

Innovative Systems

Electronic Commerce



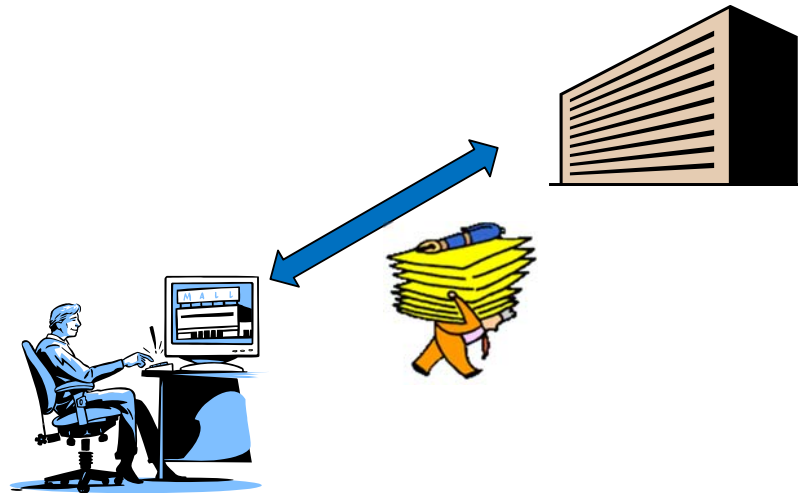
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- Course: Electronic Commerce
- Period: Autumn 2013
- Professor: Sync Sangwon Lee, Ph. D
- D. of Information & Electronic Commerce

00. Contents

- 01. E-Government
- 02. E-Learning
- 03. Online Publishing
- 04. Knowledge Management
- 05. Customer-to-Customer EC

01. E-Government

- E-Government
 - E-commerce model in which a government entity buys or provides goods, services, or information to businesses or individual citizens.



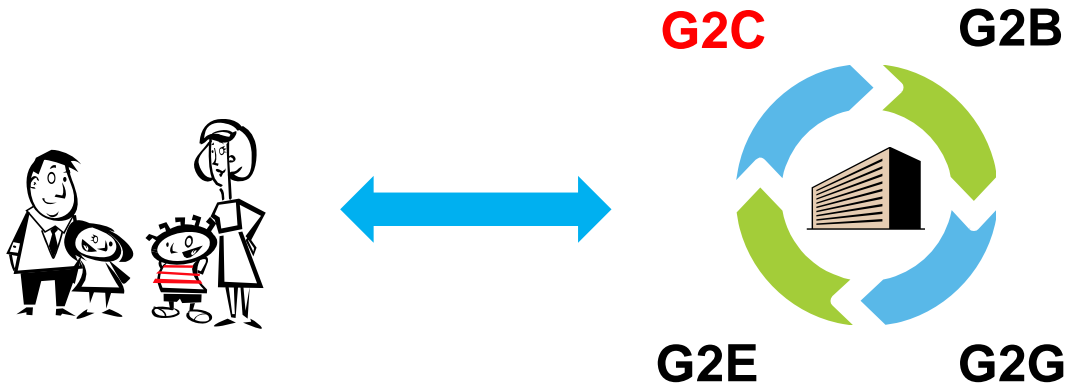
01. E-Government

- Scope of E-Government
 - Government-to-citizens (G2C)
 - Government-to-business (G2B)
 - Government-to-government (G2G)
 - Government-to-employees (G2E)



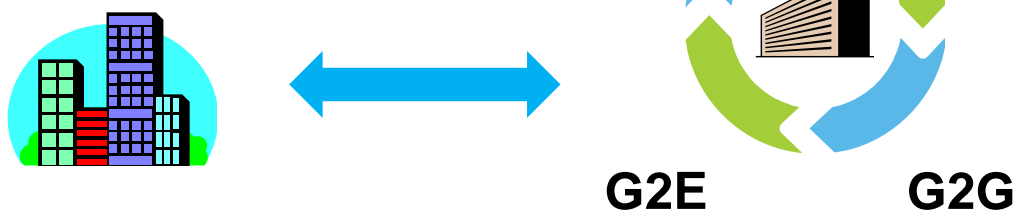
01. E-Government

- Scope of E-Government
 - Government-to-citizens (G2C)
 - E-government category that includes all the interactions between a government and its citizens.
 - Use by politicians
 - Ex. EBT(electronic benefits transfer)



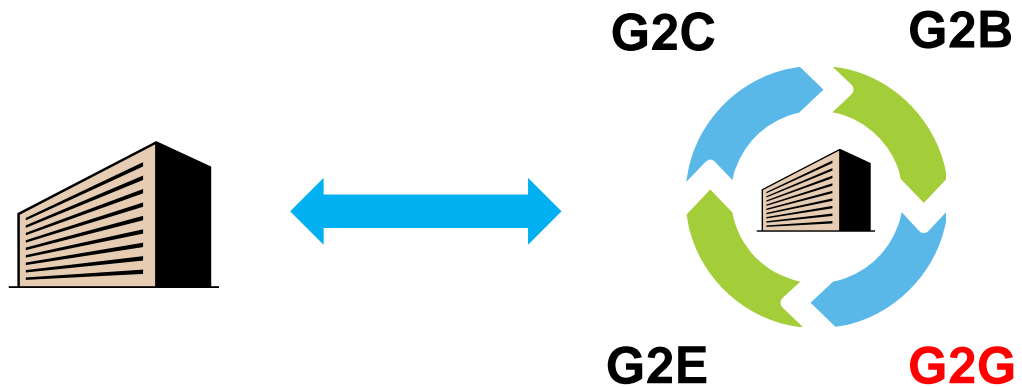
01. E-Government

- Scope of E-Government
 - Government-to-business (G2B)
 - E-government category that includes interactions between governments and businesses (government selling to businesses and providing them with services and businesses selling products and services to government).
 - Ex. Government e-procurement
 - Ex. Group purchasing
 - Ex. Forward e-auctions
 - Ex. Tax collection and management



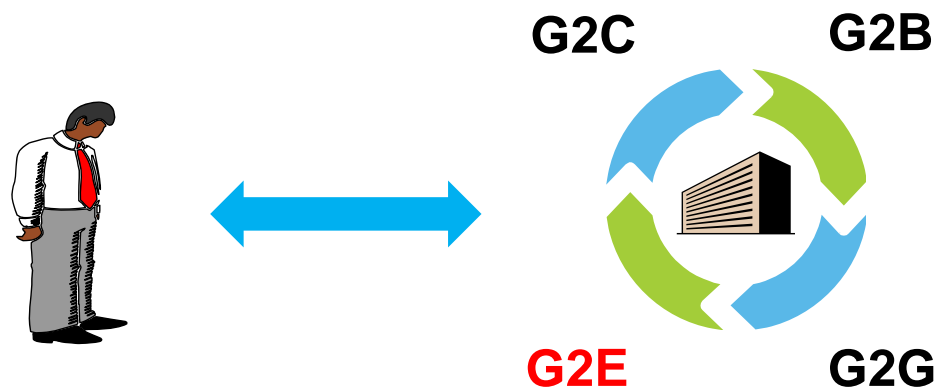
01. E-Government

- Scope of E-Government
 - Government-to-government (G2G)
 - E-government category that includes activities within government units and those between governments.



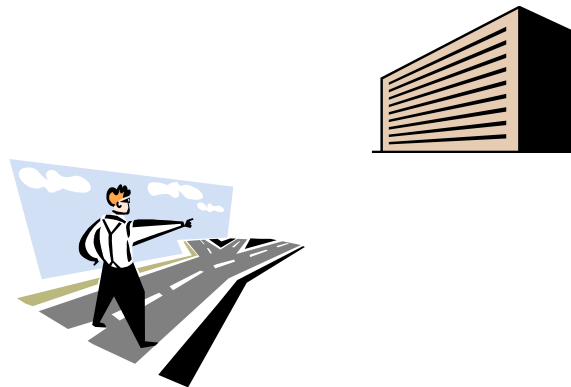
01. E-Government

- Scope of E-Government
 - Government-to-employees (G2E)
 - E-government category that includes activities and services between government units and their employees.



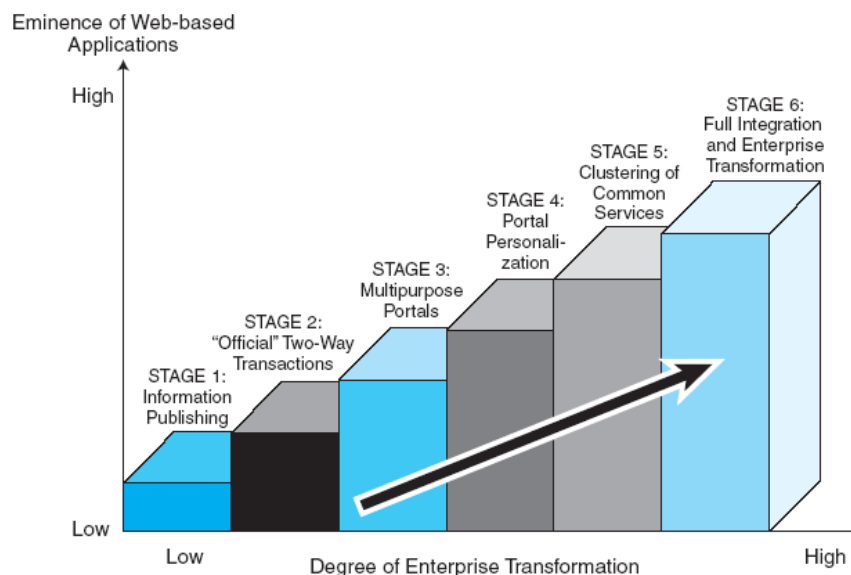
01. E-Government

- Implementing E-Government
 - Stage 1: Information publishing/dissemination
 - Stage 2: "Official" two-way transactions with one department at a time
 - Stage 3: Multipurpose portals
 - Stage 4: Portal personalization
 - Stage 5: Clustering of common services
 - Stage 6: Full integration and enterprise transformation



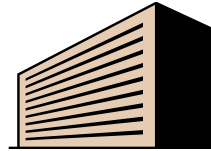
01. E-Government

- Implementing E-Government
 - Stages of e-government



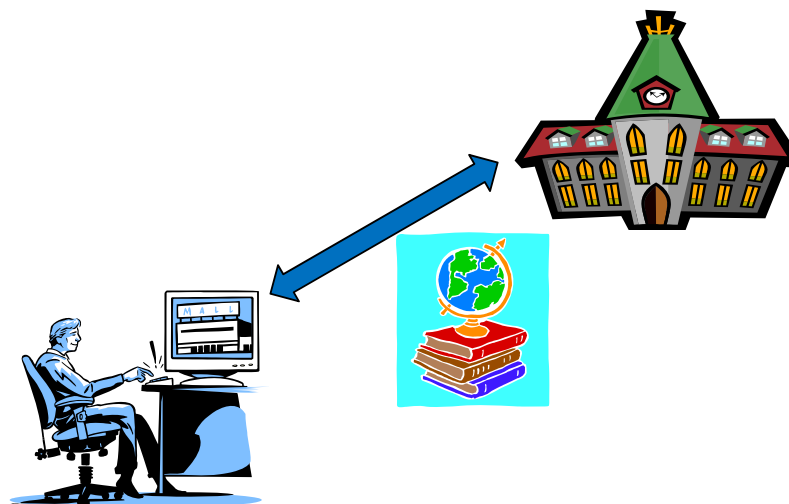
01. E-Government

- Implementation Issues of E-Government
 - Transformation speed
 - G2B implementation
 - Security and privacy issues
 - Wireless applications
 - Business aspects



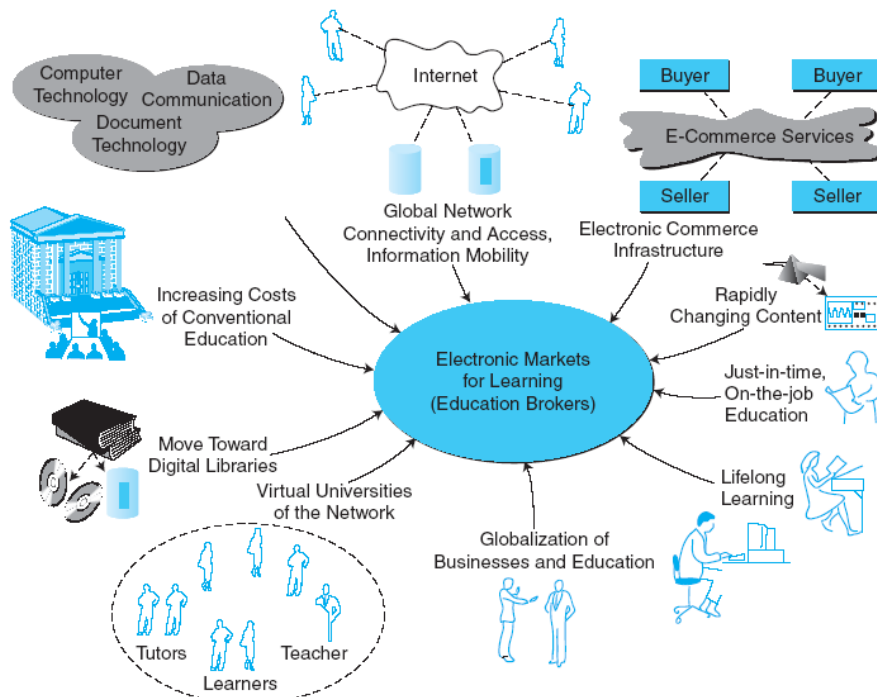
02. E-Learning

- E-Learning
 - The online delivery of information for purposes of education, training, or knowledge management.



02. E-Learning

• The Effects of E-Commerce Forces in Education



02. E-Learning

- Benefits of E-Learning
 - Time reduction
 - Large volume and diversity
 - Cost reduction
 - Higher content retention
 - Flexibility
 - Updated and consistent material
 - Fear-free environment



02. E-Learning

- Drawbacks and Challenges of E-Learning
 - Need for instructor retraining
 - Equipment needs and support services
 - Lack of face-to-face interaction and campus life
 - Assessment
 - Maintenance and updating
 - Protection of intellectual property
 - Computer literacy
 - Student retention



02. E-Learning

- Preventing E-Learning Failures
 - Believing that e-learning is always a cheaper learning or training alternative
 - Overestimating what e-learning can accomplish
 - Overlooking the shortcomings of self-study
 - Failing to look beyond the course paradigms
 - The instructor needs to look at the entire problem in the area of teaching



02. E-Learning

- Preventing E-Learning Failures
 - Viewing content as a commodity
 - Ignoring technology tools for e-learning or fixating too much on technology as a solution
 - Assuming that learned knowledge will be applied
 - Believing that because e-learning has been implemented, employees and students will use it



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02. E-Learning

- Types of E-Learning
 - Distance learning
 - Formal education that takes place off campus, usually, but not always, through online resources.



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02. E-Learning

- Types of E-Learning
 - Virtual university
 - An online university from which students take classes from home or other off-site locations, usually via the Internet.
 - Social Networks, E-Learning, and the Second Life Experience



02. E-Learning

- Types of E-Learning
 - E-training
 - Online corporate training
 - The drivers of e-training
 - Technological change
 - Competition and cost pressures
 - Globalization
 - Continual learning
 - Network connectivity



02. E-Learning

- Types of E-Learning
 - Edutainment
 - = education + entertainment
 - The combination of education and entertainment, often through games.



03. Online Publishing

- Online Publishing
 - The electronic delivery of newspapers, magazines, books, news, music, videos, and other digitizable information over the Internet.



03. Online Publishing

- E-Zines
 - Electronic magazine or newsletter delivered over the Internet via e-mail.



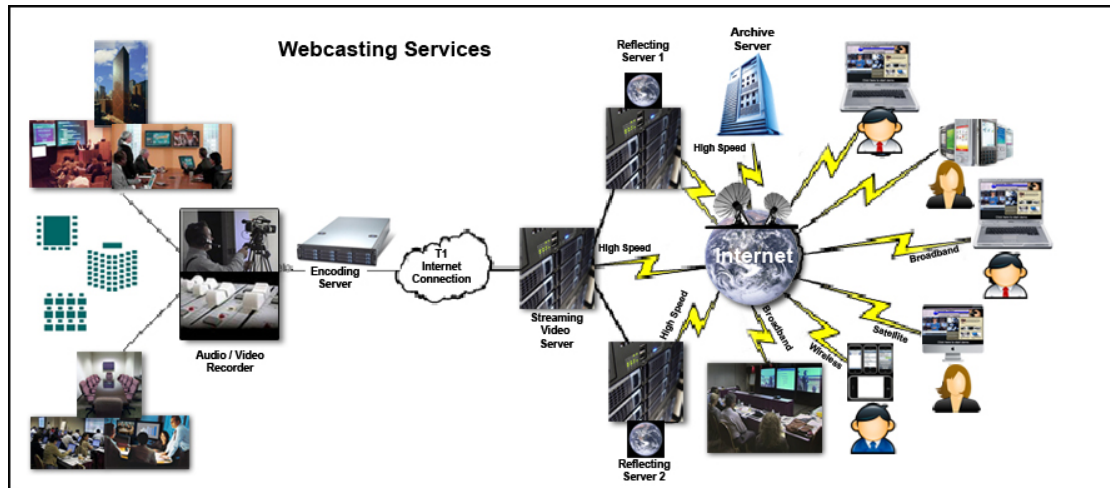
03. Online Publishing

- Approaches and Methods to Online Publishing
 - Online-archive approach
 - New-medium approach
 - Publishing-intermediation approach
 - Dynamic approach
 - Publishing of music, videos, games, and entertainment



03. Online Publishing

- Approaches and Methods to Online Publishing
 - Webcasting
 - A free Internet news service that broadcasts personalized news and information, including seminars, in categories selected by the user.



<http://www.americanvideo.com>

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03. Online Publishing

- Approaches and Methods to Online Publishing
 - Webinars
 - Seminars on the Web (Web-based seminars).



<http://mavlyttle.thatmlmbeat.com>

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03. Online Publishing

- E-Book
 - A book in digital form that can be read on a computer screen or on a special device.



<http://www.freewilley.com>

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03. Online Publishing

- E-Book
 - E-book delivery via:
 - Web access
 - Web download
 - A dedicated reader
 - A Web server

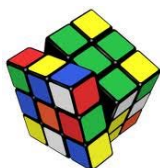


<http://www.shinyshiny.tv>

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03. Online Publishing

- E-Book
 - Types of e-books
 - Traditional book format
 - Online bookshelf
 - The download
 - The Rubics-cube hyperlink book
 - The interactive, build-your-own (BYO) decision book
 - The online reference book model



<http://www.promwad.com>

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03. Online Publishing

- E-Book
 - Digital library
 - A library in which collections are stored in digital formats (as opposed to print, microform, or other media) and accessible by computers.



<http://portal.unesco.org>

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04. Knowledge Management

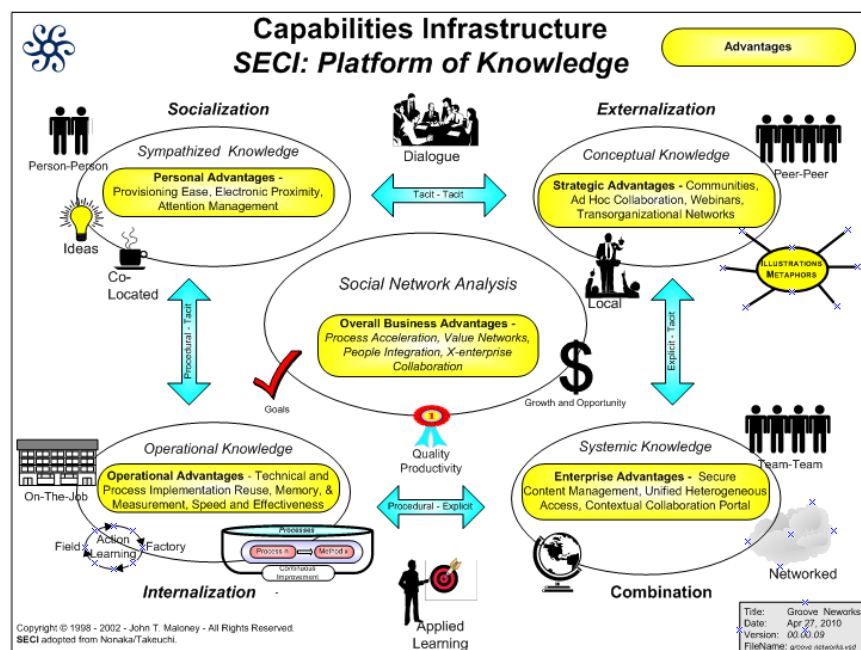
- Knowledge Management (KM)
 - The process of capturing or creating knowledge, storing it, updating it constantly, interpreting it, and using it whenever necessary.
 - KM activities
 - → Knowledge sharing



<http://www.karolienselhorst.be>

04. Knowledge Management

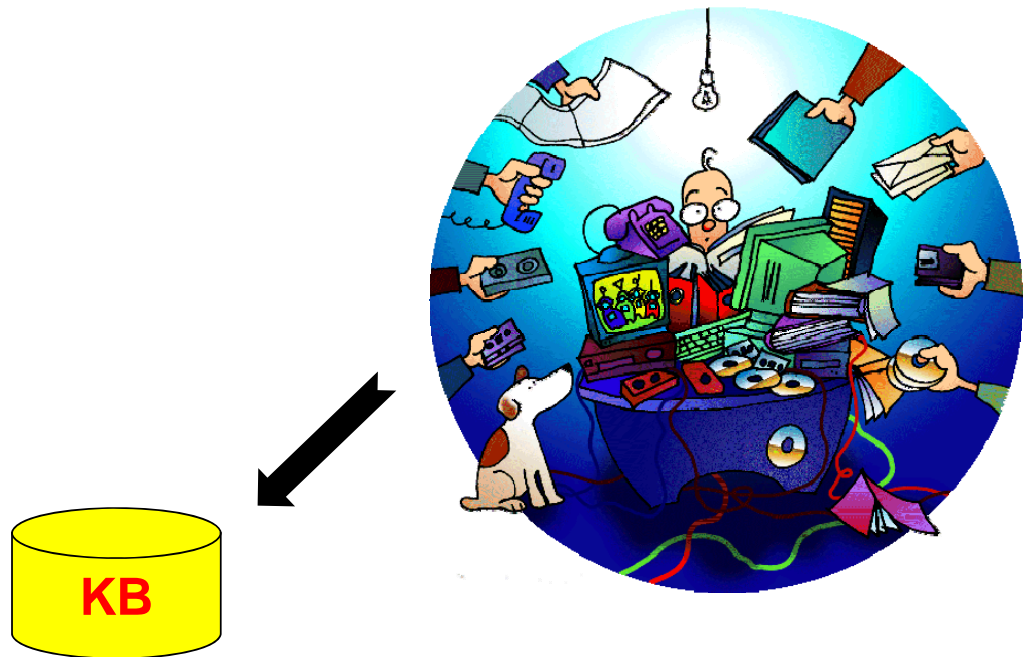
- Knowledge Management (KM)
 - SECI for knowledge sharing



<http://www.relationship-economy.com>

04. Knowledge Management

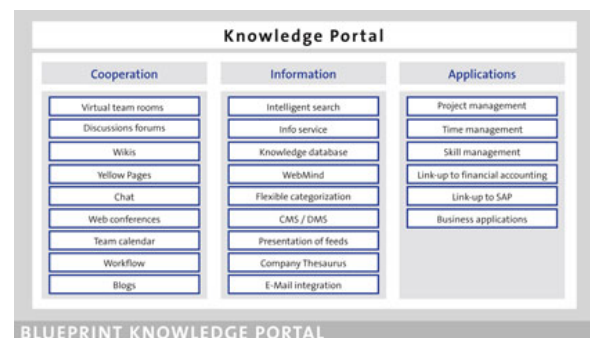
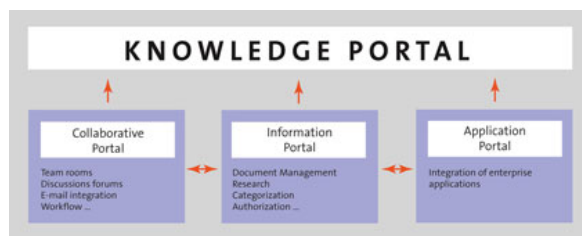
- Organizational Knowledge Base (KB)
 - The repository for an enterprise's accumulated knowledge.



<http://www.pc.gov.pk>

04. Knowledge Management

- Types of Knowledge Management
 - Knowledge portal (KP)
 - A single-point-of-access software system intended to provide timely access to information and to support communities of knowledge workers.



<http://www.usu.de>

04. Knowledge Management

- Types of Knowledge Management
 - Information intelligence
 - Information, data, knowledge, and semantic infrastructure that enable organizations to create more business applications.



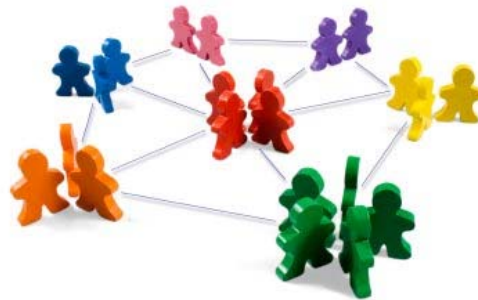
04. Knowledge Management

- Types of Knowledge Management
 - Online advice and consulting
 - Medical advice
 - Management consulting
 - Legal advice
 - Gurus and answers to questions
 - Financial advice
 - Other advisory services



04. Knowledge Management

- Types of Knowledge Management
 - Employees' knowledge networks
 - Finding experts electronically
 - Expert location systems
 - Interactive computerized systems that help employees find and connect with colleagues who have expertise required for specific problems—whether they are across the country or across the room—in order to solve specific, critical business problems in seconds.



<http://corp.oyogi.com/>

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04. Knowledge Management

- Types of Knowledge Management
 - Employees' knowledge networks
 - How to location systems work

Step 1:

An employee submits a question into the expertise location management system.

Step 2:

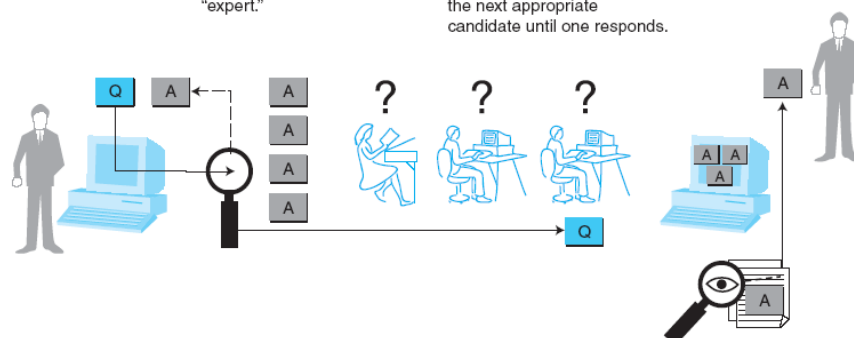
The software searches its database to see if an answer to the question already exists. If it does, the information (research reports, spreadsheets, etc.) is returned to the employee. If not, the software searches documents and archived communications for an "expert."

Step 3:

Once a qualified candidate is located, the system asks if he is able to answer a question from a colleague. If so, he submits a response. If the candidate is unable (perhaps he is in a meeting or otherwise indisposed), he can elect to pass on the question. The question is then routed to the next appropriate candidate until one responds.

Step 4:

After the response is sent, it is reviewed for accuracy and sent back to the querist. At the same time, it is added to the knowledge database. This way, if the question comes up again, it will not be necessary to seek real-time assistance.



04. Knowledge Management

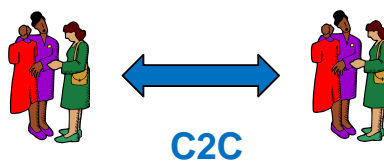
- Types of Knowledge Management
 - Desktop search
 - Search tools that search the contents of a user's or organization's computer files rather than searching the Internet.
 - The emphasis is on finding all the information that is available on the user's PC, including Web browser histories, e-mail archives, and word processor documents, as well as in all internal files and databases.



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05. Customer-to-Customer EC

- Customer-to-Customer (C2C)
 - E-commerce model in which consumers sell directly to other consumers.



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05. Customer-to-Customer EC

- Types of Customer-to-Customer
 - C2C auctions
 - Classified ads
 - Personal services
 - C2C exchanges
 - Selling virtual properties

