Unit of Competency

Functional Area: Information Technology

This unit of competency (UoC) is applicable to staff responsible for policies in the retail industry. It involves non-routine activities and requires judgement. It covers the abilities to develop an eretail business model suitable for the organization, as resources permit, in order to develop an eretail business model suitable for the organization, as resources permit, in order to develop its retail business. Evel 5 Fedit 6 (for reference only) Performance Requirements 1. Knowledge of e-retail Master the established online sales strategies and related resources of the organization as well as the mobile phone apps Understand the advantages of introducing e-business model, e.g.: Perduce operational costs Promote commodity's added value Enhance the organization's competitiveness Improve the relationship with suppliers/business partners Increase earnings and cash flow Expand the market share Understand factors affecting the development of an e-retail business model, e.g.: Access mode of website Content of website e.g. products and information Application used Infrastructure to be constructed Services provided Charging methods Understand the regulations on e-business model and website as stipulated in the government's ordinances Develop an e-retail business model Assess the applicability and effects of different e-retail business models, e.g., B2B, B2C, etc., on the organization's retail operations Compare the strengths and characteristics of different e-retail business models Assess and consider the advantages of e-business model according to the organization's actual situation and needs by the following ways: Explore new opportunities brought by online technologies and applications Conduct SWOT (Strength, Weaknesses, Opportunities & Threats) analysis on the e-retail business model Assess the effect of launching the retail website on the market Examine different e-retail business models and have actual experience of their operation procedures Recommend to the higher level the most appro	Title	Develop an e-retail business model
It involves non-routine activities and requires judgement. It covers the abilities to develop an eretail business model suitable for the organization, as resources permit, in order to develop its retail business. Sompetency Performance Requirements 1. Knowledge of e-retail 1. Knowledge of e-retail 2. Knowledge of e-retail 3. Knowledge of e-retail 4. Knowledge of e-retail 5. Vinderstand the advantages of introducing e-business model, e.g.: 4. Reduce operational costs 5. Promote commodity's added value 6. Enhance the organization's competitiveness 6. Improve the relationship with customers 7. Improve the relationship with suppliers/business partners 8. Improve the relationship with suppliers/business partners 9. Increase earnings and cash flow 1. Expand the market share 1. Understand factors affecting the development of an e-retail business model, e.g.: 1. Access mode of website 1. Content of website e.g. products and information 1. Application used 1. Infrastructure to be constructed 1. Services provided 1. Charging methods 1. Understand the regulations on e-business model and website as stipulated in the government's ordinances 2. Develop an e-retail business model 1. Assess the applicability and effects of different e-retail business models, e.g. B2B, B2C, etc., on the organization's retail operations 1. Compare the strengths and characteristics of different e-retail business models 1. Assess the applicability and effects of different e-retail business models 1. Assess and consider the advantages of e-business model according to the organization's retail operations 1. Explore new opportunities brought by online technologies and applications 1. Conduct SWOT (Strength, Weaknesses, Opportunities & Threats) analysis on the organization's retail business model 1. Assess the effect of launching the retail website on the market 1. Explore new opportunities brought by online technologies and applications 1. Explore new opportunities brought by online technologies and applications 1. Explore new opportunities brought	Code	105109L5
Performance Requirements 1. Knowledge of e-retail	Range	retail business model suitable for the organization, as resources permit, in order to develop its
Performance Requirements 1. Knowledge of e-retail • Master the established online sales strategies and related resources of the organization as well as the mobile phone apps • Understand the advantages of introducing e-business model, e.g.: • Reduce operational costs • Promote commodity's added value • Enhance the organization's competitiveness • Improve the relationship with customers • Improve the relationship with suppliers/business partners • Increase earnings and cash flow • Expand the market share • Understand factors affecting the development of an e-retail business model, e.g.: • Access mode of website • Content of website e.g. products and information • Application used • Infrastructure to be constructed • Services provided • Charging methods • Understand the regulations on e-business model and website as stipulated in the government's ordinances 2. Develop an e-retail business model • Assess the applicability and effects of different e-retail business models, e.g. B2B, B2C, etc., on the organization's retail operations • Compare the strengths and characteristics of different e-retail business models • Assess and consider the advantages of e-business model according to the organization's actual situation and needs by the following ways: • Explore new opportunities brought by online technologies and applications • Conduct SWOT (Strength, Weaknesses, Opportunities & Threats) analysis on the e-retail business model • Assess the effect of launching the retail website on the market • Examine different e-retail business models and have actual experience of their operations procedures • Recommend to the higher level the most appropriate e-retail business model • Develop the operation plan for the selected e-retail business model • Develop the operation plan for the selected e-retail business model • Consider the requirements of different people, e.g. the visually impaired and the disabled during the development of an e-retail business model • Develop the most appropriate e-retai	Level	5
1. Knowledge of e-retail Master the established online sales strategies and related resources of the organization as well as the mobile phone apps Understand the advantages of introducing e-business model, e.g.: Reduce operational costs Promote commodity's added value Enhance the organization's competitiveness Improve the relationship with customers Improve the relationship with suppliers/business partners Improve the relationship with suppliers/business model, e.g.: Access mode of website Content of website e.g. products and information Application used Infrastructure to be constructed Services provided Charging methods Understand the regulations on e-business model and website as stipulated in the government's ordinances Develop an e-retail business model Assess the applicability and effects of different e-retail business models, e.g. B2B, B2C, etc., on the organization's retail operations Compare the strengths and characteristics of different e-retail business models Assess and consider the advantages of e-business model according to the organization's actual situation and needs by the following ways: Explore new opportunities brought by online technologies and applications Conduct SWOT (Strength, Weaknesses, Opportunities & Threats) analysis on the e-retail business model Assess the effect of launching the retail website on the market Examine different e-retail business models and have actual experience of their operations procedures Recommend to the higher level the most appropriate e-retail business model Develop the	Credit	6 (for reference only)
The integrated outcome requirements of this UoC are the abilities to: • Develop the most appropriate e-retail business model for the organization as resources permit; and • Develop an e-retail business model that supports the organization's retail business development.	Competency	1. Knowledge of e-retail Master the established online sales strategies and related resources of the organization as well as the mobile phone apps Understand the advantages of introducing e-business model, e.g.: Reduce operational costs Promote commodity's added value Enhance the organization's competitiveness Improve the relationship with customers Improve the relationship with suppliers/business partners Increase earnings and cash flow Expand the market share Understand factors affecting the development of an e-retail business model, e.g.: Access mode of website Content of website e.g. products and information Application used Infrastructure to be constructed Services provided Charging methods Understand the regulations on e-business model and website as stipulated in the government's ordinances 2. Develop an e-retail business model Assess the applicability and effects of different e-retail business models, e.g. B2B, B2C, etc., on the organization's retail operations Compare the strengths and characteristics of different e-retail business models Assess and consider the advantages of e-business model according to the organization's actual situation and needs by the following ways: Explore new opportunities brought by online technologies and applications Conduct SWOT (Strength, Weaknesses, Opportunities & Threats) analysis on the e-retail business model Assess the effect of launching the retail website on the market Examine different e-retail business models and have actual experience of their operational procedures Recommend to the higher level the most appropriate e-retail business model Develop the operation plan for the selected e-retail business model Develop the operation plan for the selected e-retail business model Consider the requirements of different people, e.g. the visually impaired and the disabled,
)omark	Assessment Criteria	The integrated outcome requirements of this UoC are the abilities to: • Develop the most appropriate e-retail business model for the organization as resources permit; and • Develop an e-retail business model that supports the organization's retail business
CHAIN	Remark	