

The Impact of Organizational Dehumanization on Creative Performance through Self-esteem Threat: The Moderating Role of Work Locus of Control

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Abstract

Purpose – This paper aims to enhance our understanding of how organizational dehumanization affects employees' creative performance. We propose self-esteem threat as a mediator in the relationship between organizational dehumanization and employees' creative performance. We also examine how work locus of control moderates the relationship between organizational dehumanization and creative performance.

Design/Methodology/Approach – Through convenience sampling, online and face-to-face surveys, multisource data (N = 257) were collected from full-time employees and their supervisors in Pakistani organizations in the information technology, media industry, and oil and gas sectors.

Findings – Organizational dehumanization negatively affects employees' creative performance, and threat to self-esteem mediates this relationship. Work locus of control moderates the effect of organizational dehumanization on creative performance, and this negative relationship is attenuated when individuals have an external work locus of control.

Originality/value – This study provides novel insights into the process underlying the relationship between organizational dehumanization and creative performance by revealing the mediating role of threat to self-esteem and the buffering role of work locus of control.

Keywords Organizational dehumanization, Threat to self-esteem, Creative performance, Work locus of control.

Paper type Research paper

Introduction

Primarily rooted in social psychology (Haslam, 2006; Staub, 1989), the concept of organizational dehumanization has recently received increasing attention in organizational management (Lagios et al., 2023a; Nguyen et al., 2022; Stinglhamber et al., 2023). The reason for this growing interest is the widespread mistreatment of employees in modern organizations (Taskin et al., 2019). Organizational dehumanization is "the experience of an employee who feels objectified by his or her organization, denied personal subjectivity, and made to feel like a tool or an instrument for the organization's ends" (Bell and Khoury, 2011, p. 170). As an example, warehouse workers described their struggle to even find time for bathroom breaks during the workday due to strict requirements to meet productivity goals (Ghosh, 2018). Consistent with this perspective, Picchi (2018) found that warehouse workers criticized the company for treating human beings as robots. Indeed, people want to feel valued, but being treated like a machine can undermine their sense of personal worth and belonging. Specifically, employees who perceive themselves being dehumanized by their organization are more likely to experience burnout (Baldissarri et al., 2014), low satisfaction (Caesens et al., 2017), and physical strain (Nguyen and Stinglhamber, 2020).

Research demonstrates the detrimental effects of dehumanization on a range of employee outcomes, including well-being, commitment, turnover intentions, and knowledge-hiding behaviors (Caesens and Stinglhamber, 2019; Lagios *et al.*, 2021, 2023b; Muhammad and Sarwar, 2021; Stinglhamber *et al.*, 2023). Some studies have focused on the role of organizational dehumanization in predicting employee performance, such as in-role and extra-role performance, and service recovery performance (Gip *et al.*, 2023; Sarwar and Muhammad, 2021; Taskin *et al.*, 2019). Management practitioners and scholars have particularly focused on one dimension of

employee performance, namely creative performance, which is critical for organizational survival and success (Coelho *et al.*, 2011; Scott and Bruce, 1994; Wang *et al.*, 2019). Employee creativity is strongly associated with the effective functioning of an organization and creates a competitive advantage that drives the rise and fall of organizations (Anderson *et al.*, 2014; Weinzimmer *et al.*, 2011). Given the implications for organizations, we examine how a specific negative environment – organizational dehumanization – may affect employees' creative performance. In light of the finding that being treated as a tool can undermine employees' work and well-being (Sarwar *et al.*, 2021), we sought to understand how employees who are treated like robots make sense of their experiences and the consequences of dehumanization on their creative performance.

In addition, we theorize how the detrimental effects of dehumanization extend to creative performance. Research has proposed various mediating mechanisms, such as thoughts of revenge, thwarting of psychological needs, and perceived incivility, in the relationship between organizational dehumanization and employee outcomes (Lagios *et al.*, 2021; Muhammad and Sarwar, 2021; Stinghamber *et al.*, 2023). To extend this knowledge, we examine a novel mechanism, i.e., self-esteem threat, to link organizational dehumanization to employee creative performance. Previous evidence confirms that stressful conditions in the form of workplace mistreatment cause self-esteem threat which in turn negative has a negative effect on employee performance (Amarnani *et al.*, 2019b). This remains aligned with previous evidence confirming self-esteem threat as a mediating mechanism on the relationship between workplace injustice and employee behavioral reaction in the form of workplace deviance (Ferris *et al.*, 2012). The existing literature particularly suggests that individuals who experience dehumanization at work are vulnerable to threats to their self-esteem (Demoulin *et al.*, 2023). We argue that employees

who perceive that their organization views them as robots or treats them as tools that can easily be replaced are more likely to have threatened self-esteem, which in turn is likely to contribute to lower creative performance. Consequently, we propose and test self-esteem threat as a mediating mechanism that may explain the relationship between dehumanization and creative performance.

We also test a boundary condition on the relationship between organizational dehumanization and creative performance. Studies confirm the positive role of individual differences in buffering the negative impact of organizational dehumanization on employee outcomes (Muhammad and Sarwar, 2021; Sarwar et al., 2021; Stinglhamber et al., 2023). Such individual characteristics may provide a protective shield against negative feelings at work (Roberts et al., 2011). In this study, we consider one such individual characteristic, i.e., work locus of control (WLOC). WLOC is employees' beliefs about the extent to which their rewards or outcomes, such as promotions, favorable circumstances, salary increases, and general career advancement relate to their own behavior (Spector, 1988). Specifically, external WLOC is the orientation that work outcomes are controlled by luck or powerful others (Wang et al., 2010). Studies confirm the beneficial role of external WLOC in coping with stressful or demanding situations (Siu et al., 2002) and that employees' WLOC plays an important role in predicting innovative work behavior and organizational citizenship behaviors at work (Blakely et al., 2005; Elsayed et al., 2020; Ng et al., 2014). More importantly, work locus of control has been found a significant moderator on the relationship between negative work conditions and employee work outcome such as job performance, and counterproductive work behaviors (König et al., 2010; Sprung and Jex, 2012). Therefore, we expect that external WLOC as a key individual characteristic will determine the magnitude of the negative effects of organizational dehumanization on employees' creative performance.

Our proposed model, shown in Figure 1, makes three key contributions to the literature on organizational dehumanization and creative performance. First, based on Conservation of Resources (COR) theory (Hobfoll, 1989), we propose an important perspective that dehumanization may be associated with lower creative performance because employees perceive that their organization treats them inhumanely. According to the logic of COR theory, adverse work conditions, such as dehumanization, lead to lower job performance because they motivate employees to conserve their resources (Hobfoll, 2001). When employees perceive that their organization treats them as a tool, they are likely to feel anxious or distressed, which can lead to resource depletion and decreased energy. As a result, employees' ability to perform creatively may be diminished due to reduced resource availability. Second, we explore and model the specific process by which organizational dehumanization affects employees' creative performance by integrating self-esteem threat. In general, individuals want to feel valued, and dehumanization can undermine an individual's sense of self-worth and can threat one's self esteem, which in turn can lead to lower creative performance. Therefore, we propose the selfesteem threat as a key mediating mechanism transmitting the indirect effect of dehumanization on employees' creative performance. Third, although studies have demonstrated that the effects of organizational dehumanization depend on individual differences, they have not considered that external WLOC may influence the detrimental effects of dehumanization on creative performance. In this study, we specifically propose that external WLOC acts as a buffering factor that mitigates the negative effect of dehumanization on employees' creative performance.

[Insert Figure 1 about here]

Theory and hypotheses

Organizational dehumanization and creative performance

The literature has explored the negative role of workplace mistreatment and work conditions, such as incivility, bullying, negative gossip, and exclusion, on employee outcomes (Khan et al., 2022; Murtaza et al., 2023; Penhaligon et al., 2013; Samnani et al., 2013). One such form of workplace mistreatment – organizational dehumanization – has attracted the attention of management scholars. Several studies have confirmed its detrimental effect on employee outcomes. Specifically, they have shown its significant role in predicting employee turnover intentions (Caesens et al., 2019), low job satisfaction (Nguyen and Stinglhamber, 2021), knowledge hiding (Muhammad and Sarwar, 2021), and organizational deviance (Stinglhamber et al., 2023). The critical impact of organizational dehumanization has also been observed in predicting employee's psychological health and well-being (Gip et al., 2023; Sainz et al., 2021). However, how organizational dehumanization can undermine employees' work performance remains understudied (Gip et al., 2023; Sarwar and Muhammad, 2021), particularly its role in hindering their creative performance. Investigating employees' creativity is crucial in the current business environment, which is characterized by fierce competition and continuous change (Amabile and Pratt, 2016; Nasifoglu Elidemir et al., 2020). Therefore, it is important to identify the types of work environments that may have a negative impact on employees' creative performance.

Creative performance is defined as the generation of "products, ideas, or procedures that satisfy two conditions, namely, they are novel or original, and they are potentially relevant for, or useful to, an organization" (Oldham and Cummings, 1996, p. 608). When individuals experience an unfavorable work environment, their willingness and ability to contribute to their organization decreases (Devonish, 2013). Such an organizational climate could be a result of organizational mistreatment, which can destroy an individual's creativity at work (Jahanzeb *et al.*, 2019).

Research suggests that uncivil experiences in the workplace can hinder an individual's creativity by affecting cognitive processes (Hur *et al.*, 2016; Porath and Erez, 2007). Apart from individual creativity, work mistreatment can also significantly affect a team's creative performance (Sharifirad, 2016). In addition, studies have explored the role of an unfavorable work environment on employee's creativity through psychological processes (Zhan *et al.*, 2019). Dehumanizing practices in the workplace evidently have a negative impact on an individual's functioning (Christoff, 2014).

According to the COR perspective (Hobfoll, 1989; Hobfoll *et al.*, 2018), such negative organizational conditions may overtax an individual's reservoir of psychological resources. In turn, individuals with diminished resources may switch to resource conservation rather than investing further resources in work tasks. Therefore, we propose that experiencing organizational dehumanization may be destructive to employees' creativity by causing resource depletion and leaving insufficient psychological resources available for extra-role performance at work.

Studies confirm such withdrawals in terms of employee performance (e.g., Halbesleben and Bowler, 2007). Destructive work environments can shut people down and cause them to withdraw into a shell because negative work conditions create stress, which plays a significant role in undermining employee creativity (Amabile *et al.*, 2005). Accordingly, we hypothesize:

Hypothesis 1. Organizational dehumanization has a negative relationship with employees' creative performance.

Self-esteem threat as mediator

Self-esteem is understood as the level of an individual's belief in her or his ability, importance, and worth (Coopersmith, 1965), while self- esteem threats refer to experiences in which "favorable views about oneself are questioned, contradicted, impugned, mocked, challenged, or

otherwise put in jeopardy" (Baumeister et al., 1996, p. 8). Such conditions threaten a person's ego and lower one's self-esteem level (Campbell et al., 2003; Leary et al., 2006). It is evident that an individual's beliefs about self-worth are necessary for human functioning and people with threatened self-esteem are likely to show negative behaviors (Strelan and Zdaniuk, 2015). Previous research has suggested that some work environments can threaten employees' selfesteem. For example, the negative role of mistreatment has been confirmed in predicting selfesteem threats (Amarnani et al., 2019b). The self-esteem threat situations, when favorable views about oneself are questioned, send negative signals about an individual's likeability and competence (Amarnani et al., 2019a; Baumeister et al., 1996). When individuals experience mistreatment at work can have a toll on their feelings of selfworth thus experiencing self-esteem threat (Dormann and Zapf, 2004). In turn, individuals with threatened self-esteem are likely to respond by withdrawing their performance at work (Amarnani et al., 2019b). More importantly, the negative impact of organizational dehumanization is evident on an individual's core evaluations (Demoulin et al., 2023; Nguyen and Stinglhamber, 2021). This negative effect of organizational dehumanization is supported by research on the consequences of excluding individuals from social settings and denying them basic human needs (Bastian and Haslam, 2011). Based on this evidence, we suggest that an individual's self-esteem is threatened when experiencing organizational dehumanization.

Importantly, self-esteem threat as a result of organizational dehumanization has implications for employee outcomes. As humans have a preference for viewing themselves in more favorable ways (Leary *et al.*, 1995), they make efforts and engage in actions that can improve their self-worth (Crocker and Park, 2004). People receive information about their worth from the environment and engage in effortful regulation to counteract the threats to self-esteem posed by

such information (VanDellen *et al.*, 2011; Yu *et al.*, 2018). Experiencing threats to one's self-esteem may predict an individual's negative workplace behavior, such as deviance (Ferris *et al.*, 2012), turnover intentions (Bani-Melhem *et al.*, 2021), workplace aggression (Burton *et al.*, 2011), and decreased performance (Liu *et al.*, 2013).

Although some researchers have tested the mediating mechanisms through which organizational dehumanization may be linked to employee outcomes, including job stress, thoughts of revenge, and thwarting psychological needs (Lagios et al., 2021; Sarwar et al., 2021; Stinghamber et al., 2023), evidence explaining the self-esteem threat as a process through which organizational dehumanization may influence employees' creative performance is lacking. Given the importance of creative performance for organizational success and the destructive role of dehumanization on employee creativity, it is crucial to examine employees' esteem-based mechanisms to explain the relationship between stressful work conditions and employee outcomes. With regard to the mediating role of self-esteem threat, we argue that experiencing dehumanization at work can invoke feelings of being seen as an object or a tool to achieve goals, inducing "cognitive deconstructive" states (Bastian and Haslam, 2011; Twenge et al., 2003). In addition, the experience of threatened self-esteem may negatively affect an individual's selfregulatory resources (Baumeister et al., 1993). Based on the COR (Hobfoll, 2001) framework, we propose that individuals experiencing organizational dehumanization may focus on negative feelings about themselves (as a result of threatened self-esteem) and thus have insufficient resources available to engage in creative work performance. Self-esteem threat can diminish one's self-regulatory resources thus causing distraction and making individuals to focus on the negative feelings associated with the reduced self-esteem (Heatherton and Baumeister, 1996). This in turn have a negative impact on work outcomes (Ferris et al., 2012). Therefore, we posit:

Hypothesis 2. Self-esteem threat mediates the relationship between organizational dehumanization and creative performance.

The moderating role of work locus of control

The literature has explored the important role of individual characteristics in buffering the impact of adverse work conditions on employee outcomes, such as performance, extra-role behaviors, workplace deviance (Ahmad *et al.*, 2021; Cho *et al.*, 2016; Kluemper *et al.*, 2019). Also, several studies have tested this positive role of individual characteristics (e.g., occupational self-efficacy, compliance, psychological capital, fear of retaliation, etc.) in reducing the negative effects of organizational dehumanization on employee behavior (Lagios *et al.*, 2023b; Muhammad and Sarwar, 2021; Sarwar *et al.*, 2021; Stinglhamber *et al.*, 2023). We extend this understanding by proposing a specific work-related employee characteristic, i.e., work locus of control, as a possible moderator of the direct relationship between organizational dehumanization and creative performance.

Individual's perceptions of control over rewards and outcomes in organizational settings are referred to as work locus of control (WLOC) (Spector, 1988), and the role of WLOC in predicting various employee outcomes is well established. Employees' work locus of control beliefs are significantly correlated with work outcomes, such as job satisfaction, work passion, affective commitment, and well-being (Hadi *et al.*, 2023; Muhonen and Torkelson, 2004; Tong and Wang, 2012; Siu *et al.*, 2002; Wang *et al.*, 2010; Zigarmi *et al.*, 2018). Particularly, external WLOC has been validated as a significant moderator in determining the negative effect of stressful work situations and employee outcomes (Siu *et al.*, 2002).

From a COR perspective, individuals' characteristics predict their ability to cope with stressful situations that pose a threat of resource loss (Hobfoll, 2001). Empirical evidence

confirms that external WLOC is an important resource for coping with stressful work conditions (Sprung and Jex, 2012), hence the need to explore its role in organizational dehumanizing situations. An employee's external WLOC may influence the relationship between an unfavorable work condition, i.e., organizational dehumanization, and his or her work outcome, i.e., creative performance. Specifically, we argue that individuals with an external locus of control may better respond to adverse situations by adopting a positive coping strategy, and through this active coping strategy, effectively control their behavioral response. Studies suggest the beneficial effects of positive coping in response to the threat of resource loss (e.g., Wang et al., 2019). On the other hand, individuals with an internal work locus of control might blame themselves for the treatment they receive and find it difficult to adopt a positive coping strategy, which may hinder their ability to display positive behaviors in such situations (Wang et al., 2019). Specifically, the differential role of employee orientation in terms of internal and external work locus of control has been shown to affect work outcomes (Ng et al., 2006; Oliver et al., 2006; Turnipseed, 2018).

We propose that employees with an external WLOC, who believe that things related to their work happen for reasons beyond their control, will have more psychological resources available to perform creatively at work. On the other hand, employees with an internal WLOC, who believe that they are responsible for the unfavorable conditions at work, will use more resources to deal with negative thoughts and thus have fewer resources available to perform creatively at work. The detrimental effect of blaming themselves for unfavorable events is evident in the literature (Peterson and Seligman, 1987). For example, in certain situations, employees with an externality in terms of control at work have better psychological well-being, less burnout, and less job stress than their counterparts (Stiglbauer, 2017). On the other hand, employees with

and find it difficult to cope with certain threats at work (Ito and Brotheridge, 2007). Such orientation will attribute employee failures to their own work abilities instead of blaming the work environment or the people in power (Wang *et al.*, 2014). Therefore, we hypothesize:

Hypothesis 3. External WLOC moderates the relationship between organizational dehumanization and creative performance, such that this negative relationship is weaker for individuals with an external locus of control, and stronger for individuals with an internal locus of control.

Method

Sample and procedure

We collected time-lagged multisource data from employees of Pakistani organizations in the information technology, media industry, oil and gas sectors. We conducted online and face-to-face surveys (see table 1) in two waves with the time lag of average 8 weeks.

[Insert Table 1 about here]

Using convenience sampling at Time 1, we approached 631 full-time employees in different organizations to participate in this survey. In the cover letter accompanying the survey, we introduced the research objectives and assured them that their identifiable personal information would be removed prior to data analysis. In the first survey, we collected information on demographics (e.g., age, gender, and work experience), organizational dehumanization, and work locus of control.

Following the procedure explained by Lee et al. (2018) only one supervisor completed the questionnaire for each subordinate in this study. Accordingly, two separate survey questionnaires were prepared for employees and their immediate supervisor in pairs. Two months later, at Time

2, we measured participants' self-esteem threat. To encourage employees to participate in this study, organizations' management allowed them to complete the surveys during office hours. Self-report surveys were returned by 433 employees at Time 1 (response rate = 68.6%). At Time 2, questionnaires were distributed in pairs among the 433 employees who participated at time 1 and their immediate supervisors were asked to rate the participants' creative performance. Two hundred and sixty-nine subordinate questionnaires and 301 supervisor questionnaires were retrieved back for response rates of 62.1% and 69.5 %, respectively. After matching the employee survey with corresponding supervisor surveys and deleting unusable questionnaires, our final dataset of 257 pairs was usable for further analysis. Of the final employee sample, 202 (78.6%) respondents are male and 55 (21.4%) females. The average age of respondents is 38.3 years (SD = 6.57) and average tenure with the organization is 7.80 years (SD = 5.17). Of the supervisors, 211 (82%) were male, with the average age of 40.56 years (SD = 5.96) and average work experience was 12.19 years (SD = 5.91). Questionnaires from different time points and sources were matched using the full name of the employee listed in each questionnaire.

Measures

We used a 5-point Likert scale for all measures, where 1 = strongly disagree and 5 = strongly agree. The results of the confirmatory factor analysis (CFA) of the constructs are available in the supplementary material of this article.

Organizational dehumanization. We measured organizational dehumanization using the 11-item scale of Caesens *et al.* (2017). Participants were asked to report their perceptions about their organizational treatment in the last two months. A sample item is "My organization considers me as a tool to use for its own ends"; Cronbach's alpha = 0.92.

Self-esteem threat. We adopted 20 items from the self-esteem scale of Heatherton and Polivy

(1991) to measure the extent to which employees perceived a threat to their self-esteem in the last 2 months. A sample item is "I was worried about whether I was regarded as a success or failure"; Cronbach's alpha = 0.94.

Work locus of control. We measured employees' WLOC using the 16-item scale developed by Spector (1988). Sample items for external and internal WLOC are "It takes a lot of luck to be an outstanding employee on most jobs" and "Promotions are given to employees who perform well on the job", respectively. The Cronbach's alpha of this measure was 0.93.

Creative performance (supervisor reported). We used the six items from Scott and Bruce's (1994) scale to assess employees' creative performance. Each participant's immediate supervisor was asked to report on their creative performance over the past 8 weeks. A sample item is "generates creative ideas"; Cronbach's alpha = 0.92.

Control variables. We included age, gender and work experience as control variables in the current study. Age and work experience were measured in the number of years and gender was coded as 0 for female and 1 for male. Previous research has suggested the role of employees' work experience in predicting their creative performance and creativity (Hirst *et al.*, 2016; Malik *et al.*, 2015; Mohammed & Kamalanabhan, 2020; Wang *et al.*, 2015). Furthermore, age and gender were used as control variables because of their significant influence on employee's creative performance and creativity related outcomes (Binnewies *et al.*, 2008; Cheung & Zhang, 2021; Tierney & Farmer, 2011; Zhang & Bartol, 2010).

Data analysis

We conducted two regression models to examine our hypothesized relationships. First, we examined whether organizational dehumanization affects creative performance. Second, to test the mediation of threat to self-esteem and the moderating effects of LOC, we ran Model 5 of

PROCESS macro (Hayes, 2018). This model provides an opportunity to test mediating and moderating roles simultaneously. Specifically, we included organizational dehumanization, self-esteem threat, WLOC, and the interaction between organizational dehumanization and WLOC in the regression equation with creative performance as the dependent variable. We centered both organizational dehumanization and WLOC before calculating the interaction term. We included work experience as a control variable in all our regression models. We tested the significance of the direct effects, indirect effects, and their differences between high and low levels of the moderator using bias-corrected bootstrapping (5,000 samples) and 95% confidence intervals (CI) for the indices. If the bootstrapped 95% CI does not include zero, it indicates the parameter is statistically significant.

Results

Descriptive statistics

Table 2 shows the descriptive statistics for all our variables, including the means, standard deviations, correlations, and internal consistencies of the study scales.

[Insert Table 2 about here]

Hypothesis testing

Our regression results in Table 3 show that organizational dehumanization is positively related to self-esteem threat (β = 0.33, p < 0.05). Threat to self-esteem shows a negative and significant relationship with creative performance (β = -0.16, p < 0.05). In line with our expectation (Hypothesis 1), the results (Table 3) also indicate a significant negative relationship between organizational dehumanization and creative performance (β = -0.22, p < 0.05). According to Preacher *et al.* (2007), examining mediation effects requires testing for a significant association between the independent variable and the mediating variable (i.e., organizational dehumanization

 \rightarrow threat to self-esteem) and then testing for a significant association between the mediating and dependent variable (i.e., threat to self-esteem \rightarrow creative performance). Since both of these conditions are supported (Table 3), we calculated the mediating effect of threat to self-esteem between dehumanization and creative performance. To estimate the significance of the indirect relationship, we computed 95% bias-corrected confidence intervals (CIs) using the bootstrapping approach (5000 resamples). The results show a significant indirect effect of dehumanization on creative performance through threat to self-esteem (indirect effect = -0.053, 95% CI = [-.1082, -0.0105], excluding zero), thus supporting Hypothesis 2. Finally, Table 3 shows that locus of control moderates the relationship between dehumanization and creative performance (β = 0.18, p < 0.05). Therefore, the effects of dehumanization on creative performance vary depending on the level of individual LOC. Furthermore, we found that control variables (age, gender, and work experience) did not have a significant influence on creative performance.

[Insert Table 3 about here]

We further examined these effects by plotting significant interaction at WLOC levels 1-*SD* above and below the mean (see Figure 2). The simple slope analysis indicates that the relationship between dehumanization and creative performance is significant only for employees with internal WLOC (-1*SD*) (β = -.408, p <0.05) and insignificant for those with external WLOC (+1*SD*) (β = -.026, n.s.). Thus, Hypothesis 3 is also supported.

[Insert Figure 2 about here]

Discussion

Our study makes at least three important theoretical contributions to the literature on dehumanization and creative performance. First, to our best knowledge, this is one of the first studies to examine the effects of dehumanization on employees' extra-role performance. We

adopt the COR perspective (Hobfoll, 1989) to investigate this relationship, based on the assumption that dehumanization significantly affects employees' perceptions of resource availability and that employees need to invest resources to perform creatively. Thus, any experience, such as dehumanization, that elicits perceptions of resource depletion will have negative consequences for creative performance. The more employees invest resources in coping with dehumanization, the more their creative performance will be affected. While creative performance is largely viewed as a voluntary rather than a required behavior (Malik and Butt, 2017), dehumanization may have negative consequences for both voluntary and required creativity. However, the punitive effects associated with required behavior are much stronger than those related to voluntary behavior. Therefore, employees who face dehumanization and feel their self-esteem is threatened will respond by reducing their voluntary behavior more than their required behavior.

Second, we identify one of the underlying processes that links dehumanization to behavioral outcomes. Results suggest that when employees perceive their organizations as dehumanizing, they feel less worthy, and their self-esteem is threatened. On experiencing self-esteem threat, these employees perceive a state of resource depletion and attempt to protect their remaining resources. In this effort, they become reluctant to invest their already depleted resources in discretionary behaviors such as creativity (Hobfoll *et al.*, 2018), resulting in reduced creative behaviors and thus creative performance. This underlying mechanism not only enhances our understanding of how dehumanization affects employees, but also points to some remedial actions that managers can take to avoid such outcomes.

Third, the results show that the effect of dehumanization on creative performance depends on employees' dispositional factors. This is one of the first studies to highlight the importance of

dispositional differences in the relationship between dehumanization and behavioral outcomes. Specifically, our results show that dehumanization undermines creative performance but is significant only for employees with an internal WLOC. Employees with an external WLOC are less susceptible to dehumanization and threatened self-esteem. Prior research has demonstrated both positive and negative effects of WLOC on behavioral outcomes (Mulki and Lassk, 2019; Tillman *et al.*, 2010; Wilski *et al.*, 2015). Our study advances this research stream by showing that employees with an internal WLOC invest more effort and resources in coping with dehumanization, and thus experience an increased state of resource depletion. On the other hand, employees with an external WLOC are better able to deal with dehumanization and are therefore less susceptible to experiencing the negative effects of dehumanization.

Managerial implications

The results of our study highlight the negative effects of dehumanization and suggest that managers need to avoid practices that elicit the perception of dehumanization among employees. However, this may sometimes be beyond the direct control of managers. The results of this study also provide important insights for managers to reduce the negative effects of dehumanization and enhance the creative performance of their employees. First, the results show that the negative effects of dehumanization are translated into reduced creative performance through self-esteem threat. This suggests that considering the relationship between organizational dehumanization and self-esteem threat, managers should be creating favorable work environments and avoid any work practices those may lead to threatened self-esteem. Furthermore, employees can get benefit from self-compassion training that may improve their adaptive psychological functioning and promote self-acceptance thus overcoming the challenge of harsh self-evaluations (Neff, 2003; Neff *et al.*, 2007). At the same time, managers should be taking initiatives to help elevate

employees' self-esteem levels (Liu *et al.*, 2013). This can be done by providing financial and non-financial rewards (such as appreciation and recognition), empowering them, and highlighting their past contributions and performance (Carlock, 2013). Through such initiatives, managers can not only reduce the negative effects of dehumanization but also help employees improve their creative performance. Second, the results show that internal WLOC makes employees more vulnerable to experiencing the negative effects of dehumanization. Therefore, another way for managers to reduce the negative effects of dehumanization on employees' creative performance is to reassure employees that they are not responsible for the dehumanization. Managers can also persuade employees not to blame themselves for the dehumanizing experiences they encounter, guide them to stay focused on their performance, and help them avoid devoting excessive resources to coping with dehumanization that is beyond their control.

Limitations

In this study, we examined the effects of dehumanization on threat to self-esteem. Although we designed the study to temporally separate dehumanization and threat to self-esteem, our methods do not allow answering the question of how long it takes to develop perceptions of dehumanization. The development of such perceptions may be a long-term process, and the length may depend on the severity and frequency of events that trigger perceptions of dehumanization. Future research could focus more on the process by which dehumanization perceptions are developed and the factors that accelerate or slow this process. The differential effects of continued dehumanization versus short-term dehumanization could also provide theoretical and managerial insights.

We examined a linear moderation of WLOC for the relationship between dehumanization and

creative performance. Future research could investigate nonlinear moderation (Baron and Kenny, 1986). In addition, we studied the effects of dehumanization on creative performance with a time lag of two months. Future research could therefore investigate the effects with a longer lag (e.g., 6 months) and determine whether WLOC still moderates the negative effects of dehumanization.

Finally, the data for this study came from employees working in different industries in Pakistan. On the one hand, such data may increase the generalizability of the findings across organizations and industries. On the other hand, it may ignore some industry-specific trends. In addition, Pakistan has a different cultural landscape to many North American and Western European countries where most of the research on dehumanization has been conducted (Islam, 2004). Similar studies in different industries and national cultures are needed to ensure the generalizability of our findings to other organizations, industries, and cultures.

Future research directions

This study also provides several important directions for future research. First, we focused on dehumanization induced by organizations, but dehumanization can also be induced by the treatment and behaviors of supervisors and co-workers (Stinglhamber *et al.*, 2021). It might therefore be interesting to investigate whether the effects of dehumanization vary depending on the source of dehumanization, or whether dehumanization induced by other sources affects employees' self-esteem and creative performance in a similar way.

Second, we examined the effects of dehumanization on employees' self-esteem threat and creative performance. An interesting avenue for future research is to investigate the factors that may reverse the adverse effects of dehumanization. For example, future research could examine whether the supportive behavior of supervisors and peers can reduce or reverse the effects of dehumanization resulting from organizational factors.

Third, we have examined a mediating mechanism by using self-esteem threat in the COR perspective. However, research has also explained the relationship between organizational dehumanization and employee outcomes through several mediating mechanisms, including thwarting psychological needs or thoughts of revenge, using social exchange and self-determination theories (Lagios *et al.*, 2021; Stinglhamber *et al.*, 2023). It would be interesting for future research to control for such mediating mechanisms to explain the relationship between organizational dehumanization and creative performance.

Finally, our results show that an external WLOC somewhat inoculates employees against the negative effects of dehumanization. As such, employees with an external WLOC are less likely to experience the negative consequences of dehumanization. Investigating situations and factors that might change the effects of dehumanization and self-esteem threat on creative performance from negative to positive has important theoretical and managerial implications. Given that WLOC is primarily an individual difference, identifying moderators at the group and organizational level that managers can directly control, and influence will provide important new insights for managers.

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Гаble 1. Industry v	vise participa	nts					
Industry	Oil & Gas (88)		Media indu	stry (56)	IT Industry (113)		
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	Online	Face to face	Online	Face to face	Online		
Survey Method						Face to face	
Survey Method Employees'	Online	Face to face	Online	Face to face	Online	Face to face	
Survey Method Employees' survey Supervisors'	Online	Face to face	Online	Face to face	Online	Face to face	

Note: N = 257.

Table 2. Mean, standard deviation, correlations and scale reliability among variables.

Variables	М	SD	1	2	3	4	5	6	7
1. Gender	.79	.41							
2. Age	38.3	6.3	.04	_					
3. Work Experience	7.8	5.1	.03	.24**	_				
4. Organizational Dehumanization	3.4	1.1	-,05	07	.03	(.92)			
5. Self-esteem Threat	3.5	1.1	09	-11*	05	.34**	(.94)		
6. Work Locus of Control	3.3	1,0	05	01	.01	28**	21**	(.93)	
7. Creative Performance	3.1	1.3	.07	.06	11*	33**	29**	.41**	(.92)

tested on a level (1-ta. ale. Coefficient alpha reliab. Note: N=257. All 7 relationships were tested on a level (1-tailed) of *p < .05, **p < .01, ***p < .001 respectively. Gender was coded 0 = Female, 1 = Male. Coefficient alpha reliability is given in parentheses on the diagonal.

Table 3. Results of hypotheses testing

Model	Description	Outcome Variable						
1	Effect of X-M	Self-esteem Threat	β	SE	P	LLCI	ULCI	R ²
	Constant		4.23	.427	.000	3.3933	5.0774	.133***
	Dehumanization		.334	.058	.000	.2191	.4489	
	Gender		209	.165	.205	5345	.1158	
	Age		013	.011	.239	0345	.0087	
	Work Experience		008	.013	.562	0344	.0188	
	moderation Model	performance						
	Constant		3.32	.520	.000	2.2996	4.3480	.341***
	Dehumanization		220	.067	.001	3486	0855	
	Self-esteem Threat		160	.065	.015	2874	0311	
	Work Locus of control		.495	.069	.001	.3597	.6315	
	Dehumanization x Work LOC		.180	.063	.005	.0524	.3030	
	Gender		.111	.170	.514	2248	.4476	
	Age		.015	.011	.186	0073	.0372	
	Work Experience		031	.014	.024	0587	0042	

N = 257.

WLOC = Work locus of control; LL = low limit; CI = confidence interval; UL = upper limit. B = unstandardized coefficient; Job experience were dummy coded. Bootstrap sample size = 5000. *p < 0.05, **p < 0.01, ***p < 0.001.

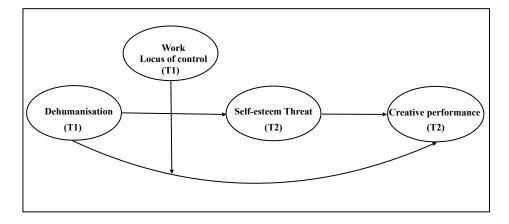


Figure 1. Overview of our theoretical model.

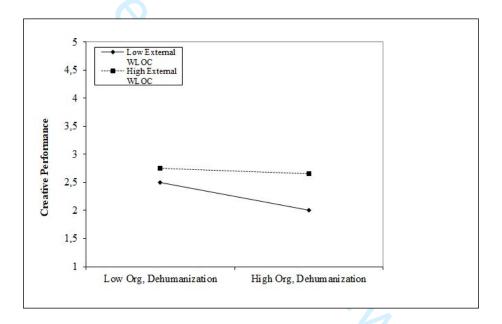


Figure 2. Interactive effects of External WLOC and dehumanization on creative performance.

Supplementary File

Confirmatory Factor Analysis

To verify the validity of our theorized model, we conducted a confirmatory factor analysis (CFA) using AMOS 26. Our full measurement model (with four factors: organizational dehumanization, self-esteem threat, work locus of control and creative performance) was better fit to the data, [χ^2 (1208) = 1551.200; CFI = .968; TLI = .966; RMSEA = .036 and SRMR = .052] than alternative three factors model [χ^2 (455) = 1627.392; CFI = .809; TLI = .792; RMSEA = .131 and SRMR = .131] (creative performance, work locus of control and self-esteem threat was merged with dehumanization), two factors ([χ^2 (457) = 2432.080; CFI = .679; TLI = .651; RMSEA = .160 and SRMR = .160]) (creative performance was merged with work locus of control) or one factor ([χ^2 (458) = 3841.971; CFI = .449; TLI = .404; RMSEA = .170 and SRMR = .218]) having all items loaded on a common latent factor.

Moreover, we performed average variance extracted (AVE) calculations to examine the validity of our measurement model following the procedure outlined by Fornell and Larcker, (1981). In the current study, the AVE of highly correlated variables were .59, .65, .61 and .71 respectively. These results exceeded the cut-off level of .50 (Hair, Anderson, Tatham, & Dark, 1992). However, all AVE values showed higher than the maximum shared variance (MSV). These results support that all measures used in this study had acceptable convergent and discriminant validity.

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