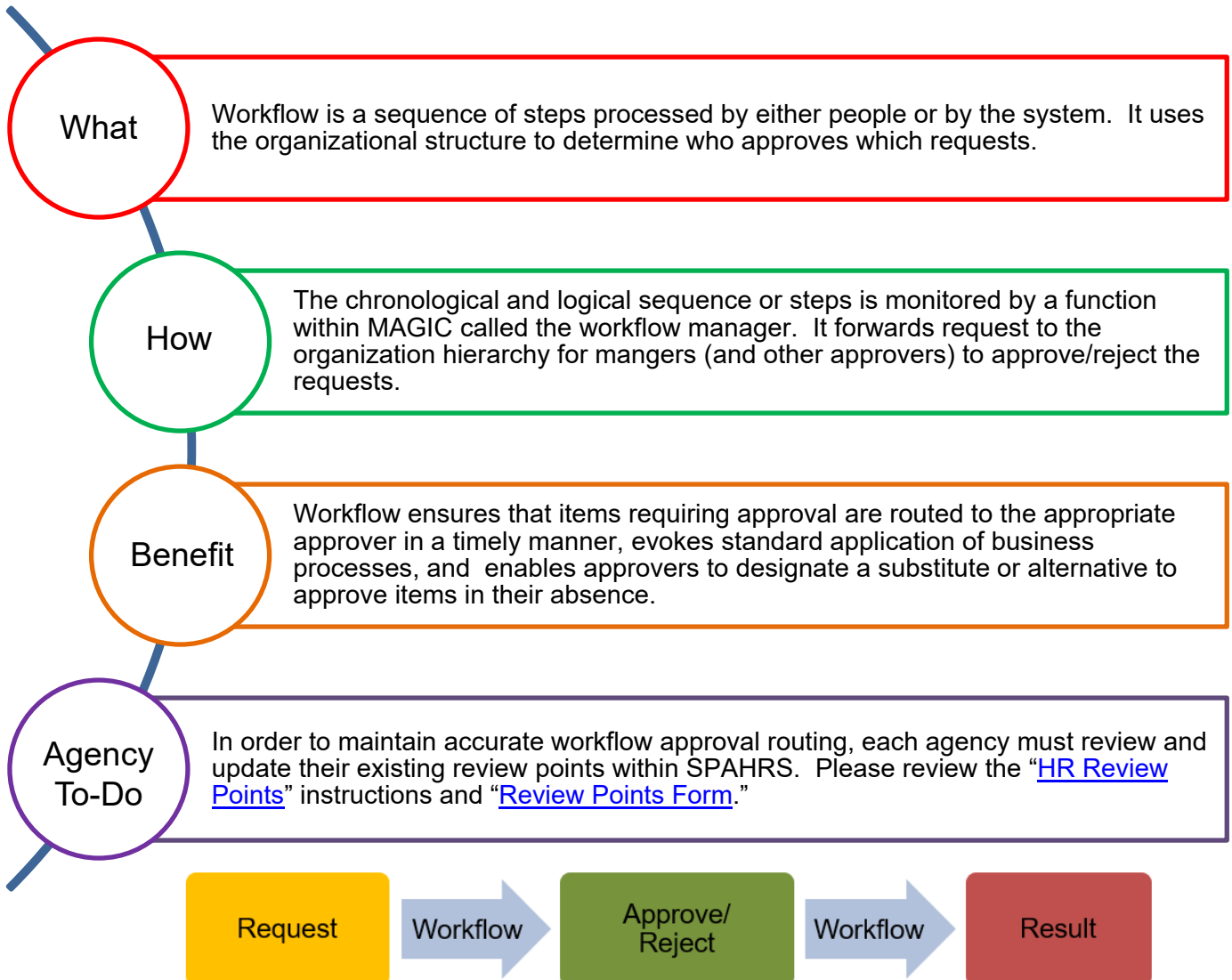
**Pay Component Group:** It is used to get an overall compensation calculated. It contains multiple pay components and the amount is equal to the sum of all the pay components it includes.

**Pay Calendar:** Allows the recording of period start and end dates for payroll processing. Useful primarily for reporting purposes.

## SPAHRs to MAGIC Terms Crosswalk

SPAHRs	MAGIC EC	SPAHRs	MAGIC EC
“Master” Agency	Reference Number within Master Agency	PIN / WIN	Position
Agency Number	Sub-Agency	PID	Person ID External
Report-to Agency, Report-to PIN	Organizational Unit	State Employee	Regular Employee
Contractor	Worker with a Contract or Worker without a Contract or Board Member		

Employee Central Workflow

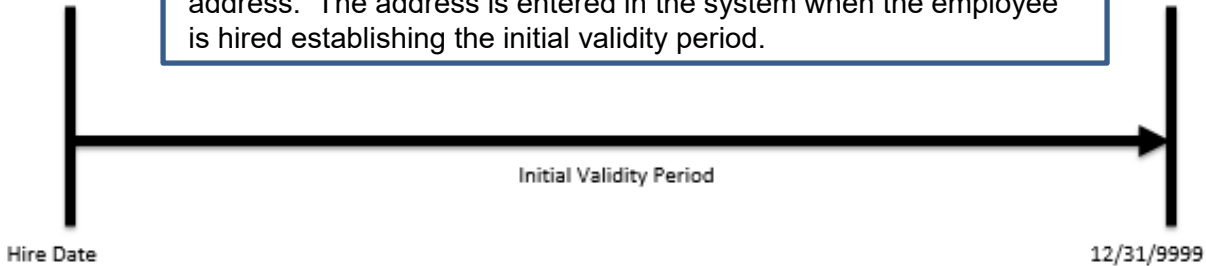


## Date Validity

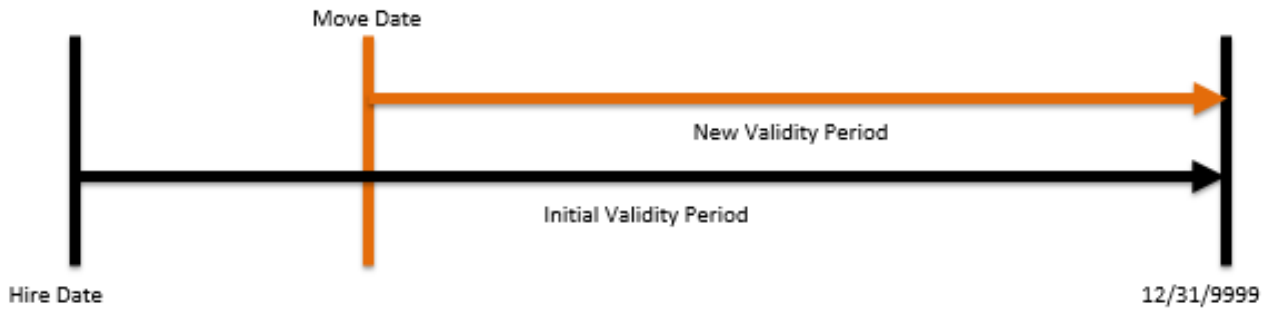
Data in MAGIC is date driven:

- Data is effective for a specific period of time; referred to as the validity period.
- The validity period consists of the start and end dates that define a period of time in which an object is effective.
- If no end date is planned, the end date defaults to 12/31/9999.
- Validity dates preserve the history for the data.
- Data can be retro or future dated.

To illustrate how Validity dates work, we will update an employees address. The address is entered in the system when the employee is hired establishing the initial validity period.



Sometime later the employee moves and the address is updated in the system. The update establishes a new validity period.



Two address records can't be valid for the same period.

The system ends the previous record the date before the new record takes effect.

The employee moves again. When the address is updated, the system creates a new validity period.

