**E-Applications**: the electronically/network-based applications for the social development of communities/societies, as such e-learning, e-commerce, e-governance, e-health, and so forth (Rahman, 2009a)

**E-Atmospherics**: the creation, shape, and evolution of website designs to enhance site stickiness, encourage final purchase decisions, and promote positive postpurchase feelings (Jiménez-Zarco et al., 2010)

**E-Auction**: an electronic auction that offers an electronic implementation of the bidding mechanism known from the traditional auctions. E-auctions can be accompanied by multimedia presentations of the goods. They also include integration of the bidding process with contracting, payments and delivery. Benefits for suppliers and buyers are increased efficiency, timesaving, and global sourcing. (Kardaras, 2009)

**E-Awareness**: a part of digital literacy, the most conceptual and strategic of digital skills. It can be defined as the ability to understand the real impact of the changes brought by the Information Society in one’s context. At another level, e-Awareness would also imply foreseeing and anticipating such changes, either to avoid or smooth their impact, or to benefit from them by adapting one’s behavior. (Peña-López, 2009)

**E-Banking**: the online service provides by a bank company which facilitates bank management, such as checking account balance, bank transfers, and so on (Moraga et al., 2008a)

**E-Banking Portal**: a special type of Web portal whose aim is to provide different services related to the bank context (Moraga et al., 2008a)

**E-Billing**: an electronic system of paying for services received (Ambali, 2010)

**E-Budgeting**: an ICT application or tool for budgetary functions, procedures, or services across the budgetary cycle (planning, programming, budgeting, appropriations, control, and evaluation of financial resources) (Puron-Cid & Gil-Garcia, 2008)

**E-Business**: the use of the Internet and other information technologies to support commerce and improve business performance (Kung & Zhang, 2010)
E-Business Adoption: the process during which a firm becomes able to make full use of e-business technologies as the best course of action available, while rejection is the decision to not to adopt (Al-Somali, Clegg, & Gholami, 2010)

E-Business Model: a business model where either the product or process or selling agent is partially or completely electronic (Wickramasinghe & Misra, 2008)

E-Business Module: an e-business unit resulting from a continuous process of interactions between information technology, strategy, and organizational structure; for example: e-management, e-purchasing, e-commerce, e-marketing, e-CRM, e-SCM, and so forth (Bennani, 2008)

E-Business Solutions: the use of emerging computer and information technologies, in addition to re-engineered business processes to develop innovative Web applications that support online business activities (Tan & Macaulay, 2008)

E-Capabilities: the qualitative and quantitative differences between firms in the level of adoption of e-commerce and its strategic usage (Morgan-Thomas & Paton, 2010)

E-Cash: an e-commerce protocol that attempts to preserve the anonymity and untraceability associated with cash transactions (Park, 2009)

E-Collaborating Group: the individuals charged with a collective task for which they rely on mostly on information technology tools (van Fenema & van Baalen, 2008)

E-Collaboration: the electronic technologies that enable collaboration among individuals engaged in a common task (Luo & Liao, 2008)

E-Collaboration Intercomponents: an e-collaboration due to interactions between the three principal components of the e-model, namely, information and communication technology, strategy, and organization (Bennani, 2008)

E-Collaboration Intralevel: the inter-component e-collaboration, module-to-module e-collaboration (e-commerce, e-CRM, e-SCM, etc.), or intra-module e-collaboration (Bennani, 2008)

E-Collaboration Intramodule: the collaboration between various stakeholders and between processes using information and communication technology, and this within the same e-business module; for example: the collaboration between various stakeholders and e-SCM processes using Internet/Intranet/Extranet (Bennani, 2008)

E-Collaboration Module-to-Module: the e-collaboration between modules such as e-commerce, e-CRM, e-SCM, and so on (Bennani, 2008)

E-Collaboration Space: a framework for studying organizations working in e-collaboration. It identifies different types of e-collaboration and proposes three delineating dimensions in which e-collaboration is studied: relationships, the task, and the outcomes. (Mladenic & Lavrac, 2008)

E-Collaboration System: a computer- and network-based system that supports collaborative activities undertaken by two or more people who are usually in different places (Lau, 2008)
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