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Transaction assurance in E-commerce — Vocabulary

Assurance des transactions de commerce électronique — Vocabulaire

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Foreword

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The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular, the different approval criteria needed for the different types of ISO document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives).

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This document was prepared by Technical Committee ISO/TC 321, *Transaction assurance in E-commerce*.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html.

Introduction

Uniform terms and accurate definitions are the basis of standardization activities. This document provides a common understanding of e-commerce transaction assurance concepts. Additionally, it supports the expanding e-commerce industry, especially cross-border e-commerce activities.

The terms and definitions in this document focus on:

- terms essential to transaction assurance in e-commerce;
- significant and potentially ambiguous terms in e-commerce transactions;
- terms already defined within relevant international standards while not entirely applicable to e-commerce, with necessary modifications to adapt them to the industry.

This document is particularly useful for e-commerce stakeholders and practitioners, such as e-commerce regulatory agencies, e-commerce platform operators, sellers, buyers, service providers, regardless of B2B, B2C, C2C or C2M. It can also be used by interested parties, such as researchers, others interested in the e-commerce profession and developers of other standards in relevant sectors.

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Transaction assurance in E-commerce — Vocabulary

1 Scope

This document provides terms and definitions in the field of transaction assurance in e-commerce.

2 Normative references

There are no normative references in this document.

3 Terms and definitions

ISO and IEC maintain terminology databases for use in standardization at the following addresses:

- ISO Online browsing platform: available at https://www.iso.org/obp
- IEC Electropedia: available at <u>www.electropedia.org</u>

3.1 General iTeh STANDARD PREVIEW

3.1.1

e-commerce

electronic commerce

eCommerce

activity of buying and selling *products* (3.3.4) over open networks

Note 1 to entry: E-commerce includes different modes, e.g. B2B (3.1.3), B2C (3.1.4), C2C (3.1.5), C2M (3.1.6).

[SOURCE: ISO 9564-4:2016, 3.4, modified — "activity of" has been added to the definition, "or services" has been deleted. Note 1 to entry has been added.]

3.1.2

cross-border e-commerce

e-commerce (3.1.1) across borders

Note 1 to entry: Cross border means from one customs territory to another.

3.1.3

B2B e-commerce transaction

business-to-business electronic commerce transaction

set of interactions between businesses (3.2.1) for the provision of a product (3.3.4) over open networks, such as between a manufacturer (3.2.9) and a wholesaler, or between a wholesaler and a retailer

3.1.4

B2C e-commerce transaction

business-to-consumer electronic commerce transaction

set of interactions between a businesses (3.2.1) and a consumer (3.2.4) for the provision of a product (3.3.4) over open networks

[SOURCE: ISO 10008:2022, 3.1, modified — "an organization" has been replaced by "businesses", and "products and services, facilitated online" has been replaced by "a product over open networks".]

3.1.5

C2C e-commerce transaction

consumer-to-consumer electronic commerce transaction

set of interactions between a *consumer* ($\underline{3.2.4}$) and another *consumer* ($\underline{3.2.4}$) for the provision of a *product* ($\underline{3.3.4}$) over open networks

3.1.6

C2M e-commerce transaction

consumer-to-manufacturer electronic commerce transaction

set of interactions between a *consumer* (3.2.4) and a *manufacturer* (3.2.9) for the provision of *goods* (3.3.3) over open networks

Note 1 to entry: In a C2M e-commerce transaction, a *product* (3.3.4) is commonly designed and provided according to the specific requirements of a *consumer* (3.2.4).

3.1.7

e-commerce platform

e-marketplace

network information system that provides one or more services (3.3.7) to interested parties to facilitate e-commerce (3.1.1) transactions

Note 1 to entry: *Service* (3.3.7) can consist of information releasing, information delivery, data processing and transaction information matching.

Note 2 to entry: Platform means application interface to provide *e-commerce* (3.1.1) transactions in forms of websites and mobile applications.

3.1.8

e-shop

e-store

business (3.2.1) place for the provision of products (3.3.4) through an e-commerce platform (3.1.7)

3.2 E-commerce transaction — Participants ndards/sist/982490d6-da2a-4116-b7a7-

3.2.1

business

organization (3.2.10) that produces or sells goods (3.3.3) or services (3.3.7) in order to make a profit

3.2.2

buyer

individual or organization (3.2.10) to whom or to which goods (3.3.3) or services (3.3.7) are sold

Note 1 to entry: In e-commerce (3.1.1) transaction, a buyer can be a consumer (3.2.4) or a reseller (3.2.11).

3.2.3

collection agent for goods

individual or *organization* (3.2.10) authorized to act for or on behalf of a *buyer* (3.2.2) or consignee in respect of *service* (3.3.7) concerning the receipt of goods (3.3.3)

3.2.4

consumer

party that is an individual to whom consumer protection requirements are applied as a set of external constraints on a *business* (3.2.1) transaction

Note 1 to entry: Consumer protection is a set of explicitly defined rights and obligations applicable as external constraints on a business (3.2.1) transaction.

Note 2 to entry: The assumption is that a consumer protection applies only where a *buyer* (3.2.2) in a *business* (3.2.1) transaction is an individual. If this is not the case in a particular jurisdictional domain, such external constraints should be specified as part of scenario components as applicable.

Note 3 to entry: It is recognized that external constraints on a *buyer* (3.2.2) of the nature of consumer protection may be peculiar to a specified jurisdictional domain.

[SOURCE: ISO/IEC 15944-12:2020, 3.24, modified — "buyer who" has been replaced by "party that".]

3.2.5

customer

individual or *organization* (3.2.10) to whom or to which either *goods* (3.3.3) or *services* (3.3.7), or both, are supplied

Note 1 to entry: In *e-commerce* (3.1.1) transaction, a customer is a *buyer* (3.2.2).

3.2.6

e-commerce operator

individual or *organization* (3.2.10) engaged in *e-commerce* (3.1.1)

Note 1 to entry: E-commerce operator can be an *e-commerce platform operator* (3.2.7) or a *seller* (3.2.13).

3.2.7

e-commerce platform operator

organization (3.2.10) that operates an e-commerce platform (3.1.7)

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logistic service provider

party providing logistic *services* (3.3.7) such as warehousing, repacking *goods* (3.3.3), distribution, and assembly

EXAMPLE Third-party logistic provider, container freight station.

[SOURCE: ISO/TS 17187:2019, 3.20, modified — "products" has been replaced by "goods".]

3.2.9

manufacturer

individual or *organization* (3.2.10) that produces *goods* (3.3.3) for sale 2a-4 16-57a7

Note 1 to entry: A manufacturer can also be a *supplier* (3.2.14) of *goods* (3.3.3).

3.2.10

organization

organized structure set up for a particular purpose, such as a *business* (3.2.1), government body, department, charity, or financial institution

3.2.11

reseller

individual or *organization* (3.2.10) that purchases *goods* (3.3.3) or *services* (3.3.7) with an intention of selling them to another *customer* (3.2.5) and possibly supporting them, rather than consuming or using them

[SOURCE: ISO/IEC/IEEE 24765:2017, 3.3454, modified — Added "individual or" and "rather than consuming or using them".]

3.2.12

rights holder

physical person or legal entity, either holding or authorized to use, one or more intellectual property rights

[SOURCE: ISO 22300:2021, 3.1.214, modified — "physical person or" has been added.]

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3.2.13

seller

individual or *organization* (3.2.10) that sells *products* (3.3.4) over open networks

Note 1 to entry: A seller can be a *manufacturer* (3.2.9) or a retailer. When trading large volumes of *goods* (3.3.3) for profit or *business* (3.2.1), a seller can be a merchant.

Note 2 to entry: The definition of seller includes both for-profit and non-profit.

3.2.14

supplier

individual or organization (3.2.10) that provides goods (3.3.3) or services (3.3.7)

EXAMPLE *E-commerce platform operator* (3.2.7), *manufacturer* (3.2.9), vendor, distributor, *seller* (3.2.13), *logistic service provider* (3.2.8), *third-party software service provider* (3.2.16), *third-party payment service provider* (3.2.15).

Note 1 to entry: A supplier can be internal or external to the *organization* (3.2.10).

3.2.15

third-party payment service provider

payment *service* (3.3.7) provider offering payment initiation *services* (3.3.7) or account information *services* (3.3.7) on accounts where they are not the account-servicing payment *service* (3.3.7) provider themselves

[SOURCE: ISO/TR 21941:2017, 3.1.11]

3.2.16

third-party software service provider

individual or *organization* (3.2.10) offering software *service* (3.3.7) as a third-party

3.2.17

user

visitor (3.2.18) or registered individual or organization (3.2.10) that uses services (3.3.7) of an e-commerce platform (3.1.7)

3.2.18

visitor

non-registered entity who uses services (3.3.7) of an e-commerce platform (3.1.7)

3.3 E-commerce transaction — Product related

3.3.1

banned product

product (3.3.4) prohibited from sale according to related regulatory requirements and controls such as national regulations and laws applied by governing bodies

3.3.2

category attribute

common feature of *product categories* (3.3.5) which facilitates *product* (3.3.4) management for *e-commerce operators* (3.2.6), and searches for desired *products* (3.3.4) for *users* (3.2.17)

3.3.3

goods

items or materials that, upon the placement of a purchase order, are manufactured, handled, processed or transported within the supply chain for usage or consumption by the buyer (3.2.2)

[SOURCE: ISO 22300:2021, 3.3.8, modified – "purchaser" has been replaced by "buyer".]