

EC6001: ECOMMERCE PROJECT

Effective Term

Semester B 2025/26

Part I Course Overview

Course Title

eCommerce Project

Subject Code

EC - Electronic Commerce (CS & IS)

Course Number

6001

Academic Unit

Computer Science (CS)

College/School

College of Computing (CC)

Course Duration

Two Semesters

Credit Units

0-6

Level

P5, P6 - Postgraduate Degree

Medium of Instruction

English

Medium of Assessment

English

Prerequisites

Student must have accumulated at least 15 credit units towards the MSEC award.

Precursors

Nil

Equivalent Courses

Nil

Exclusive Courses

CS6521 Research/Internship Project or
CS6538 Research/Internship Project

Part II Course Details

Abstract

In this course students should demonstrate the ability to function in a team environment to address phases of eCommerce system development from creation of a viable business model to building a prototype eCommerce system for a chosen application. The students should be able to integrate and apply the techniques and knowledge learnt through the other taught courses in the programme.

Course Intended Learning Outcomes (CILOs)

CILOs	Weighting (if app.)	DEC-A1	DEC-A2	DEC-A3
1	Propose and analyse an eCommerce application or service. Conduct market research and develop and evaluate a business model for the proposed application/service.	x	x	x
2	Design and implement an eCommerce system for the proposed application/service.	x	x	x
3	Function effectively in an eCommerce development team.			
4	Communicate and demonstrate project results.			

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 real-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.

Learning and Teaching Activities (LTAs)

LTAs	Brief Description	CILO No.	Hours/week (if applicable)
1	Consultation	Students will learn by briefing on the requirements, example cases, presentation and submission of proposal.	1
2	Consultation	Students will engage with the project activities to create and implement projects and report progress through intermediate reports on design and implementation with the consultation from project supervisor.	2, 4
3	Consultation	Students will discuss and resolve technical issues and implement the projects.	3, 4

4	Consultation	Students will present the results of the projects through example cases, presentation, intermediate and final report documentation, and prototype implementation demonstration.	4	
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Assessment Tasks / Activities (ATs)

ATs	CILO No.	Weighting (%)	Remarks ("- " for nil entry)	Allow Use of GenAI?	
1	Proposal report and presentation, review and critique of relevant work. Market research, analysis.	1	20	-	Yes
2	Intermediate reports on design, intermediate presentation.	2, 4	20	-	Yes
3	Team discussions, team presentations, team weekly activity reports.	3, 4	10	-	Yes
4	Final report presentation, report documentation, prototype demonstration.	1, 2, 4	50	-	Yes

Continuous Assessment (%)

100

Assessment Rubrics (AR)**Assessment Task**

Continuous Assessment (for students admitted before Semester A 2022/23 and in Semester A 2024/25 & thereafter)

Criterion

Ability to prepare proposal report and presentation, intermediate report on analysis and design.

Excellent

(A+, A, A-) High

Good

(B+, B, B-) Significant

Fair

(C+, C, C-) Moderate

Marginal

(D) Basic

Failure

(F) Not even reaching marginal levels

Assessment Task

Continuous Assessment (for students admitted before Semester A 2022/23 and in Semester A 2024/25 & thereafter)

Criterion

Ability to prepare intermediate report on design, intermediate presentation, final report.

Excellent

(A+, A, A-) High

Good

(B+, B, B-) Significant

Fair

(C+, C, C-) Moderate

Marginal

(D) Basic

Failure

(F) Not even reaching marginal levels

Assessment Task

Continuous Assessment (for students admitted before Semester A 2022/23 and in Semester A 2024/25 & thereafter)

Criterion

Capability to participant in team discussions, team presentation, team weekly activity reports.

Excellent

(A+, A, A-) High

Good

(B+, B, B-) Significant

Fair

(C+, C, C-) Moderate

Marginal

(D) Basic

Failure

(F) Not even reaching marginal levels

Assessment Task

Continuous Assessment (for students admitted before Semester A 2022/23 and in Semester A 2024/25 & thereafter)

Criterion

Ability to prepare, final report presentation, report documentation, prototype demonstration.

Excellent

(A+, A, A-) High

Good

(B+, B, B-) Significant

Fair

(C+, C, C-) Moderate

Marginal

(D) Basic

Failure

(F) Not even reaching marginal levels

Assessment Task

Continuous Assessment (for students admitted from Semester A 2022/23 to Summer Term 2024)

Criterion

Ability to prepare proposal report and presentation, intermediate report on analysis and design.

Excellent

(A+, A, A-) High

Good

(B+, B) Significant

Marginal

(B-, C+, C) Basic

Failure

(F) Not even reaching marginal levels

Assessment Task

Continuous Assessment (for students admitted from Semester A 2022/23 to Summer Term 2024)

Criterion

Ability to prepare intermediate report on design, intermediate presentation, final report.

Excellent

(A+, A, A-) High

Good

(B+, B) Significant

Marginal

(B-, C+, C) Basic

Failure

(F) Not even reaching marginal levels

Assessment Task

Continuous Assessment (for students admitted from Semester A 2022/23 to Summer Term 2024)

Criterion

Capability to participant in team discussions, team presentation, team weekly activity reports.

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(A+, A, A-) High

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Assessment Task

Continuous Assessment (for students admitted from Semester A 2022/23 to Summer Term 2024)

Criterion

Ability to prepare, final report presentation, report documentation, prototype demonstration.

Excellent

(A+, A, A-) High

Good

(B+, B) Significant

Marginal

(B-, C+, C) Basic

Failure

(F) Not even reaching marginal levels

Part III Other Information

Keyword Syllabus

Student teams will work on an eCommerce project under the supervision of an academic staff, submit a project report on the work carried out and present the project. Such eCommerce project includes but is not limited to, elements of the following topics: eCommerce business model, market research, survey design, client requirements, project proposal, customer value proposition, revenue model, business model analysis, service and application, system specification, system architecture, development strategies, system design, implementation plan, implementation tools, test and evaluation, project presentation.

Reading List

Compulsory Readings

Title	
1	Nil

Additional Readings

Title	
1	Online Resources: Readings will be augmented by pertinent journal/newspaper/magazine articles.