Intelligent Software Clocks

Embeddable, intelligent punch clocks for self-serve portals, custom applications and mobile devices.

Flexible options for adding time clocks and employee services to any website or application. Options include embeddable clocks, timekeeping components or APIs for customized applications.

Flexible Embed Options

Web-based Components

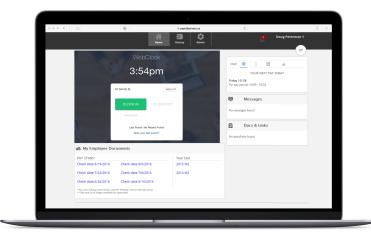
Web components are available for punch clocks, time-off requests, and time cards. Embeddable in simple web pages or as part of custom web-based applications via Javascript.

Time Clock Web Page

For basic functionality, a single time clock page is available with ability to include custom branding via a unique URL.

APIs

REST APIs support integrating timekeeping into any platform, application, service or portal. Create solutions from the ground up with APIs for authentication, employee creation/management, timekeeping, accruals and payroll integration.



Meet employers and employees where they live!

The trend for employer/employee services is online with a unified set of services for benefits, payroll and workforce management. Flexible and easy to implement options for punching, time-off requests, time cards and vacation or PTO simplify common activities and empower employees with self-serve access.

Access From Anywhere — Provide employees access to timekeeping as well as other HR services from any web-enabled device or browser. Enable them to manage punches and approve time cards, request and see status of timeoff requests, view used and available PTO and much more.

Supervisors can manage time related activities such as time card and time-off requests—from anywhere using browsers or mobile apps.

Better Solutions for Businesses —

Organizations seeking to simplify processes and unify employee/manager experience can embed time clocks and other timekeeping components wherever they need to be accessed whether it be in on a single function page or as part of a comprehensive custom application.



Contact us today at 800.400.1968