

IOSIF POLENAKIS UNIVERSITY OF IOANNINA DEPARTMENT OF COMPUTER ENGINEERING

**INTRODUCTION TO E-COMMERCE** 

Digital Economy: An economy that is based on digital computing technologies, although we increasingly perceive this as conducting business through markets based on the Internet and the WWW.

- Digital Economy: An economy that is based on digital computing technologies, although we increasingly perceive this as conducting business through markets based on the Internet and the WWW.
- Digital Marketing: The marketing of products or services using digital technologies, mainly on the Internet, as also any other digital medium through methods like SEO, SEM, e-commerce, etc.

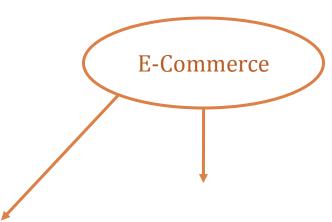
- Digital Economy: An economy that is based on digital computing technologies, although we increasingly perceive this as conducting business through markets based on the Internet and the WWW.
- Digital Marketing: The marketing of products or services using digital technologies, mainly on the Internet, as also any other digital medium through methods like SEO, SEM, e-commerce, etc.
- □ Digital Commerce (Electronic Commerce → e-Commerce): The <u>activity</u> of buying or selling of products on online services or over the Internet. Electronic commerce draws on technologies such as mobile commerce, electronic funds transfer, supply chain management, Internet marketing, online transaction processing, electronic data interchange (EDI), inventory management systems, and automated data collection systems.

- Digital Economy: An economy that is based on digital computing technologies, although we increasingly perceive this as conducting business through markets based on the Internet and the WWW.
- Digital Marketing: The marketing of products or services using digital technologies, mainly on the Internet, as also any other digital medium through methods like SEO, SEM, e-commerce, etc.
- □ Digital Commerce (Electronic Commerce → e-Commerce): The <u>activity</u> of buying or selling of products on online services or over the Internet. Electronic commerce draws on technologies such as mobile commerce, electronic funds transfer, supply chain management, Internet marketing, online transaction processing, electronic data interchange (EDI), inventory management systems, and automated data collection systems.
  - E-business: A sector of e-Commerce that includes among others,
     customer service, inter-partner collaboration and transactions.



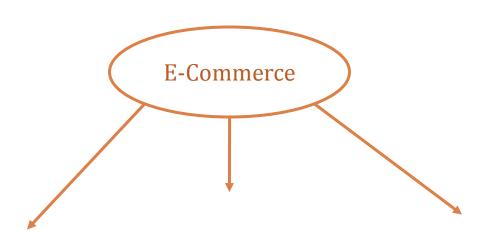


Transmission of information/data, digital or physical products over the networks of computing systems.



Transmission of information/data, digital or physical products over the networks of computing systems.

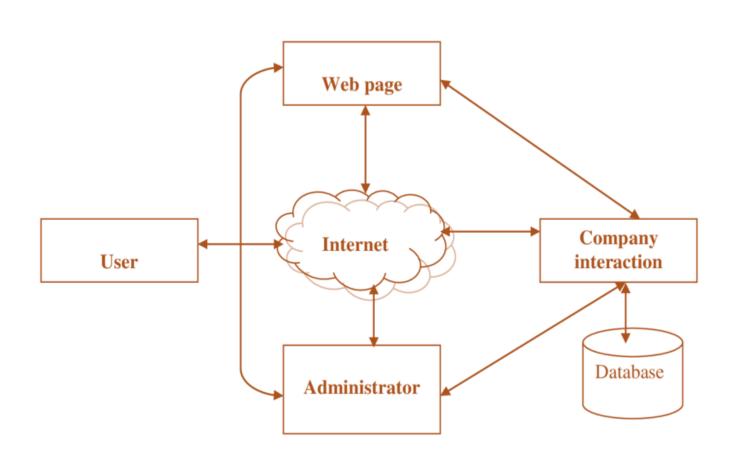
The application of IT in the between of the inter-corporation procedures.

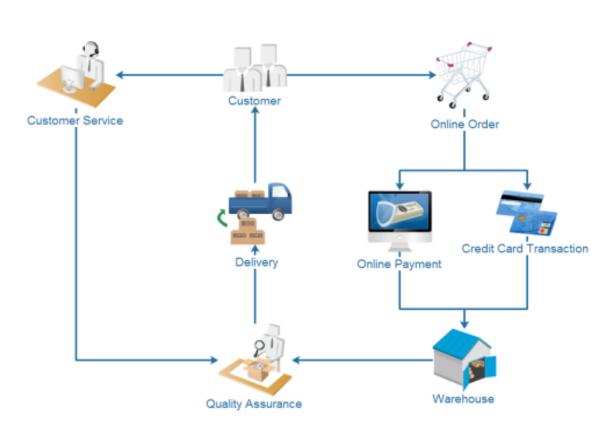


Transmission of information/data, digital or physical products over the networks of computing systems.

The application of IT in the between of the inter-corporation procedures.

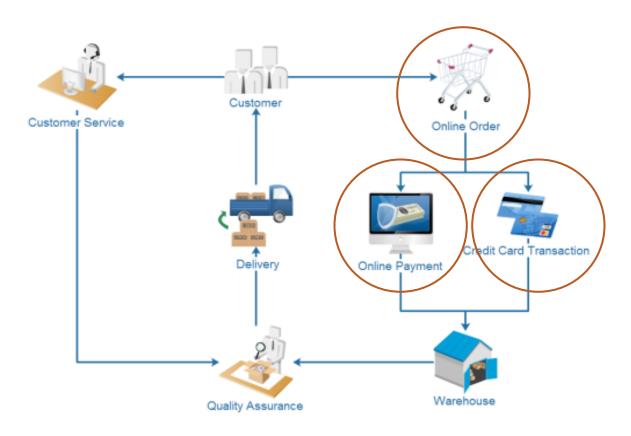
Implementation of
e-commerce decreases
main costs of
corporations, increasing
the quality of the
provided services.





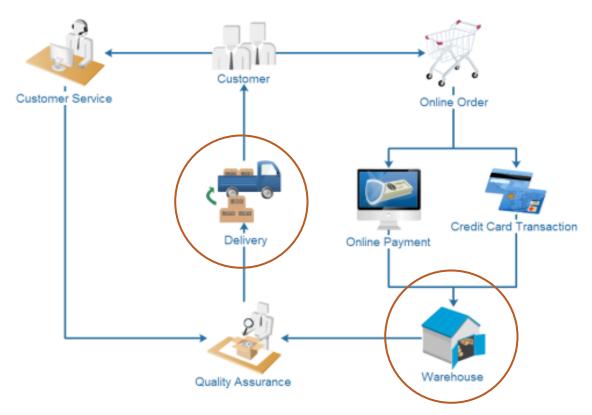
**E-Commerce Workflow Diagram** 

□ Low cost of developing an e-shop



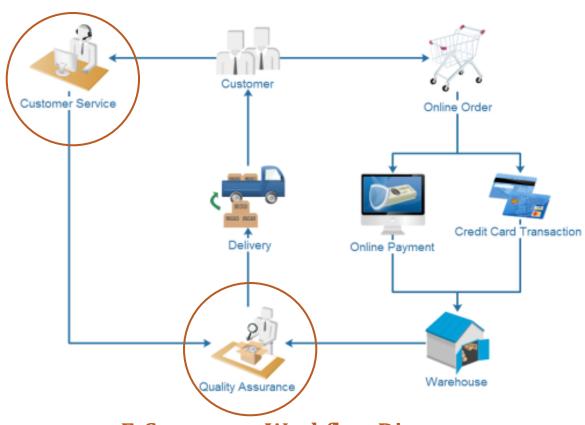
**E-Commerce Workflow Diagram** 

Low operational costs (organized delivery & warehouse management)



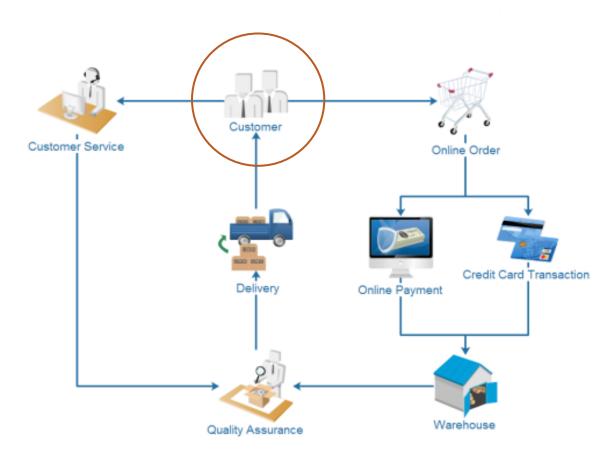
**E-Commerce Workflow Diagram** 

□ Interconnection – Immediate feedback



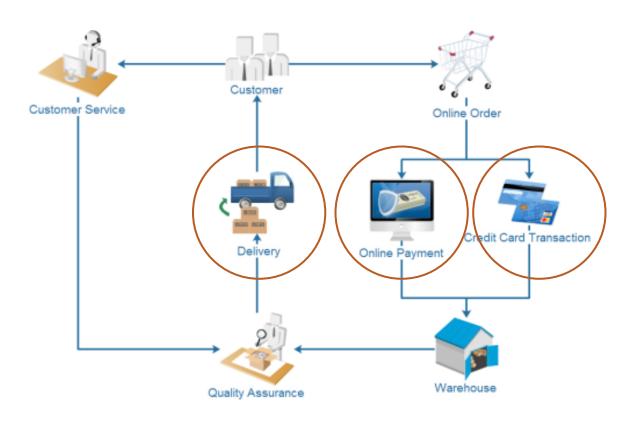
**E-Commerce Workflow Diagram** 

□ Critical portion of markets



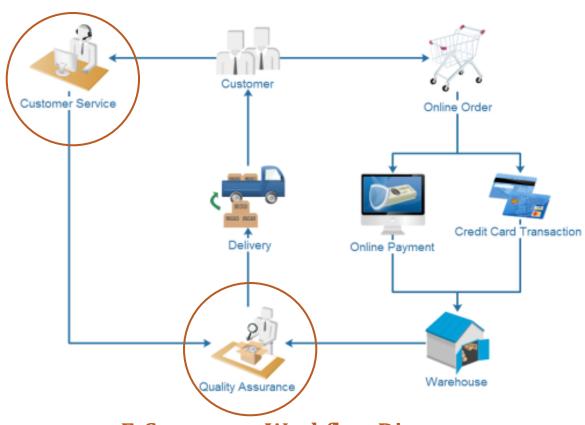
**E-Commerce Workflow Diagram** 

□ World Wide Availability



**E-Commerce Workflow Diagram** 

□ 24/7 Operation



**E-Commerce Workflow Diagram** 

□ e-Commerce provides several benefits for both corporations and customers:

e-Commerce provides several benefits for both corporations and customers:

#### **Corporation**

- e-Commerce widens the market range (world wide)
- Decrease the operational costs
- Provides the ability to modify inter-corporation procedures
- Advances the development of novel business plans and models

e-Commerce provides several benefits for both corporations and customers:

#### **Corporation**

- e-Commerce widens the market range (world wide)
- Decrease the operational costs
- Provides the ability to modify inter-corporation procedures
- Advances the development of novel business plans and models

#### Customer

- 24/7 Transactions
- More options
- Competitiveness leads to beneficial practices
- Time-saving and Informative
- Improves the quality of the provided service

□ e-Commerce, however, exhibits some limitations:

□ e-Commerce, however, exhibits some limitations:

#### **Corporation**

- e-Commerce is based on the persistency of a high-speed network connection.
- System integration and interoperability among different subsystems

□ e-Commerce, however, exhibits some limitations:

#### **Corporation**

- e-Commerce is based on the persistency of a high-speed network connection.
- System integration and interoperability among different subsystems

#### Customer

- e-Commerce is based on the persistency of a high-speed network connection.
- Is what you see what you get?
- Security/Law issues (privacy/confidentiality)

- e-Commerce may be redesigned to adapt to various marketing models:
  - $\checkmark$  B2B → (Business to Business)
    - Transactions performed between corporations.
    - Transactions performed inside corporations.
  - ✓ B2C → (Business to Customer)
     Transactions performed between corporations and customers.
  - ✓ B2E → (Business to Employee)
     Transactions performed between business and their employees.

- e-Commerce may be redesigned to adapt to various marketing models:
  - ✓ C2C → (Customer to Customer)
     Transactions performed between customers, i.e., peer-to-peer.
  - G2C → (Government to Citizen)
     Transactions performed between governments and their citizens.
  - G2B → (Government to Business)
     Transactions performed between governments and businesses that logistically located inside these countries.