

# Course Outline e-Biz Model

Title: Design and Evaluation of e-Business Systems

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#### Prerequisite

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Overview Main; Master of Information Technology Engineering: e-Commerce

#### Goal

Interoperability of e-business models at different levels and the ability to evaluate current models

### Objectives

#### Knowledge or Comprehension Objectives

- 1- Introduction to Business Model Concepts
- 2- Introduction to Business Evaluation Concepts

#### Skills Objectives

- 1- Knowledge about Business Component
- 2- General Business Model Design
- 3- Analysis of Business Models
- 4- Evaluation of the Environment and the Evolution of e-Business Model Innovation

#### **Attitude Objectives**

- 1- Understand the Business Logic
- 2- Understand the Current Situations and Trends of e-Business Models

#### Materials

Protégé Software

e<sup>3</sup>value Software

Week	Subject	Table of Contents
1	e-Business Model	Concept and Design Practice Model
	Understanding	Business Model Definition
2	e-Business Model	Business Model Taxonomies
	Understanding	Two Dimensional Timmers Taxonomy
3	e-Business Model Understanding	Business Model Components
		Business Model Frameworks
		Business Models in Iran
4	e-Business Patterns	Pattern Definition
		Atomic Business Model
5	e-Business Patterns	Introduction to Atoms of the Model
6	e-Business Patterns	Molecular Model

		Infrastructures of Atomic Model
7	e-Business Model	Business Model Evolution
	Ontology	Introduction to Business Model Ontology
8	e-Business Model	"Product Innovation" Elements
	Ontology	
9	e-Business Model	"Customer Interface" Elements
	Ontology	
10	e-Business Model	"Operational Infrastructure" Elements
	Ontology	"Financial Aspect" Elements
11	e-Business Model	Formal Rule Design using protégé
	Ontology	Business Model Alignment
12		Basic Concepts of e <sup>3</sup> value
	e <sup>3</sup> value Ontology	e <sup>3</sup> value Constructs
		Scenario Planning in e <sup>3</sup> value
13	e <sup>3</sup> value Ontology	Scenario Valuation
		e <sup>3</sup> value Steps
14	Environmental Evaluation	Introduction to Environmental Evaluation
		Actor-Issue Analysis
		<ul> <li>MACTOR Method</li> </ul>
		<ul> <li>MASAM Method</li> </ul>
15	Technological Evaluations	Introduction to Technology Disruption
		Disruptive Process
		Delphi Method in Disruption Analysis
16	Financial Evaluation	Real Option Concept
		Real Option Effects in IT Investment
		Real Option Steps
17	Future Evaluation	Foresight Concept and Foresight Methodologies
		Scenario Definition and Scenario Planning Methods
	Tature Divariation	<ul> <li>Case Study: IT Foresight in Iran</li> </ul>
		Scenario Usage with Other Methods

## References

#### **Primary References**

- Osterwalder, A., Pigneur, Y. (2010) Business Model Generation: A Handbook for Visionaries, Game Changers, and Challengers. Wiley.
- Gordijn, J. (2002) Value-based Requirements Engineering. SIKS Dissertation Series.
- Timmers, P. (2001) Electronic Commerce: Strategies and Models for Business-to-Business Trading. Wiley.
- Weill, P. Vitale, M. (2001). Place to Space Migrating to e-Business Models. Harvard Business School Press.
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- 2. Afuah, A. (2014) Business Model Innovation: Concepts, Analysis, and Cases, 2nd Edition, Routledge.
- 3. El Sawy, O.A., Pereira, F. (2013) Business Modelling in the Dynamic Digital Space: An Ecosystem Approach, Springer.
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- 5. Nelson, M.L., Shaw, M.J., Strader, T.J. (2009) Value Creation in e-business Management. Springer.
- 6. Lindgren, M., Bandhold, H. (2009) Scenario Planning: The Link between Future and Strategy, 2nd Edition, Palgrave Macmillan.
- 7. Applegate, L., Austin, R., Soule, D., (2008) Corporate Information Strategy and Management: Text and Cases, 8th Ed., McGraw Hill.
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- 10. UNIDO (2004) Foresight Methodologies, UN Publisher.

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- 13. Afuah, A., Tucci, C.L. (2002) Internet Business Models and Strategies: Text and Cases, 2nd Ed., McGraw Hill.
- 14. Hamel, G. (2002) Leading the revolution: How to Thrive in Turbulent Times by Making Innovation a Way of Life, Plume.
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- 16. Barnes, S., Hunt, B. (2000) E-Commerce and V-Business: Business Models for Global Success, Butterworth-Heinemann.

#### Classroom Methods

- 1- Research: Step by step design and evaluation of real world sample of e-business
- 2- Book Present: Present one chapter of the latest books in e-business models

#### Evaluation

Final Exam: 60%

Quiz & Take-home: 15%

Research: 25%