

Outline: Lecture 13

Date: May 10, 2011

Topic: E-Commerce

1. Personal E-Commerce: credit cards, banks, PayPal
2. Commercial E-Commerce: moving money, stocks, and commodities
3. Government E-Commerce: currencies and markets
4. Unregulated Currencies: Second Life, World of Warcraft
5. Liability: who has it?
6. Fraud: and what's done about it
7. Threats
 - a. Insiders
 - b. Technology Hackers
 - c. Methodology Hackers (e.g., George Soros)
 - d. Potential flaws in the system
 - i. Methodological: e.g., "Circuit Breakers"
 - ii. Technological: e.g., Concurrency
8. Examples: the "flash crash" of the stock market