



Faculty of Arts and Social Sciences
Information Systems

Syllabus

Electronic Business and Enterprise Systems

Course Code:	ISAD27
Course Title:	Electronic Business and Enterprise Systems <i>Electronic Business and Enterprise Systems</i>
Credits:	15
Degree Level:	Master's level
Progressive Specialisation:	Second cycle, has only first-cycle course/s as entry requirements (A1N)

Major Field of Study:
IKA (Information Systems)

Course Approval

The syllabus was approved by the Faculty of Arts and Social Sciences 2023-03-20, and is valid from the Spring semester 2024 at Karlstad University.

Prerequisites

Information Systems, 60 ECTS credits, or Business Administration, 60 ECTS credits, and upper secondary level English B, or equivalent

Learning Outcomes

Upon completion of the course, students should be able to:

1. give an account of the concepts electronic business and Enterprise Systems from different perspectives,
2. give an account of the business value and internal value outcomes from using electronic business and Enterprise Systems,
3. give an account of the conditions for successful introduction of electronic business and Enterprise Systems,
4. give an account of enterprise gamification,
5. give an account of modelling methods from the perspective of enterprise modelling,

6. give an account of usability factors that contribute to a higher rate of user satisfaction,
7. give an account of sustainability as a perspective on developing solutions for electronic business,
8. design an analytical model based on key factors of electronic business, Enterprise Systems, enterprise gamification, enterprise modelling, and usability that contribute to successful implementation or use of electronic business and Enterprise Systems, and
9. produce an academic report in which the conceptual model designed is described, explained, and justified.

Content

The course is based on a seminar series with seminar leaders from the industry and academia. Different themes relating to electronic business and Enterprise Systems are presented and students write short reports on the topics presented and discussed in the seminars.

Students acquire in-depth knowledge about the following themes:

1. Electronic business
2. Enterprise Systems
3. Enterprise gamification
4. Enterprise modelling
5. Usability
6. Design of a conceptual model based on key factors identified in themes 1-5

Reading List

See separate document.

Examination

Learning outcomes 1-7 are assessed based on individual written reports.

Learning outcomes 8-9 are assessed based on the final individual written report presented and defended in a seminar, and performance as a peer reviewer of the work of another student.

If students have a decision from Karlstad University entitling them to Targeted Study Support due to a documented disability, the examiner has the right to give such students an adapted examination or to examine them in a different manner.

Grades

One of the grades Distinction (VG), Pass (G), or Fail (U) is awarded in the examination of the course.

Quality Assurance

Follow-up relating to learning conditions and goal-fulfilment takes place both during and upon completion of the course in order to ensure continuous improvement. Course evaluation is partly based on student views and experiences obtained in accordance with current regulations and partly on other data and documentation. Students will be informed of the result of the evaluation and of any measures to be taken.

Course Certificate

A course certificate will be provided upon request.

Additional information

The local regulations for studies at the Bachelor and Master levels at Karlstad University stipulate the obligations and rights of students and staff.