# City University of Hong Kong Course Syllabus

# offered by Department of Computer Science with effect from Semester A 2017/18

Part I Course Over	view
Course Title:	Topics on eCommerce Technologies
Course Code:	CS6288
Course Duration:	One semester
Credit Units:	3 credits
Level:	P6
Medium of Instruction:	English
Medium of Assessment:	English
Prerequisites: (Course Code and Title)	Nil
Precursors: (Course Code and Title)	CS5222 Computer Networks and Internets
<b>Equivalent Courses</b> : (Course Code and Title)	Nil
Exclusive Courses: (Course Code and Title)	Nil

#### Part II Course Details

## 1. Abstract

This course is aimed at developing in the students' solid understanding in a range of topics on the current technologies to solve problems and meet requirements in eCommerce systems. Students should be able to participate effectively in the development of relevant technologies with respect to particular eCommerce applications.

## 2. Course Intended Learning Outcomes (CILOs)

(CILOs state what the student is expected to be able to do at the end of the course according to a given standard of performance.)

No.	CILOs	Weighting (if applicable)	Discov curricu learnin (please approp	lum rel g outco tick	ated omes
			<i>A1</i>	A2	<i>A3</i>
1.	Describe the requirements of eCommerce Technologies.		<b>√</b>	✓	
2.	Analyze suitability of eCommerce technologies.		<b>√</b>	<b>√</b>	<b>√</b>
3.	Apply selected eCommerce technologies to design of particular applications.		<b>√</b>	<b>√</b>	✓
4.	Describe and inquire on trends of eCommerce technologies.		✓	<b>√</b>	
		100%			

#### A1: Attitude

Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

# A2: Ability

Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to self-life problems.

#### A3: Accomplishments

Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

# 3. Teaching and Learning Activities (TLAs)

(TLAs designed to facilitate students' achievement of the CILOs.)

Teaching pattern:

Suggested lecture/tutorial/laboratory mix: 2 hours lecture; 1 hour tutorial.

TLA	Brief Description	CILO No.			Hours/week	
	_	1	2	3	4	(if applicable)
Lectures	Explain and discuss the key concepts of	<b>√</b> *	<b>√</b> *	<b>√</b> *	<b>√</b> *	2 hrs/week
	eCommerce systems.					
Tutorials	Class exercises and discussion for enforcing	✓	✓	✓	✓	1 hr/week
	course concepts and applying these to					
	eCommerce systems.					
Assignments	Requires students to individually apply	✓	✓	✓	✓	4 hrs/week for
	course concepts to analyse and describe					4 weeks
	eCommerce technologies and trends.					

<sup>\*</sup> indirectly

# 4. Assessment Tasks/Activities (ATs)

(ATs are designed to assess how well the students achieve the CILOs.)

Assessment Tasks/Activities	CILO No.				Weighting	Remarks		
	1	2	3	4				
Continuous Assessment: 50%								
Assignments	✓	✓	✓	✓	20%			
Mid-term Quiz	✓	✓	✓	✓	10%			
Project	✓	✓	✓	✓	20%			
Examination <sup>*</sup> : 50% (duration: 2 hours)								
					1.000/			

100%

<sup>^</sup>For a student to pass the course, at least 30% of the maximum mark for the examination must be obtained.

# 5. Assessment Rubrics

(Grading of student achievements is based on student performance in assessment tasks/activities with the following rubrics.)

Assessment Task	Criterion	Excellent	Good	Fair	Marginal	Failure
		(A+, A, A-)	(B+, B, B-)	(C+, C, C-)	(D)	(F)
Assignments	Show understanding of eCommerce by analysing and discussing related technology and trends.	High	Significant	Moderate	Basic	Not even reaching marginal levels
Mid-term Quiz	Ability to describe, analyse and apply concepts related to eCommerce systems.	High	Significant	Moderate	Basic	Not even reaching marginal levels
Project	Engage with eCommerce technology by identifying trends and applying selected technologies to design an application.	High	Significant	Moderate	Basic	Not even reaching marginal levels

# Part III Other Information (more details can be provided separately in the teaching plan)

# 1. Keyword Syllabus

(An indication of the key topics of the course.)

The syllabus will evolve with time as current topic changes. The following are example keyword syllabus:

Network security, firewalls, proxy servers, access control; Physical security, virus; Encryption technologies, Public key infrastructure, Authentication protocols, Certification authority and applications, Copyright protection, watermarking; Web security, e-mail security, Payment protocols, Auctioning systems, Atomicity requirements, Electronic voting, Digital money, Smart card technology and applications, Intelligent agents; Database connections; Multimedia tools; Data mining; Software component technologies; Emerging Web technologies, Web 2.0, Rich Internet Applications, Service-Oriented architecture, service cloud.

# 2. Reading List

## 2.1 Compulsory Readings

(Compulsory readings can include books, book chapters, or journal/magazine articles. There are also collections of e-books, e-journals available from the CityU Library.)

1. K Laudon, C Traver, <u>e-Commerce: Business, Technology, Society</u>, 4<sup>th</sup> edition by Prentice Hall 2008

# 2.2 Additional Readings

(Additional references for students to learn to expand their knowledge about the subject.)

Current on-line resources