

FACULTY of Computer Science and Management / DEPARTMENT.....					
SUBJECT CARD					
Name in Polish Problemy etyczne informatyki					
Name in English Ethical Problems in Computer Science					
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 INZ000296Ws					
Group of courses YES / NO*					
	Lecture	Classes	Laboratory	Project	Seminar
Number of hours of organized classes in University (ZZU)	15				15
Number of hours of total student workload (CNPS)	30				30
Form of crediting	Examination / crediting with grade*				
For group of courses mark (X) final course	x				
Number of ECTS points	1				1
including number of ECTS points for practical (P) classes					
including number of ECTS points for direct teacher-student contact (BK) classes	0,6				0,6

*delete as applicable

PREREQUISITES RELATING TO KNOWLEDGE, SKILLS AND OTHER COMPETENCES

1. None

SUBJECT OBJECTIVES

C1 To provide knowledge of ethics related to computer science profession. To provide knowledge and skills of using and applying codes of computer ethics.

C2 To provide practical knowledge of digital goods and ethical aspects of designing, manufacturing, distributing and using them.

C3 To enhance student's knowledge of the moral methodology and its influence to software engineering.

C4 To create practical skills for prepare and present current ethical topics.

SUBJECT EDUCATIONAL EFFECTS

relating to knowledge:

PEK_W01 Student has a basic knowledge to identify and solve ethical problems in computer science.

PEK_W02 Student is familiar with theory of computer ethics and social aspect of computer science profession.

PEK_W03 Student knows main computer related ethical problems in software engineering and digital information processing.

relating to skills:

PEK_U01 Student is able to solve ethical problems related to computer science and information technology.

PEK_U02 Student knows the ethical rules and has possibility to apply them in computer science practice .

relating to social competences:

PEK_K01 Student has competence for applying ethical rules to cooperate and professional work.

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

PROGRAMME CONTENT

Form of classes - lecture		Number of
Lec 1	The ethics and the social meaning of the computer scientist occupation. Ethical codes and codes of practice. Foundations of ethics.	2
Lec 2	Information goods. The software and hardware products in the social context.	2
Lec 3	Ethical issues of computer science profession. Code of computer ethics.	2
Lec 4	Ethics use of computer programs and databases. Computer and software engineering. Examples of information and computer science social, ethical and law problems.	2
Lec 5	Digital content. The law and ethics problems.	2
Lec 6	What is license. Free, limited, proprietary and other licenses. Licenses and ethics.	2
Lec 7	Ethical problems related to security. Personal, data, software, systems.	2
Lec 8	Final test.	1
	Total hours	15
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	Foundation of ethics and computer ethics.	3
Sem 2	Digital content and ethical problems.	3
Sem 3	Codes of ethics. Codes of computer ethics	3
Sem 4	Computer software. Licenses and ethics	3
Sem 5	Health information, personal information, cybercrimes and ethics	2
Sem 6	Final test	1
	Total hours	15
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 – forming (during semester), P – concluding (at semester end))	Educational effect number	Way of evaluating educational effect achievement
F1	PEK_U01- PEK_K02	Evaluation of presentation, discussion and activity. Short tests
F2	PEK_W01- PEK_K02	Final test
C	F1 + F2	

PRIMARY AND SECONDARY LITERATURE

PRIMARY LITERATURE:

- [1] Himma K. E., Tavani H. T.: The Handbook of Information and Computer Ethics. John Wiley & Sons. New Jersey 2008.
[2] Tavani H.: Ethics and Technology: Controversies, Questions, and Strategies for Ethical Computing. John Wiley & Sons. New Jersey 2011.
[3] Spinello R.: Cybernetics: Morality and Law in Cyberspace. John & Bartlett Learning, LLC. Sundbury 2011.

SECONDARY LITERATURE:

- [1] Cahn S.: Ethics: History, Theory and Contemporary Issues. Oxford University Press 2011.
[2] Thiroux J. P.: Ethics: Theory and Practice. Prentice Hall 2008.
[3] Kaczmarczyk L. C.: Computers and society: Computing for Good. Chapman & Hall CRC Press 2011.

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, C4	Lect1 – Lect7	N1, N2, N3
PEK_W02	K1INF_W20	C2, C3	Lect1 – Lect7	N1, N2, N3
PEK_W03	K1INF_W20	C2, C3	Lect1 – Lect7	N1, N2, N3
PEK_U01 (skills)	K1INF_U11, K1INF_U12	C1, C2, C4	Lect1 – Lect7 Sem1- Sem6	N1, N2, N3
PEK_U02	K1INF_U11, K1INF_U12	C1, C2,C4	Lect1 – Lect7 Sem1- Sem6	N1, N2, N3
PEK_K01 (competences)	K1INF_K03	C1, C2, C3	Lect1 – Lect7 Sem1- Sem6	N1, N2, N3
PEK_K02	K1INF_K05	C1, C2, C3, C4	Lect1 – Lect7 Sem1- Sem6	N1, N2, N3

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

*** - from table above