

Study programme(s): Computer Science			
Level: master			
Course title: Privacy, ethics and social responsibility			
Lecturer: Mirjana Ivanović			
Status: elective			
ECTS: 6			
Requirements: None			
Learning objectives Preparing students to understand and critically analyze factors influencing balance between job efficiency, obeying of laws, moral and ethics, and professional practice in the field of ICT and IS.			
Learning outcomes <i>Minimum:</i> It is expected from a student to be competent in acknowledging the concepts of privacy and data protection, intellectual property, security and professionalism. <i>Desirable:</i> It is expected from a student to be competent in acknowledging and assessing current, as well as future privacy and data security threats. The student should also be acquainted to 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 with regards to data access, piracy and intellectual property.			
Syllabus <i>Theoretical instruction</i> 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. <i>Practical instruction</i> Examples of software risks and software crime. Software piracy, the danger of viruses and hackers. Professionalism and codex of behavior. Electronic etiquette. Examples of monopoly in informatics and issues regarding it.			
Literature <i>Recommended</i> W.T. Bynum, S. Rogerson: Computer Ethics and Professional Responsibilities Kenneth Einar Himma, Herman T. Tavani: The Handbook of Information and Computer Ethics Kord Davis, Doug Patterson: Ethics of Big Data D.G. Johnson: Computer Ethics			
Weekly teaching load			Other:
Lectures: 2	Exercises: 1	Practical Exercises: 1	
Teaching methodology At lectures, classical teaching methodology is applied, with usage of a beam-projector and slides. All of the presentations are available at the Department web-site in a form of static PDF files, but also in a form of dynamic e-lessons. At exercises, through usage of known practical examples, dangers brought into human lives by information technology are analyzed. Part of exercises is conducted through discussion of case-studies from IT practice. During lectures students' knowledge is tested through three tests covering the theory presented during lectures.			
Grading method (maximal number of points 100)			
Pre-exam obligations	points	Final exam	points
Tests	30	Seminar paper	30
		Oral exam	40