MASTER OF SCIENCE IN ELECTRONIC COMMERCE AND INTERNET COMPUTING

PROGRAMME STRUCTURE

The ECom modules are designed to offer participants with a business background a good understanding of the revolution and the convergence of new technologies on global business, and, as current or future managers, a good grasp of the impact and the exciting opportunities for electronic commerce. The IComp modules offer participants with a technical background an opportunity to acquire expert skills and knowledge of the most important Internet technologies to enhance their professional development in order that they will play a vital role in the Internet world. Students with the necessary pre-requisites are encouraged to take a mixture of ECom and IComp modules in order to acquire an integration of technology and business components of the Programme.

Candidates must either select (a) 8 modules and a project; or (b) 12 modules. All selection will be subject to approval by the Programme Director.

Candidates may also in exceptional circumstances select at most 2 modules from the syllabuses for the degree of MSc(Eng) and that for the degree of MSc(CompSc), subject to approval of the Head of the Department or Course Co-ordinator concerned in accordance with the provisions of Regulation EC6(b).

It is the goal of the programme to have a comprehensive and dynamic curriculum in order to meet the challenges and opportunities of the fast developing Internet world. Therefore the modules, both in terms of range and syllabus, are updated and revised continuously and are subject to the approval of the University's Senate. The list of modules below is therefore subject to change.

Core Modules (select at least 4 modules):

- E-business transformation
- E-commerce technologies
- Fundamentals of e-commerce security
- Internet information engineering
- Internet infrastructure technologies
- Legal aspects of I.T. and e-commerce
- Supply chain and e-logistics management
- Website engineering

Electives:

- A practical introduction to business intelligence
- Customer relationship management: business strategies and techniques
- Data mining with applications in business and electronic commerce
- E-business architecture
- E-crimes: digital crime scenes and legal sanctions E-discovery and digital forensics
- E-financial services
- E-marketing
- Electronic payment systems
- Geospatial information and technology for location-based services
- Mobile and pervasive commerce
- Technology convergence and digital entertainment
- The new telecommunications landscape: convergence to Internet protocols, seamless mobile communications, and new services
- Topics in electronic commerce
- Topics in Internet computing
- Web 2.0 strategy and innovation

SYLLABUSES
ECOM6004. Legal aspects of I.T. and e-commerce (core)

This module provides an introduction to some of the main legal problems generated by recent developments in information technology and e-commerce, and their possible solutions. Topics to be covered include copyright, patent protection for software and business methods, domain name disputes and other intellectual property issues on the Internet, contractual issues of on-line trading, public key infrastructure and electronic transactions, privacy and data protection.

ECOM6008. Supply chain and e-logistics management (core)

The module is designed to prepare you to apply business strategies, analytical methodologies and information technology in supply chain management. Traditionally industries have focussed on operation evaluation and performance improvement of mainly the manufacturing process; however, the deficiency of supply chain coordination results in severe downgrade of business competitiveness. With advent of information technology, computers not only improve manufacturing operation and management and also strategic decision-making as well. This module focuses on the systems approach to the planning, analysis, design, development, and evaluation of supply chain and e-logistics management.

ECOM6009. Project (4 modules)

ECOM6013. E-commerce technologies (core)

This module provides an overview of the technologies used in electronic commerce. These include (but not limited to) networking, object-oriented technology, computer and network security, smartcard and RFID, data mining and digital media technologies.

ECOM6014. E-marketing (elective)

This module considers how to create customer centric strategies for e-businesses. Marketing focuses on the interaction between the producer and the consumer. This focus remains unchanged in e-marketing, but our ability to foster this interaction with technology has been dramatically increased. The Internet provides new forms of communications like web sites, e-mail, social media, and mobile communications. However, these technologies do not necessarily replace traditional marketing vehicles like mass media, direct mail, and telephone marketing, but instead augment them to improve the customer experience. The basic premise of this module is that these technologies can be used to fulfill the goal of a customer-centered marketing strategy.

The goal for this module is to develop a set of principles so that managers can effectively develop and implement e-Marketing strategies. A core framework that we will use in this module is an interactive marketing strategy. Interactive marketing goes by many names, including customer relationship management (CRM). E-Marketing allows companies to interact with consumers on an individual basis and create customized products and services using personalized knowledge about a consumer. As part of this module we develop a compatible set of quantitative techniques to implement interactive marketing strategies. Throughout the module we explore examples and cases to understand how e-marketing is evolving in practice.

ECOM6016. Electronic payment systems (elective)

This module deals with technology and computer systems for managing and handling payments across electronic networks. It covers topics on payment gateways, clearance, credit card transactions, digital cash, micro-payments, authenticity, integrity, intermediaries and risk management.
ECOM6020. Customer relationship management: business strategies and techniques (elective)

The objectives of this module are to understand CRM concepts; CRM business strategies; typical business applications for CRM; and the process to implement CRM projects.

ECOM6022. Topics in electronic commerce (elective)

This module covers advanced topics in areas in electronic commerce that are relevant at the time. Leaders in the field, expert practitioners and distinguished scholars in the field around the world will be invited to participate in this module.

ECOM6023. E-financial services (elective)

This module provides students with the fundamentals in the operations as well as the management of electronic commerce in the financial service industry. It presents an overall picture of e-commerce applications in the financial sector and also the future development trends in e-finance. Specific topics include managerial financial knowledge before e-finance, creative destruction & framework of e-finance; the recent development of e-banking, e-brokerage, e-warrant, e-insurance, e-wealth management, valuation of technology, Value based management as well as current issues in e-finance. Various cases will be studied.

ECOM6024. Mobile and pervasive commerce (elective)

With over 5 billion mobile phone users worldwide, including a billion people accessing the mobile Web via 3+G technologies, new wireless and pervasive computing services are changing the way enterprises interact with both their customers and their employees. The explosion in smart phone ownership, the adoption of faster wireless standards, and the emergence of different mobile social networking and location-sensitive apps are but a few factors contributing to rapid developments in this area. These include mobile commerce apps, mobile social software services, enterprise applications as well as a rapidly growing collection pervasive computing applications that bridge the gap between the digital and physical worlds.

ECOM6025. Technology convergence and digital entertainment (elective)

This module covers the digital entertainment industry that has emerged in the wake of digitalisation and technological convergence. The emergence and continual development of the digital entertainment industry (including but not confined to console and online games, social media, smartphone and tablet apps, digital television and digital cinema) is discussed through a historical exploration and critical analysis of the economics, technical innovations, social demands and ethical constraints that define it.

Having first provided a theoretical framework for discussing and classifying digital entertainment and convergence, the module provides an overview of theory and methods allowing the student to critically analyse and discuss key technical, business, ethical and regulatory issues associated with the commissioning, planning, production, distribution, payment for and use of digital entertainment by a variety of target groups. Activities will include the use of stakeholder and competition analyses, being able to formulate a business case and to handle in general terms the risk management of a given digital entertainment project.

ECOM6029. E-business transformation (core)

The Internet has shortened business transaction cycles, expanded market reach, and allowed companies to build and manage customer relationship more effectively. Today almost every company is trying to find out how best to deploy the Internet throughout its value chain to improve operational effectiveness, entrench strategic position, and ultimately create sustainable competitive advantage. Transformational initiatives, however, are difficult to implement and prone to failure as companies
must grapple with a whole host of strategic, organizational, technical and increasingly global issues.

This module builds on the basic principles of business and economic to examine the role of the Internet as a strategic necessity. It provides a roadmap for transforming companies into inter-networked enterprises where proprietary and shared infrastructures are used to link customers, suppliers, partners and employees to create superior economic value. You will learn how the Internet can provide firms with the necessary infrastructure needed to align their business strategy with IT strategy, streamline front-end and back-end processes, manage relationships and partnerships, and adapt to emerging global issues such as outsourcing and offshoring.

ECOM6030. Web 2.0 strategy and innovation (elective)

This module covers the fundamental principles of Web 2.0 Strategy and Innovation, providing a systematic framework, business cases and hands-on experience with the online internet and social media business models that have transformed society, business, nonprofit and government worldwide.

We first answer the question of What’s Next by looking first at the successful strategy and innovation practices of well-known Silicon Valley internet companies and global industry innovation leaders. Second, we analyze—How to compete in this Web 2.0 world. We examine how quickly followers in other countries and industries are re-shaping, re-mixing and leapfrogging these business models by moving into mobile, leveraging and monetizing their social network, collective user value and collaborative innovation. Third, we have two innovation labs to practice and hone our individual and group skills in applying Web 2.0 strategy best practices to improve ROI Return on Investment and increase RPU Revenue Per User.

ECOM6031. Fundamentals of e-commerce security (core)

This module provides an in-depth understanding of basic security problems and relevant e-commerce solutions, while helping students implement today’s most advanced security technologies, such as designing secure Web, e-commerce, and mobile commerce applications, securing corporate internal network, and providing secure employee/user authentication.

ECOM6032. E-discovery and digital forensics (elective)

This module will give the students an in-depth understanding of the current IT management and e-business litigation practices involving e-discovery and digital forensics, and will help them to take a leading role in the management team to work with the legal counsel, auditor and department managers to prepare and implement an effective Incident Response Strategy to address various IT-business and legal problems in today’s global competition and innovation driven economy.

ECOM6033. Geospatial information and technology for location-based services (elective)

Location-based services (LBS) are the collection of data and technology that drive popular applications such as in-car navigation, mapping of nearby points of interest on cell phones, automatic notification of weather hazards as they impact travel along a highway route, location-based advertising, geosocial networking, and tracking of inventory in warehouses. These applications leverage the user’s or object’s physical location to locate and access additional relevant information. LBS is enabled by the nexus of the Internet, wireless and geospatial technology realms. While geospatial technology is perhaps the least understood of these, geospatial content and services comprise the majority of the value component in LBS. To help students explore the full value of LBS, this course examines how to identify, obtain and manage the location-based information that users
need and the geospatial technology and content behind LBS called Geographic Information Systems (GIS).

ICOM6011. Project (4 modules)

ICOM6012. Internet infrastructure technologies (core)

This module takes a systematic approach to study the various components which form the infrastructure of the Internet. It provides a comprehensive coverage of existing and emerging Internet technologies and applications. Topics include: access and backbone network technologies; IP addressing and routing architectures; standard transport and application protocols; operating principles and internals of network entities. We will focus not only on how the Internet works but also its design rationale and engineering tradeoffs.

ICOM6027. E-crimes: digital crime scenes and legal sanctions (elective)

This module helps participants to grapple with crimes in the electronic age from both technical and legal points of view. It addresses three important aspects of the subject, namely, technologies adopted in e-crimes, legal sanctions and management of e-crimes scenes. Topics covered include: trends in e-crimes; different types of e-crimes, tools and technologies for committing e-crimes; laws relating to e-crimes and criminal sanctions; digital forensics, post-incident crime scene management, and covert operation/live-forensic crime scene management, chain of evidence, collecting and collating digital evidence.

ICOM6029. Topics in Internet computing (elective)

This module covers advanced topics in areas in Internet computing that are relevant at the time. Leaders in the field, expert practitioners and distinguished scholars in the field around the world will be invited to participate in this module.

ICOM6031. Internet information engineering (core)

This module covers the architectural approaches of Information Engineering to analyse, model, design, and implement information-driven applications and services across Web and other platforms. Effective Information Engineering is the key to interoperability across these systems and plays a leading role in the standardisation of information semantics within communities and across domains. This module will develop the critical skills to understand and use applied techniques in the development of information standards with a focus on modeling and semantics with advanced and emerging technologies.

ICOM6032. Data mining with applications in business and electronic commerce (elective)

Data mining focuses on identifying patterns using past transactions to discover relationships. By its very nature electronic commerce is able to generate large amounts of information and data mining methods are quite helpful for managers in turning this information into knowledge which in turns can be used to make better decisions. These quantitative methods have the potential to dramatically change decision making in many areas of business. For example ideas like interactive marketing, customer relationship management, and database marketing are pushing companies to utilize the
This module focuses on how data mining techniques can be applied to solve managerial problems in marketing and electronic commerce. The emphasis is on understanding and applying existing techniques using computer software tools. The set of data mining techniques and marketing problems that can be studied is immense; therefore our strategy will be to focus on popular techniques like decision trees, logistic regression, linear regression, and text processing methods. Each of these techniques is applied to a specific case study in which students will be asked to solve a business problem using the specified approach. The objective is for students to be able to generalize their experience in these settings to other problems using the same technique.

ICOM6034. Website engineering (core)

This module will introduce the standards, the software technologies, and some good practices for implementing websites and web-based applications.

The topics covered will be organized into four parts: (1) Website development basics (system architecture, server- and client-side technologies); (2) Design and implementation of web applications (rich Internet applications, client-side frameworks, MVC design patterns and libraries, content management systems); (3) Interoperability of web applications and services (data formats, web APIs, mashups, cloud services); and (4) Optimizations (data replication and caching, server clustering, traffic analysis, search engine optimizations).

ICOM6036. A practical introduction to business intelligence (elective)

Business Intelligence (BI) is rapidly becoming a standard practice by which enterprises attempt to improve business performance through better decision making. According to Forrester Research, Business Intelligence refers to the "design and implementation of infrastructure, processes, and best practices for data warehousing, integrating, reporting, and analyzing business information."

BI works by controlling and raising the quality of data gathered from a variety of sources allowing enterprises to gain deeper insights into the available information. Better insight into the data also means better alignment of important business decisions with corporate goals.

ICOM6037. The new telecommunications landscape: convergence to Internet protocol, seamless mobile communications, and new services (elective)

The Telecommunications landscape is undergoing important changes.

The first factor contributing to this change is the convergence to Internet protocols. The adoption of a common protocol architecture on which to build infrastructure and services has the merit of decreasing equipment and management costs, and of providing ease of inter-working among networks. Most telecom standards organizations are developing IP-based standards, and many network operators plan on supporting only IP-based infrastructures.

The second factor is the development of communications solutions aimed at providing seamless communications to mobile users. Examples are wireless networking technologies such as WiFi, Wimax and mesh networks, as well as the IEEE 802.21.

The third important factor is the provisioning of new IP-based telecommunications services, such as Voice over IP, IPTV, intervehicular communications, and cloud Computing.
The goal of this module is to expose the students to advances in telecommunications, encompassing new technical solutions as well as new services.

ICOM6039.  E-business architecture (elective)

Every proper e-business system has an architecture. The objectives of this module are to help students understand the components of e-business architecture and to design an architecture for efficient and effective e-business applications.

To do that, students will first need to learn how to identify the business needs/requirements, and how to design e-business applications using such leading edge methodologies as the Model Driven Architecture (MDA) from the Object Management Group (OMG); the Architecture Standard from IEEE (IEEE 1471); and Service oriented architecture (SOA) from various industry leaders. Secondly, they must also learn about the enterprise architecture (EA) and the Component Business Modeling (CBM) to address business requirements and design business architectures. In addition, they will learn how to use architecture patterns such as e-business patterns in the technology architecture design. To help students to understand the e-business architecture practice, we will also cover the selected architecture designs case studies for various e-business applications.

Given newly emerging technologies such as cloud computing and the Internet of Things (IoT) are becoming increasingly prevalent and important, we will lastly and briefly discuss how to make architecture design by using these technologies for e-business applications.