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*Internet Technology and  
E-Business*

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# *Overview*

- Digital Transactions
- E-Payments
- Business Models on the Web
- Auctions and Brokerage
- Virtual Communities
- E-Commerce Hubs
- Marketing & Purchasing

# *Issues for Digital Transactions*

## ■ Key Issues

### \* Privacy

- ◆ Eavesdropping & spying
- ◆ Rights?

### \* Protection against impersonation

### \* Message Integrity

### \* Non-repudiation

## ■ Authentication and Certification Authorities

# *E-Payment Systems*

- Electronic Cash
  - \* Online
  - \* Offline
- Electronic Wallets
- Stored Value Cards
  - \* Smart Cards
- Credit and Charge Cards

# *E-Payment Systems*

- *“The State of the Art in Electronic Payment Systems”*  
([http://www.semper.org/sirene/publ/AJSW\\_97PayOver.IEEE.pdf](http://www.semper.org/sirene/publ/AJSW_97PayOver.IEEE.pdf))
- Check-like systems: ATM, Credit/Debit Cards
- Integrity and authorization
- Out-band authorization (‘phone, mail, . . .)
- Password authorization
- (Digital) signature authorization
- Confidentiality

# *E-Payment Systems*

- Allow micro-payments!
- Will micro-payments facilitate many of the present day Internet models?
- The cost of cutting a physical check and the cost to Visa/MC, etc.
- Key attacks:
  - \* Fake terminal
  - \* Freshness and replay (using nonces)

# *Why Digital Cash?*

## ■ Three Key Needs for Digital Cash

- \* Privacy
- \* Authenticity
- \* Non-repudiation

## ■ Key features of “legacy” cash

- \* Portable
- \* Recognizable
- \* Readily accepted
- \* Transferable
- \* Untraceable
- \* Anonymous
- \* Changeable

# *Why Digital Cash?*

- E-Cash: usual payment system, but untraceable and anonymity
- Generally, digital cash is implemented using Public Key Systems!
- What problems are posed with anonymity?
  - \* Is digital cash counterfeiting worse than the usual physical counterfeiting?
  - \* What are some other risks of digital cash?

# *Digital Cash: Cons*

- Token Forgery
- Multiple Spending (oh, that disk crash!)
- Social Costs
  - \* *Ease of spending it all, very easily*

## *Digital Cash: Pros?*

- The right thing for the Internet
- Get rid of the dirty money, etc.
- Perhaps, some of anonymity should be eliminated!
- In fact, each piece of paper money we have does have a unique number on it

# *Cryptography for Digital Cash*

- The need for a banking intermediary
- Simple withdrawal
  - \* Alice sends a withdrawal request to the bank
  - \* The bank creates and digitally signs an e-coin
  - \* The bank sends the coin to Alice and debits her account
- The hard part is person-to-person transactions simulating me handing my friend \$5

# *Cryptography for Digital Cash*

## ■ Payment from Alice to Bob

- \* Alice emails Bob the e-coin
- \* Bob forwards the e-coin to the bank
- \* The bank verifies its own e-signature
- \* The bank verifies the e-coin has not already been spent
- \* Bank marks the e-coin as “spent”
- \* Bob’s account gets the money
- \* Bob gives Alice the bicycle . . . .

# *Cryptography for Digital Cash*

- Blind Signatures!
- Zero-Knowledge Proofs
  - \* Prove you know something without revealing it!

# *Digital Cash*

- Checkfree
- Clickshare
- Digicash (eCash)
- eCoin.Net
- InternetCash
- Millicent
- PayPal
- Scrip
  - \* Beenz
  - \* Flooz

# *Digital Cash and Banks*

- Transferability issue with multiple banks
  - \* Swedish Mail (SM) and Mark-Twain Bank (MT) propose digital cash
  - \* How are these currencies transferable?
  - \* At what rates?
  - \* Who verifies the transfer?
- Traditional cash: the payer's default does not tarnish the cash!
- Hopefully, central banks will not default

# *Digital Cash and Banks*

- Ramifications of bank's liability for digital cash?
- May cause different “exchange” rates!
- Key is international use of banks
  - \* National settlement systems
  - \* By-and-large: internationally no loss-sharing agreements

# *Too many forms of Digital Cash?*

- Host of payment systems, cryptography protocols, etc.
- Credit cards have limited individual liability in the US
- Need for a common protocol?
- International clearing houses?

# *Economic Consequences of E-Cash*

- Opportunity for small business?
  - \* For individuals to use it, it must be cheap and accessible
  - \* Also, for B2B, to a lesser extent
- Issues of taxation
- Money laundering
- Exchange rates
- State/country money supplies
- Cross-country financial crisis

# *Economic Consequences of E-Cash*

- Very low cost transactions
- Micro-payments possible
- Large transactions made up of many smaller transactions
- No borders and no records!
- Most of our money is already electronic in many ways
- World currency?

# *Economic Consequences of E-Cash*

- Is digital-cash a form of privately issued currency?
- Can a bank in some far-away land have valid cash all over the world?
- The possibility of confusion abounds!
- Whose cash will you accept?
- Can a central bank act as a meta-intermediary for all e-cash transactions?

# *Electronic Wallets*

- Server-side
- Client-side
- Store
  - \* Shipping and billing information
  - \* Credit cards names, numbers, expirations
  - \* Electronic cash
- Competing Standards

# Smart Cards

- What is a Smart Card?
- Embedded chip for cryptography and storage of cash
- Most are made in Gemenos, France
- Economics:
  - \* 2000: \$2.4 Billion, 2004: \$8 Billion
  - \* Cellular?
  - \* Popular in Europe for years
  - \* Big US players getting in...

# Smart Cards

- How do they work?
- Store either or both
  - \* Amounts
  - \* ID for accounts (less common)
- Problems:
  - \* Readers and other devices, cumbersome and costly
  - \* Theft?

# *Smart Cards: Pros and Cons*

## ■ Pros

- \* Security
- \* Ease of use

## ■ Cons

- \* Hardware
- \* Peer-to-Peer hard

# *E-Payment Systems*

## ■ Advantages of Credit Cards

- \* Fraud protection
- \* Worldwide acceptance
- \* Currency conversion
- \* Convenience
- \* Deferred payment

# *E-Payment Systems*

## ■ Disadvantages of Credit Cards

- \* Not everyone can get one!
- \* Merchants need to become authorized
- \* Set-up costs and procedures for merchants
- \* Transaction fees preclude minor purchases
- \* Generates information trail on purchasing patterns, locations, etc.
- \* Security concerns

# *Business Models on the Web*

- Brokerage
- Advertising
- Infomediary
- Merchant
- Manufacturer
- Affiliate
- Community
- Subscription
- Utility (fee-for-transaction)
- Disintermediation and reintermediation

# *Business Models on the Web*

- Which are B2B and which are B2C?
- In either light, which are really new to the Internet and which are add-ons to brick and mortar businesses?
- Which will survive?

# *Auctions and Brokerage*

- Why so important on the Internet?
- Five key elements of auctioning
  - \* Offer in various states: final offer, all or none, etc.
  - \* Many participants, buyers, sellers, etc.
  - \* Open information exchanges
  - \* Well defined process flow
  - \* Settlement and confirmations well defined

# *Auctions and Brokerage*

## ■ Auction Types

- \* English (Open-cry) auction: start low, encourage competition
- \* Yankee auctions
- \* Dutch auction: start with a “high price” and keep lowering it
- \* Vickrey auction: the auction winner gets the item at the second highest bid price
- \* Double auctions: stock markets
- \* Sealed Bid Auctions and the Internet

# *Auctions and Brokerage*

## ■ Pros of Auctions

- \* Many bidders
- \* Information
- \* Buyers and sellers benefit
- \* Others?

## ■ Cons of Auctions

- \* Location (not on the Internet)
- \* Others?

# *Virtual Communities*

- Most are B2C strategy implementations
- Some B2B have taken hold
- Milacron Milpro example: machine tools and lots of small customers
- Site includes:
  - \* Catalogue
  - \* Ordering, tracking and locating services
  - \* Machinery flea-market
  - \* Discussion rooms

# *Virtual Communities*

- What advantages does Milacron get?
  - \* Customers (B2B, no less!) stay longer
  - \* Check site regularly
  - \* Sticky web site
  - \* Build customer loyalty
  - \* Get the opinions of diverse customer base
  - \* Branding using a web site

# *Virtual Communities*

- Advertising and sponsorship models?
- Very sticky
- Information gathering
- Opportunity to sell and build a brand

# *B2B E-Commerce Hubs*

- Dell and Cisco: disintermediate middlemen
  - \* *Sell direct over the Internet*
- Are e-hubs becoming the new middlemen?
- Estimated \$20 Billion in 2002 e-hub commerce
- B2C hubs are one-way hubs (Sarnoff networks)
- B2B hubs are often two-way hubs (Metcalf networks)

## *B2B E-Commerce Hubs*

- It is argued that the benefit of B2C hubs increases linearly with regard to the number of customers
- The B2B hubs increase in square terms to benefit all participants
- The issue is point-to-point: the B2B hubs focus on moving information/goods between different businesses. The B2C focus on moving goods/information to consumers

## *B2B E-Commerce Hubs*

- Amazon: for the consumer no difference if 100 customers or 1 million.
- For an industrial auction, the more suppliers and customers the better
- Also, true on eBay
- Domain expertise
- Customer acquisition and retention
- Many more efficiencies than in traditional situations

# *E-Hub Types*

- Contextual market places
- Vertical e-hub: v-hub
  - \* Focuses on one industry
  - \* Why?
- Functional e-hubs
  - \* Focus on same function or business operation
  - \* Why?

# *V-Hubs*

- Examples: Altra Energy, brand-x.com, cattle offerings world wide, chemdex, sciquest, e-steel, flora-plex, imx mortgage, paperexchange, plasticsnet
- Likely success
  - \* If large amount of fragmentation between buyer and sellers
  - \* If big inefficiencies in supply chains

# *V-Hubs*

## ■ Success factors

- \* Can create critical mass of suppliers and buyers
- \* Domain knowledge and industrial deals
- \* Information organization: master catalogues, specifications
- \* Ability to leverage v-hubs offerings

## ■ Industry trade groups, etc.

# *F-Hubs*

- Examples: I-mark.com, processors.com, mro.com, employease.com, celarix.com, bicdom.com, adauction.com, youilities.com
- Likely successes
  - \* Standardization of industry or area
  - \* Workflow and process knowledge expertise
  - \* Complement process automation
  - \* Ability to customize processes for each firm served
- Different industries do things differently

# *Marketing, Sales and Promotion*

- Creating Web presence
  - \* *Web presence goals*
- Meeting the needs of Web Site visitors
- Trust and loyalty
- Usability testing
- Identifying and reaching customers
- Creating and maintaining brands

# *Purchasing and Support*

- Purchasing → Procurement
- Logistics
- EDI
  - \* *ASC X12 Standards*
- VANs
- Open EDI via the Internet
  - \* *New standards?*
- Financial EDI - EFTs

# *Purchasing and Support*

## ■ Supply Chain Management

- \* Value creation
- \* Technology

## ■ Software

- \* ERP
- \* B2B Commerce Software
- \* Supply Chain Management Software

# *Purchasing and Support*

- Supply Chain Management via the Web
  - \* Share information about customer demand
  - \* Rapid notification of design changes and adjustments
  - \* Provide specifications and drawings more efficiently
  - \* Faster processing of transactions
  - \* Reduce the cost of handling transactions
  - \* Reduce errors in entering transaction data
  - \* Share information about defect rates and types