

## I453 Computer and Information Ethics School of Informatics & Computing

**Course e-mail address:** soici453@indiana.edu

**Write "I453" to the subject line**

**Instructor:** Professor Noriko Hara

**Office:** Wells Library LI005A

**Office Hours:** 11:00am-Noon on Mondays ~~& Wednesdays~~

**Phone:** 812-855-1490

**E-mail:** nhara@indiana.edu

**Assistant Instructor:** Lois Scheidt (lscheidt@indiana.edu)

**Classroom:** Ballantine Hall 005

**Class Times:** 9:30-10:45am on Mondays ~~& Wednesdays~~ or by appointment

**Textbook:** Bo Brinkman and Alton Sanders, *Ethics in a Computing Culture*. Cengage Learning, 2013, ISBN-13: 9781111531102

**Course Objectives:** This course introduces key ideas in moral theory and professionalism to explore computer ethics. Students will examine interdisciplinary and multicultural case studies to critically think about computer ethics in the modern world. This course will emphasize that computing is not a purely technical discipline but one with moral and social implications that affect everyday life.

**Specific topic coverage includes:**

- Moral Theory
- Critical Thinking
- Professionalism
- Privacy
- Intellectual Property
- Concept of Self
- Freedom of Speech
- Freedom of the Press
- Technology and Vulnerable Groups
- Autonomous and Pervasive Technologies

**Grading and Evaluation Criteria:**

15% of the grade is based on a midterm exam. The examination is cumulative and given in a varied format.

30% of the grade is based on two papers (15% each). Papers will be due in class on the days given.

25% of the grade is based on a final exam. The examination is cumulative and given in a varied format.

30% of the grade is based on class participation and informal assignments.

- 10% of the 30% will be based on online participation through Google Moderator
- 10% of the 30% will be based on participation in in-class activities
- 10% of the 30% will be based on attendance and class participation

**Course Schedule**

<b>Week</b>	<b>Date</b>	<b>Topics</b>	<b>Chapter Readings</b>	<b>Papers/ Exams</b>
<b>1</b>	<b>8/25</b>	Introduction	No reading	
	<b>8/27</b>	Ethical Issues <ul style="list-style-type: none"> <li>• Case studies</li> </ul>	Chapter 1 through 1.3	
<b>2</b>	<b>9/1</b>	No class –Labor Day		
	<b>9/3</b>	Critical Reasoning and Moral Theory – Part 1	Chapter 1 1.4	
<b>3</b>	<b>9/8</b>	Critical Reasoning and Moral Theory – Part 2	Finish Chapter 1 Scholl	
	<b>9/10</b>	Computing Professions and Professional Ethics	Chapter 2 through 2.3	
<b>4</b>	<b>9/15</b>	Professionalism <ul style="list-style-type: none"> <li>• Discuss Paper 1</li> </ul>	Finish Chapter 2	
	<b>9/17</b>	Privacy –Part 1	Chapter 3 through 3.4	
<b>5</b>	<b>9/22</b>	Privacy –Part 2	Finish Chapter 3 Klarreich	
	<b>9/24</b>	Privacy – Part 3 <ul style="list-style-type: none"> <li>• Guest lecture by Nitocris Perez &amp; Michele Kelmer</li> </ul>	IU UITS Security and Policies	Paper 1 due
<b>6</b>	<b>9/29</b>	Intellectual and Intangible Property – Part 1	Chapter 4 through 4.3.1 Samuelson	
	<b>10/1</b>	Intellectual and Intangible Property – Part 2	Chapter 4 through 4.6	
<b>7</b>	<b>10/6</b>	Intellectual and Intangible Property – Part 3	Finish Chapter 4	
	<b>10/8</b>	Trust, Safety, and Reliability	Chapter 5 through 5.5	

<b>8</b>	<b>10/13</b>	Trust, Safety, and Reliability	Finish Chapter 5	
	<b>10/15</b>	Synthesis & Review	No reading	
<b>9</b>	<b>10/20</b>	Mid-term Exam (in-class)		Mid-term
	<b>10/22</b>	E-waste and Sustainable Computing	Sec. 8.6 - 8.6.1 Sthiannopkao	
<b>10</b>	<b>10/27</b>	How Computing is Changing Who We Are • Discuss Paper 2	Chapter 6 and 6.4	
	<b>10/29</b>	How Computing is Changing Who We Are	Finish Chapter 6	
<b>11</b>	<b>11/3</b>	Online game addiction		
	<b>11/5</b>	Guest lecture – online games by Don Strawser	Doone Warner & Raiter Henn	
<b>12</b>	<b>11/10</b>	Democracy, Freedom of Speech, and Freedom of the Press	Chapter 7 through 7.4	
	<b>11/12</b>	Democracy, Freedom of Speech, and Freedom of the Press	Finish Chapter 7	
<b>13</b>	<b>11/17</b>	Computing and Vulnerable Groups	Chapter 8 through 8.4	
	<b>11/19</b>	Computing and Vulnerable Groups	Finish Chapter 8	
<b>14</b>		No class –Thanksgiving break		
<b>15</b>	<b>12/1</b>	Guest lecture – Adaptive Technology and Accessibility Center	Lazar & Hochheiser	Paper 2 due
	<b>12/3</b>	Autonomous and Pervasive Technology	Chapter 9 through 9.4	
<b>16</b>	<b>12/8</b>	Autonomous and Pervasive Technology	Finish Chapter 9	
	<b>12/10</b>	Wrap-up and Final Exam Review		
<b>17</b>	<b>12/15 8am - 10am</b>	Final Exam (in-class)		Final exam

**Biographies:**

*September 8*

Scholl, R. W. (2008). Ethical decision making and moral behavior.

<http://www.uri.edu/research/lrc/scholl/webnotes/Ethics.htm>

*September 22*

Klarreich, E. (2014). Hello, my name is ...: Facial recognition and privacy concerns.

*Communications of the ACM*, 57(8), 17-19.

*September 24*

University Information Technology Services (2011). Security and policies: Keep IT safe.

<http://uits.iu.edu/page/amef>

*September 29*

Samuelson, P. (2014). Legally speaking: Mass digitization as fair use. *Communications of the*

*ACM*, 57(3), 20-22.

*October 22*

Sthiannopkao, S., & Wong, M. H. (2013). Handling e-waste in developed and developing countries: Initiatives, practices and consequences. *Science of the Total Environment*, 463-464, 1147-1153.

*November 5*

Doone (2012, December 14). The ethics of game design. <http://trredskies.com/the-ethics-of-game-design/>

Warner, D. E., & Raiter, M. (2005). Social context in massively-Multiplayer Online Games (MMOGs): Ethics questions in shared space. *International Review of Information Ethics*, 4(12).

<http://fiz1.fh-potsdam.de/volltext/ijie/06142.pdf>

Henn, S. (2013). How video games are getting inside your head — and wallet.

<http://www.npr.org/blogs/alltechconsidered/2013/10/30/241449067/how-video-games-are-getting-inside-your-head-and-wallet>

*December 1*

Lazar, J., & Hochheiser, H. (2013). Legal aspects of interface accessibility in the U.S.

*Communications of the ACM*, 56(12), 74-80.

**Course policies*****Academic Dishonesty***

There is extensive documentation and discussion of the issue of academic dishonesty here in the Indiana University “Code of Student Rights, Responsibilities and Conduct.” Of particular relevance is the section on plagiarism:

**3. Plagiarism**

A student must not adopt or reproduce ideas, words, or statements of another person without appropriate acknowledgment. A student must give credit to the originality of others and acknowledge an indebtedness whenever he or she does any of the following:

- a. A student must not adopt or reproduce ideas, opinions, theories, formulas, graphics, or pictures of another person without acknowledgment.
- b. A student must give credit to the originality of others and acknowledge indebtedness whenever:
  1. Directly quoting another person’s actual words, whether oral or written;
  2. Using another person’s ideas, opinions, or theories;
  3. Paraphrasing the words, ideas, opinions, or theories of others, whether oral or written;
  4. Borrowing facts, statistics, or illustrative material; or
  5. Offering materials assembled or collected by others in the form of projects or collections without acknowledgment.

From: <http://www.iu.edu/~code/code/responsibilities/academic/index.shtml>

Indiana University and the School of Library and Information Science policies on academic dishonesty will be followed. Students found to be engaging in plagiarism, cheating, and other types of dishonesty could receive an **F** for the course. As a rule of thumb, when in doubt, cite the source!

***On honor and collaboration:***

Course assignments are designed to help understand the computer and information ethics issues and apply theories to practical situations. Most of the class time will be used for discussions and exercises, and you are expected to spend time outside of class each week to practice your skills, work on assignments, and complete readings. You are encouraged to help each other throughout this course. However, the work you submit must be your own. Any student who submits work completed by someone else will receive a 0 score for that assignment, and may receive an F for the course.

***On attendance:***

Although I expect you to attend all class meetings, you may miss up to two classes without penalty if you inform us in advance. If you cannot attend class, you must notify the instructor in advance (preferably more than 24 hours prior to the class). Attendance will factor into your final grade. Unexcused absences will not be tolerated; numerous absences are frowned upon, and if you foresee yourself missing multiple classes, be sure to see the instructor the first day after class. Make-up work may be negotiated only in cases of documented, excused absences. If you do not come to the class on time, it will affect the participation grade.

***On personal technologies:***

Please turn off your cell phone before each class starts. It is rude for class activities to be interrupted by a ringing cell phone. Similarly, text messaging will not be tolerated in class; any student found to be sending or checking text messages during class will be invited to make a choice either to cease the texting or leave the classroom.

You are welcome to bring your laptop to class and use it to take notes, access readings we are discussing, etc. You are *not* welcome to surf the web, check e-mail, or otherwise perform non-class-related activities during class. If I find you using it not to perform a task specifically related to what we are doing in class at that very moment, it will affect your participation grade.

***Assignment Turn-in Policy:***

Unless otherwise noted, due dates are at the beginning of class time on the due date. If you come to the class late and submit an assignment after the class begins, it will be considered as a late submission. Unexcused late work may be penalized. Assignments that are over 6 days late will **not** be accepted unless arrangements have been made with me. If you have unexpected events and need to submit the assignments late, please contact me beforehand.

The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you believe you have a disability requiring an accommodation, please contact IU Disability Services for Students:

<http://studentaffairs.indiana.edu/disability-services-students/index.shtml>