

International Conference on Electronic Commerce '98 Plenary



From Business-to-Consumer EC To Business-to-Business EC

- **D** Buyer's Information at Buyer Site to Integrate with MIS
- **Comparison Shopping and Standard Digital Wallet**
- □ Just-In-Time Delivery
- **D** Buyer Oriented Directory
- **Given Service Formal Contract**
- **Group Purchasing**
- □ Agent Based Commerce
- **D** Buyer Agent's Learning
- **Given Set 1** Smart-SET with Multiple Certificates
- **Large Amount Payment**
- □ Conclusion



1. Buyer's Information at Buyer Site to Integrate with MIS

Current EC	Future EC
Buyer's information stored in the Seller's Server	 Buyer's information stored in the Buyer's Server to integrate with Buyer's Information System (Intranet, Workflow, ERP)
 Limited Bookkeeping Web Technology with Thin Client 	 Complete Bookkeeping Web Technology with Thick Client: Java and External Helper Programs at Client

* Shopping Bag & Electronic Wallet at Buyer's Computer
* Standard Interface with MIS Systems



2. Comparison Shopping and Standard Digital Wallet

Current EC	Future EC
 Visit Many Malls Download Shopping Bag and Digital Wallet for Every Mall 	 Meta-Malls Standard Shopping Bag and Digital Wallet Independently from Malls
 Customer Membership Registration for Every Mall Necessary Bargain Finding 	 Shared Customer Membership One-Stop Payment Desirable Comparison Shopping MCDM Process Filtering Dominated Alternatives

* Standard Shopping Bag and Electronic Wallet

* Third Party Membership Manager

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3. Just-In-Time Delivery

Current EC	Future EC
 Inventory availability not displayed Precise delivery date not critical 	 Dynamic inventory availability should be displayed Precise delivery date should be dynamically confirmed at ordering time. Integration with inventory, production scheduling, and delivery scheduling system

* Tight Integration with Supplier's and Logistics System



4. Buyer Oriented Directory



5. Formal Contract

Current EC	Future EC
Informal Ordering	Formal Contract with
without Contract	Electronic Documents
	 Specific Terms and Conditions
Free Contract Protocol	Legitimate Contract Protocol
	Creative Contract Protocol



6. Group Purchasing

Current EC	Future EC
Individual Buyer	Group Buyers
At one time	Synchronous Group
Usually, shopping bag	Purchasing
cannot be saved for	Asynchronous Group
later use	Purchasing
	Integration with
	Workflow
	Web Conference and
	Internet Phone



7. Agent Based Commerce

Current EC	Future EC
Human's Interactive Involvement in Buying Decision	Buyer and Seller Agents Assisted Communication with Minimum Human Involvement
No human's interactive involvement from seller side	Mutually Agreed Contract Type Conformation
Communication by seller's product specification	Configuration with buyer's requirement specification



8. Buyer Agent's Learning

Current EC	Future EC
 Seller Agent's Learning Data Mining 	 Buyer Agent Learning Reduce Communication Effort Updating Protocol Standard using Solicited Push Technology



9. Smart-SET with Multiple Certificates

Current Payment	Future Payment
Credit Card – SSL(Secure Socket Layer)	 Credit Card SET(Secure Electronic Transaction)
No Certificates	 Smart-SET(Multiple Certificates in IC Cards) Credit Card EFT Debit Card
Non-Internet based e-Cash in IC Card	 e-Cash re-chargeable on the Internet: use both on the Internet and off-line Cyber banks will fly



10. Large Amount Payment

Current EC	Future EC
 Credit Card Charge the fee to seller High fee 	 Electronic Check Traditionally, payer pays the fee Security more emphasized Non-repudiation Registered Delivery Keep the record at the third party



Conclusion

- 1. Business-to-Business EC is not just using the current Business-to-Consumer EC platform for Business-to-Business EC purpose.
- 2. Business-to-Business EC casts a large research potentials.
- 3. Artificial Intelligence is an important tool for the next generation EC platform establishment.

