Assignment: Investigating Information Systems in Action

Objective: Students will investigate how a local or global company applies the principles of:
1. **eBusiness & eCommerce Systems**
2. **Audit and Controls of Information Systems**
3. **Systems Development Life Cycle (SDLC)**

Through research, teamwork, and presentation, they will analyze real-world implementations and demonstrate their understanding.

Instructions:
Part 1: Group Research (50 minutes)
1. **Form Groups:** Divide the class into groups of 7–8 students.
2. **Select a Company:** Each group selects one company (local or global). Examples:
   ○ **Local:** Online retailers, banks, logistics startups, government e-service providers.
   ○ **Global:** Amazon, Shopify, FedEx, Microsoft, IBM, Alibaba, Salesforce, Deloitte.
3. **Focus Areas:** Investigate how the company applies the following:
   eBusiness & eCommerce Systems:
   • How does the company use digital platforms to conduct business online?
   • What types of e-commerce models are applied? (B2C, B2B, C2C, etc.)
   • What technologies are used to support online services (mobile apps, cloud platforms, personalized marketing)?
   • How do these systems enhance business value and user experience?
         Examples: Mobile e-commerce, social media integration, cloud-based payment systems, AI in personalization.
   Audit and Controls of Information Systems:
   • What audit practices are in place to evaluate the company's IS?
   • Which types of controls are used: Preventive, Detective, Corrective?
   • What tools are used for auditing and compliance?
   • How does the company ensure secure, accurate, and ethical use of its IS?
         Examples: IT General Controls (e.g., access control), Application Controls (e.g., data validation), auditing software like ACL or IDEA.
   Systems Development Life Cycle (SDLC):
   • How does the company develop or enhance its digital systems?
   • Which SDLC methodology is used (Waterfall, Agile, Iterative, Spiral)?
   • How does the company handle planning, analysis, testing, and maintenance?
   • How are stakeholders (users, analysts, developers) involved?
         Examples: Agile sprints, prototyping, UAT sessions, iterative updates to apps or platforms.
4. **Collaborate:** Use online research tools or prior knowledge to gather relevant information. Groups should divide roles such as researcher, note-taker, timekeeper, and presenters to stay organized.

Part 2: Presentation Creation

1. **Slide Deck:** Prepare a 5–7 slide presentation covering:
   - **Slide 1:** Company Overview
   - **Slide 2:** Overview of eBusiness/eCommerce Systems
   - **Slide 3:** Overview of IS Audit and Controls
   - **Slide 4:** SDLC Practices in the Company
   - **Slide 5–6:** How These Systems Interact + Recommendations
   - **Slide 7 (Final Slide):** Sources (websites, reports, interviews, articles)
2. **Visuals and Clarity:**
   - Include charts, diagrams, or screenshots where possible to illustrate findings.
   - Make slides clear and easy to read, with a professional design.
3. **Citation Style:**
   - Use a consistent format for listing sources (e.g., APA, MLA, or simply URLs and publication names).

Part 3: Group Presentation (Next Class)
1. **Duration:** Each group will have 7 minutes to present their findings and 3 minutes to answers questions.
2. **Presentation Roles:**
   - At least 3 members of the group must present, while others can assist with Q&A or technical setup (e.g., managing slides or handling visuals).
   - Groups should decide who will present based on strengths and preferences.
3. **Q&A:** After the presentation, the entire group must be prepared to answer 1-3 questions. Non-presenting members should contribute during Q&A to ensure full group participation.

Deliverables:
1. A PowerPoint or Google Slides presentation file (submitted before presenting).
2. An optional one-page summary of their findings (to aid in Q&A).

Grading Criteria:

Criteria	Points
Relevance and depth of research	20
Clarity and organization of slides	20
Quality of analysis and insights	25
Creativity and use of visuals	15
Team participation and delivery	20
Total	100