INTRODUCTION

One of the major challenges facing organizations involved in electronic commerce (e-commerce) today is to organize and summarize information in such a way that end users can effectively and efficiently search for and analyze relevant information. Users can look for both structured as well as unstructured information in a system designed for electronic commerce. An example of structured information is the price of a specified product. Unstructured information, on the other hand, is information that is not well specified or that has multiple specifications. For example, the user may be looking for spices for cooking a shrimp dish where they can choose from a number of options. The user may have individual preferences for the selection of spices and may not know exactly how the information can be found in the system.

The problem of finding relevant information is exacerbated in global information management, especially in global electronic commerce. While globalization is presenting new opportunities for people and businesses worldwide, several challenges must be addressed in order to realize its full potential. Examples of these challenges include differences in culture and language, which can be an obstacle to unrestricted and free access of information, as well as the disorganization of the potentially precious knowledge asset. While language technology (Nirenburg, 1992; Onyshkevych & Nirenburg, 1995; Sheremetyeva & Nirenburg, 1996) is making rapid progress, much research is needed in managing and accessing multilingual information in order to reach the full potential of global electronic commerce (e.g., Malhotra, 1997, 1998). In Gangopadhyay and Huang (2000), the issue of knowledge requirements for
building information systems that operate in multiple languages has been studied. Specifically, the focus was on studying user behavior in performing various tasks in a multilingual system. In order to study user behavior and performance in a multilingual electronic-commerce setting, a bilingual electronic catalog was designed and tested by online retailers selling products and/or services to customers interacting either in English or Chinese.

**BACKGROUND**

An electronic catalog is a graphical user interface that presents product and/or service information to users, typically using the World Wide Web. An electronic catalog is a key component of electronic commerce that has been used for business-to-consumer commerce as well as business-to-business commerce (Adam, Dogramaci, Gangopadhyay, & Yesha, 1998; Gangopadhyay, 2002). Although the term electronic catalog might sound like an electronic extension of paper catalogs, it offers