Subject Description Form

Subject Code	COMP 3512
Subject Title	Legal Aspects, Professionalism and Ethics of Computing
Credit Value	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 introduce relevant professional bodies and be able to apply codes of conduct and ethical standards as a computing/IT practitioner; - 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) Demonstrate an understanding of professional issues, including contemporary legislation, and ethical considerations, from the viewpoint of computing/IT professionals; (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/IT; (d) learn independently for problem solving and solution seeking; (e) think and reason critically, especially on different issues related to computing/IT professional in the society.
Contribution of the Subject to the Attainment of the Programme Outcomes	Programme Outcome 7: This subject contributes to train students with an understanding of professional, ethical, legal, security and social issues and responsibilities. Programme Outcome 8: This subject contributes to nurture students to communicate effectively with a range of audiences. Programme Outcome 10: This subject contributes to let student recognise the need for and engage in continuing professional development.

Subject Synopsis/ Indicative Syllabus	1. Introduction
	    A brief account of the development of computing/IT industry; exploration of computing technologies whose impact is likely to grow in the near future.
	2. Computer ethics and profession
	    Generic skills; typical scenarios of profession; characteristics of a profession; the system of professions; the computing profession; social issues.
	3. Professional bodies and codes of ethics
	    Role and functions of professional bodies; professional bodies for computing/IT practitioners; Impact of computing/IT professional bodies;
	4. Methods and tools for ethical analysis
	    Traditional/philosophical ethics; policy vacuum; social context; competing factors in decision making; practical approach/ analysis; sample cases.
	5. Computer crimes and laws
	    Computer criminals; computer fraud; computer sabotage; computer forensics
	6. Privacy
	    Personal privacy; computer and privacy; relevant privacy acts
	7. Software ownership and intellectual property
	    Ethical/legal issues of software; intellectual property; property rights; legal protection; philosophical basis; consequentialist argument.
	8. Security
	    Fundamental concepts about security, Security at e-commerce, Security and legislation
	9. 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/IT 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	39 Hrs.
	▪ Tutorial/Lab	0 Hrs.
	Other student study effort:	
	▪ Assignments, Quizzes, Projects, and Tests	66 Hrs.
	Total student study effort	105 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.	