Subject Description Form

Subject Code	COMP 3511
Subject Title	Legal Aspects and Ethics of Computing
Credit Value	2
Level	3
Pre-requisite / Co-requisite/ Exclusion	Pre-requisite/Co-requisite: Nil
Objectives	- To be fully aware of the basic set of legal, ethical and security responsibilities; - To be in a position to think and act as (junior) computing professionals; - To be in a position to deal with ethical dilemmas and legal challenges that they can expect to face when they start work.
Intended Learning Outcomes	Upon completion of the subject, students will be able to: Professional/academic knowledge and skills (a) be aware of the ethical and legal issues surrounding the use of computers; (b) apply the conceptual tools provided in the course to develop analytical skills for determining what to do in ethical and legal decision making Attributes for all-roundedness (c) communicate effectively both verbally and in writing as a professional in computing; (d) learn independently for problem solving and solution seeking; (e) think and reason critically, especially on different issues related to computing professional in the society.
Subject Synopsis/ Indicative Syllabus	1. Computer ethics and profession Generic skills; typical scenarios of profession; characteristics of a profession; the system of professions; the computing profession; social issues. 2. Methods and tools for ethical analysis Traditional/philosophical ethics; policy vacuum; social context; competing factors in decision making; practical approach/ analysis; sample cases. 3. Computer crimes and laws Computer criminals; computer fraud; computer sabotage. 4. Privacy Personal privacy; computer and privacy. 5. Software ownership and intellectual property Ethical/legal issues of software; intellectual property; property rights; legal

	protection; philosophical basis; consequentialist argument.
	6. Security
	Fundamental concepts about security, Security at e-commerce, Security and legislation.
	7. Entrepreneurship
	Emerging technologies; entrepreneurship in computing profession; professional capabilities extended through virtual firms.
Teaching/Learning Methodology	This subject emphasizes both ethical and legal aspects of computing professional. It is intended to provide students with knowledge and practical experience on ethical, technological and legal issues related to computing. Lectures would cover the conceptual aspects. Guest lectures with external speakers provide students with knowledge from another perspective. Laboratory and tutorial sessions focus on the exercises to gain understanding both of what being a professional in computing involves and how they can most effectively deal with the challenges they will encounter.

Assessment Methods in Alignment with Intended Learning Outcomes

Specific assessment methods/tasks	% weighting	Intended subject learning outcomes to be assessed (Please tick as appropriate)					
		a	b	c	d	e	
1. Continuous Assessment							
Assignments	100%	✓	✓	✓	✓	✓	
Tests		✓	✓		✓	✓	
Projects		✓	✓	✓	✓	✓	
Presentations		✓	✓	✓		✓	
2. Exam	0%						
Total	100 %						

Student Study Effort Expected

Class contact:	
▪ Lecture	26 Hrs.
▪ Tutorial/Lab	0 Hrs.
Other student study effort:	
▪ Assignments, Quizzes, Projects, and Tests	31 Hrs.
Total student study effort	57 Hrs.

Reading List and References

- Herman T. Tavani (2011) Ethics and Technology: *Controversies, Questions, and Strategies for Ethical Computing*, Hoboken, N.J.: Wiley, 3rd Edition.

	▪ Deborah G. Johnson and Keith W. Miller (2009) *Computer Ethics: Analyzing Information Technology*. Upper Saddle River, N.J.: Prentice Hall, 4th Edition.
	▪ Tobias Kollmann, Andreas Kuckertz, Christoph Stèockmann (2010) *E-Entrepreneurship and ICT Ventures: Strategy, Organization and Technology, Hershey*, PA: Business Science Reference.
	▪ Thomas N. Duening, Robert D. Hisrich, Michael A. Lechter (2010) *Technology Entrepreneurship: Creating, Capturing, and Protecting Value*, Burlington, MA: Academic Press.