

## COMP 3410 – I.T. in Electronic Commerce

### eTrading 1. Markets

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## COMP 3410 The eTrading Segment

1. Markets
2. Technologies Underlying eTrading
3. Electronic Payments
4. eTrading in Digital Objects
5. Alternative Architectures
6. Carbon Trading

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## eTrading

**The transfer of tradable items**

from entities that have them

to entities that want them

with the support of telecomms-based tools

*What about buying and selling? And money?*

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## Market

A mechanism for **the transfer of tradable items**,  
from entities that have them, to entities that want them

## Marketplace

A physical location and associated processes

## Marketspace

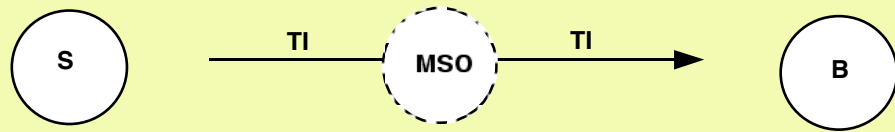
A virtual context in which entities  
**discover** one another and **transact** business

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## Market Participants



Seller S

Marketplace Operator MSO

Buyer B

Business Processes

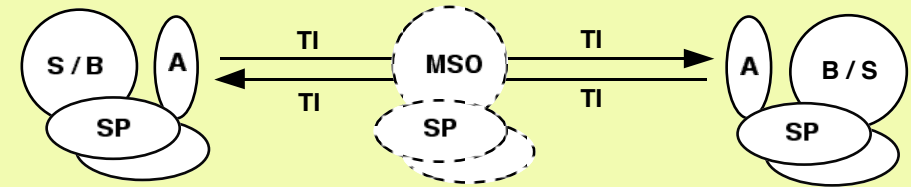
Infrastructure

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## Market Participants



Sellers / Buyers

Tradable Items

Buyers / Sellers

Agents A

Marketplace Operator

Agents A

Service Providers SP

Business Processes

Infrastructure

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## Market Phases

- **Discovery**
  - Tradable Item
  - Other Party
- **Negotiation**
  - Price
  - Terms
- **Contract Formation**
- **Delivery / Performance / Settlement**

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## Market Phases

- Pre-Qualification
  - **Discovery**
    - Tradable Item
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  - **Negotiation**
    - Price
    - Terms
  - **Contract Formation**
  - **Delivery / Performance / Settlement**
- Accounting for Successive Usages
- Enforcement and Recourse

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## Categories of Tradable Items

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  - **Commoditised**      Shares, Anthracite, Carbon Credits

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- **Degree of Productisation**
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  - **Customised**      Installed Package Software
  - **Productised**      Car Parts and Accessories
  - **Commoditised**      Shares, Anthracite, Carbon Credits

## Price-Setting Mechanisms

- **Price Pre-Set by the Seller:**
  - Shop Point-of-Sale
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  - RFQ / RFT / EOI-RFP
  - 'Reverse Auction'

## Price-Setting Mechanisms

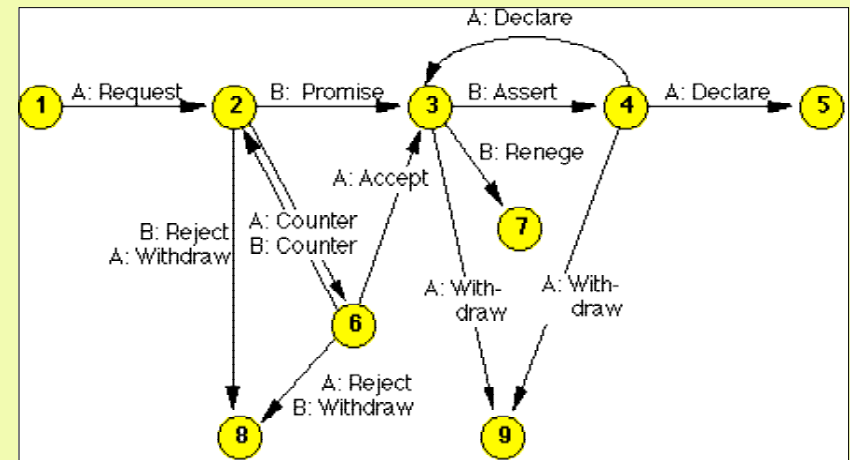
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- **Balanced Negotiation Process**

## Negotiation

e.g. Speech Acts Theory



## What Marketplace Operators Offer

- **Mutual Discovery**  
of opportunities to trade
- **'Fungibility'**  
i.e. exchangeability of traded items
- **Market Depth**  
numbers of buyers, and of sellers
- **Market Reach**  
geographical extent of participation

## Risks in Marketplaces

- **Default by:**
  - Seller
  - Buyer
  - Agent
  - Service-Provider
  - Marketplace Operator
- **Quality of:**
  - Tradable Item
  - Fulfilment

## Categories of Buyer-Seller Relationships

- **B2C:** sale by a Business to a 'Consumer'
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- **B2B:** sale by a Business to another Business
  - for consumption
  - as a factor of production
  - as capital goods / fixed asset

Business Enterprise Categories:

$\mu$ , SE, ME, LE, conglomerate, multinational

## Categories of Buyer-Seller Relationships

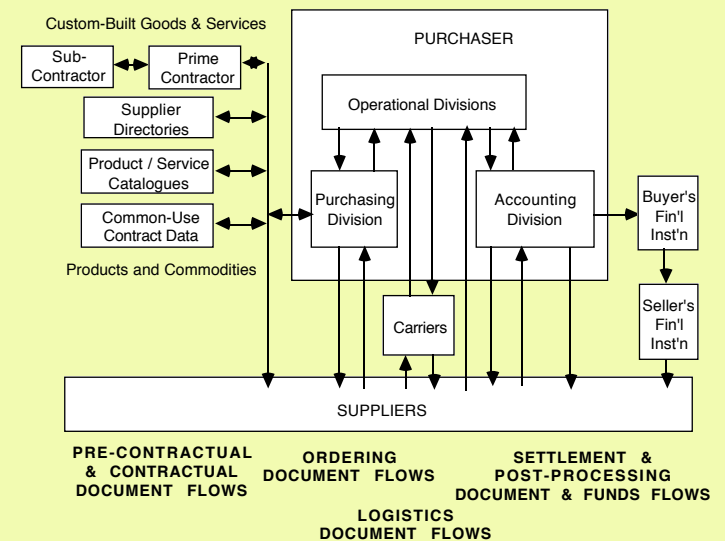
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- **B2G:** sale by a Business to a Government agency

## Deliberative Procurement Process



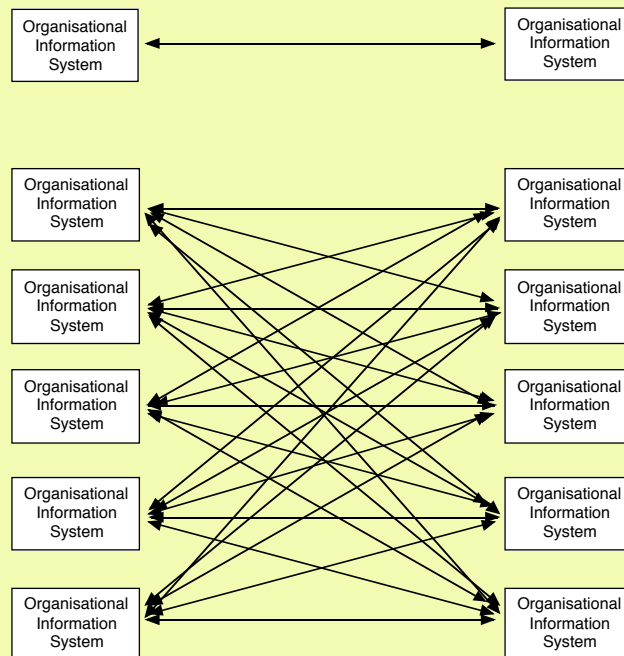
## Spontaneous Procurement Process



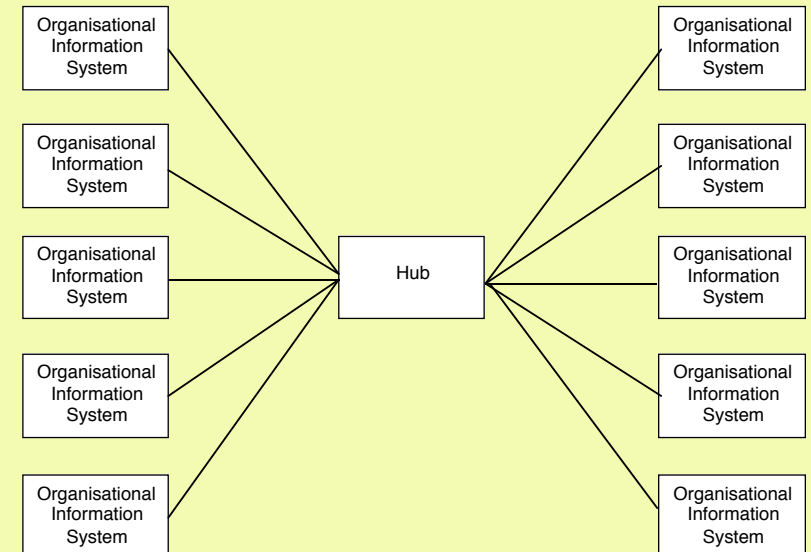
## Categories of Buyer-Seller Topology

- **Inter-Organisational Systems (1-to-1)**
- **Multi-Organisational Systems:**
  - networking (m-to-n) systems
  - hub-and-spoke (1-to-n) systems
  - cascading (1-to-1-to-1) systems
- **Extra-Organisational Systems**
- **Brokered Systems ( (1-to-1)-to-(1-to-1) )**

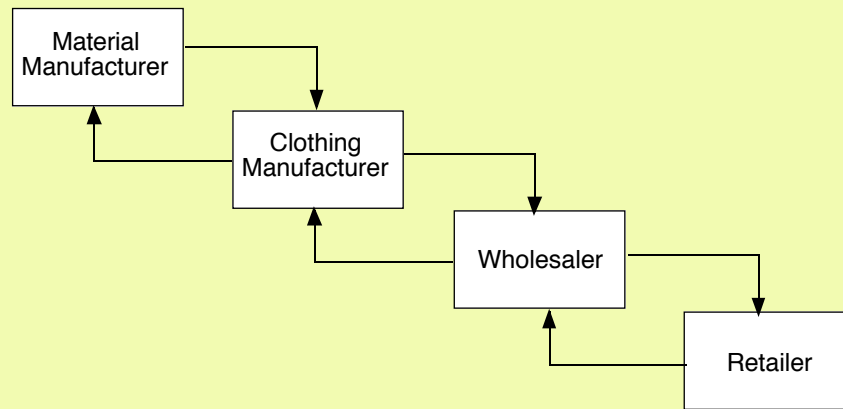
## Inter- and Multi-Organisational Systems



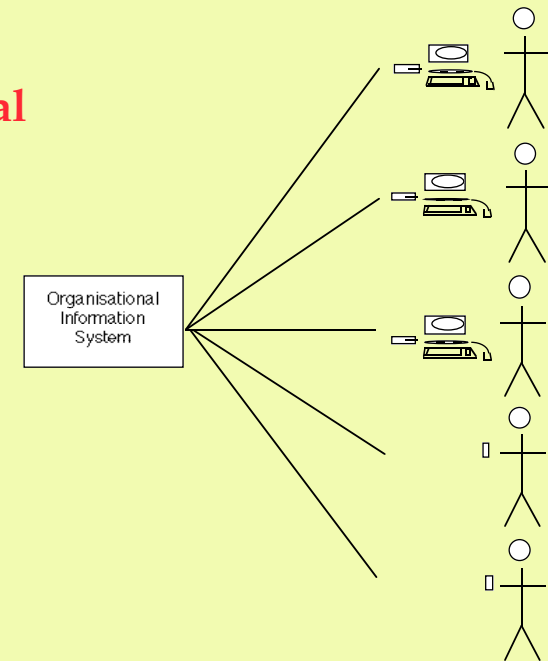
## Hub and Spoke Systems



## Cascading Systems



## Extra-Organisational Systems



## Categories of Commercial Arrangements What's Exchanged?

<u>From Party A</u>	<u>From Party B</u>	<u>Category</u>
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• Money	Money	<b>Cambio</b>

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• Tradable Items	Bulk Money incl. pre-paid, period / site licence	<b>Subscriptions</b>
• Money	Promise of Money	<b>Lending</b>

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• Tradable Items	Bulk Money incl. pre-paid, period / site licence	<b>Subscriptions</b>
• Money	Promise of Money	<b>Lending</b>
• Ads, Vanity Press	Exposure	<b>Sponsorship</b>

Public Services? Freeware?

## Direct Exchange Markets

- Exchange of Value  
**Direct**  
**Immediate**  
**Reciprocal**  
'horse-trading'

## Direct Exchange Markets, Other Markets

- Exchange of Value 'horse-trading'  
Direct  
Immediate  
Reciprocal
- One-Sided Transfer, Without Compensation  
donation, the 'gift economy'

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Reciprocal
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donation, the 'gift economy'
- Reciprocity, BUT Indirect and/or Deferred  
'barn-raising', 'cooking pot', 'honey-pot'  
'shareware', 'open source software'

## Auction Process A Definition

A particular kind of trading process  
where price is the key factor to be negotiated  
and offers are simple, stating price, perhaps quantity

Auctions are particularly applicable to commodities  
(i.e. undifferentiated goods and services)

## 'An English Auction'

- The Auctioneer identifies the 'Lot'
- The Auctioneer seeks an Opening Bid
- Bidders successively make higher Bids
- The Auctioneer stimulates more Bids
- The Auctioneer warns that time is expiring
- The Auctioneer 'knocks down' to the last Bidder

## Common Categories of Auction

- **English Auction** (price runs up, last bid wins, excitement is built in to help the organiser, may be subject to a 'reserve price')
- **Dutch Auction** (price runs down, first bid wins, forces a motivated buyer to bid early and high)
- **Sealed Bid Auction** (bids non-visible, time-limited, competition helps the organiser)
- **Clearinghouse Auction / Exchange** (both sellers and buyers submit offers, offers are 'matched', may be continuous or periodic)

## Clearinghouse Auction / Exchange Special Challenges

- **Trading Volumes** can be substantial  
e.g. shares, derivatives, forex
- **Volatile Prices**, which attract 'day traders' and 'arbitrage dealers', which increases 'market depth', but also further increases volatility
- **Matching** needs to be performed fairly,  
e.g. priority based on price, then time of receipt
- **Price-Based Matching is not enough**  
because offers to buy and to sell, whose prices match, may not be for quantities that match

## E-Trading Markets Agenda

1. e-Trading, Markets, Marketplaces
2. Tradable Items
3. Trading Partner Relationships
4. Processes
  - Deliberative Procurement
  - Spontaneous Purchasing
5. Trading Partner Topologies
6. Auctions

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