Index

A
abstract activity 70
Activity Flow Description (AFD) 70
Agent Communication Language (ACL) 66
agile enterprise 149-150, 154, 157, 165
agribusiness 133, 144, 146
allocation query 202-203
Analytic Hierarchy Process (AHP) 168
Analytic Network Process (ANP) 168
AndroMDA 203
ANOVA 47
aperture 105-106
Apple Application Store 123
architecture
  application 157-158
  data 157-158, 163
  process 157-158
  technology 157-158
Atlas (Assistance to Transportational Logistics by Automated System) 199
augmented reality 87, 90-91, 97, 114, 116-117, 126
avatars 41, 43-44, 47, 50, 53, 55, 57-58, 105, 112

B
BigDeal-offer 4
business agility 150-153, 155, 157, 164
business intelligence (BI) 155, 186, 197
business models 2, 5, 7-8, 10, 12, 14-19, 23-26, 63-64, 89, 154
Business Process Management (BPM) 149-150
business-to-consumer (B2C) 42

C
Call U Back (CUB) 61, 63
  server 61, 63, 65-66
cannibalisation 20
CEO education 128, 132, 136-137, 140
channel management 15, 20, 23
Choquet Integral 166, 168, 173, 176-178, 183-184
City 2020 Ltd 87, 91
City Analytics 87, 91-96
cloud computing 149, 155, 159-164
collaborative mapping 87, 90
community of practice 44, 134
component analysis 186, 189
counter games 115
counter knowledge 61, 63-64, 68, 71
cooperative partners 21
crop type 134-137, 139-140
CRUD (Create, Read, Update, Delete) 203
customer relationship management (CRM) 18, 144, 186
cylindrical panorama 101-102, 104, 107, 109

D
data integration 190, 194-195
data mining 58-59, 72, 92, 160, 188-190, 196
Decision Management (DM) 150
decision support 56, 72, 157, 165, 188, 198, 206
Digital Agenda 30, 32-33, 38
Digital Single Lens Reflex (DSLR) 104-105
Do it yourself Community 6
e-business 1, 7, 9-10, 12-19, 21-28, 39, 54-55, 73, 85, 87, 146
  megatrends 12
e-community 1-2, 5-6
E-Customization-System 8-9
e-desk 2, 6, 9
e-marketplace 1-2, 4-5
end users 18, 186, 189-191, 195
Enterprise Decision Management (EDM) 153
Index

Enterprise Resource Planning (ERP) 166-167, 184
entrepreneurial proclivity 74, 78-79, 81-83
e-procurement 1-3, 5, 10
E-Request-System 7
e-retailer 41, 44-46, 48, 53-54
e-shop 1-5, 9
European Interoperability Framework 30
European Union
e-government 28, 30
entrepreneurship 31
High Level Expert Group 33-34, 36, 39

F
financial risk 74-75
forward-chaining algorithm 200
fuzzy measures 166, 182

G
Game Play module 117-118
golocation 87-89
geoslavery 87, 96-97
geosocial networking 90
geotagging 5, 88
global capitalism 35-36
Graphical User Interface (GUI) 203

H
heritage sites 100-103, 107-108, 110, 112-113, 115-117, 124-125

I
i2010 strategy 30, 38
if-then rules 198, 201
image-stitching 109, 111
information and communication technologies (ICTs) 88, 128
adoption 128
use 128-130, 133-134, 138-140, 142-144
Information Systems (IS) 43
instant messaging 42, 44, 56, 128, 130, 136, 143-144
Integrated Development Environment (IDE) 120
intelligent agents 43, 61, 63-64, 68, 72
interaction indices 166, 178, 181-182
International Standards Organization (ISO) 105
speed 106
iphone Operating System (iOS) 100, 102

J
Jasper architecture 190-191

K
knowledge sharing 44, 52, 61, 146

L
learning inclination 74, 78-79, 81, 83
Location Based Services (LBS) 88
social networking 90
logical inference 61

M
MCDA (Multi Criteria Decision Aid) 168
m-commerce 20, 61-73, 75-76, 80, 85
applications 61-68, 71
Measuring Attractiveness by a Categorical Based Evaluation TecHnique (MACBETH) 168, 173, 183
M-Heritage Hunt 113, 115-118, 120-125
artificial intelligent players 125
design 117
steps and rules 121
micro-enterprises (MEs) 128
mobile banking 62, 74-85
mobile users 61-63, 65, 68, 70-71
Model-View-Control (MVC) 100
Monotonicity condition 176
Multi Attribute Utility Theory (MAUT) 171

N
Net Economy 1, 5-7, 9-11
non-response bias 136, 145

O
ODS (Operational Data Store) 189
OLAP (On-Line Analytical Processing) 189
ontology context document 68
opportunity type matrix 31
Oracle database 186, 188, 192-196
organizational complexity 130, 142

P
pairwise comparisons 168-169, 176
panoramic view 100-102, 105-110, 112, 115-117, 125
perceived risk 44-45, 74, 76, 78-80, 82-83
personal digital assistant (PDA) 75
Petri Nets 186, 188-190, 195-196
photo-cues 43, 49, 51
product review 44

Q
QuickTime Virtual Reality (QTVR) 102

R
reality mining 87, 90
recommendation agents 41, 43-44, 47, 49-52, 58-59
routinization 131

S
SAAS (software as a service) 21
Service-Oriented Architecture (SOA) 149-150
service-oriented computing (SOC) 153
service-oriented enterprises (SOE) 153
Service-Oriented Integration (SOI) 150
shutter speed 105-106
small and medium sized businesses (SMEs) 12
Soar architecture 198
social cognitive theory 74, 76-79, 83-86
social-cue 49-50
social media 21, 41, 46, 57-59
social presence 41, 54, 56-58
social shopping 5-6
software development 186, 196
support web-blog 44
symbolic value 41-42, 45-50

T
take-off firm 131
technology acceptance model (TAM) 77
type of economic development 32, 39
type of planned behavior (TPB) 77
type of reasoned action (TRA) 77
transaction costs 17
treasure hunt 116-118, 120, 125

U
Unified Theory of the Cognition 200
user customization 43, 45, 50, 53
User Experience (UX) 100
user-generated content 5, 60

V
video-cues 43, 49
video-streams 41, 50, 52
Virtual Heritage 100-101, 112, 114-117, 125
virtual market 25, 61

W
Web 1.0 1-5, 10
Web 2.0 1-3, 5-7, 10-11, 51, 98, 163
Web 3.0 1-3, 6-7, 9-11
website design 41
website ownership 128, 136, 138, 141-143
web-vendors 41