

Profile information current as at 06/05/2024 11:52 pm

All details in this unit profile for COIT20250 have been officially approved by CQUniversity and represent a learning partnership between the University and you (our student). The information will not be changed unless absolutely necessary and any change will be clearly indicated by an approved correction included in the profile.

# **General Information**

#### Overview

The business world has witnessed the digital revolution at the beginning of 1990's. Since then, significant business growth has been driven by the Internet; and organisations without e-business (electronic business) strategies will lose the chance to be competitive in this dynamic digital marketplace environment. Therefore, companies need to interact with their suppliers, customers and partners in an electronic medium such as online, mobile or social platforms. The objective of this unit is to provide students with an in-depth understanding and knowledge of using e-business from day to day business operations to strategic level. The unit will help students to obtain a high level understanding of the ICT infrastructure supporting e-business as well as knowledge of different e-business models and systems. Students will also have an opportunity to develop a small-scale e-business prototype web site using open source technologies.

### **Details**

Career Level: Postgraduate

Unit Level: Level 9 Credit Points: 6

Student Contribution Band: 8

Fraction of Full-Time Student Load: 0.125

# Pre-requisites or Co-requisites

Prerequisite: COIT20248 Information Systems Analysis and Design

Important note: Students enrolled in a subsequent unit who failed their pre-requisite unit, should drop the subsequent unit before the census date or within 10 working days of Fail grade notification. Students who do not drop the unit in this timeframe cannot later drop the unit without academic and financial liability. See details in the <a href="#">Assessment Policy and Procedure (Higher Education Coursework)</a>.

# Offerings For Term 3 - 2017

- Brisbane
- Distance
- Melbourne
- Sydney

# **Attendance Requirements**

All on-campus students are expected to attend scheduled classes – in some units, these classes are identified as a mandatory (pass/fail) component and attendance is compulsory. International students, on a student visa, must maintain a full time study load and meet both attendance and academic progress requirements in each study period (satisfactory attendance for International students is defined as maintaining at least an 80% attendance record).

# Website

This unit has a website, within the Moodle system, which is available two weeks before the start of term. It is important that you visit your Moodle site throughout the term. Please visit Moodle for more information.

# Class and Assessment Overview

#### Recommended Student Time Commitment

Each 6-credit Postgraduate unit at CQUniversity requires an overall time commitment of an average of 12.5 hours of study per week, making a total of 150 hours for the unit.

# Class Timetable

#### **Regional Campuses**

Bundaberg, Cairns, Emerald, Gladstone, Mackay, Rockhampton, Townsville

#### **Metropolitan Campuses**

Adelaide, Brisbane, Melbourne, Perth, Sydney

### **Assessment Overview**

Portfolio
 Weighting: 30%
 Presentation
 Weighting: 20%

3. Practical and Written Assessment

Weighting: 50%

# Assessment Grading

This is a graded unit: your overall grade will be calculated from the marks or grades for each assessment task, based on the relative weightings shown in the table above. You must obtain an overall mark for the unit of at least 50%, or an overall grade of 'pass' in order to pass the unit. If any 'pass/fail' tasks are shown in the table above they must also be completed successfully ('pass' grade). You must also meet any minimum mark requirements specified for a particular assessment task, as detailed in the 'assessment task' section (note that in some instances, the minimum mark for a task may be greater than 50%). Consult the <u>University's Grades and Results Policy</u> for more details of interim results and final grades.

# **CQUniversity Policies**

#### All University policies are available on the CQUniversity Policy site.

You may wish to view these policies:

- Grades and Results Policy
- Assessment Policy and Procedure (Higher Education Coursework)
- Review of Grade Procedure
- Student Academic Integrity Policy and Procedure
- Monitoring Academic Progress (MAP) Policy and Procedure Domestic Students
- Monitoring Academic Progress (MAP) Policy and Procedure International Students
- Student Refund and Credit Balance Policy and Procedure
- Student Feedback Compliments and Complaints Policy and Procedure
- Information and Communications Technology Acceptable Use Policy and Procedure

This list is not an exhaustive list of all University policies. The full list of University policies are available on the <u>CQUniversity Policy site</u>.

# Previous Student Feedback

# Feedback, Recommendations and Responses

Every unit is reviewed for enhancement each year. At the most recent review, the following staff and student feedback items were identified and recommendations were made.

Feedback from Student evaluations, teaching staff, and self-reflection.

#### **Feedback**

Well defined unit content, structure, and its delivery.

#### Recommendation

No change is required as most of the students and the teaching staff are quite happy with the current unit content, structure, and its delivery method.

# **Unit Learning Outcomes**

### On successful completion of this unit, you will be able to:

- 1. Articulate the recent developments in e-business industry and its likely future directions.
- 2. Compare and explain various types of e-business infrastructure technologies, business models, and payment and security systems in a corporate setting.
- 3. Formulate and critically evaluate the impact of e-business strategies on organisational processes and outcomes.
- 4. Demonstrate the technical research skills to assess existing and emerging e-business technologies to transform organisations for competitive advantages.
- 5. Develop the ability to work independently and contribute as a member of team employing appropriate interpersonal, professional and technical communication skills.
- 6. Interpret the legal, ethical, social and cultural issues that affect the use, design, and implementation of ebusiness systems.
- 7. Build e-business prototype solutions using open source technologies.

Australian Computer Society (ACS) recognises the Skills Framework for the Information Age (SFIA). SFIA is in use in over 100 countries and provides a widely used and consistent definition of ICT skills. SFIA is increasingly being used when developing job descriptions and role profiles.

ACS members can use the tool MySFIA to build a skills profile at

https://www.acs.org.au/professionalrecognition/mysfia-b2c.html

This unit contributes to the following workplace skills as defined by SFIA. The SFIA code is included:

- Emerging Technology Monitoring (EMRG)
- Systems Integration (SINT)
- Change Management (CHMG)

# Alignment of Learning Outcomes, Assessment and Graduate Attributes



# Alignment of Assessment Tasks to Learning Outcomes

Assessment Tasks	Learning Outcomes						
	1	2	3	4	5	6	7
1 - Portfolio - 30%	•	•	•	•	•	•	
2 - Presentation - 20%	•	•	•	•	•	•	

Assessment Tasks	Lea	Learning Outcomes						
	1	2	3		4	5	6	7
3 - Practical and Written Assessment - 50%		•	•		•	•	•	•
Alignment of Craduata Attributes to Learning	Outcom							
Alignment of Graduate Attributes to Learning  Graduate Attributes	Outcor		Learn	ina O	utcor	nes		
Graduate Attributes			Learning Outcomes  1 2 3 4 5 6				7	
1 - Knowledge			0	o 0		0	0	0
2 - Communication			0	D 0	0	0	0	۰
3 - Cognitive, technical and creative skills			0	o 0	, 0	0	0	۰
4 - Research			0	o 0	0	٥	0	o
5 - Self-management			0	o 0	0	0	0	۰
6 - Ethical and Professional Responsibility				o 0	0	0	0	٥
7 - Leadership								o
8 - Aboriginal and Torres Strait Islander Cultures								
Alignment of Assessment Tasks to Graduate	Attribut	es						
Assessment Tasks	Gra	raduate Attributes						
	1	2	3	4	5	6	7	8
1 - Portfolio - 30%	o	o	٥	o	0	0		
2 - Presentation - 20%	o	o	٥	0	o	0	o	

# Textbooks and Resources

# **Textbooks**

COIT20250

#### **Prescribed**

E-Commerce 2016: Business, Technology, Society

12th Edition: Global (2016)

Authors: Laudon, K.C. & Traver, C.G.

Pearson Education Limited Harlow , Essex , United Kingdom

ISBN: 9781292109961 Binding: Hardcover

View textbooks at the CQUniversity Bookshop

# **IT Resources**

### You will need access to the following IT resources:

- CQUniversity Student Email
- Internet
- Unit Website (Moodle)

# Referencing Style

### All submissions for this unit must use the referencing styles below:

- American Psychological Association 6th Edition (APA 6th edition)
- Harvard (author-date)

For further information, see the Assessment Tasks.

# **Teaching Contacts**

Raj Sandu Unit Coordinator

r.sandu@cqu.edu.au

# Schedule

Week 1 - 06 Nov 2017		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
Introduction to E-Commerce	1	
Week 2 - 13 Nov 2017		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
E-Commerce Infrastructure	2	
Week 3 - 20 Nov 2017		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
Building an E-Commerce Presence	3	Portfolio assessment begins
Week 4 - 27 Nov 2017		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
E-Commerce Security and Payment Systems	4	

Vacation Week - 04 Dec 2017		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
MID-TERM BREAK		
Week 5 - 11 Dec 2017		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
E-Commerce Business Strategies	5	
Week 6 - 18 Dec 2017		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
E-Commerce Marketing and Advertising	6	Group Presentations starts
Week 7 - 01 Jan 2018		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
Social, Mobile, and Local Marketing	7	Group Presentations
Week 8 - 08 Jan 2018		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
		Portfolio assessment due
E-Commerce Retailing and Services	11	<b>E-Portfolio</b> Due: Week 8 Friday (12 Jan 2018) 11:45 pm AEST
Week 9 - 15 Jan 2018		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
B2B E-Commerce	12	Group Presentations
Week 10 - 22 Jan 2018		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
Online Media & Online Communities	9 & 10	Group Presentations
Week 11 - 29 Jan 2018		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
Ethics, Law, and E-Commerce	8	
Week 12 - 05 Feb 2018		
Module/Topic	Chapter	<b>Events and Submissions/Topic</b>
Revisiting the reflexive and		Practical and Written Assessment due
experiential learning journey and final assessment preparation		E-Business Prototype Website Solution and Report Due: Week 12 Friday (9 Feb 2018) 11:45 pm AEST
Review/Exam Week - 12 Feb 2018		
Module/Topic	Chapter	Events and Submissions/Topic
Exam Week - 12 Feb 2018		
Module/Topic	Chapter	Events and Submissions/Topic

# **Term Specific Information**

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### **Assessment Tasks**

### 1 E-Portfolio

#### **Assessment Type**

Portfolio

#### **Task Description**

This is an individual assessment. In other words, the e-portfolio is to be maintained by every student individually. The e-portfolio assignment aims to enhance your weekly learning and teaching as per the weekly topic and maximise your engagement with the unit resources (please see weekly topics under **Schedule** in this unit profile). As a learning tool, e-portfolio will enable you to accumulate evidence of your learning during the term. In this assignment, you are required to research at least three references (two academic and one general; and published within the last 3 years) that are relevant to the topics covered in each week from teaching Week-3 to Week-8. You will briefly describe and relate the academic sources to the topics covered in that week. You will enrich your weekly e-portfolio with relevant illustrations, video clips, and other multimedia applications as well. As a total you need to have 6 e-portfolio documents, and each e-portfolio carries 5 marks. The length of each weekly e-portfolio should be approximately 500

In this assignment you will use **Mahara** as a learning tool for your e-portfolio. Please refer to the Moodle unit website for detailed instructions on how to use the **Mahara** portfolio and the assessment criteria.

For more detailed information on this assessment please refer to the Moodle unit website.

#### **Assessment Due Date**

Week 8 Friday (12 Jan 2018) 11:45 pm AEST

#### **Return Date to Students**

Week 10 Friday (26 Jan 2018) Within two weeks of submission

#### Weighting

30%

#### **Assessment Criteria**

The detailed description of the e-Portfolio is accessible on the Moodle unit website which will include information on how it will be assessed.

### **Referencing Style**

- American Psychological Association 6th Edition (APA 6th edition)
- Harvard (author-date)

#### **Submission**

Online

#### **Submission Instructions**

via Mahara and Moodle using Secret URL

### **Learning Outcomes Assessed**

- Articulate the recent developments in e-business industry and its likely future directions.
- Compare and explain various types of e-business infrastructure technologies, business models, and payment and security systems in a corporate setting.
- Formulate and critically evaluate the impact of e-business strategies on organisational processes and outcomes.
- Demonstrate the technical research skills to assess existing and emerging e-business technologies to transform organisations for competitive advantages.
- Develop the ability to work independently and contribute as a member of team employing appropriate interpersonal, professional and technical communication skills.
- Interpret the legal, ethical, social and cultural issues that affect the use, design, and implementation of ebusiness systems.

#### **Graduate Attributes**

- Knowledge
- Communication
- Cognitive, technical and creative skills
- Research
- Self-management

• Ethical and Professional Responsibility

### 2 Presentation

#### **Assessment Type**

Presentation

#### **Task Description**

This is a **group-based** assignment for on-campus students.

E-Business is the main driver for any business today. E-Business related tools, technologies, and applications have been rapidly changing over the last ten years. To be competitive in the market, e-business system users need to follow up on the innovations and new industry developments in a timely manner.

So, the aim of this assignment is to improve your industry based practical research skills as well as team based working and learning. In this assignment, as future ICT professionals, you are required to <u>research e-business systems</u> related to <u>innovations and new developments in the industry and prepare a presentation as a group of 4 <u>members</u> during the class time. You need to research industry magazines (online and offline) and web sites focused on innovations and developments in e-business systems. Your presentation should cover the content from an industry and practical point of view rather than theory. Your presentation document should be prepared by using PowerPoint slides (maximum 30) including all references.</u>

**Distance students:** The time of the presentations and communication technology employed will be determined on an individual basis. Please contact the unit coordinator well in advance.

For more detailed information on this assessment please refer to the Moodle unit website.

#### **Assessment Due Date**

As per schedule

#### **Return Date to Students**

Week 11 Friday (2 Feb 2018) Within two weeks of submission

### Weighting

20%

#### **Assessment Criteria**

The detailed description of presentation is accessible on the Moodle unit website which will include information on how it will be assessed.

#### **Referencing Style**

- American Psychological Association 6th Edition (APA 6th edition)
- Harvard (author-date)

#### **Submission**

Online Group

#### **Submission Instructions**

Presentation Documents via Moodle; Presentation in Class

#### **Learning Outcomes Assessed**

- Articulate the recent developments in e-business industry and its likely future directions.
- Compare and explain various types of e-business infrastructure technologies, business models, and payment and security systems in a corporate setting.
- Formulate and critically evaluate the impact of e-business strategies on organisational processes and outcomes.
- Demonstrate the technical research skills to assess existing and emerging e-business technologies to transform organisations for competitive advantages.
- Develop the ability to work independently and contribute as a member of team employing appropriate interpersonal, professional and technical communication skills.
- Interpret the legal, ethical, social and cultural issues that affect the use, design, and implementation of ebusiness systems.

#### **Graduate Attributes**

- Knowledge
- Communication
- Cognitive, technical and creative skills
- Research
- Self-management
- Ethical and Professional Responsibility

Leadership

# 3 E-Business Prototype Website Solution and Report

### **Assessment Type**

Practical and Written Assessment

#### **Task Description**

This is your major assignment and can be done in a **group of 4 members**.

The aim of this major assignment is to give you the opportunity to <u>practice and demonstrate the knowledge that</u> <u>you have gained in this unit as well as your skills and experience by developing an authentic prototype</u> <u>website solution for a small business.</u> Hence, this assessment gives you the best opportunity for you to learn by doing and working in a team environment.

Today it is a fact that e-business websites are an integral part of any business operation for competitive as well as survival reasons. We have high expectations of you and therefore as a future ICT professional you need to be able to show your intellectual capability by providing a prototype website solution for a small business of your choice in any industry type. This is critical, so you can use cutting edge and state of the art technologies available on the Internet as open sources to carry out your required work.

#### This assessment is comprised of two parts:

**Part-1 (20 marks):** You need to develop an e-business prototype website solution using open source technologies in any industry of your choice for a small business.

**Part-2 (30 marks):** You need to write an e-business report on the proposed business of your choice. This report should include (but is not limited to) the following elements such as,

- e-business proposal/planning,
- e-business strategies,
- e-business model(s),
- e-business marketing,
- e-business infrastructure (such as hardware, software, resource requirements),
- e-business payment system(s),
- e-business legal, security, privacy and other issues that need to be taken into account, and
- e-business benefits that will be derived from the implementation of your e-business prototype website solution.

You are encouraged to use critical thinking, innovative ideas, and your imagination to produce your e-business prototype solution. It is expected that you will demonstrate your learning, integration and incorporation of the knowledge that you have acquired during this unit.

For more detailed information on this assessment please refer to the Moodle unit website.

#### **Assessment Due Date**

Week 12 Friday (9 Feb 2018) 11:45 pm AEST

#### **Return Date to Students**

On Certification of Grades Day

#### Weighting

50%

#### **Assessment Criteria**

The detailed instructions of this assessment are accessible on the Moodle unit website which will include information on how it will be assessed.

#### **Referencing Style**

- American Psychological Association 6th Edition (APA 6th edition)
- Harvard (author-date)

#### **Submission**

Online Group

#### **Submission Instructions**

via as per instructions on the Moodle unit website

#### **Learning Outcomes Assessed**

- Compare and explain various types of e-business infrastructure technologies, business models, and payment and security systems in a corporate setting.
- Formulate and critically evaluate the impact of e-business strategies on organisational processes and outcomes.
- Demonstrate the technical research skills to assess existing and emerging e-business technologies to transform organisations for competitive advantages.

- Develop the ability to work independently and contribute as a member of team employing appropriate interpersonal, professional and technical communication skills.
- Interpret the legal, ethical, social and cultural issues that affect the use, design, and implementation of ebusiness systems.
- Build e-business prototype solutions using open source technologies.

#### **Graduate Attributes**

- Knowledge
- Communication
- Cognitive, technical and creative skills
- Research
- Self-management
- Ethical and Professional Responsibility
- Leadership

# **Academic Integrity Statement**

As a CQUniversity student you are expected to act honestly in all aspects of your academic work.

Any assessable work undertaken or submitted for review or assessment must be your own work. Assessable work is any type of work you do to meet the assessment requirements in the unit, including draft work submitted for review and feedback and final work to be assessed.

When you use the ideas, words or data of others in your assessment, you must thoroughly and clearly acknowledge the source of this information by using the correct referencing style for your unit. Using others' work without proper acknowledgement may be considered a form of intellectual dishonesty.

Participating honestly, respectfully, responsibly, and fairly in your university study ensures the CQUniversity qualification you earn will be valued as a true indication of your individual academic achievement and will continue to receive the respect and recognition it deserves.

As a student, you are responsible for reading and following CQUniversity's policies, including the **Student Academic Integrity Policy and Procedure**. This policy sets out CQUniversity's expectations of you to act with integrity, examples of academic integrity breaches to avoid, the processes used to address alleged breaches of academic integrity, and potential penalties.

#### What is a breach of academic integrity?

A breach of academic integrity includes but is not limited to plagiarism, self-plagiarism, collusion, cheating, contract cheating, and academic misconduct. The Student Academic Integrity Policy and Procedure defines what these terms mean and gives examples.

#### Why is academic integrity important?

A breach of academic integrity may result in one or more penalties, including suspension or even expulsion from the University. It can also have negative implications for student visas and future enrolment at CQUniversity or elsewhere. Students who engage in contract cheating also risk being blackmailed by contract cheating services.

#### Where can I get assistance?

For academic advice and guidance, the <u>Academic Learning Centre (ALC)</u> can support you in becoming confident in completing assessments with integrity and of high standard.

### What can you do to act with integrity?



#### **Be Honest**

If your assessment task is done by someone else, it would be dishonest of you to claim it as your own



# Seek Help

If you are not sure about how to cite or reference in essays, reports etc, then seek help from your lecturer, the library or the Academic Learning Centre (ALC)



# **Produce Original Work**

Originality comes from your ability to read widely, think critically, and apply your gained knowledge to address a question or problem