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## Classification of Electronic Commerce (Cont.)

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### Peer-to-Peer Applications

Peer-to-peer technology can be used in C2C, B2B, and B2C. This technology enables networked peer computers to share data and processing with each other directly. For example, in a C2C peer application, people can exchange (swap) music, video, software, and other digitizable goods electronically.

### Intrabusiness (Organizational) Electronic Commerce

This category includes all internal organizational activities that involve the exchange of goods, services, or information among various units and individuals in that organization.

### Business-to-Employee (B2E)

This is a subset of the intrabusiness category, in which the organization delivers services, information, or products to individual employees.

### Exchange-to-Exchange (E2E)

An exchange describes a public electronic market with many buyers and sellers. As B2B exchanges proliferate, it is logical for exchanges to connect to one another. E2E e-commerce is a formal system that connect exchanges.

### Collaborative Commerce

When individuals or groups communicate or collaborate online, they may be engaged in *collaborative commerce*. For example, business partners in different locations may design a product together, using screen sharing, or they may jointly forecast product demand.

### Mobile Commerce

E-commerce transactions and activities conducted in full or in part in a wireless environment are referred to as *mobile commerce* or *m-commerce*. For example, from a [smart phone](#), a person can do his/her banking or order a book from [Amazon.com](#).

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