Study programme(s): Informatics (IM), Teaching Informatics (IC)

Level: master

Course title: Privacy, ethics and social responsibility

Lecturer: Mirjana K. Ivanović, Bojana B. Dimić-Surla

Status: obligatory

ECTS: 7,5

Requirements: None

Learning objectives

Enabling students to understand and critically analyze factors influencing the balance between job efficiency, obeying the laws, and professional practice in the field of information-communication technologies and information systems.

Learning outcomes

Minimal: Students should be competent in acknowledging the concepts of privacy and data protection, intellectual property, security and professionalism.

Optimal: Students should be competent in acknowledging and assessing the current, as well as future privacy and data security threats. Students should also be acquainted with the practice of social and professional responsibility of computer scientists to their employers and clients, and be able to analyze it. Moreover, the student should be capable of detecting conflicts related to data access, piracy and intellectual property.

Syllabus

Theoretical instruction

Introductory notions and definitions. Privacy. Trust and reliability. Information security and surveillance. Intellectual property and informatics espionage. Analysis of social, cultural and ethnographic influence on computers and vice versa. The impact of globalization. Information-related risk management.

Practical instruction

Examples of software risks and software crime. Software piracy, the danger of viruses and hackers. Professionalism and code of conduct. Electronic etiquette. Examples of monopoly in informatics and issues regarding it. Determining the price of software.

Literature

Suggested: W.T. Bynum, S. Rogerson: *Computer Ethics and Professional Responsibilities*, Blackwell Publishing 2003.

Alternative: D.G. Johnson: Computer Ethics, Prentice Hall, 2000.

Weekly teaching load

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Lectures: 3	Exercises: 2	Other forms of	Student research:	
		teaching:		

Other[.]

Teaching methodology

Classical teaching methodology is applied in lectures, with the use of a video-beam and slides. All of the presentations are available at the Department's web-site in a form of static PDF files, but also in a form of dynamic e-lessons. Exercises serve to analyze dangers brought into human lives by information technology by using the familiar practical examples. Part of exercises is conducted through discussion of the IT practice case studies. During lectures, students' knowledge is tested through three tests covering the theory presented in lectures.

Grading (maximum number of points 100)					
Pre-exam obligations	points	Final exam	points		
Activities at lectures	6	Seminar paper	40		
Activities at exercises	6				
Tests	16, 16, 16				