City University of Hong Kong
Course Syllabus

offered by Department of Computer Science
with effect from Semester A 2024/25

Part I   **Course Overview**

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

Equivalent Courses:
(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)	Discovery-enriched curriculum related learning outcomes (please tick where appropriate)		
			A1	A2	A3
1.	Describe the requirements of eCommerce Technologies.		✓	✓	
2.	Analyze suitability of eCommerce technologies.		✓	✓	✓
3.	Apply selected eCommerce technologies to design of particular applications.		✓	✓	✓
4.	Describe and inquire on trends of eCommerce technologies.		✓	✓	
		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 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.

3. **Learning and Teaching Activities (LTAs)**
   (LTAs designed to facilitate students' achievement of the CILOs.)

LTA	Brief Description	CILO No. 1	2	3	4	Hours/week (if applicable)
Lectures	Students will engage with key concepts of eCommerce systems.	✓*	✓*	✓*	✓*	2 hrs/week
Tutorials	Students will discuss and apply their knowledge to provided exercises related to eCommerce systems that enforce course concepts.	✓	✓	✓	✓	1 hr/week
Assignments	Students will individually demonstrate knowledge of course concepts and apply formulated strategies to analyse and describe eCommerce technologies and trends.	✓	✓	✓	✓	4 hrs/week for 4 weeks

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4. **Assessment Tasks/Activities (ATs)**
   (ATs are designed to assess how well the students achieve the CILOs.)

Assessment Tasks/Activities	CILO No. 1	2	3	4	Weighting	Remarks
Continuous Assessment: 50%						
Assignments	✓	✓	✓	✓	20%	
Mid-term Quiz	✓	✓	✓	✓	10%	
Project	✓	✓	✓	✓	20%	
Examination^: 50% (duration: 2 hours)						
					100%	

^ 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.)

Applicable to students admitted before Semester A 2022/23 and in Semester A 2024/25 & thereafter

Assessment Task	Criterion	Excellent (A+, A, A-)	Good (B+, B, B-)	Fair (C+, C, C-)	Marginal (D)	Failure (F)
Assignments	Explain and apply aspects of eCommerce in 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
Exam	Ability to describe, analyse and apply concepts related to eCommerce systems	High	Significant	Moderate	Basic	Not even reaching marginal levels

Applicable to students admitted from Semester A 2022/23 to Summer Term 2024

Assessment Task	Criterion	Excellent (A+, A, A-)	Good (B+, B)	Marginal (B-, C+, C)	Failure (F)
Assignments	Explain and apply aspects of eCommerce in analysing and discussing related technology and trends.	High	Significant	Moderate	Not even reaching marginal levels
Mid-term Quiz	Ability to describe, analyse and apply concepts related to eCommerce systems.	High	Significant	Moderate	Not even reaching marginal levels
Project	Engage with eCommerce technology by identifying trends and applying selected technologies to design an application.	High	Significant	Moderate	Not even reaching marginal levels
Exam	Ability to describe, analyse and apply concepts related to eCommerce systems	High	Significant	Moderate	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>, 4th 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