CPS 301 Syllabus
Spring 2021

Name	Social Issues of Computing and Professional Practice
Section	22392157
Credits	1 (1-0)
Prerequisites	26 credit hours completed
Recommended	ENG 201
Class Times	M 11-11:50AM
Room	WebEx
Description	Surveys the central ethical, legal and social issues intrinsic to the discipline of computing. Introduces common professional development schemes used in the computing industry.
Instructor	Dr. Jesse Eickholt
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Web Page	https://lea.rning.dev/eickholtj
Virtual Office Hours	W 2-3:30PM, F 10-Noon, or by appointment
Textbook	Michael Quinn. *Ethics for the Information Age [EIA]*, 7th edition, 2017.
Key Dates	Exam: April 5, 2021 Project Presentations: Wednesday, May 5 from10-11:50AM
Assessments	On-line Discussion Posts: 180 points total Reading Quizzes: 120 points total Portfolio: 300 points total Exam: 200 points Activities: 200 points total Total: 1000 points
Changes	The instructor reserves the right to modify any of the information found in this syllabus, particularly the course calendar. The most up-to-date syllabus can be found on Blackboard.

Tentative Course Schedule

Week	Module Name	Notes	Assigned readings and tasks to be completed by end of week. Complete the readings before any DR or RQ due.
1	**Jan-11**		
	Introduction	DP #1 – due 1/17	
2	**Jan-18**		
	NO CLASS	DP #1R – due 1/24	EIA 2.1-2.4.2 [pg. 49-64]
3	**Jan-25**		
	Ethical Frameworks – I	DP #2, RQ #1 – due 1/31	EIA 2.5-Summary [pg. 64-99]
4	**Feb-1**		
	Ethical Frameworks - II	DP #2R – due 2/7	EIA 4.1- 4.5.7 [pg. 161-189]
5	**Feb-8**		
	Intellectual Property – I	RQ #2 – due 2/14	EIA 4.6 – Summary [pg. 190-213]
6	**Feb-15**		
	Intellectual Property - II	DP #3 – due 2/21	EIA 5.1 – 5.3.12 [pg. 227 - 246]
7	**Feb-22**		
	NO CLASS	DP #3R, RQ #3, P #1 – due 2/28	EIA 5.4 – Summary [pg. 246 – 257]
8	**Mar-1**		
	Privacy	DP #4, RQ # 4 – due 3/7	EIA 8.1 – Summary [pg. 366-406]
9	**Mar-8**		
	Software Reliability	DP #4R, P #2 – due 3/14	EIA 7.1 – 7.3.12 [pg. 321 - 338]
10	**Mar-15**		
	Networks and Security – I	DP #5 – due 3/21	EIA 7.4 – Summary [pg. 338 – 351]
11	**Mar-22**		
	Networks and Security - II	DP #5R, RQ #5, Project Proposal – due 3/28	EIA 9.1 – Summary [pg. 413 – 445]
12	**Mar-29**		
	Code of Ethics	DP #6 – due 4/4	
13	**April-5**		
	Exam	DP #6R - due 4/11	EIA 10.1 – Summary [pg. 457 – 491]
14	**April-12**		
	Professional Communication		
15	**April-19**		
	Lifelong Learning – I		
16	**Apri-26**		
	Lifelong Learning - II	Project Paper – due 5/2	
	Project Presentations: Wednesday, May 5 10:00 - 11:50 a.m.		

Updated: January 4, 2021

Grading

Your performance will be measured by the following assessment instruments…

- Discussion Posts and Responses – There will be 6 discussion posts throughout the semester. Each will be worth 30 points. For each discussion post prompt, you will need to provide a response of at least 250 words that draws from the textbook and our in-class discussions. You also need to respond to one of your classmates' posts for each prompt. A grading rubric is posted on Blackboard to help you formulate your posts.
- Reading quizzes - There will be 5 quizzes over the assigned readings for the course. You will have 3 attempts at each quiz. *Your lowest quiz score will be dropped*.
- Activities – There will be 9 activities assigned throughout the semester. Some of these will be completed in class and some will be available via Blackboard with a due date. These activities will be graded on a credit/no credit basis (i.e., satisfactory/unsatisfactory). If you do not receive credit, you may revise and resubmit the activity within one week from its due date. *Your lowest activity score will be dropped.*
- Portfolio – Throughout the course of the semester, you will construct a small portfolio to document your progress and mastery of the course objectives. The portfolio will consist of two smaller assignments and a longer, instructor approved case-study. Each component needs to be submitted electronically as a PDF. All of the components will be combined to generate your final course portfolio.
- Exams – There will be one online exam worth 200 points.

Overall grade: Overall letter grades will be based on the following scale, out of a maximum possible score of 1000 points, where x represents your cumulative score**. No rounding will be done to grades** (e.g., a 790 will be a C+ and not a B-).

A	x ≥930	A-	900 ≤ x < 930	B+	870 ≤ x < 900	B	830 ≤ x < 870
B-	800 ≤ x < 830	C+	770 ≤ x <800	C	730 ≤ x <770	C-	700 ≤ x <730
D+	670 ≤ x <700	D	630 ≤ x <670	D-	600 ≤ x <630	E	x < 600

Course Policies

Active Learning: The format and design of this course supports *active learning*. Active learning can help students better monitor their learning and more effectively direct their time and efforts towards mastery of concepts and skills.

While the presentation of content and usage of class time may be different from that which you are accustomed, know that you are not being asked to do more than is traditionally needed to master the learning objectives for this course. Also know that the delivery method will allow you to see, use and discover the important social aspect of computer programming and problem solving.

Honor Code: Academic dishonesty will not be tolerated.

Collaborating: Working together on exams is strictly prohibited. It is acceptable and indeed you are encouraged to discuss your **ideas** regarding the portfolio with your classmates. However, when implementing your solution, the instructor expects you to do this on your own unless otherwise directed. You should put away all of your notes you gained from your discussions and (re)create your solution from scratch.

It is not acceptable to collaborate on reading quizzes or when creating your initial discussion post for a prompt.

Disabilities: If you have a disability and need accommodations, notify the Student Disabilities Services (SDS) as soon as possible. They are located in Park Library 120 and at (989) 774-3018. Then contact the instructor to discuss your accommodations.

Late Work: Portfolio assignments that are submitted past the stated deadline will be penalized at 10% the total possible points per day (i.e., after 10 days you will not receive any points). Late discussion posts, activities or reading quizzes will not be accepted.

Grade Records: Assessment items will be scored and returned in a timely fashion. It is your responsibility to check that scores recorded on Blackboard are accurate and reflect your records. **You should keep all returned assessment items as discrepancies in recorded scores may not be changed without proof.** Discrepancies should be brought to the attention of the instructor within 2 weeks of the due date or may become permanent.

Make-up Policy: You are expected to attend all class meetings and turn in your work on time. Except in exceptional circumstances, make-up work is not permitted for reading quizzes, activities or discussion board posts.

For exams, let the instructor know in advance of any conflicts such as sanctioned university events or doctor's appointment. **There is no guarantee that a make-up exam** will be given without advanced notice unless you have a medical emergency and in such situations **proof may be requested** (e.g., a doctor's note) before granting a make-up. A penalty of up to 40% may be assessed on any make-up exam, at the instructor's discretion.

Extra Work: I do not assign individual "extra work" or "extra credit". If there is a particular grade you need to achieve, monitor your progress and look for the help you need early in the course.

Objectives *(from the Master Course Syllabus)*

- Describe positive and negative effects of computer technology on social interaction.
- Evaluate social and ethical tradeoffs in technical decisions.
- Identify ethical issues that arise in design and use of computing systems.
- Summarize the rationale and philosophical bases of legal protection of intellectual property.
- Identify the implications of data collection through software and technology on privacy.
- Discuss the environmental, social and global impact of the creation, use and disposal of computer systems.
- Explain common practices for professional development of practitioners in the computing industry.

Expectations

For the student …

- respect your classmates and instructor
- come ready to participate and on time
- complete all reading assignments before class
- think and do

For the instructor…

- promote an environment of intellectual curiosity and respect
- provide the basic knowledge needed by students to be successful
- relay expectations and give timely feedback

Teaching Philosophy

Learning happens when students are engaged, active and curious participants. Only when students think, wonder and do can they actually begin to appreciate what they are learning and why. I believe this is particularly true for skills based courses in which students are expected to take away more than just knowledge but also abilities. When a student puts into practice a skill such as building a database or implementing an algorithm, he or she can begin to examine, see, appreciate and understand the skill. It becomes possible to identify difficulties, consider alternative solutions or uses of the skills or ideas which have been presented. It is important that the student routinely asks and thinks not only about the “how” but also the “why”.