FACULTY OF COMPUTER SCIENCE AND MANAGEMENT / DEPARTMENT
SUBJECT CARD
Name in Polish *Koncepcje i Technologie Biznesu Elektronicznego*
Name in English *E-Business Concept and Technologies*
Main field of study (if applicable): *Computer Science*
Specialization (if applicable): ……………………..
Level and form of studies: 1st/ 2nd* level, full-time / part-time*
Kind of subject: obligatory / optional / university-wide*
Subject code INZ0293Wl
Group of courses YES / NO*

	Lecture	Classes	Laboratory	Project	Seminar
Number of hours of organized classes in University (ZZU)	30		30		
Number of hours of total student workload (CNPS)	60		90		
Form of crediting	Examination / crediting with grade*	Examination / crediting with grade*	Examination / crediting with grade*	Examination / crediting with grade*	Examination / crediting with grade*
For group of courses mark (X) final course	X				
Number of ECTS points	2		3		
including number of ECTS points for practical (P) classes	0				
including number of ECTS points for direct teacher-student contact (BK) classes	1,2		1,8		

*delete as applicable

PREREQUISITES RELATING TO KNOWLEDGE, SKILLS AND OTHER COMPETENCES
1. Is able to develop web site/web application.
2.
3.
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SUBJECT OBJECTIVES
C1 To enhance students' knowledge, enterprising creativity and the importance of both, technical and non-technical factors in building successful E-Commerce solutions
C2 To create an environment where students are encouraged and motivated to coin the idea and to start development of a possibly innovative E-Commerce/E-Business solution

SUBJECT EDUCATIONAL EFFECTS	
relating to knowledge:	
PEK_W01 Has a basic knowledge about recent trends in E-Commerce/E-Business markets and how to setup a successful E-Commerce solution	
PEK_W02 Has a basic knowledge necessary to understand the importance of non-technical factors in building successful E-Commerce solution	
…	
relating to skills:	
PEK_U01 Is able to discern technical and non-technical aspects in development of an E-Commerce/E-Business solution	
PEK_U02 Is able to use her/his creativity to coin the idea and to start development of a possibly innovative E-Commerce/E-Business solution	
…	
relating to social competences:	
PEK_K01 Is able to think and act in an enterprising manner and to use her/his creativity to setup a possibly innovative E-Commerce/E-Business solution	

PROGRAMME CONTENT

Form of classes - lecture		Number of hours
Lec 1	Introduction to E-Commerce and E-Business	2
Lec 2	Key Principles for Ecommerce Success	2
Lec 3	Get Started: Ecommerce Project Preparation Essentials	2
Lec 4	Get Started: Ecommerce Project Preparation Essentials II	2
Lec 5	Planning Your Website Development and Web Development Environment by Example	2
Lec 6	Introduction to Agile Software Development	2
Lec 7	Agile Software Development	2
Lec 8	Agile Software Development II	2
Lec 10	Get Sales: Key Elements of an Ecommerce Website	2
Lec 11	Get Sales: Key Elements of an Ecommerce Website II	2
Lec 12	Get Hiring	2
Lec 13	Get More Sales	2
Lec 14	Get More Sales II	2
Lec 15	Test	2
	Total hours	30
Form of classes - class		Number of hours
Cl 1		
Cl 2		

Cl 3		
Cl 4		
..		
	Total hours	

Form of classes - laboratory		**Number of hours**
Lab 1	Introduction, BHP	2
Lab 2	Brainstorming	2
Lab 3	Presentation of the ideas of possibly innovative E-Commerce/E-Business solutions	2
Lab 4	Revisited ideas of possibly innovative E-Commerce/E-Business solutions	2
Lab 5	Setup of project's infrastructure	2
Lab 6	Sprint 1 Iteration 1	2
Lab 7	Sprint 1 Iteration 2	2
Lab 8	Sprint 1 Iteration 3 and sprint demo	2
Lab 9	Sprint 2 Iteration 1	2
Lab 10	Sprint 2 Iteration 2	2
Lab 11	Sprint 2 Iteration 3 and sprint demo	2
Lab 12	Sprint 3 Iteration 1	2
Lab 13	Sprint 3 Iteration 2	2
Lab 14	Sprint 3 Iteration 3 and sprint demo	2
Lab 15	Final assesment	2
	Total hours	30

Form of classes - project		**Number of hours**
Proj 1		
Proj 2		
Proj 3		
Proj 4		
…		
	Total hours	

Form of classes - seminar		**Number of hours**
Sem 1		
Sem 2		
Sem 3		
…		
	Total hours	

TEACHING TOOLS USED

N1. Lecture
N2. The course web page with references to literature and course related stuff.
N3. Internet and software infrastructure (e.g. versioning repository)

EVALUATION OF SUBJECT EDUCATIONAL EFFECTS ACHIEVEMENT

Evaluation (F – forming (during semester), C – concluding (at semester end)	Educational effect numer	Way of evaluating educational effect achievement
F1 -	PEK_U01-02, PEK_K01	Evaluation of the proposal of the innovative E-Commerce/E-Business solution [30 points] (Lab1-4)
F2	PEK_U01-02, PEK_K01	Evaluation of the sprint demo 1[20 points] (Lab5-8)
F3	PEK_U01-02, PEK_K01	Evaluation of the sprint demo 2[20 points] (Lab9-11)
F4	PEK_U01-02, PEK_K01	Evaluation of the sprint demo 3[40 points] (Lab12-14)
C1	PEK_U01-02, PEK_K01	C1 is based on the sum of the points from F1…F4: • 5.5 – 91…110 pkt and F2+F4>60 pkt • 5.0 – 91…110 pkt • 4.5 – 81…90 pkt • 4.0 – 71…80 pkt • 3.5 – 61…70 pkt • 3.0 – 51…60 pkt • 2.0 <=50 pkt
C2	PEK_W01	C2 is based on the result of a written test including the material covered during lectures. At least 50% of points is required to pass the test.
C-final mark		C=(2*C1+C2)/3 But if C1=2.0 then C=2.0 as well

PRIMARY AND SECONDARY LITERATURE

PRIMARY LITERATURE:

[1] Ian Daniel, E-commerce Get It Right! NeuroDigital 2011, ISBN-13: 978-0956526205
[2] Kenneth C. Laudon, Carol G. Traver, E-commerce business, technology society. Pearson 2012.
[3] Beck, Kent. Wydajne programowanie = Extreme programming, Warszawa:Wydawnictwo MIKOM, 2006.
[5] Henrik Kniberg, Scrum and XP from the Trenches, 2008
[4] Play framework, http://www.playframework.org/

SECONDARY LITERATURE:

[1] Nicolas Leroux and Sietse de Kaper, Play for Java, Manning (Manning Early Access Program), 2012

SUBJECT SUPERVISOR (NAME AND SURNAME, E-MAIL ADDRESS)

Lech Madeyski, DSc

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MATRIX OF CORRELATION BETWEEN EDUCATIONAL EFFECTS FOR SUBJECT
E-Business Concept and Technologies
AND EDUCATIONAL EFFECTS FOR MAIN FIELD OF STUDY
Computer Science
AND SPECIALIZATION …………………………..

Subject educational effect	Correlation between subject educational effect and educational effects defined for main field of study and specialization (if applicable)**	Subject objectives***	Programme content***	Teaching tool number***
PEK_W01 (knowledge)	T1A_W05, T1A_W02	C1	Lec1-8	N1-2
PEK_W02	T1A_W08, T1A_W02	C1	Lec1-8	N1-2
…				
PEK_U01 (skills)	T1A_U10	C1-2	Lab1-8	N2-3
PEK_U02	K1INF_W14	C1-2	Lab1-8	N2-3
…				
PEK_K01 (competences)	T1A_K06	C1-2	Lab1-8	N2-3
…				

** - enter symbols for main-field-of-study/specialization educational effects

*** - from table above