

FACULTY COMPUTER SCIENCE AND MANAGEMENT / DEPARTMENT.....

SUBJECT CARD**Name in Polish** Etyka informatyczna**Name in English** Computer Ethics**Main field of study (if applicable):****Specialization (if applicable):****Level and form of studies:** 1st/ ~~2nd* level~~, full-time / ~~part-time*~~**Kind of subject:** ~~obligatory~~ / ~~optional~~ / ~~university-wide*~~**Subject code** INZ0295s**Group of courses** YES / NO*

	Lecture	Classes	Laboratory	Project	Seminar
Number of hours of organized classes in University (ZZU)					30
Number of hours of total student workload (CNPS)					60
Form of crediting	Examination / crediting with grade*	Examination / crediting with grade*	Examination / crediting with grade*	Examination / crediting with grade*	Examination / crediting with grade*
For group of courses mark (X) final course					
Number of ECTS points					2
including number of ECTS points for practical (P) classes					
including number of ECTS points for direct teacher-student contact (BK) classes					1,2

*delete as applicable

PREREQUISITES RELATING TO KNOWLEDGE, SKILLS AND OTHER COMPETENCES

1. None

SUBJECT OBJECTIVES

C1 To provide practical knowledge for understanding ethical aspects of computer science.

C2 To enhance student's knowledge of the moral methodology and its influence to the computer science technology.

C3 To create practical skills for prepare and present human point of view in fundamental applications and solutions based on computing and information processing.

SUBJECT EDUCATIONAL EFFECTS

relating to knowledge:

PEK_W01 Student has a basic knowledge to understand ethical aspect of computer science.

PEK_W02 Student is familiar with social aspect of computer science.

PEK_W03 Student knows computer ethics and related codes.

relating to skills:

PEK_U01 Student knows the ethical problems connected to modern software and information systems.

PEK_U02 Student is able to apply ethical rules and codes in computer science profession.

relating to social competences:

PEK_K01 Student has competence for solving ethical problems in software engineering.

PEK_K02 Student is able to cooperate in group, preparing presentation, discussion and argues ethical needs in modern computer science

PROGRAMME CONTENT

Form of classes - lecture		Number of hours
Lec 1		
Lec 2		
Lec 3		
Lec 4		
Lec 5		
....		
	Total hours	
Form of classes - class		Number of hours
Cl 1		
Cl 2		
Cl 3		
Cl 4		
..		
	Total hours	
Form of classes - laboratory		Number of hours
Lab 1		
Lab 2		
Lab 3		
Lab 4		
Lab 5		
...		
	Total hours	
Form of classes - project		Number of hours
Proj 1		

Proj 2		
Proj 3		
Proj 4		
...		
	Total hours	
Form of classes - seminar		Number of hours
Sem 1	History and foundations of information and computer ethics.	2
Sem 2	Moral methodology and theories of ethics.	2
Sem 3	Personal and informational privacy. Anonymity. Online anonymity controversies.	2
Sem 4	Ethical issues of hacking, hacktivism and counterhacking.	2
Sem 5	Health and genetics information. Science and private point of view. Anonymisation of personal data. Ethical and law problems of e-health. Ethics of online health maintenance.	2
Sem 6	Business and ethics. Online trade. High frequency trade. Algorithmic trade. Ethical issues of e-banking.	2
Sem 7	Internet and research. Collecting data, data mining. Geolocalisation.	2
Sem 8	Ethics of information and cyber conflicts.	2
Sem 9	Code of computer science and software engineering ethics.	2
Sem 10	Software and licenses. Digital and online advertisement ethics.	2
Sem 11	Software engineering and ethics. Ethical risk.	2
Sem 12	Information overload and virtual reality. Responsibilities for information content.	2
Sem 13	Intellectual property. Legal and moral problems. Regulations and governance of digital content. Censorship of information resources and information access.	2
Sem 14	Perspectives for information and computer ethics.	2
Sem 15	Final test.	2
	Total hours	30
TEACHING TOOLS USED		
N1. Multimedia presentations N2. The course Web page N3. Electronics and paper books, library references		

EVALUATION OF SUBJECT EDUCATIONAL EFFECTS ACHIEVEMENT

Evaluation (F –	Educational effect number	Way of evaluating educational effect achievement
------------------------	---------------------------	--

forming (during semester), P – concluding (at semester end)		
F1	PEK_U01-PEK_K02	Evaluation of presentation, discussion and activity
F2	PEK_U01-PEK_K02	Short tests
F3	PEK_W01-PEK_K02	Final test
C	F1 + F2 + F3	
PRIMARY AND SECONDARY LITERATURE		
<u>PRIMARY LITERATURE:</u>		
[1] Johnson D. G.: Computer ethics. Pearson 2009.		
[2] Himma K. E., Tavani H. T.: The Handbook of Information and Computer Ethics. John Wiley & Sons. New Jersey 2008.		
[3] Tavani H.: Ethics and Technology: Controversies, Questions, and Strategies for Ethical Computing. John Wiley & Sons. New Jersey 2011.		
[4] Spinello R.: Cybernetics: Morality and Law in Cyberspace. John & Bartlett Learning, LLC. Sundbury 2011.		
<u>SECONDARY LITERATURE:</u>		
[1] Cahn S.: Ethics: History, Theory and Contemporary Issues. Oxford University Press 2011.		
[2] Thiroux J. P.: Ethics: Theory and Practice. Prentice Hall 2008.		
SUBJECT SUPERVISOR (NAME AND SURNAME, E-MAIL ADDRESS)		
Arkadiusz Liber, PhD		
Arkadiusz . Liber / at / pwr . wroc . pl		

MATRIX OF CORRELATION BETWEEN EDUCATIONAL EFFECTS FOR
SUBJECT

AND EDUCATIONAL EFFECTS FOR MAIN FIELD OF STUDY

AND SPECIALIZATION

Subject educational effect	Correlation between subject educational effect and educational effects defined for main field of study and specialization (if applicable)**	Subject objectives***	Programme content***	Teaching tool number***
PEK_W01 (knowledge)	K1INF_W20	C1	Sem1, Sem 2	N1, N2, N3
PEK_W02	K1INF_W20	C2, C3	Sem1- Sem14	N1, N2, N3
PEK_W03	K1INF_W20	C2, C3	Sem1- Sem14	N1, N2, N3
PEK_U01 (skills)	K1INF_U11, K1INF_U12	C1, C2	Sem1- Sem14	N1, N2, N3
PEK_U02	K1INF_U11, K1INF_U12	C1, C2	Sem1- Sem14	N1, N2, N3
PEK_K01 (competences)	K1INF_K03	C1, C3	Sem1- Sem14	N1, N2, N3
PEK_K02	K1INF_K05	C1, C2, C3	Sem1- Sem14	N1, N2, N3

** - enter symbols for main-field-of-study/specialization educational effects

*** - from table above