# **Subject Description Form**

Subject Code	COMP2121						
Subject Title	E-Business						
Credit Value	3						
Level	2						
Pre-requisite / Co-requisite / Exclusion							
Objectives	The objectives of this subject are to:						
	1. introduce the fundamental concepts in the use and application of telecommunications, systems and technology in the e-business environment;						
	2. introduce new opportunities and expectations created through the use of e-Business processes enabled by integrating information systems, telecommunications and internet-based technologies; and						
	3. provide hands-on training for designing e-business applications and web sites using the market software packages, web authoring and development tools.						
Intended Learning Outcomes	Upon completion of the subject, students will be able to:						
	Professional/academic knowledge and skills						
	(a) understand what an e-Business system is, what the components are, and how e-Business systems interact with and support all aspects of organisational activities;						
	(b) know how to apply the functions of the various types of hardware, software, telecommunications, security and their uses to enable and support integrated, e-Business processes in any organisation;						
	(c) understand the strategies and approaches for the e-business processes engineering;						
	(d) understand the basic methods and procedures involved in planning and controlling the development and modification of an e-Business system in an organisation;						
	(e) understand how to evaluate e-business applications;						
	Attributes for all-roundedness						
	(f) learn how information systems interface with the organisation, how an organisation can gain a sustainable competitive advantage through the applications of e-Business systems, and the challenges and barriers of e-business application development through case studies and group discussion; and						

(g) contribute to group work in problem solving skill, team working skills, technical report writing and presentation skill through e-business application design group project.

# Subject Synopsis/ Indicative Syllabus

# **Topic**

### 1. Overview of E-Business

E-commerce vs e-business; internet, intranet and extranet; e-business models; the core business area in organisations; foundation of information systems in business; the intranetworked and internetworked E-business enterprise; industrial applications of e-business system.

#### 2. Software Solution for E-Business

Languages for the web; searching mechanisms; software agents; multimedia and webcasting on the web; decision making; packaged solutions for e-business; data integration with XML.

### 3. The Social Infrastructure for E-Business

E-business planning; e-business strategy; e-business management; e-business development; e-business evaluation.

#### 4. The Technical Infrastructure for E-Business

Access devices and channels; electronic delivery of goods and services; the web; front-end and backend computing infrastructure; communication protocols; network and data security; authentication; encryption; digital payments, and digital money.

## 5. E-Business System Design

E-business system design; web pages design; web database design; systems integration.

## 6. E-Business Environments

The economic environment; the social environment; the political environment; the ethical environment for e-business.

## Laboratory:

#### **Topic**

- 1. Overview of market e-business software packages.
- 2. E-business system and webpage design.

## Case Study:

## **Topic**

- 1. Case study of e-business process engineering.
- 2. Case study of e-business application development.
- 3. Case study of global e-business and total integrated e-business solution.

# Teaching/ Learning Methodology

This subject emphasises the technical/practical aspects of e-business and the weekly lectures include case studies and example problems.

The regular lab sessions will be used to deliver lab tutorials, case studies, and programming practices.

Measurements will be done by class and lab quizzes, three assignments. Feedback will be provided on quizzes/assignments/tests to improve learning and performance.

# Assessment Methods in Alignment with Intended Learning Outcomes

Specific assessment methods/tasks	% weighting	Intended subject learning outcomes to be assessed						
		a	b	c	d	e	f	g
Continuous Assessment								
1. Assignments		✓	✓			✓		✓
2. Lab Exercises	<b>600</b> /	✓				✓		
3. Quizzes		✓		✓	<b>✓</b>		✓	
4. Project			<b>✓</b>	✓	<b>✓</b>	✓	✓	✓
5. Mid-Term		✓		✓	<b>✓</b>			
Examination	40%	✓	<b>✓</b>	✓	✓			
Total	100%							

Explanation of the appropriateness of the assessment methods in assessing the intended learning outcomes:

The continuous assessment will help to assess students understanding of the concepts, problem solving skills and competence in developing software solutions to the e-business problems. The project component of the assessment is intended to impart hands on experience in project management, working in team spirit and sharing the responsibilities.

The assessment in the final examination is intended to assess the critical thinking, problem solving, introductory knowledge and application skills to elementary ebusiness problems. This assessment will also help to ascertain the knowledge gained from the various course components during this course.

Student Study	Class contact:					
Effort Expected	Lecture	26 Hrs.				
	Tutorial/Lab/Case Study	13 Hrs.				
	Other student study effort:					
	Regular Reading and Assignment Efforts	80 Hrs.				
	Total student study effort	119 Hrs.				
Reading List and References	<ol> <li>Chaffey, D., E-Business and E-Commerce Management, 4<sup>th</sup> Edition, Prent Hall, 2009.</li> <li>Laudon, K. C. and Traver, C. G., E-Commerce Business, Commerce, a Society, 4<sup>th</sup> Edition, Prentice Hall, 2010.</li> <li>O'Brien, Marakas, Introduction to Information Systems, 14<sup>th</sup> Edition, McGra Hill, 2008.</li> <li>Turban, E., King, D., Liang, T. P. and Turban, D., Electronic Commerce Managerial Perspective 2010, 6<sup>th</sup> Edition, Prentice Hall, 2009.</li> <li>Bhasker, B., Electronic commerce: framework, technologies and application 3<sup>rd</sup> Edition, McGraw Hill, 2009.</li> </ol>					