







EAWOP CONGRESS

The Future is Now: the changing world of work

24-27 May 2023 • Katowice, Poland



Crafting Behaviors and Employees' and Partners' Well-being: The Mediating Role of Leisure Crafting

Sandra Manzanares*, Inés Martínez-Corts*, Ana Hernández**, Evangelia Demerouti***, Francisco J. Medina | University of Seville* - University of Valencia**- Eindhoven University of Technology***

Crafting Behaviors and Employees' and Partners' Well-being: The Mediating Role of Leisure Crafting







Weekly Partners well-being Weekly Employees well-beingh

Weekly Leisure crafting



JOB AND LEISURE CRAFTING RELATIONSHIP (H1)

JOB CRAFTING CRAFTING

(Expansive-oriented)

Seek resources Seek challenges (Petrou et al., 2012)



SPILLOVER

Work-Home Resources (W-HR) model (ten Brummelhuis & Bakker, 2012)

The Integrative Needs Model of crafting behaviors (de Bloom et al., 2020)

LEISURE CRAFTING

Goal setting
Human connection
Learning
Personal development
(Petrou & Bakker, 2016)

H1. Employees' weekly expansion-oriented JC is positively related to employees' weekly LC.

Direct (H2) and indirect effects (H3)

Job crafting &Leisure crafting direct effect (H2a, H₂b)



Leisure crafting mediating effect (H3)

Recovery from work (e.g., Abdel Hadiet al., 2021) Accumulate resources (e.g. Kuykendall et al., 2018)



Diener et al. (2010)



Hypothesis 2a. Employees' weekly expansion-oriented JC is positively related to their weekly well-being. Hypothesis 2b. Employees' weekly LC is positively related to their weekly well-being.

Hypothesis 3. Employees' weekly expansion-oriented JC is positively related to their weekly well-being through their weekly LC





The crossover effect (H4)

Crossover model → Resources can be transferred to other individuals in the proximal environment (Hobfoll et al., 2018).

A positive direct crossover may occur when experiences, affective states, and resources are transmitted from one partner to the other (Westman, 2001).

Self-expansion theory \rightarrow Couples share an intimate relationship that makes them incorporate the other's resources, perspectives, and identities as a way to expand their self (Aron et al., 1991).

Broaden and Build Theory → Positive feelings cross over via empathy and emotional contagion (Fredrickson, 2001)

Hypothesis 4. Employees' weekly well-being is positively related to their partners' weekly well-being.

The Mediating Role of Employees' Well-being (H5a & b)

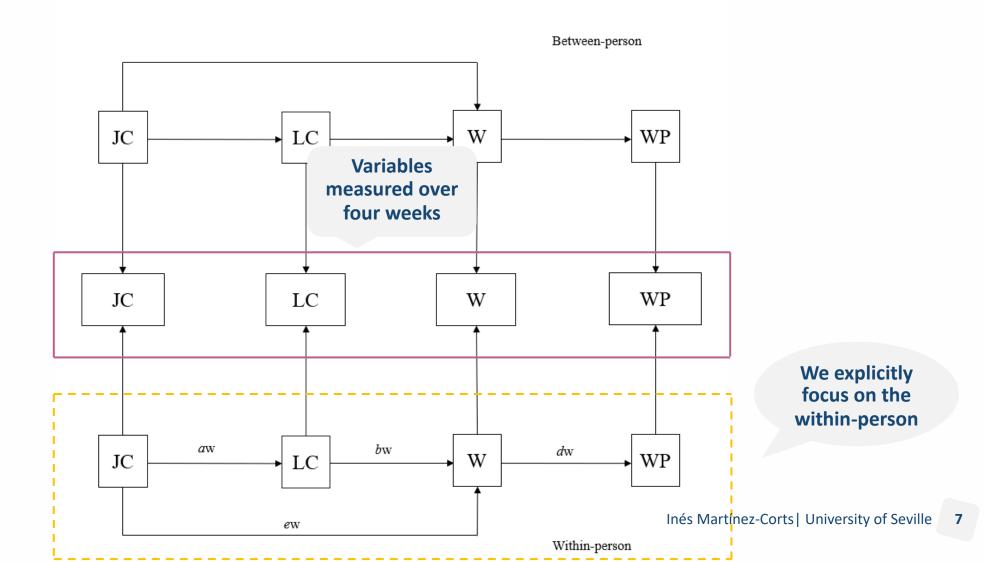


W-HR model (Ten Brummelhuis & Bakker, 2012)



The crossover model (Hobfoll et al., 2018)

Model of the Study







4 WEEKS

100 online questionnaires

72 were returned

by employees

68 were returned

by their partners.

50 weekly on-line questionnaires

200 observations



38.60 years (S.D. = 12.53)

26 females

15,6% children under 12

67.3% post-secondary degrees

15.40 years (S.D. = 13.13) of work experience



Weekly expansion-oriented job crafting Petrou et al., 2012).

 α ranged from .81 to .85 and Omega coefficient was .74

Weekly leisure crafting (Petrou & Bakker, 2016).

 α ranged from .94 to .95 and Omega coefficient was .84

Employees' and partners' weekly well-being (Diener et al.,2010)

 α .79 to .94 (Empl) and Omega coefficient was .88

α.83 to .93 (Partn) and Omega coefficient was .83

RESULTS

Table 1 Means, Standard Deviations, and Correlations between the Study Variables at Both Levels

Variable	M	SD	1	2	3	4	5	6	7	8	9
1. Gender	.52	.50	-	03	14	22	32*	-	-	-	-
2. Weekly Expansion-Oriented JC	3.02	.80		-	.27	.11	.06	.27	-	.04	-
3. Weekly LC	3.25	.91		.32**	-	.26	.01	-	.15	-	-
4. Employees' weekly well-being	5.44	.97		.32**	.46**	-	.25	-	-	-	.15
5. Partners' weekly well-being	5.53	.88		00	.10	.26**	-	-	-	-	-
6. Weekly LC ^{t+1}	3.27	.76		15	-	-	-	-	-	-	-
7. Employees' weekly well-being t+1	5.45	.78		-	10	-	-	-	-	-	-
8. Employees' weekly well-being t+1*	5.46	.93		.07	-	-	-	-	-	-	-
9. Partners' weekly well-being t+1	5.48	.78		-	-	19*	-	-	-	-	-

ICCs were 55% (JC), 54% (LC), 36% (W) and 55% (WP) > .12 (James, 1982).



Note. N = 50 participants and partners, and N = 200 data points. JC = Job Crafting. LC = Leisure Crafting. Within-person correlations are below the diagonal and between-person correlations are above the diagonal. t+1 indicates the values where we substituted the time 1 with time 2, time 2 with time 3, as well as time 3 with time 4 (N = 150 data points). $^{\circ}$ When the predictor is Weekly Expansion-Oriented JC, t+1 is replaced by t+2 (N = 100 data points).

Within-person Contemporaneous Relationships

Table 2

Within-level Estimates Averaged for Research Model Predicting Week-level LC, and Week-level Employees' and Partners' Well-being

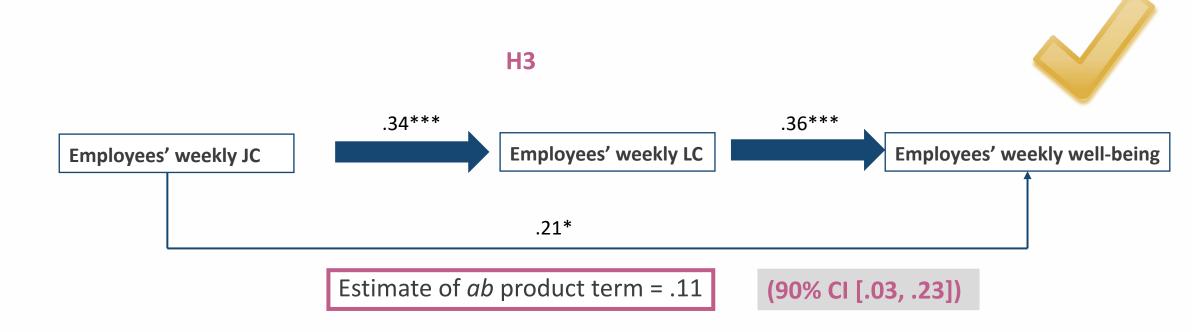
	Weekly LC			Employees' weekly	Partners' weekly				
				well-being			well-being		
Predictor	В	SE	р	В	SE	р	В	SE	p
Gender $(0 = male, 1 = female)$	17	.22	.22	24	.19	.10	39*	.21	.03
Weekly Expansion-Oriented JC	.34***	.13	.00	.21*	.13	.03			
Weekly LC				.36***	.12	.00			
Employees' weekly well-being							.19**	.09	.00
Between-person (Level 2) residual variance (SD)	.47***	.13		.37***	.11		.42***	.11	
Within-person (Level 1) residual variance (SD)	.31***	.04		.35***	.05		.32***	.04	

Note. N = 200 data points. JC = Job Crafting. LC = Leisure Crafting. Unstandardized Coefficients; one-tailed p values. p < .05, **p < .01, ***p < .001

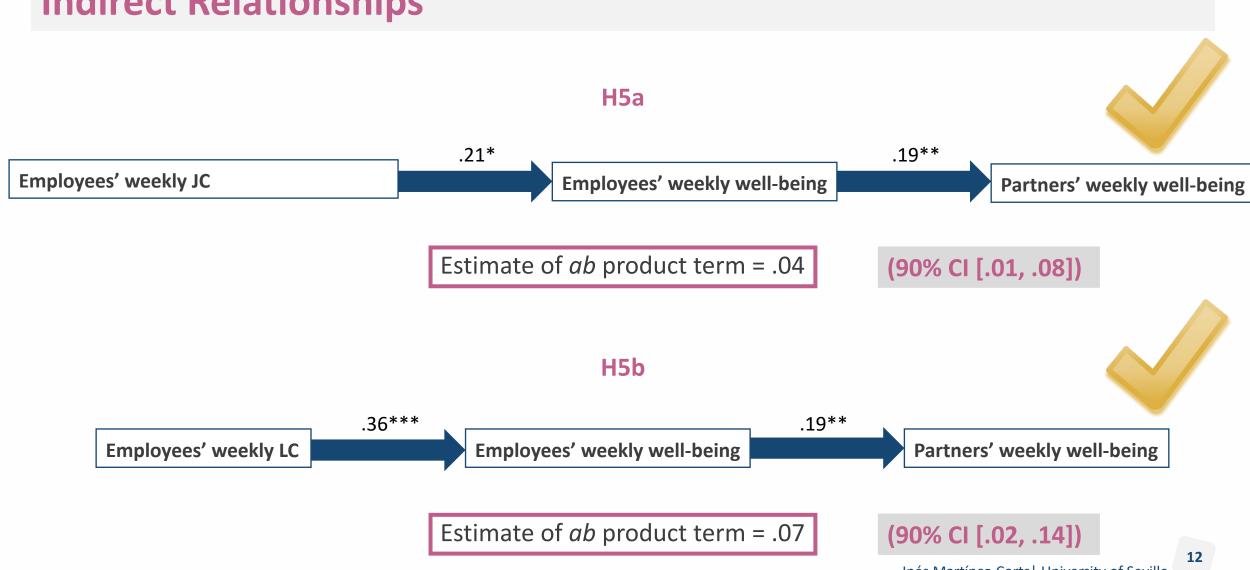


Indirect Relationships

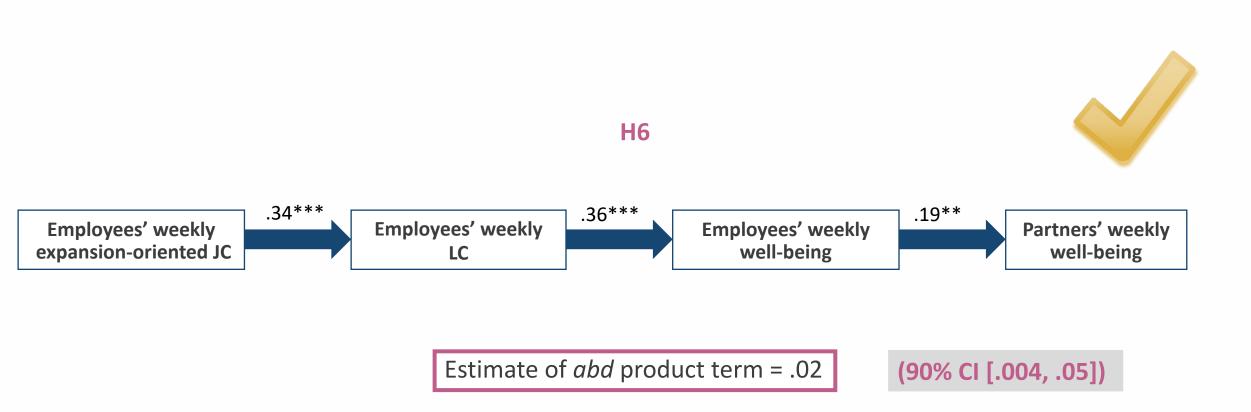
- Monte Carlo (MC) method → test indirect effects
 - Because our mediation hypotheses are directional, we used **one-tailed**, α = .05, test and obtained the 90% CI (Cho & Abe, 2013; Preacher et al., 2010).
 - We used **20.000** replications for the MC simulation (Ruxton & Neuhäuser, 2010).







Indirect Relationships



CONCLUSION

- ✓ The spillover relationship between weekly crafting behaviors
- ✓ The main role of weekly leisure crafting
- √ The crossover effect of employees' well-being





Thank you! 🙂



Inés Martinez-Corts

corts@us.es