
	Hashemite University	
	Prince Al-Hussein bin Abdullah II Faculty for Information Technology	
	Department of Computer Information Systems	

Course Syllabus

Year: 2018-2019

Semester: (1)

Course No.	Course Title	Designation	Prerequisite	Co-requisite	Credit Hours Lectures /Lab.
151002375	Electronic Commerce	Required	151002310	-	3 / 0

Instructor Name	E-mail	Office No.	Office ext.	Office Hours
Mr. Hasan Al Da'jah	hidhaim@hu.edu.jo	7	-	Mon,Wed(1-2)

Coordinator's Name:	Mr. Hasan Al Da'jah
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Course Description	This course provides an understanding of spectrum of electronic commerce and aims to provide students with a survey of electronic businesses and some detailed study of topics from electronic learning, electronic government, and mobile commerce. The focus is on analytical skills during electronic businesses applications.
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a) Textbook (s):
1. Electronic Commerce: A Managerial Perspective. Efraim Turban (2008), Prentice Hall
b) References:
1. GUI Bloopers: Don'ts and Do's for Software Developers and Web Designers (Interactive Technologies), Jeff Johnson, Third Edition, 2007 .
2. The JFC Swing Tutorial: A Guide to Constructing GUIs (2nd Edition), Kathy Walrath, Mary Campione, Alison Huml and Sharon Zakhour (Mar 5, 2004)

Course Learning Outcomes CLOs
1- Understand the concepts of Information Systems and Electronic Commerce. (1)
2- Identify the concepts of e-Government, applications, government strategy, e-Auction, e-learning and software on building e-courses. (4,5)
3- Recognize mobile computing, mobile commerce perspectives, and mobile commerce technology.
4- Demonstrate effectively the Electronic commerce concept on the projects, assignments, technical reports, and oral presentations.
Addressed Student Learning Outcomes (SLOs)
1, 4, and 5

Topic	CLO number	Reference	No. of Weeks	Contact *hours
1. Overview of Electronic Commerce	1	Ch1	2	6
2. E-Marketplaces: Structures, Mechanisms, Economics, and Impacts	2	Ch2	2	6
3. Retailing in Electronic Commerce: Products and Services	2	Ch3	2	6
4. Consumer Behavior, Market Research, and Advertisement	2	Ch4	1	3
5. Innovative EC Systems: From E-Government and E-Learning to C2C	2	Ch8	3	6
6. Mobile Commerce and Pervasive Computing	3	Ch9	2	6
7. E-Auctions	2	Ch10	1	3
8. Electronic Payment Systems	3	Ch12	3	6
9. Project technical reports and oral presentations.	4	-	1	3
Total			15	45

Assessment method	Grade	Comments
First Exam	25%	Covers Chapters 1, 2, 3, and 4
Second Exam	25%	Covers Chapters 8, 9 , and 10
Project	10%	Assignment and Quiz
Final Exam	40%	Covers all topics
Total	100%	

