

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: 9:00am-10:00am on Mondays & Wednesdays or by appointment

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Assistant Instructors: Brandon German (bngerman@indiana.edu); Brant Hughes (behughes@indiana.edu)

Classroom: AC C002

Class Times: 1:00pm-2:15pm on Tuesdays & Thursdays

Textbook: Ethics for the Information Age (6th ed.) by Michael J. Quinn (2015). Pearson Education.

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 Oncourse Forum ~~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

Week	Date	Topics	Chapter Readings	Papers/ Exams
1	8/25	Introduction	No reading	
	8/27	Catalysts for Change <ul style="list-style-type: none"> • computing • networking 	Chapter 1 through 1.3 1.2	
2	9/1	Catalysts for Change <ul style="list-style-type: none"> • information storage and retrieval • IT issues 	Chapter 1 1.3 - 1.5	
	9/3	Introduction to Ethics – Part 1	Chapter 2 through 2.6	
3	9/8	Introduction to Ethics – Part 2	Finish Chapter 2	
	9/10	Networked Communications No class: Career Fair	Chapter 3 through 3.6	
4	9/15	Networked Communications <ul style="list-style-type: none"> • Discuss Paper 1 	Finish Chapter 3	
	9/17	Intellectual Property	Chapter 4 through 4.5	
5	9/22	Intellectual Property	Finish Chapter 4	
	9/24	Guest lecture by Carol Choksky	No reading	Paper 1 due
6	9/29	Information Privacy	Chapter 5 through 5.3	
	10/1	Information Privacy	Finish Chapter 5	
7	10/6	Privacy and the Government	Chapter 6 through 6.6	
	10/8	Privacy and the Government	Finish Chapter 6	

8	10/13	Guest lecture by Xiaozhong Liu	Wong	
	10/15	Synthesis & Review	No reading	
9	10/20	Mid-term Exam (in-class)		Mid-term
	10/22	E-waste and Sustainable Computing	Sthiannopkao Knowles et al.	
10	10/27	Computer and Network Security	Chapter 7 through 7.3	
	10/29	Computer and Network Security	Finish Chapter 7	
11	11/3	Computer Reliability	Chapter 8 through 8.5	
	11/5	Computer Reliability	Finish Chapter 8	
12	11/10	Online game addiction	Henn	
	11/12	Guest lecture – online games by Don Strawser	Doone Warner & Raiter	
13	11/17	Professional Ethics	Chapter 9 through 9.4	
	11/19	Professional Ethics	Finish Chapter 9	
14		No class –Thanksgiving break		
15	12/1	Guest lecture –Logan Paul	No reading	Paper 2 due
	12/3	Work and Wealth	Chapter 10 through 10.4	
16	12/8	Work and Wealth	Finish Chapter 10	
	12/10	Wrap-up and Final Exam Review	No reading	
17	12/17 5-7pm	Final Exam (in-class)		Final exam

Biographies:

October 13

Wong, E. (2015, July 26). China uses ‘picking quarrels’ charge to cast a wider net online. *New York Times*. <http://nyti.ms/1GSnKb5>

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.

Knowles, B., Blair, L., Coulton, P., & Lochrie, M. (2014). Rethinking plan A for sustainable HCI. CHI'14 Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, 3593-3596. <http://dl.acm.org/citation.cfm?id=2557311>

November 10

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>

November 12

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>

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 with legitimate reasons. 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.

Resources

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>

You may take advantage of the Writing Tutorial Services available at Indiana University when completing writing assignments: <http://www.indiana.edu/~wts/>