

Course Title	E-Commerce in Hospitality & Tourism								
Course Code	TCOM-200								
Course Type	This course serves as both Elective and Requirement, according to the program.								
	<table border="1"> <tr> <td>Hospitality Bachelor</td> <td>Requirement</td> </tr> <tr> <td>All Programs</td> <td>General Elective</td> </tr> </table>		Hospitality Bachelor	Requirement	All Programs	General Elective			
Hospitality Bachelor	Requirement								
All Programs	General Elective								
Level	Diploma (Short Cycle)								
Year / Semester	Year 2, B' Semester								
Teacher's Name	Veronica Pavlidou								
ECTS	4	Lectures / week	3	Laboratories / week	0				
Course Purpose and Objectives	<p>The course emphasizes the utilization of recent developments in information technology (IT) within the context of Hospitality and Tourism industry. It critically examines all aspects of marketing such as promotion, advertising, distribution, sales and after-sales service within an E-business framework. The course provides an extensive discussion and application of information technology, e-commerce and e-marketing as these emerging technologies apply to the hospitality and tourism industry. Concepts, terms and technical jargon are explained.</p> <p>Students are expected to:</p> <ul style="list-style-type: none"> • Understand the usefulness of information technology within the context of hospitality and tourism • Explore various e-marketing aspects • Become familiar with the E-business framework • Understand technical jargon 								

Learning Outcomes	<p>Upon completion of this course students will be able to:</p> <p>Comprehend the use of E-commerce in hospitality establishments</p> <ul style="list-style-type: none"> • Develop an understanding of E-Commerce development, models, process, application and the related social and ethical issues. • Discuss the E-Commerce websites, their tools and features, and identify the connectivity between the Internet and the corporate world. • Apply Online Retailing and Services techniques and develop an E- business strategy. 		
Prerequisites	TCOM – 100 Computer Applications or TCOM - 150 Interactive Communications in the Hospitality Industry	Required	
Course Content	<ul style="list-style-type: none"> • Concepts of E-Commerce. • E-commerce in Hospitality Context • Retailing in E-Commerce. • Internet consumers and market research. • Data warehousing and data mining. • Advertisements on the Web. • E-Commerce for serving Industries. • Business-to-business E-Commerce • Intranet and extranet application. • Electronic payment systems. • E-Business strategy and implementation. 		
Teaching Methodology	The course is delivered through lectures, demonstrations and practical sessions.		
Mode of delivery	Face to face.		
Bibliography	Required		
	Laudon, K., & Guercioa A. (2024). E-commerce 2023–2024: business. technology. society. UK, London: Pearsoned. ISBN-13: 978-1292449722		
	Recommended		
	<p>Chaffey, D., Hemphill, T. & Edmundson-Bird, D. (2022) Digital Business and E-commerce Management (7th ed.) Pearson</p> <p>Dinis, M.G., Bonixe, L., Lamy, S. & Breda, Z. (2023) Impact of New Media in Tourism, IGI Global (2nd ed.)</p>		

Assessment	<p>The following assessment methods are employed to assess this course:</p> <table border="1" data-bbox="478 291 1332 560"> <tr> <td data-bbox="478 291 906 358">30 – 50 %</td> <td data-bbox="906 291 1332 358">Final Exam</td> </tr> <tr> <td data-bbox="478 358 906 425">20 – 40 %</td> <td data-bbox="906 358 1332 425">Mid –Term / Tests / Quizzes</td> </tr> <tr> <td data-bbox="478 425 906 492">10 – 30 %</td> <td data-bbox="906 425 1332 492">Assignments / Projects</td> </tr> <tr> <td data-bbox="478 492 906 560">0 – 10 %</td> <td data-bbox="906 492 1332 560">Class Attendance & Participation</td> </tr> </table>	30 – 50 %	Final Exam	20 – 40 %	Mid –Term / Tests / Quizzes	10 – 30 %	Assignments / Projects	0 – 10 %	Class Attendance & Participation
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Language	English								