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DESIGN AND ANALYSIS FEATURES OF GENERALIZED ELECTRONIC CONTENT-COMMERCE SYSTEMS ARCHITECTURE

In the given article content lifecycle model in electronic commerce systems is proposed. The model describes the processes of information resources processing in the electronic content commerce systems and simplifies the content automation management technology. In the paper the main problems of e-commerce and content function management services are analyzed.

Keywords – information resources, content, content management system, content lifecycle, electronic content commerce system.

У статті запропоновано модель життєвого циклу контенту в системах електронної комерції. Модель описує процеси опрацювання інформаційних ресурсів в системах електронної контент-комерції та спрощує технологію автоматизації управління контентом. У даній роботі проаналізовано основні проблеми електронної комерції та функціональних сервісів управління контентом.

Ключові слова – інформаційний ресурс, контент, система управління контентом, життєвий цикл контенту, система електронної контент-комерції

Introduction and the general problem formulation

This article describes the features, lifecycle phases and commerce content services management. The detailed analysis of content management systems and prospects of electronic content commerce systems implementation is made. A detailed classification of content commerce systems and electronic content commerce systems is made. Business processes, content flows, tools, content management systems models are analysed. Methods and tools of content management, their advantages and disadvantages are described. Modern Internet progress causes increasing needs as in productive factor information so strategic resource information, and realization of new information service forms [1-15]. Documented information prepaired in accordance with users needs and appointed to satisfy them is an information product or commercial content [2]. Actions for providing users with commercial content are information service. The Internet market is a totality of economic, law, organizational and program relations for sale/purchase of information products and services between developers/providers and users [2, 6-9].

Communication problems with important scientific and practical tasks

Term content or filling has few interpretations according to the direction of application [1-2]. For the computer science branch – it's informatively meaningful filling (for example: graphics, multimedia) of the information resource [2]; variety of all values, operated by information system [2]; certain generalized notion of data without pre-defined structure [2, 9]. Respectively, information resource – is a totality of structured/non structured content arrays in information system, for example: libraries, archives/repositories, funds, portals, directories/vocabularies, data banks/bases/warehouses, electronic commerce systems etc. [1-2]. Commerce content notion is determined as information resources contents in electronic content commerce system (ECCS); ECCS business process object (for example: article, software, book etc.); structured variety, logically

completed information, which is an object of relations between user and ECCS; data set without pre-defined structure, that exist only in electronic form; information of commercial appointment, indivisible in time; main factor of activity area formation, ECCS functionong and appointment [1-2].

Conclusions and recommendations for further scientific studies

Made an analysis of commercial content formation methods, popular content lifecycle models were researched and content management services standartized, which gives possibility to determine requirements for creating optimal commertial content lifecycle. Researched Internet technologies for construction of service oriented electronic commerce system, what gave possibility to classify electronic commerce systems and electronic content commerce systems. Reviewed in detail information resources and production processes of electronic commerce systems, what gives possibility to develop optimal content lifecycle and typical electronic content commerce system architecture. Alanysed content management technology in electronic commerce, what gives possibility to develop formal models, unified methods and software information resources processing in electronic content commerce systems. From system approach position made an analysis of modern methids and tools of electronic content commerce systems designing, modelling and realization, also justified necessity and feasibility of unified methods and information resources processing software creation.

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