1.	Course Title	Electronic and Mobile Commerce
2.	Code	F18L3S025
3.	Study program	Software engineering and information systems
4.	Study Program Organizer	Faculty of Computer Science and Engineering
5.	Degree (first, second, third cycle)	first cycle
6.	Academic year / semester 3 / summer / optional	7. ECTS credits 6
8.	Teacher	full professor Ljupcho Antovski, full professor Dimitar Trajanov, associate professor Goce Armenski, assistant professor Sasho Gramatikov
9.	Course enrollment prerequisites	Веб прогрмирање или Интернет технологии или Имплемнтација на системи со отворен и слободен код
10.	Course program goals (competencies): The student upon completion will acquire the skills to develop applications for e-commerce and m-commerce. Developing e-business plans.	
11.	Course program content: Introduction to e-commerce. Evolution of e-commerce. Business Models and e-commerce systems. Revenue models in e-commerce. Business-to-business (B2B), business-to-consumer (B2C), business to government and government to citizen relationship. Impact of the Internet on business. Profitability of the business. Developing E-business plans. E-marketing, Internet marketing, on-line advertising, e-logistics. Electronic payments. Motivation for electronic payment. Electronic payment properties. Safety and legal framework. Technologies for e-commerce development. Mobile Commerce: An Introduction. Domain of mobile commerce, Comparison of m-commerce and e-Commerce. Infrastructure and technologies for m-commerce. Model for advertising and marketing in m-commerce. Industries and applications suitable for m-commerce.	
12.	Learning methods: Lectures using presentations, interactive lectures, exercises (using equipment and software packages), teamwork, case studies, invited guest lecturers, independent preparation and defense of a project assignment and seminar work.	
13.	Total available time	6 ECTS x 30 hours = 180 hours
14.	Distribution of the available time	30 + 45 + 15 + 15 + 75 = 180 hours

15.	Teaching activity forms	15.1.	Lectures – theoretical teaching	30 hours
		15.2.	Exercises (laboratory, auditory), seminar papers, teamwork	45 hours
16.	Other activity forms	16.1.	Project Tasks	15 hours
		16.2.	Independent Learning Tasks	15 hours
		16.3.	Home learning	75 hours

17.	Assessment methodology	
17.1.	Tests	0 points
17.2.	Seminar paper/project (presentation: written and oral)	20 points
17.3.	Activity and learning	15 points
17.4.	Final exam	65 points

18.	Assessment criteria (points/grade)		
		up to 50 points	5 (five) (F)
		51 to 60 points	6 (six) (E)
		61 to 70 points	7 (seven) (D)
		71 to 80 points	8 (eight) (C)
		81 to 90 points	9 (nine) (B)
		91 to 100 points	10 (ten) (A)
19.	Course completion and final exam requirements	Realized activities 15.1 and 15.2	
20.	Teaching Language	Macedonian and English	
21.	Teaching quality evaluation method	Internal evaluation mechanisms and questionnaires	
22.	Course Material		
	22.1. Mandatory course material		

No.	Author	Title	Publisher	Year
1	Kenneth C. Laudon, Carol Guercio Traver	E-Commerce 2017, 13th Edition	Pearson Education	2017
2	Judah Phillips	Ecommerce Analytics: Analyze and Improve the Impact of Your Digital Strategy	Pearson FT Press	2016
3	Fernando J. Miguel, Ray Bogman, and Vladimir Kerkhoff	Magento 2 - Build World-Class Online Stores	Packt Publishing	2017

22.2.	Additional course material			
No.	Author	Title	Publisher	Year