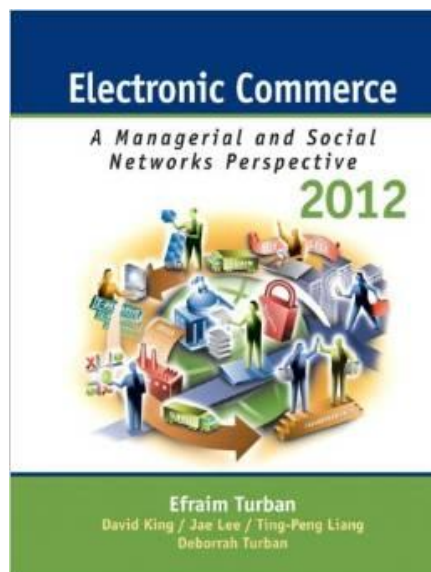


Sudan University of Science & Technology
College of Business Studies
Management Information System (MIS) Department



Electronic Commerce (e-Commerce) Course



Course Syllabus



13 LECTURES @3 hours



Course Details

<p>Course Description:</p>	<p>This course examines the concepts, technology, and applications of electronic commerce, or e-commerce. Since users can engage in e-commerce from a fixed device (e.g., PC) or from a mobile device (e.g., mobile phone) we will examine both traditional fixed e-commerce and mobile e-commerce or m-commerce.</p> <p>The course begins by setting the context for ecommerce within the domain of information systems. Then the course examines e-commerce in detail. It presents general concepts about e-commerce and demonstrates them with a case study. It explains characteristics and examples of B2C e-commerce, and examines the rising role of social commerce. It discusses B2B e-commerce and contrasts it with B2C ecommerce.</p> <p>It examines security and payment in e-commerce. It explains the technological infrastructure needed to support an e-commerce system and describes how e-commerce systems are built.</p> <p>Next, the course examines m-commerce in detail. It presents m-commerce concepts and discusses the technology needed for m-commerce. It examines the range of m-commerce applications and discusses mobile security and payment. The course concludes with a presentation on the future of e-commerce.</p>
<p>Course Objectives:</p>	<ul style="list-style-type: none"> ▪ Explain the characteristics and functions of electronic commerce including mobile commerce. ▪ Describe the process of developing electronic commerce sites and mobile commerce applications. ▪ Implement an electronic commerce site using open source software. ▪ Explain fundamental characteristics of electronic markets.

Course Syllabus and Schedule:

1. Overview of Electronic Commerce: definitions and concepts; e-commerce business models
2. E-commerce: mechanisms, infrastructure and tools
3. Retailing in e-commerce: products and services
4. B2B e-commerce
5. Mobile commerce and ubiquitous computing
6. Social commerce
7. E-commerce payment systems
8. Order fulfillment
9. Implementing e-commerce systems
10. Design and develop an e-commerce site.