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Management Information Systems
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Technology Report: Guidelines

Each team will choose an emerging technology topic and write a short paper and present it to the class. This will provide an opportunity to cover a topic that may be of special interest to you.

The short paper will be approximately 6-8 pages (without appendix) in length. A typical report will cover the relevance and importance of the topic, a description of the underlying technology, comparison with other relevant technologies if applicable, its business applications and future trends. You may also discuss firms and products that use the technology, and any other information you think is relevant. I expect you to use at least three different sources for preparing the report. Please include the references at the end of the report (including web sites). If you are not familiar with it, please refer to <http://sociology.camden.rutgers.edu/curriculum/plagiarism.htm> regarding Rutgers policy. The report is due on the last day of classes. Each team will present the chosen topic to the class during the class meeting time in the last week. Prepare for a 10-15 minute presentation. Please hand-in an electronic and a paper copy of the presentation materials.

Some suggested topics are proved below. You may choose other topics not on the list, but please check with me.

• Application Service Providers (ASPs)	• Stealthware
• Banner-Ads	• Total Cost of Ownership (TCO)
• Biometric Controls	• Virtual Reality Markup Language (VRML)
• Blogging	• Web Services
• BlueTooth	• .NET technology
• ClickStream Analysis	• Simple Object Access Protocol (SOAP)
• Digital Rights Management	• XML
• Micropayments	• Balanced Scorecard for IT
• Fault Tolerant Systems	• Web 2.0
• Frequency Division Multiple Access	• Business Intelligence – New trends
• Mobile Commerce	• Voice Over IP (VoIP)
• Grid Computing	• Open Source Software
• Utility Computing	• NanoComputing
• Object Oriented Analysis	• Public Key Infrastructure (PKI)
• Online Analytical Processing (OLAP)	• Virtual Privte Networks (VPN)
• Peer-to-Peer Architecture (P2P)	• Digital Wallets
• RFID Technology	• Computer Virus and Data Security
• Secure Electronic Transactions (SET)	• Intrusion Detection Systems