3 hours. This course provides tools, skills, and an understanding of technology, business concepts and issues that surround the emergence of web based information systems. In addition to acquiring basic skills for navigating the Internet and creating a personal electronic presence of the World Wide Web (WWW), the student will develop an understanding of the current practices and opportunities in electronic publishing, electronic shopping, electronic distribution, and electronic collaboration. The student will also explore several of the problem areas in electronic commerce such as security (authentication, privacy), encryption, safeguarding or intellectual property rights, acceptable use policies, and legal liabilities.

The course uses a combination of lectures, classroom demonstrations, self-learning, guest speakers, and project work. Web experience is not required, although completion of the Basic Information Systems course (BCIS 3610) and an introduction to programming course (BCIS 3630) is required. Since this course is end-product focused, the instructor expects you to put into practice the organizational, design, and software skills learned in previously completed BCIS courses. A willingness to experiment with and explore all of these technologies is necessary.

TEXTBOOKS (REQUIRED):


SOFTWARE

You will use Microsoft Visual Studio 2017 Professional, or Visual Studio Community 2017, or Visual Studio Enterprise (in the CoB labs or elsewhere) and SQL Server 2016 (on the ATLAS and MIMAS servers; VS 2017 Professional, VS Community 2017 and Visual Studio Enterprise come with SQL Server Express. DO NOT USE VISUAL STUDIO 2008, 2010, or 2012 IN THIS COURSE. DO NOT USE MS SHAREPOINT DESIGNER, EXPRESSIONS WEB, OR ADOBE DREAMWEAVER IN THIS COURSE. DO NOT USE ANY OTHER WEB PAGE DEVELOPMENT SOFTWARE IN THIS COURSE WITHOUT THE INSTRUCTORS PERMISSION.

Course Objectives AND (METRICS)

Upon completing this course the student should:
• Have a general understanding of the Internet and related technologies (Exam and Projects).
• Have built Web pages using Visual Studio ASP.NET at least at a basic level (Projects).
• Be able to analyze the strengths and weaknesses of an Electronic Commerce site (Exam and Projects).
• Have built a prototype Electronic Commerce site for a company (Project).
• Be able to specify the development of Electronic Commerce capabilities in a company (Exam and Projects).
• Have an understanding of electronic commerce and the interplay between technology, managerial and policy issues that will shape its future (Exam and Projects).
• Recognize and understand ways of using Electronic Commerce technologies to improve intra and inter-organizational processes (Exam).
• Be able to analyze the impact that Electronic Commerce is having and will likely have on key sectors of the economy and assess the strategic implications this analysis holds for an organization (Exam).
• Have an understanding of policy issues related to privacy, content selection, intellectual property rights, and establishing identity that are germane to Electronic Commerce (Exam).

SEMESTER SCHEDULE
BLUE = PERSONAL ASSIGNMENT; GREEN = TEAM ASSIGNMENT

All assignments are due on the respective date shown below.

<table>
<thead>
<tr>
<th>CLASS</th>
<th>DATE</th>
<th>TOPIC</th>
</tr>
</thead>
</table>
| 1     | 1/14 | Introduction: Course Overview  
What is Electronic Commerce  
Team Formation & Name |
| 2     | 1/21 | Website Design  
More About E-Commerce  
Evaluation Site Selected |
| 3     | 1/28 | .NET Environment  
Project Requirements  
Server and Rich Controls |
| 4     | 2/4  | E-Business Strategies (Finance & Legal)  
Server and Rich Controls  
Site Evaluation Due  
Personal Web Site Using CSS and Master Page Technology |
| 5     | 2/11 | E-Business Technologies (Hardware)  
Programming in .NET  
Business Proposal Due  
First Project Plan Due (update weekly thereafter!) |
| 6     | 2/18 | E-Business Technologies (Software)  
Database Processing  
Challenge/Response Page |
Course Policies

GRADING.

<table>
<thead>
<tr>
<th>Assignments</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Team Formation</td>
<td>10</td>
</tr>
<tr>
<td>Personal Web Site Using CSS and Master Page Technology</td>
<td>50</td>
</tr>
<tr>
<td>Site Evaluation</td>
<td>100</td>
</tr>
<tr>
<td>Business Proposal</td>
<td>100</td>
</tr>
<tr>
<td>Challenge\Response Page</td>
<td>50</td>
</tr>
<tr>
<td>Input Validation</td>
<td>50</td>
</tr>
<tr>
<td>Mid-Term</td>
<td>100</td>
</tr>
<tr>
<td>Design Documentation</td>
<td>100</td>
</tr>
<tr>
<td>Read from DB</td>
<td>50</td>
</tr>
<tr>
<td>Write to DB</td>
<td>50</td>
</tr>
<tr>
<td>Update DB</td>
<td>50</td>
</tr>
<tr>
<td>Team Site Project Reports</td>
<td>6 @ 10 each or 60</td>
</tr>
</tbody>
</table>
SUBMISSIONS.

Assignments are due in the instructor's e-mail by midnight the Friday after class due date. Except when noted in class, the due date is the Friday after class the assignment is due. Assignments will not be accepted and will receive a grade of zero (0) the following Monday morning. The instructor will define the assignments sufficiently in advance of their due dates to allow students adequate time for their completion. Consequently, there is no allowance for computer failure and/or downtime, printer delay, or whatever else may occur. **Turn in whatever you have** by the scheduled time for any partial credit you may have earned. All successful companies expect business professionals to schedule their work efficiently and to allow for unexpected failures (i.e., contingency planning). The instructor will report assignment grades on the class website. **All website grades are unofficial.** If you discover what you believe to be an error in your grade, notify the instructor at once. Once final grades are recorded, they will not change unless you discover an error in the calculation process.

The mid-term quiz will be 90 minutes in length. Additionally, there may be a comprehensive quiz at the end of the semester for any quiz missed for validated reasons of illness or death in the immediate family. The instructor will schedule this quiz (if needed) at his convenience during final exam week. Any curve applied to the regularly scheduled quizzes does NOT apply to the comprehensive exam, which will not have any curve.

As per UNT policy, the grade of "I" may not be assigned except for appropriately documented emergencies (illness or death) and then only within the guidelines of stated University policy.

JOB PERFORMANCE AND TEAM DYSFUNCTION.

Working together in project teams is an integral part of the BCIS Department’s curriculum. As such, it is also an integral part of this course. It is your responsibility to work diligently and harmoniously with all the other members of your team. Likewise, it is in the team’s best interest to resolve all job performance problems internally. However, if these internal efforts fail, the result is a dysfunctional team.

If the team leader, or two or more members, decides that the team has become dysfunctional because of a member’s poor job performance, s/he must prepare a written report for the instructor describing the nature of the performance problem, and the team’s efforts to resolve it. Attach evidence as needed in support. Personality conflicts are not grounds for firing a team member.

The instructor will schedule a meeting of the entire team to discuss the performance problem and to mediate a solution. If a solution is not found the team can, by majority vote, fire the member for poor job performance. A fired member cannot do the semester project alone. He or she must join another team. If a fired student is unable to persuade another team to accept him/her, that student will either drop the course (with a grade of “WF”) or receive (after the last day to drop) an “F” as the course grade (since teamwork is an integral part of this course). Keep in mind that firing a member does not lessen the central requirements of the team project, although the team might reduce peripheral elements (with instructor permission). Except for very extraordinary reasons, no team can resize to more than 4 members or less than 2.

AUTHORSHIP.
Each team member will participate equally in the software construction and debugging process. One of the ways I check for this is to look at the code's documentation for evidence of who created and/or debugged what. If I fail to see any written record of your contribution to the software development, you can receive a ZERO for that part of the team project. Therefore document your authorship of everything you create!

MISCELLANEOUS.

Anyone retaking this class may not use code or any other materials they or their team developed in a prior class. Violations of this policy constitute unethical conduct (see below).

ABSENTEEISM.

I expect prompt and regular class attendance from all students. An “absence” is defined as missing all of a class, or part of a class either before or after a class break. If you have more than three unexcused absences from class, I reserve the right to drop you from the course with a grade of WF. Time conflicts caused by work schedules or other outside activities do not constitute an official excuse from attending class – or from meeting your project team obligations. I encourage you to submit assignments early or have a friend deliver your work for you if it becomes necessary.

CELL PHONES AND PAGERS.

When these devices “sound-off” during class, they greatly disrupt the learning process. Consequently, you are not to have cell phones or pagers turned on during class time. If one of these devices “sounds-off” during class time, I will tell the student to leave the class (with an unexcused absence and forfeiting any portion of grade available to be earned on that day) and see the CoB Dean of Students about the problem. Continual disruptions of class by the same student will result in permanent removal of the student from class and a report to the CoB Dean of Students (who may take additional disciplinary action). If you have a genuine emergency on a given day that requires use of these devices during class time, discuss the matter with the instructor in advance to obtain an appropriate policy.

LAPTOP COMPUTERS, TABLETS AND PDAS.

If you use them for taking notes in this class, that is fine. But you are not to use them to check email, do work for other classes, play games, etc. Do so and I take you device and hold it until class is completed. For repeated offenses I will ask you to leave the class (with an unexcused absence and forfeiting any portion of grade available to be earned on that day) and see the CoB Dean of Students about the problem. You attend class to learn, not to fill a seat to avoid an unexcused absence.

ETHICAL BEHAVIOR IN ITDS CLASSES.

The ITDS Department expects its students to behave at all times in an ethical and legal manner. There are at least two reasons for this. First, ethical behavior affirms the personal value and worth of the individual. Second, both IT and Decision Science professionals frequently handle confidential information on behalf of their employers and clients. Thus employers of BCIS and DSCI graduates expect ethical conduct from their employees because that behavior is crucial to the success of the organization.

Academic dishonesty is a major violation of ethical and legal behavior. The ITDS Department defines academic dishonesty as claiming the work of others as your own, or using illegal or unapproved means to raise your grade in a class. Examples include: copying answers from another person’s paper; using unapproved notes during an exam; copying computer code from another person’s work; having someone else complete your assignments or take tests on your behalf; stealing code printouts, software, or exams; recycling assignments submitted by others in prior or current semesters as your own; and copying the words or ideas of others from books, articles, reports,
presentations, etc. for use as your own thoughts without proper attribution (i.e., plagiarism). It does not matter whether you received permission from the owner of the copied work; claiming the material as your own is still academic dishonesty.

The ITDS Department believes it is very important to protect honest students from unfair competition with anyone trying to gain an advantage through academic dishonesty. Consequently, there will be in-class testing to validate all major assignments you complete out of class. This may be accomplished by examination, oral reports, individual interviews or any other means your professor may deem appropriate. You must pass these validation tests with a grade of “C” or better to have your out-of-class work count in your term grade. Further, the student grade for academic dishonesty in ITDS classes is an immediate “F” for the course involved and referral of the case to the CoB Academic Advising Office.

UNETHICAL CONDUCT.

Unethical personal conduct or inappropriate use of University computing resources will result in a failing grade for the course and reporting the case to UNT.


The College of Business Administration complies with this Act in making reasonable accommodation for qualified students with disability. If you have an established disability as defined by this Act and would like to request an accommodation, please see the instructor as soon as possible (see page 1 of this syllabus for contact information). Note: University policy requires that students notify their instructor within the first week of class if they need an accommodation. If you experience a temporary physical disability during the term, please contact the COBA Dean of Students for appropriate assistance. Any student with a temporary or permanent disability must still complete all course requirements.