COURSE OUTLINE

(1) GENERAL

SCHOOL	ANIMAL BIOSCIENCES				
ACADEMIC UNIT	DEPARTMENT OF ANIMAL SCIENCE				
LEVEL OF STUDIES	Undergraduate [Major Elective]				
COURSE CODE	208	SEMES		ER 6 th	
COURSE TITLE	ELECTRONIC COMMERCE				
INDEPENDENT TEACHING ACTIVITIES if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits			WEI	EKLY TEACHING HOURS	CREDITS (ECTS)
Theory: Lectures				2	2
Laboratory: Use of Software Tools				2	2
Total				4	4
Add rows if necessary. The organisation of teaching and the teaching					
methods used are described in detail at (d).					
COURSE TYPE	Scientific Area				
general background,					
special background, specialised general					
knowledge, skills development					
PREREQUISITE COURSES:	-				
LANGUAGE OF INSTRUCTION	Greek				
and EXAMINATIONS:					
IS THE COURSE OFFERED TO	-				
ERASMUS STUDENTS:					
COURSE WEBSITE (URL):	https://oeclass.aua.gr/eclass/courses/AOA240/				

(2) LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

Upon completing this course the student will be able to:

- understand the theoretical and technological background of electronic commerce (e-commerce),
- identify and evaluate e-commerce business models (B2B, B2C, C2C),
- understand e-commerce innovations and digital market characteristics,
- understand the types of digital marketing,
- perceive and assess business opportunities and risks in the digital business environment,
- implement e-commerce websites in a real context,
- implement an electronic business (online store) using free software,
- develop e-commerce solutions in livestock and fisheries production considering its particularities and needs, and
- provide consulting services to livestock and fisheries production entrepreneurs for activating in digital business environment.

General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear

below), at which of the following does the course aim?

Search for, analysis and synthesis of data and information, Project planning and management

with the use of the necessary technology Respect for difference and multiculturalism

Adapting to new situations Respect for the natural environment

Decision-making Showing social, professional and ethical responsibility and sensitivity to gender

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Team work Criticism and self-criticism

Working in an international environment Production of free, creative and inductive thinking

Working in an interdisciplinary environment

Production of new research ideas Others...

- Search, analysis and synthesis of data and information with the use of necessary technologies.
- Individual work.

Working independently

- Team work.
- Work in a multidisciplinary environment.
- Generation of new research ideas.
- Advancement of free, creative and deductive thinking.

(3) SYLLABUS

Theory

- 1. Introduction to digital transformation and e-commerce.
- 2. Fundamental concepts of e-commerce.
- 3. Evolution of e-commerce.
- 4. Types of e-commerce.
- 5. Technological background of e-commerce.
- 6. E-commerce business models.
- 7. Elements of an electronic business plan.
- 8. Case studies of e-markets in the agricultural sector.
- 9. Business presence in e-commerce.
- 10. Digital marketing.
- 11. Website implementation.

Laboratory

- 1. Using Web tools and free software for developing e-commerce applications.
- 2. Blog, website and online store design and implementation.

(4) TEACHING and LEARNING METHODS - EVALUATION

TEACHING METHOD

Face-to-face, Distance learning, etc.

In Classroom (theory) and in Laboratory (laboratory exercises) or distance learning for theory and laboratory exercises (if required)

USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY

• Exploitation of Information and Communication Technologies in teaching, laboratory training and the communication with students.

- Use of specialized free software.
- Use of ICT in teaching, laboratory education, communication with students
- Use of the electronic services of the integrated course management platform eClass (e.g. posting of educational material, exercises, tasks, useful links, announcements, chat, Wiki system).
- Communication with students via the eClass platform and e-mail.
- Use of the eClass online services for distance learning if required, with additional use of the teleconferencing tool Big Blue Button (eClass platform) or MS Teams or Webex.

TEACHING METHODS

The manner and methods of teaching are described in detail.

Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography,

Activity	Semester workload
Lectures	26
Laboratory exercises	26

tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.

The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS

Group and/ or individual projects	26
Autonomous study	22
Course total (25 h of workload per ECTS)	100

STUDENT PERFORMANCE EVALUATION

Description of the evaluation procedure

Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, shortanswer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other

Specifically-defined evaluation criteria are given, and if and where they are accessible to students.

I. Theory

Final written examination of graded difficulty in theory, including multiple choice questions and short answer questions.

Rating Scale: 0-10 Minimum Grade: 5

II. Laboratory Assignment in which each group or student will be asked to (a) propose a business idea, (b) develop an electronic business plan for this business idea, (c) implement a website and an e-shop using free software and embedding social networking tools, (d) give an oral presentation and (e) deliver a written summary.

Rating Scale: 0-10 Minimum Grade: 5

The assessment criteria are explicitly defined and students can have access to their written examination and software records.

(5) ATTACHED BIBLIOGRAPHY

- Proposed Literature:

- Laudon K., Traver C., «Electronic Commerce: business, technology, society», Papasotiriou Editions, 16th Edition/2021.
- King D., Turban D., Turban E., Lee J., Liang T.-P., «Electronic Commerce: A managerial and social networks perspective", Broken Hill Publications, 2020.
- Chaffey D., "Digital Businesses and E-Commerce: Strategy and Implementation", Kleidarithmos Publications, 7 th English Edition / 2022.
- Costopoulou C., "Electronic Commerce", AUA University Notes, AUA Openeclass
- Georgiadis C., "Web technologies and e-commerce". [e-book] Athens: Hellenic Academic Libraries Link. (2015). Available at: http://hdl.handle.net/11419/2288

- Related scientific journals:

- Electronic Markets: The International Journal on Networked Business, Springer
- International Journal of Electronic Commerce, M.E. Share Inc.
- Electronic Commerce Research
- Journal of Electronic Commerce Research
- Communications of the ACM
- Journal of Organization Computing and EC
- International Journal of Electronic Business