

CONCEPTS - DEFINITIONS

3D printing (Additive Layer Manuf. - ALM): Additive Layer Manufacturing (ALM) and 3D printing are equivalent terms for the same process. The latter is the popular term widely known while the former describes more precisely the process of joining materials to make physical objects from 3D model data, usually layer upon layer, as opposed to subtractive manufacturing methodologies such as CNC machining or milling (e.g. lathe) that uses a rotating milling cutter to remove material from a solid block of material."

3G, 3rd Generation: 3G or 3rd Generation, is a family of standards for mobile telecommunications (W-CDMA, CDMA2000, etc) defined by the International Telecommunication Union (ITU). 3G devices allow simultaneous use of speech and data services and higher data transmission rates. Cellular mobile services were initially offered using analogue radio technologies and these were considered as the first-generation systems (1G). 2G technology replaced analogue radio networks with digital ones (2G networks) in the 1990's.

4G, 4th Generation: 4G is the fourth generation of cellular wireless standards. It is a successor of the 3G and 2G families of standards. The ITU-R organization specified the International Mobile Telecommunications Advanced requirements for 4G standards, setting peak speed requirements for 4G service at 100 Mbit/s for high mobility communication (such as from trains and cars) and 1 Gbit/s for low mobility communication (such as pedestrians and stationary users).

Source: <http://en.wikipedia.org/wiki/>; <http://www.itu.int>

App(s): A mobile app, short for mobile application or just app, is application software designed for a specific purpose (e.g. entertainment, shopping, etc.), downloaded and used on computers depending on their operating system. (e.g. portable devices such as tablets, Smartphones, etc.)

Further information: http://en.wikipedia.org/wiki/Mobile_app;

<http://www.techopedia.com/definition/2953/mobile-application-mobile-app>

Business process: A business process or business method is a collection of related, structured activities or tasks that produce a specific service or product (serve a particular goal) for a particular customer or customers. Business processes can be of three types: Management processes (e.g. corporate governance, strategic management), Operational processes (e.g. purchasing, manufacturing, marketing and sales etc.) and Supporting processes (e.g. accounting, recruitment, technical support etc.).

Source: http://en.wikipedia.org/wiki/Business_process

Chatbots or Virtual agent: A chatbot or virtual agent is a computer generated, animated, artificial intelligence virtual character that serves as an online customer service representative.

Counterfeiting: A counterfeit is an imitation, usually one that is made with the intent of fraudulently passing it off as genuine. Counterfeit products are often produced with the intent to take advantage of the established worth of the imitated product. The word counterfeit frequently describes both the forgeries of currency and documents, as well as the imitations of products or goods (e.g. clothing, software, pharmaceuticals, jeans, watches, electronics, etc.).

Source: <http://en.wikipedia.org/wiki/Counterfeiting>

CRM: Customer Relationship Management (CRM) is a management methodology which places the customer at the centre of the business activity, based in an intensive use of information technologies to collect, integrate, process and analyse information related to the customers.

One can distinguish between:

1. Operational CRM – Integration of the front office business processes that are in contact with the customer.
2. Analytical CRM – Analysis, through data mining, of the information available in the enterprise on its customers. This aims to gather in depth knowledge of the customer and how to answer to its needs.

DSL: Digital Subscriber Line (DSL) is a family of technologies that provides digital data transmission over the wires of a local telephone network. DSL is widely understood to mean Asymmetric Digital Subscriber Line (ADSL), the most commonly installed technical varieties of DSL. DSL service is delivered simultaneously with regular telephone on the same telephone line as it uses a higher frequency band that is separated by filtering.

Source: <http://en.wikipedia.org/wiki/DSL>

EDI, EDI-type: Electronic Data Interchange (EDI) refers to the structured transmission of data or documents between organizations or enterprises by electronic means. It also refers specifically to a family of standards (EDI-type) and EDI-type messages which can be automatically processed.

Source: http://en.wikipedia.org/wiki/Electronic_Data_Interchange

EDI e-Commerce: Orders initiated with EDI. EDI (electronic data interchange) is an e-business tool for exchanging different kinds of business messages. EDI is here used as a generic term for sending or receiving business information in an agreed format suitable for automated processing (e.g. EDIFACT, XML, etc.) and without the individual message being manually typed. “EDI e-Commerce” is limited to EDI messages placing an order.

Source: OECD, DSTI/ICCP/IIS(2009)5/FINAL

E-invoice: Electronic invoices comprises payment information exchanged between business parties – enterprises, public authorities - involved in commercial transactions, transmitted via the internet or other electronic means.

A structured eInvoice is an invoice where all data are in digital format suitable for automated processing. A distinctive feature of a structured eInvoice is automation: a structured eInvoice will be transferred automatically in intercompany invoicing from the invoice issuer's or service provider's system directly into the recipient's financial or other application.

The eInvoice data could be structured according to the XML, EDI or other similar format.

Unstructured invoices in an electronic form are not suitable for automated processing (e.g. emails, e-mail attachment as pdf, images in TIF, JPEG or other format)

Electronic commerce (e-Commerce): An e-Commerce transaction is the sale or purchase of goods or services, conducted over computer networks by methods specifically designed for the purpose of receiving or placing of orders. The goods or services are ordered by those methods, but the payment and the ultimate delivery of the goods or services do not have to be conducted online. An e-Commerce transaction can be between enterprises, households, individuals, governments, and other public or private organisations. E-Commerce comprises orders made in Web pages, extranet or EDI and excludes orders made by telephone calls, facsimile, or manually typed e-mail. The type is defined by the method of making the order.

Source: OECD, DSTI/ICCP/IIS(2009)5/FINAL

E-mail: Electronic transmission of messages, including text and attachments, from one computer to another located within or outside of the organisation. This includes electronic mail by Internet or other computer networks.

ERP: Enterprise Resource Planning (ERP) consists of one or of a set of software applications that integrate information and processes across the several business functions of the enterprise. Typically, ERP integrates planning, procurement, sales, marketing, customer relationship, finance and human resources.

ERP software can be customised or package software. These latter are single-vendor, enterprise wide, software packages, but they are built in a modular way allowing enterprises to customise the system to their specific activity implementing only some of those modules.

ERP systems typically have the following characteristics:

1. are designed for client server environment (traditional or web-based);
2. integrate the majority of a business's processes;
3. process a large majority of an organization's transactions;
4. use enterprise-wide database that stores each piece of data only once;
5. allow access to the data in real time.

Extranet: A closed network that uses Internet protocols to securely share enterprise's information with suppliers, vendors, customers or other businesses partners. It can take the form of a secure extension of an Intranet that allows external users to access some parts of the enterprise's Intranet. It can also be a private part of the enterprise's website, where business partners can navigate after being authenticated in a login page

Internet: The Internet is a global system of interconnected computer networks that use the standard Internet Protocol Suite (TCP/IP) to serve billions of users worldwide. It is a network of networks that consists of millions of private, public, academic, business, and government networks of local to global scope that are linked by a broad array of electronic and optical networking technologies. The Internet carries a vast array of information resources and services, most notably the inter-linked hypertext documents of the World Wide Web (WWW) and the infrastructure to support electronic mail.

Source: <http://en.wikipedia.org/wiki/Internet>

Relates to Internet Protocol based networks: www, Extranet over the Internet, EDI over the Internet, Internet-enabled mobile phones.

Internet of Things (IoT): The Internet of Things (IoT) refers to interconnected devices or systems, often called "smart" devices or "smart" systems. They collect and exchange data and can be monitored or remotely controlled via the Internet, through software on any kind of computers, smartphones or through interfaces like wall-mounted controls.

Marketplace(s) (e-commerce marketplaces): The term "e-commerce marketplaces" refers to websites or apps used by several enterprises for trading products e.g. Booking, eBay, Amazon, Amazon Business, Alibaba, Rakuten, etc.). E-commerce marketplaces are different from e-commerce platforms. The latter provide scalable, self-made online solutions for business that would like to set up their own e-commerce website.

Machine learning (incl. deep learning): Machine learning (e.g. deep learning) involves 'training' a computer model to better perform an automated task, e.g. pattern recognition.

Natural language generation (NLG): Natural language generation is the ability for a computer program to convert data into natural language representation.

Natural language processing (NLP): Natural language processing is the ability for a computer program to understand human language as it is spoken.

Office (automation) software: Office (automation) software is a generic type of software comprising (grouped together) usually a word processing package, a spreadsheet, presentations' software etc.

Online payment: An online payment is an integrated ordering-payment transaction.

Robots - Robotics: According to their intended application, robots may be industrial or service robots. An industrial robot is an automatically controlled, reprogrammable, multipurpose manipulator programmable in three or more axes, which may be either fixed in place or mobile for use in industrial automation applications.

A service robot is a machine that has a degree of autonomy and is able to operate in complex and dynamic environment that may require interaction with persons, objects or other devices, excluding its use in industrial automation applications.

Sales via website (web sales): A part of the e-Commerce activities, sales via website (web application) are orders made in an online store or filled in and sent by an electronic form on the www or extranet. Web sales are distinguished from EDI sales. In particular, the type of e-Commerce transaction is defined by the method of making the order. This approach should mitigate the interpretation problems where both types, EDI and Web, are used in the process. An example is a situation where an order is made by the customer through a web application but the information is transmitted to the seller as an EDI-message. Here the type of selling application is however web, EDI is only a business application to transmit information about the sale. Web-sales can be done by mobile phones using an Internet-browser.

Source: OECD, DSTI/ICCP/IIS(2009)5/FINAL

Social Media: In the context of the ICT usage survey, the central point of the social media is to establish and maintain social relationships within and around the enterprise. From that aspect we refer to the use of social media (as applications based on Internet technology or communication platforms) and the use of Web 2.0 technologies and tools for connecting, conversing and creating content online, with customers, suppliers, or other partners, or within the enterprise. It is not simply the use of Web 2.0 platform (although it is the enabling technology) but the use of social media implies the development of new forms of collaboration and information management within the enterprises as well as helping employees, customers and suppliers to collaborate, to innovate, to share, and to organize knowledge and experiences.

The following are the main social media communication platforms and tools for enterprises:

Social networks or websites are applications based on Internet technologies that enable users to connect by creating personal information profiles, share interest and/or activities, share ideas, invite others to have access to their profile and create communities of people with common interests.

Blogs: A blog is a website or a part of a website, that is updated frequently, either owned by individuals, interest groups of individuals or corporate (in the current context it is the blog of the enterprise and not other blogs to which employees contribute). An update (called an entry or a post) is usually quite short and readers can respond, share, comment or link to the entry online. Blogs can be used either within an enterprise (corporate blog) or for communicating with customers, business partners or other organisations.

Content communities offer the possibility of sharing media content between users. Photo and video services / Podcasting: A podcast (or non-streamed webcast) is a series of digital media files (either audio or video in various file format e.g. .aiff, .wav, .midi etc for the former and .mov, .avi etc for the latter) that are released episodically. The mode of delivery differentiates podcasting from other means of accessing media files over the Internet, such as direct download, or streamed webcasting. Presentation sharing websites offer the possibility to share presentations, documents and professional videos over the Internet (share publicly or privately among colleagues, clients, intranets, networks etc). These websites offer the possibility to upload, update and access presentations and/or documents. Very often, presentation sharing websites are linked to blogs and other social networking services or websites.

Microblogging refers to the posting of very short updates about oneself. It is in contrast to long-form blogging, where there are usually at least a few hundred words. Microblog posts usually involve a few hundred characters or less. For example, in the context of microblogging services Tweets (Twitter) are text-based posts of up to 140 characters displayed on the user's profile page.

Wiki: A wiki is a website that allows the creation and editing of any number of interlinked web pages via a web browser using a simplified markup language or a WYSIWYG text editor. Wikis are typically powered by wiki software and are often used collaboratively by multiple users. Examples include community websites, corporate intranets, and knowledge management systems.

Speech recognition: Speech recognition is the ability of a machine or program to identify words and phrases in spoken language and convert them to a machine-readable format.

UBL: Universal Business Language (UBL) is a library of standard electronic XML business documents such as purchase orders and invoices. UBL was developed by an OASIS Technical Committee with participation from a variety of industry data standards organizations. UBL is designed to plug directly into existing business, legal, auditing, and records management practices. It is designed to eliminate the re-keying of data in existing fax- and paper-based business correspondence and provide an entry point into electronic commerce for small and medium-sized businesses.

Source: http://en.wikipedia.org/wiki/Universal_Business_Language

Web e-Commerce: Web (e-commerce) sales are sales made via an online store (web shop), via web forms on a website or extranet, or “apps” regardless of how the web is accessed (computer, laptop, mobile phone etc.)

Source: OECD, DSTI/ICCP/IIS(2009)5/FINAL"

Web form: A webform on a web page allows a user to enter data that is sent to a server for processing. Webforms resemble paper forms because Internet users fill out the forms using checkboxes, radio buttons, or text fields. For example, webforms can be used to enter shipping or credit card data to order a product or can be used to retrieve data.

Source: <http://en.wikipedia.org/wiki/Webform>

Website: Location on the World Wide Web identified by a Web address. Collection of Web files on a particular subject that includes a beginning file called a home page. Information is encoded with specific languages (Hypertext mark-up language (HTML), XML, Java) readable with a Web browser, like Netscape's Navigator or Microsoft's Internet Explorer.

Wireless access: The use of wireless technologies such as radio-frequency, infrared, microwave, or other types of electromagnetic or acoustic waves, for the last internal link between users' devices (such as computers, printers, etc) and a LAN backbone line(s) within the enterprise's working premises. It includes mainly Wi-fi and Bluetooth technologies.

xDSL: Digital Subscriber Line. DSL technologies are designed to increase bandwidth available over standard copper telephone wires. Includes IDSL, HDSL, SDSL, ADSL, RADSL, VDSL, DSL-Lite.

XML: The Extensible Markup Language is a markup language for documents containing structured information. Structured information contains both content (words, pictures, etc.) and some indication of what role that content plays (for example, content in a section heading has a different meaning from content in a footnote, which means something different than content in a figure caption or content in a database table, etc.). Almost all documents have some structure. A markup language is a mechanism to identify structures in a document. The XML specification defines a standard way to add markup to documents.

Source: <http://www.xml.com/>