

Fall 9-2002

IS 495.02: Development of E-Commerce Systems

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COURSE SYLLABUS

IS 495

Development of E-Commerce Systems

Fall 2002

Instructor:

Shawn Clouse, GBB 371, 243-4831 or 243-6179 (office), or 728-5219 (home),
shawn.clouse@business.umt.edu

Teaching Assistants:

Shannon Haish, GBB 332, 243-4817, shannon.haish@business.umt.edu

Office Hours: Tuesday & Thursday from 9:30am - 11:00 am
Wednesday from 10:00 a.m. to noon, or by appointment.

Meeting Time: Tuesday & Thursday
Section 02: 12:30 to 2:00 p.m. and Section 03: 2:00 to 3:30 p.m.

Meeting Place: GBB 213

Course Description:

This course focuses on using high-tech computer technology to develop systems for conducting & supporting business through the Internet. Students will learn the foundation concepts of e-Commerce and how to design, develop, implement, and maintain business systems used to support the e-Business strategies of an organization. Students will develop e-Commerce enabled web sites using such technologies as Microsoft FrontPage, Microsoft Internet Information Server, Active Server Pages, ASP.NET, IBM WebSphere, and the IBM AS/400. All students are required to have a personal web site on the SOBA Student Web Server to post class assignments and to become proficient with web publishing.

Course Goals:

- For all students to have an understanding of the development process for creating e-Commerce or e-Business systems.
- To explore how e-Commerce technology can be used to conduct business.
- To develop web site design skills to become proficient with web publishing.
- For students to master the skill of learning how to use different web development platforms.
- Enable students to be active participants in the learning process.
- To learn how to develop e-Commerce systems while working as a member of a team.
- To learn how to present your ideas verbally through presentations and in writing through submitting reports and keeping a journal of your learning progress.
- Develop web materials that students can add to their portfolio to demonstrate to potential employers their skill in the development of e-Commerce systems.

Projects:

The students will learn about the development of e-Commerce systems by completing a series of individual and group projects. The individual project will be to develop a personal web site on the SOBA Student Web Server. The group projects will include research on e-Commerce systems and the development of e-Commerce sites complete with shopping cart technology.

Journals:

The purpose of the learning journal is to provide each student an opportunity to **reflect on what you have learned** in the course as well as to sharpen your written communication skills. This is not an exercise of doing a research project, but an exercise of describing what you are thinking about and what you have done each week to guide your learning on e-Commerce. You are required to make weekly submissions to your journal via email to the instructor (shawn.clouse@business.umt.edu). You will need an entry in the journal for each week and will want to build the journal so that it has a thread for each week's activities. An easy way to keep track of this is to create the journal in Microsoft Word with the date and journal number and copy the journal each week from your Word document and paste it into an email message. A reflection question will be posted each week to *guide your thoughts for the journal*. Journals are due by 5:00 p.m. on Thursday of each week. Your journal will be reviewed every other week. The journals are worth 100 points and the grade will be assigned at the end of the semester.

Software Skills:

We will use a number of software applications through out the semester. Students will learn to use web authoring tools like Microsoft FrontPage and IBM WebSphere to develop web sites. Adobe Photoshop is available for the development of web graphics. The server software for hosting the web sites will be Microsoft Internet Information Server, ASP.NET, and the IBM AS/400. Students will also learn to use several *collaborative technologies for completing work as a member of a team*. These collaborative technologies include GroupSystems and threaded discussion areas.

Participation:

Student participation will be evaluated by the instructor and by using the student evaluation form for group projects. Participation includes attending group meetings, completing assigned individual tasks for the group, providing support and assistance to other group members when needed, and contributing to class discussion.

Grading:

Students will be graded based on presentations, papers, projects, journals, quizzes, and participation in class and group activities. Each group activity will include an evaluation form that must be filled out by all students. The evaluation form includes a section for the evaluation of the members of your group. **Your evaluation of the performance of your group mates will be included in their grade for each project.** For example, if you receive a 70% for group participation you will only receive 70% of the total points that the group earned on the project. The success of the learning process and the project is dependent on the dedication and commitment of all of the students in the class. Graduate students must complete an extra project to receive graduate credit for the class. Grades will be assigned based on the following breakdown: A – 90% and above, B – 89% to 80%, C – 79% to 70%, D – 69% to 60%, and F – below 59%.

Textbook:

e-Business & e-Commerce Infrastructure: Technologies Supporting the e-Business Initiative by Chaudhry & Kuilboer (2002), McGraw-Hill/Irwin. This book is available in the UM Bookstore.

The instructor will provide materials for developing web applications and articles for outside readings. We may use some Microsoft materials for ASP.NET or IBM Partners in Education Course Materials for e-Business Development w/WebSphere. This book was developed to teach students e-Business development by using both a conceptual and hands-on orientation. This unique approach allows students to acquire the skills necessary to design and build web applications by using web development tools and Java in web application server environments. This book demonstrates and features IBM iSeries

(AS/400) web server development tools (IBM WebSphere Studio and WebSphere Application Server) in class projects and other hands-on assignments and demonstrations.

Current Events and Outside Reading:

e-Commerce is a new and rapidly changing field and to stay current with changes and new developments students are encouraged to read about e-Commerce from outside sources like the Internet, Wall Street Journal, Tech Republic, eWeek, Internet Today, Business Week, and the Missoulian. You may also find interesting programs on technology on public television that will help in your understanding of e-Commerce and its role in Business. We will try to start each class with a discussion of "What is new with e-Commerce Today." Students are encouraged to bring topics of interest for class discussion.