

Introduction

- From its beginning in 1985, the Internet has grown to 80 million.coms and well over 200 million websites.
- Electronic commerce (e-commerce, EC) describes the buying, selling, transferring or exchanging of products, services or information via computer networks, including the Internet.
- **E-business** is a broader definition of EC, including buying and selling of goods and services, and also servicing customers, collaborating with partners, conducting e-learning and conducting electronic transactions within an organization.
- Amazon.com can be considered as one of the most successful online businesses worldwide.



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Pure versus Partial Flectronic Commerce

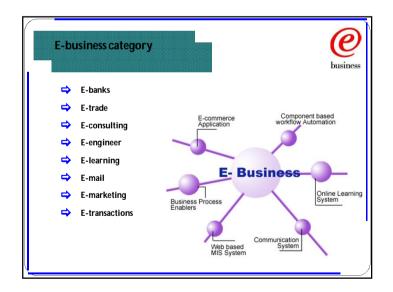
Pure vs. Partial EC depends on the degree of digitization involved.

- -- The product can be physical or digital.
- -- The process can be physical or digital.
- -- The delivery agent can be physical or digital.
- Brick-and-mortar organizations are purely physical organizations. (Buy books at university bookstore)
- Click-and-mortar organizations are those that conduct some ecommerce activities, yet their business is primarily done in the physical world. i.e. partial EC. (Use Internet to order physical book from Amazon)
- Virtual organizations are companies that are engaged only in EC. Also called pure EC (Order and download book from Amazon)



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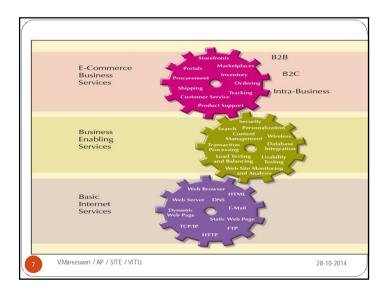
Types of E-Commerce

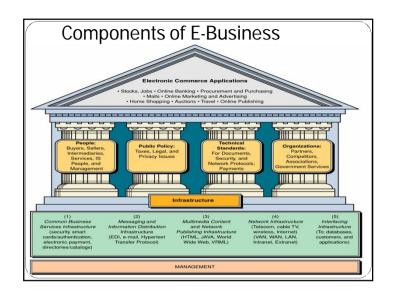
- 1. **Business-to-consumer (B2C):** the sellers are organizations and the buyers are individuals.
- 2. **Business-to-business (B2B):** both the sellers and buyers are business organizations. B2B represents the vast majority of e-commerce.
- 3. Consumer-to-consumer (C2C): an individual sells products or services to other individuals.
- 4. Business-to-employee (B2E): An organization uses e-commerce internally to provide information and services to its employees. Companies allow employees to manage their benefits, take training classes electronically; buy discounted insurance, travel packages, and event tickets.
- 5. **E-Government**: the use of Internet Technology in general and e-commerce in particular to deliver information about public services to citizens (called Government-to-citizen [G2C EC]), business partners and suppliers (called government-to-business [G2B EC]),
- 6. Mobile Commerce (m-commerce) refers to e-commerce that is conducted in a wireless environment. For example, using cell phone to shop over the Internet. Japan is seen as a global leader in m-commerce.

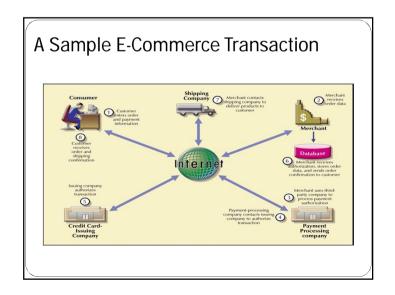


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8-10-2014







Business Applications - Example

- Online shopping
- Online banking
- Online office suites
- Teleconferencing
- Electronic tickets
- Social-networking
- Domestic and international Payment systems
- Instant messaging
- Newsgroups



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Tuesday, October 28, 2014

Limitations of E-Commerce

Technological Limitations

Lack of universally accepted security standards Insufficient telecommunications bandwidth Expensive accessibility

Non-technological Limitations

Perception that EC is unsecure Unresolved legal issues Lacks a critical mass of sellers and buyers



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Benefits of EC

Benefits to organizations

Makes national and international markets more accessible

Lowering costs of processing, distributing, and retrieving information

Benefits to customers

Access a vast number of products and services around the clock (24/7/365)

Benefits to Society

Ability to easily and conveniently deliver information, services and products to people in cities, rural areas and developing countries.



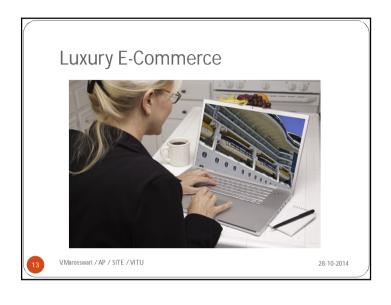
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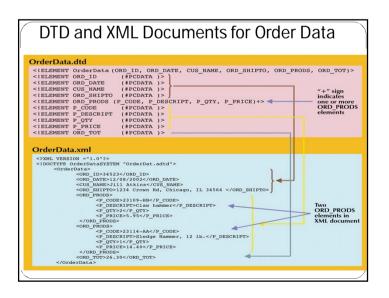
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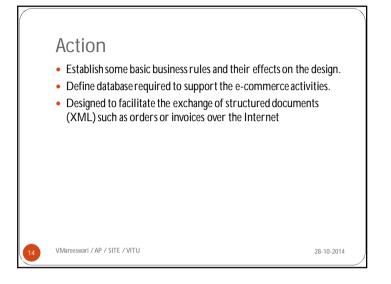
Business-to-Consumer (B2C)

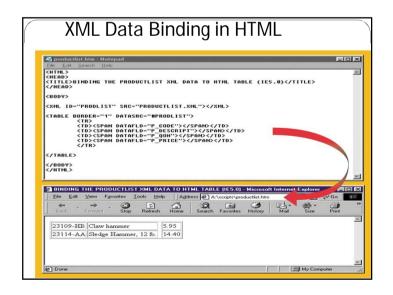
- An **electronic storefront** is a Web site that represents a single store.
- **Electronic malls** are collections of individual shops under a single Internet address.
- Note: clicking on the images above will take you to the respective Web sites.











Ways to Improve E-Commerce Operations

- Technology (hardware and software)
- Business Process Reengineering
- Agile production (mass customization)
- Just-in-time system
- Supply chain management
- Business intelligence
- Customer relationship management

