



DISCIPLINE ACADEMIC SHEET
ACADEMIC YEAR 2025 – 2026

1. PROGRAMME DATA

1.1. Higher Education Institution	UNIVERSITY OF CRAIOVA
1.2. Faculty	Automation, Computers and Electronics
1.3. Department	Computers and Information Technology
1.4. Field of Study	Computers and Information Technology
1.5. Study level	L(License / Undergraduate)
1.6. Organizational form	IF
1.7. Study Program (name/code) /Qualification	Computers / L2060101010

2. DISCIPLINE DATA

2.1 Discipline Name				E-Commerce			
2.2 Course Activities Holder				PhD. Eng Sorin Ilie			
2.3. Practical Activities Holder				PhD. Eng Sorin Ilie			
2.4. Study Year	IV	2.5. Semester	I	2.6. Evaluation type	E	2.7. Discipline regime	DOB

3. ESTIMATED TOTAL TIME (hours per semester of teaching activities)

3.1. Number of hours per week	5	in which: 3.2 course	2	3.3. sem./lab./pr.	3
3.4. Total hours of curriculum	70	in which: 3.5 course	28	3.6. sem./lab./pr.	42
3.7. Time distribution - hours/week					hours
Study after manual, course support, bibliography and notes					29
Additional documentation in library, on specialized electronic platforms and field					28
Training seminars / labs, homework, portfolios and essays					15
Tutorial					5
Examinations					5
Other activities.....					
Total hours per individual activities					55
3.8. Total hours per semester					125
3.9. Number of credits					5

4. PRECONDITIONS (where appropriate)

4.1. of curriculum	Database Design, Object Oriented Programing, Programing Languages, Linear Algebra, Analytical and Differential Geometry
4.2. of competence	According to graduation of the Bachelor in Computer Science - English language skills, minimum level B1 (according to https://europass.cedefop.europa.eu/resources/european-language-levels-cefr), needed for studding bibliographies and the lectures.

5. CONDITIONS (where appropriate)

5.1. of the course	•
5.2. of seminar/ laboratory/project	•

6. COURSE OBJECTIVES – expected learning outcomes that are supported by completing and passing the course

Knowledge	Student/Graduate: 1. To understand e-commerce. 2. To understand individual components of e-commerce systems and ways to design and use them. 3. To understand the existing tools and technologies to enable fast development, deployment and maintenance.
Skills (Abilities)	Student/Graduate: 1. Implementing e-commerce mechanisms 2. Choosing the right mechanism depending on requirements
Responsibility and autonomy	Student/Graduate: 1. Aligning profit to social welfare using the Vickery Clarke Groves mechanism

7. CONTENT

7.1. Course	The method of implementation	Teaching methods	Allocated time (hours)
1. Business types	face to face	Lectures using slideshow presentations.	4
2. Recommender systems	face to face	Lectures using slideshow presentations.	6
3. Game theory	face to face	Lectures using slideshow presentations.	2
4. Auctions	face to face	Lectures using slideshow presentations.	4
5. Double auctions	face to face	Lectures using slideshow presentations.	4
6. The Vickery Clarke Groves mechanism	face to face	Lectures using slideshow presentations.	4
7. Electronic payments	face to face	Lectures using slideshow presentations.	4
Bibliography:			
1. Wolf, M., 2014. High-performance embedded computing: applications in cyber-physical systems and mobile computing. Newnes.			

7.2. Seminar/laboratory/project	The method of implementation	Teaching methods	Allocated time (hours)
1. Ranked voting	face to face	Live demos and explanations, personal support for each student.	6

2. Recommender system	face to face	Live demos and explanations, personal support for each student.	6
3. Game theory	face to face	Live demos and explanations, personal support for each student.	4
4. Vickery auction	face to face	Live demos and explanations, personal support for each student.	4
5. Double auctions	face to face	Live demos and explanations, personal support for each student.	4
6. The Vickery Clarke Groves mechanism	face to face	Live demos and explanations, personal support for each student.	4
7. Project: design and implementation of an e-commerce application	face to face	Live demos and explanations, personal support for each student.	14
Bibliography:			
1. Maria Fasli, Agent Technology for E-Commerce, Wiley, 2007			
2. Nisan, Noam; Ronen, Amir (2001). "Algorithmic Mechanism Design". Games and Economic Behavior			

8. Correlating the content of the discipline with the expectations of representatives from the epistemic community, professional associations and representative employers in the field related to the program

--

9. EVALUATION

Activity Type	9.1. Evaluation criteria	9.2. Evaluation methods	9.3. Final mark weight
9.4. Course	- Knowing the necessary models for software design - The capability of making connections between the learning content - The ability to use correctly the course content in real applications	Exam: written test consisting of the course presentations, this will be graded on a curve resulting in a grade NE	50%
9.5. Seminar/laboratory/project	there are 6 lab assignments, which merge in a unitary application for the project	practical applications submitted online: graded on a Gauss curve resulting in a lab grade NL.	50%
9.6. Minimum standard of performance			
NL>=5 and NE>=5			

Date of Completion	Signature of the Course Activities Holder,	Signature of the Practical Activities Holder,
23.08.2025	PhD. Eng Sorin Ilie	PhD. Eng Sorin Ilie

Date of Approval in the Department	Signature of the Department Director,
25.08.2025	Ș.l.dr.ing. Nicolae ENESCU

Date of Approval in the Faculty	Signature of the Dean,
	Prof.dr.ing. Dorin ȘENDRESCU