

ABSTRACT

The evolution and growth of e-commerce has had a major impact in the daily living for the past few years [28]. It has brought and introduced new ways of trading and doing business. It enabled customers to negotiate business deals with companies and come into agreement about the services and goods to be purchased; and even come to the finalization and conclusion of the deals without ever being in the same place or meeting during all those negotiations. The e-commerce systems target the desktop or personal computers (PC's) as the hardware platform for clients. With all such good features and benefits e-commerce has, there is, to mention the least, one limitation that it has and that is "mobility". People would still want to engage themselves in business deals whilst mobile.

Mobile commerce or m-commerce appears into the scene to complete the journey started by e-commerce, thus it is seen as an extension of e-commerce [21]. Many services have migrated from the traditional e-commerce to m-commerce and that has allowed customers and clients to have access to their services whilst mobile or in motion.

The lack of mobility in students' services is being seen as a hassle and a problem by some students as they are forced to be fixed in one point at a time in order to get their services. The dissertation aims at addressing the service-related problems students encounter due to the lack of mobility in the University campus. It intends to develop a prototype called "Open Mobile Student Portal" that would demonstrate how some of the student services could be rendered in the mobile environment.

The students could be able to get their balance or fees statements via their cell phones instead of having to go to the finance department in order to get their balance statement. Also, some library services could be rendered in the mobile environment so as to enable students to search for books in the library databases and book such books using their cell phones.