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## LECTURE 13: E-COMMERCE



### LEARNING OUTCOMES

Students, after mastering materials of the present lecture, should be able

1. to identify several advantages of e-commerce
2. to outline a multistage model that describes how e-commerce works
3. to identify some of the major challenges that companies must overcome to succeed in e-commerce
4. to describe some of the current uses and potential benefits of e-commerce
5. to identify several e-commerce applications

## LECTURE OUTLINE

1. INTRODUCTION
2. EC CONSIDERATION
3. TYPES OF E-COMMERCE
4. E-COMMERCE APPLICATION
6. STRATEGIES FOR SUCCESSFUL EC

## INTRODUCTION

### 1. Definition

- E-commerce is a new way of conducting business, and, as with any other new application of technology, it presents both opportunities for improvement and potential problems.
- E-commerce (electronic commerce or EC) can be defined as
  - the buying and selling of goods and services, or the transmitting of funds or data, over an electronic network, primarily the internet.
  - technology-mediated exchanges between parties (individuals and/or organizations) as well as the electronically based intra- or interorganizational activities that facilitate such exchanges.
- The terms e-commerce and e-business are often used interchangeably.

- Electronic commerce was identified as the facilitation of commercial transactions electronically, using technology such as Electronic Data Interchange (EDI) and Electronic Funds Transfer (EFT).

- **EDI** is the structured transmission of data between organizations by electronic means. It is used to transfer electronic documents or business data from one computer system to another computer system.
- **EFT** is the electronic exchange or transfer of money from one account to another.



## 2. History of E-Commerce

- The beginnings of e-commerce can be traced to the 1960s, when businesses started using Electronic Data Interchange (EDI) to share business documents with other companies.
- In 1979, the American National Standards Institute developed ASC X12 as a universal standard for businesses to share documents through electronic networks.
  - After the number of individual users sharing electronic documents with each other grew in the 1980s, in the 1990s the rise of eBay and Amazon revolutionized the e-commerce industry.
- Consumers can now purchase endless amounts of items online, both from typical brick and mortar stores with e-commerce capabilities and one another.

- The growth and acceptance of credit cards, automated teller machines (ATM) and telephone banking in the 1980s were also forms of electronic commerce.
- Another form of E-Commerce was the airline reservation system: for example Sabre in the USA, Travicom in the UK, and Traveloka in Indonesia.



**Figure 2** Forecast: US Online And Web-Influenced Retail Sales, 2009 To 2014

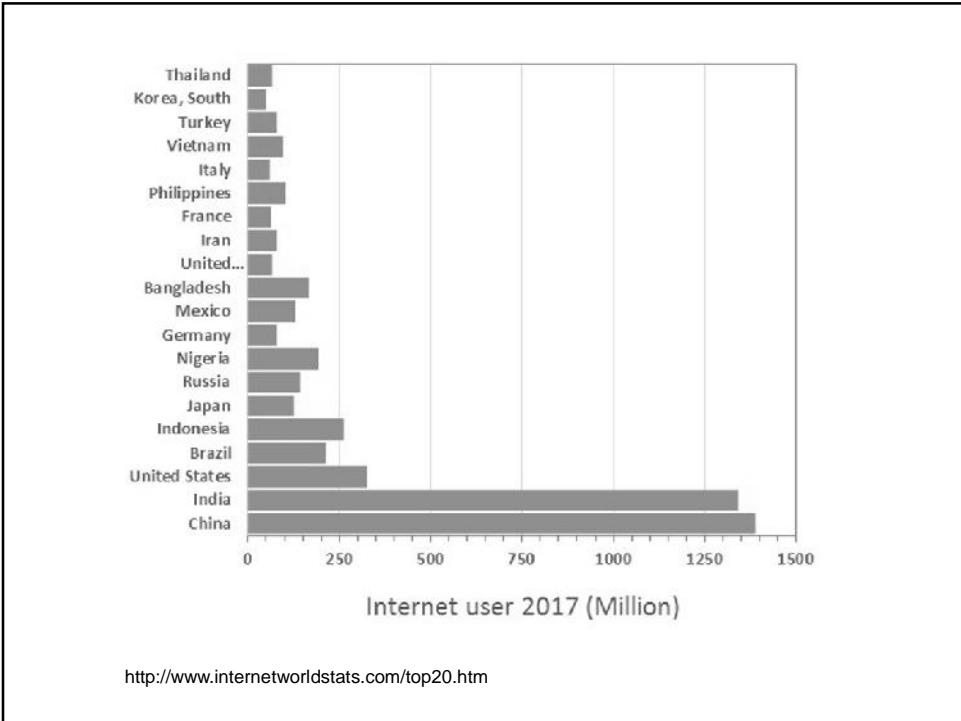
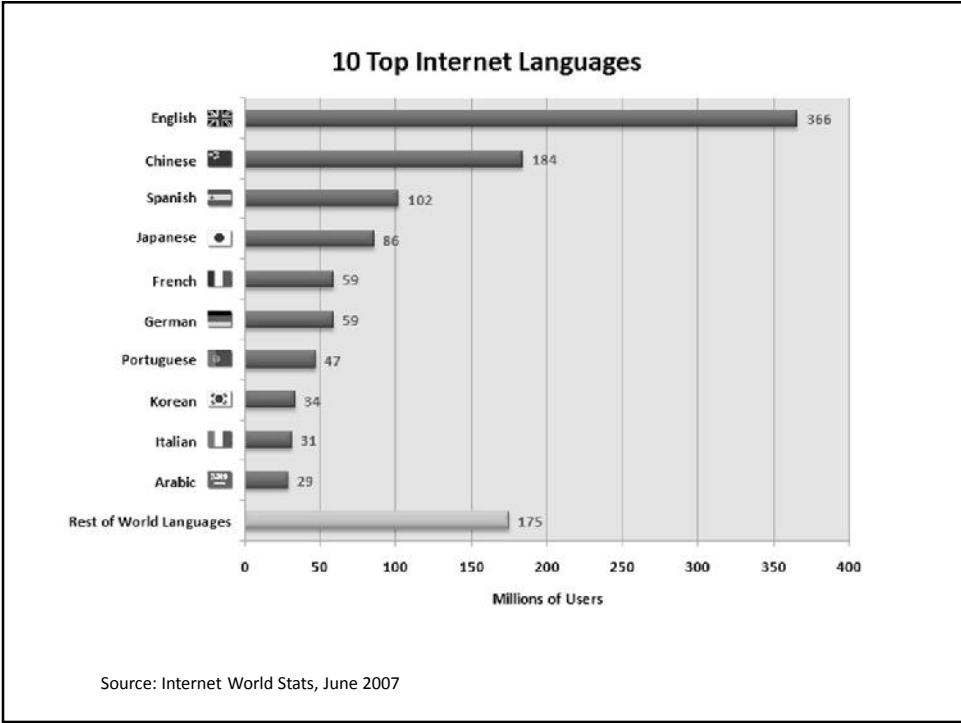


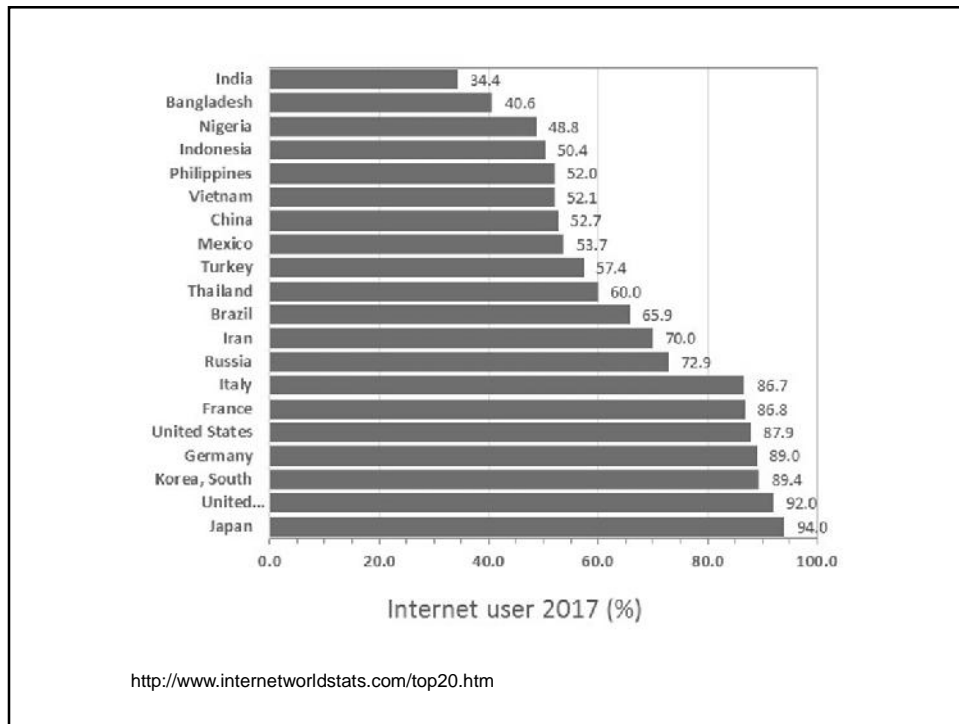
Source: Forrester Research Web-Influenced Retail Sales Forecast, 12/09 (US)

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Source: Forrester Research, Inc.

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## 2. EC CONSIDERATION

### 1. Advantages of E-Commerce

- Faster buying/selling procedure, as well as easy to find products.
- Buying/selling 24/7.
- Low operational costs and better quality of services.
- Easy to start and manage a business.
- No need of physical company set-ups.
- Customers can easily select products from different providers without moving around physically.

## 2. Disadvantages of E-Commerce

- There is no guarantee of product quality.
- There are many hackers who look for opportunities, and thus an ecommerce site, service, payment gateways, all are always prone to attack.



## 3. Multistage Model for E-commerce

- Search and identification
- Selection and negotiation
- Purchasing products and services electronically
- Product and service delivery
- After-sales service

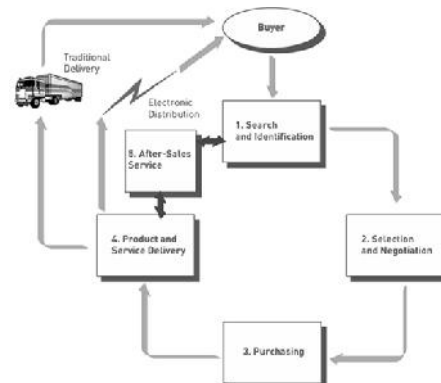


Figure 8.1: Multistage Model for E-Commerce (B2B and B2C)

#### 4. E-Commerce Challenges

- Define an effective e-commerce model and strategy.
- Need to change distribution systems and work processes.
- Integrate Web-based order processing with traditional systems.



Figure 8.3: Three Basic Components of a Successful E-Commerce Model

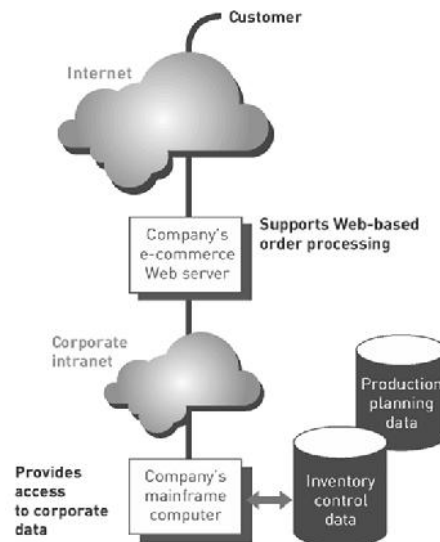


Figure 8.4: Web-Based Order Processing Must Be Linked to Traditional Back-End Systems



## 5. E-Commerce Supply Chain

- Supply chain management is a key value chain composed of:
  - Demand planning
  - Supply planning
  - Demand fulfillment



Figure 8.5: Supply Chain Management

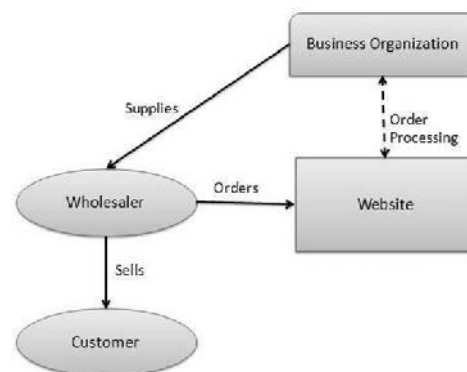
- E-commerce supply chain management allows businesses an opportunity to achieve:
  - Increased revenues and decreased costs
  - Improved customer satisfaction
  - Inventory reduction across the supply chain

### 3. TYPES OF E-COMMERCE

1. **Business-to-Consumer (B2C) e-commerce:** customers deal directly with the organization, avoiding any intermediaries.
2. **Business-to-Business (B2B) e-commerce:** participants are organizations.
3. **Consumer-to-Consumer (C2C) e-commerce:** participants are individuals, with one serving as the buyer and the other as the seller.
4. **Consumer-to-Business (C2B) e-commerce:** a **business** model in which **consumers** (individuals) create value and **businesses** consume that value.

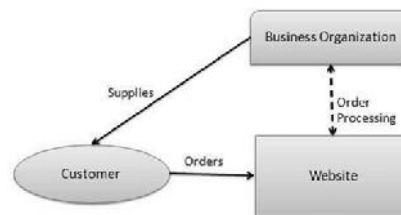
#### 1. Business-to-Business (B2B) E-Commerce

- **Business to business** is a type of transaction that exists between **businesses**, such as one involving a manufacturer and wholesaler, or a wholesaler and a retailer.
- **Business to business**
  - Allows manufacturers to buy at a low cost worldwide
  - Enterprises can sell to a global market
  - Offers great promise for developing countries



## 2. Business-to-Consumer (B2C) E-Commerce

- **Business to consumer (B2C)** is **business** or transactions conducted directly between a company and **consumers** who are the end-users of its products or services.
- The **business-to-consumer** is characterized by
  - Convenience.
  - Many goods and services are cheaper when purchased via the Web.
  - Comparison shopping.
  - **Disintermediation:** elimination of intermediate organizations between the producer and the consumer.



## 3. Consumer-to-Consumer (C2C) E-Commerce

- Often done through Web auction sites such as eBay
- Growth of C2C is responsible for reducing the use of the classified pages of newspapers to advertise and sell personal items.

### 3. Consumer-to-Consumer (C2C) E-Commerce

- This is a business model where an end user or consumer makes a product or service that an organization uses to complete a business process or gain competitive advantage.
- The C2B methodology completely transposes the traditional business-to-consumer (B2C) model, where a business produces services and products for consumer consumption.

## 4. E-COMMERCE APPLICATION

### 1. Retail and Wholesale

- **Electronic retailing (e-tailing):** the direct sale from business to consumer through electronic storefronts, typically designed around an electronic catalog and shopping cart model.
- **Cybermall:** a single Web site that offers many products and services at one Internet location.
- Manufacturing, repair, and operations (MRO) goods and services.

### 2. Manufacturing

- To raise profitability and improve customer service, many manufacturers move their supply chain operations onto the Internet.

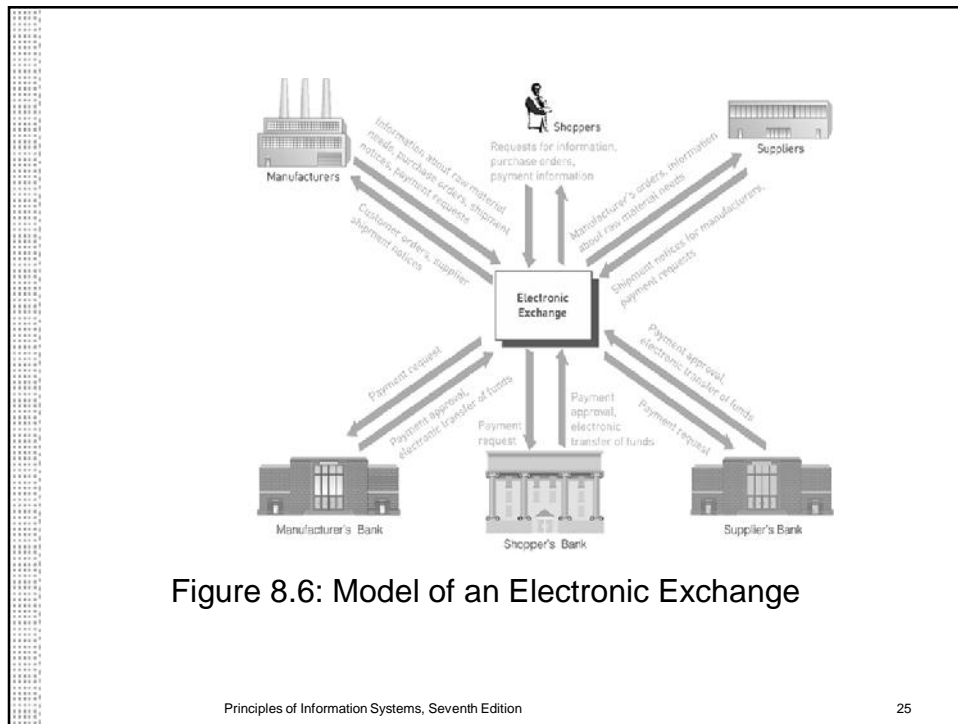
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- **Electronic exchange:** an electronic forum where manufacturers, suppliers, and competitors buy and sell goods, trade market information, and run back-office operations.

### 3. Marketing

- **Market segmentation:** the identification of specific markets to target them with advertising messages.
- **Technology-enabled relationship management:** use of detailed information about a customer's behavior, preferences, needs, and buying patterns to set prices, negotiate terms, tailor promotions, add product features, and otherwise customize the entire relationship with that customer.

Principles of Information Systems, Seventh Edition



#### 4. Investment and Finance

- Online stock trading.
- Online banking.

#### 5. Hardware

- Storage capacity and computing power required of the Web server depends on:
  - Software that will run on the server.
  - Volume of e-commerce transactions.
- Website hosting.

#### 6. Web Server Software

- Security and identification
  - Web sites must be designed to protect against attacks.
  - Denial-of-service (DOS) attack.

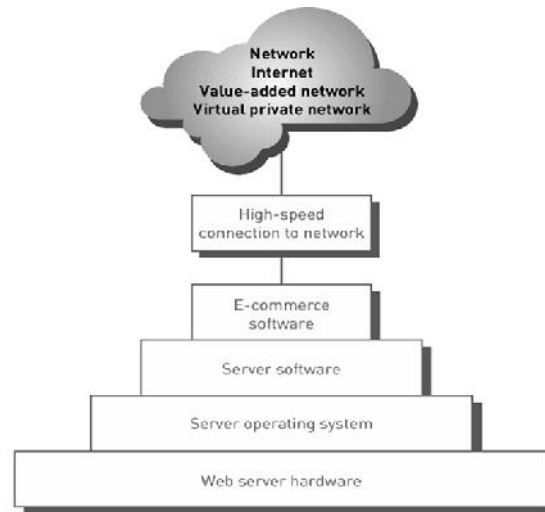


Figure 8.7: Key Technology Infrastructure Components

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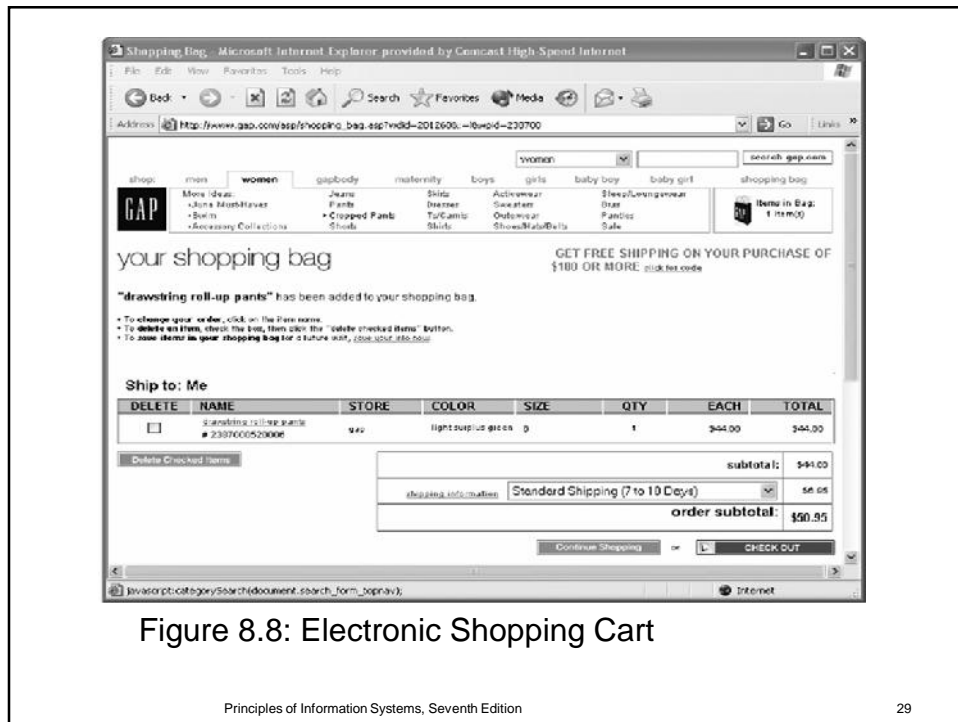
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- Retrieving and sending Web pages.
- Web site tracking.
- Web site development
- Web page construction
  - Static Web page
  - Dynamic Web page

## 7. E-Commerce Software

- Catalog management.
- Product configuration.
- Shopping cart facilities.
- E-commerce transaction processing.
- Web traffic data analysis.

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## 5. STRATEGIES FOR SUCCESSFUL EC

### 1. DEVELOPING AN EFFECTIVE WEB PRESENCE

- Decide which tasks the site must accomplish.
- An effective Web site creates an attractive presence and meets the needs of its visitors.
- It may be necessary to redefine your site's business model to capture new business opportunities.

## 2. Putting up a Web Site

- **Web site hosting companies:** companies that provide the tools and services required to set up a Web page and conduct e-commerce within a matter of days and with little up-front cost.
- **Storefront broker:** companies that act as middlemen between your Web site and online merchants that have the products and retail expertise.

## 3. Building Traffic to Your Web Site

- Obtain and register a domain name
- Make your site search-engine-friendly
  - **Meta tag:** a special HTML tag, not visible on the displayed Web page, that contains keywords representing your site's content, which search engines use to build indexes pointing to your Web site
- Web site traffic data analysis software



#### 4. Maintaining and Improving Your Web Site

- Be alert to new trends and developments in e-commerce
- Be prepared to take advantage of new opportunities
- **Personalization:** the process of tailoring Web pages to specifically target individual consumers
  - Explicit
  - Implicit

