

**REGULATIONS FOR
UNIVERSITY GRANTS COMMISSION SPONSORED
CAREER ORIENTED CERTIFICATE COURSE
IN
E-COMMERCE & FOOTWEAR TECHNOLOGY**

Semester System with Credits with effect from the year 2013 – 2014 onwards

1. Eligibility for Admission:

Any student of the second and third year undergraduate course

2. Duration of the Course:

One academic year comprising of ninety working days spread over two semesters of forty five days each. Each semester shall have 120 hours out of which 90 hours shall be for theory classes and 10 hours each shall be allocated for practical classes, project work and field work.

3. Course of the study

The course of study shall be under semester pattern with credits. The course consists of one core paper, practical classes, project work and field work.

4. Scheme of Examination:

Semester	Course Code	Course Title	Teaching	Exam.	Credits	Marks
First	COECFT01	E-Commerce & Footwear Technology	120 Hrs.	3 Hrs.	5	100
Second	COEC FT02	E-Commerce & Footwear Technology	120 Hrs.	3 Hrs.	5	100

Requirements to take the Examination:

A candidate shall be permitted to take the examination provided they secure 75% attendance in both theory and practical classes and must successfully complete project work and field work as prescribed.

5. Practical Classes:

Practical classes shall be designed in such a manner that a student acquires practical knowledge in handling, managing and practicing the tools and equipments relating to the orientation courses.

6. Project Work:

Project work will consists of small assignments in the subject area. Topics will be selected by the students and approved by the faculty.

7. Field work:

Field work consists of industrial visits and observations designed to gain firsthand knowledge in the subject. It will be done either individually or in groups.

8. Medium of instruction and Examination:

The medium of instruction and examination of the candidate shall be English.

9. Minimum Pass Marks:

A candidate shall be declared to have passed the paper if he obtains minimum of 40 marks i.e. 25 from theory and 15 from practical and project work. The maximum and minimum marks for the course shall be as follows:

Course	Maximum Marks	Minimum Marks
Theory	75	25
Practical	10	15
Project	10	
Field Visits	5	
Total	100	40

10. Question Paper Pattern:

Question paper pattern for the course shall be as follows:

- Section – A 10 Questions without choice of 2 marks each (10X2=20)
- Section – B 5 out of 8 questions – 5 marks each (5X5=25)
- Section – C 3 out of 5 questions – 10 marks each (3X10=30)

COURSE CODE	COURSE OUTCOME
COECFT01	1. Define E-Business, E-Commerce, various current and emerging business models in E-Commerce. 3. Impart basic training on shoe making process. 3. Understand the various media of electronic communications.
COECFT02	1. Define E-Commerce Process and areas of solutions of e-commerce. 2. Enumerate the various types of electronic payment schemes. 3. Understand the various closing technology in shoe making process.

**CERTIFICATE COURSE
E – COMMERCE & FOOTWEAR TECHNOLOGY**

SEM	COURSE CODE	COURSE TITLE	INS HRS/ WEEK	CREDIT	EXAM HRS	MAX. MARKS		
						IA	EXAM	TOTAL
I	COECFT01	E-COMMERCE & FOOTWEAR TECHNOLOGY – PAPER I	120	5	3	25	75	100
II	COECFT02	E-COMMERCE & FOOTWEAR TECHNOLOGY – PAPER II	120	5	3	25	75	100
TOTAL			240	10	6	50	150	200

Syllabus for UGC sponsored Certificate Course

Paper I : E- Commerce & Footwear Technology

UNIT-I

Electronic Commerce: Meaning – Significance – Advantages – Disadvantages – Features – Application of e-Commerce in Business – Basic blocks of e-Commerce – e-Commerce and e-Business Communication.

Electronic Communication: Media of Electronic Communication – Electronic Mails – Advantages – Video Conferencing – Its significance in business.

Internet: Components of internet – Intranet.

UNIT – II

Electronic Data Interchanges (EDI): Meaning – Benefits of EDI – EDI and e-Commerce – Components of EDI – Application of EDI in business – Documents Library – Types of Digital Documents – Corporate Data Warehouse.

UNIT – III

Basic Shoe Designing: Introduction – Functions of shoes – Footwear Types and Styles – Elementary – Typical Ladies Shoes – Mens' Shoes and Children's Shoes.

UNIT – IV

Shoes and its Components: Common Parts of Footwear – Upper – Bottom and Other Components.

UNIT – V

Upper Clicking: Comparison between hand and press cutting methods – Advantages of Press Clicking – Clicking Techniques for Goat and Sheep Skins and Side Leather – Spot Check Inspection.

Practicals:

- 1) Basic Shoe Designing
- 2) Upper Clicking

UNIT-I : e-Commerce Process

Introduction – Solutions – Areas of solutions – B2B, B2C, C2B – e-shopping.

UNIT – II : e-Banking

Electronic Payment Scheme – Electronic Cash – e-Money, Digital Money, Electronic Cheque, e-Wallet – e-Banking – ATM, EFT, EMT.

UNIT – III: Closing Technology

Tools and Equipments used – Basic Sewing Machinery – Flat-bed, Post-bed, Cylinder-arm Sewing Machine – Non-sewing Machinery and equipments – Stitch Marking – Skiving – Perforation – Folding – Needles and Thread Types, Sizes, Classification – Relationship.

UNIT – IV: Bottom Stock Preparation

Tools and Equipments used – Bottom Stock Preparation and Principles – Attachment – Features and operations of Lasting and Bottoming Machineries – Beam Clicker Machine, Heavy Duty Skiver – Insole Moulding Machine – Insole and Unit Sole Preparation.

UNIT – V: Shoe Room & Finishing

Objectives and Methods of finishing for leather and synthetic upper and bottom – Comparison between various finishing systems – Methods and procedures for finishing various upper and soling materials – Statutory requirements – Fault Identification – Causes and remedies.

References:

Mathew Reynolds, Beginning e-Commerce, Shroff Publishing and Distributors, Calcutta.
Dr. C.S. Rayadu, e-Commerce, Himalaya Publishing House, Delhi.
Kamlesh K. Bajaj, Debjani Nag, e-Commerce, Tata McGraw Hill, Delhi.
B. Venkappaiah, Introduction to the Modern Footwear Technology.
JK Sharpshouse, Leather Technician's Handbook.
E-Cooney, Manual of Shoe Making.
FDDI, Essentials of Sewing.
AJ Harvey, Footwear Materials and Process Technology.
