

## Program Content

Semester	V	
Course Code:	IT5206	
Course Name:	Professional Practice	
Credit Value:	3 (3L)	
Core/Optional	Core	
Hourly Breakdown	Theory	Independent Learning
	45 Hrs	105 Hrs

### Course Aim

Students will develop a sense of professional responsibility through exploring professional codes of ethics articulated by professional accrediting bodies. Students will explore a range of social, legal, ethical and business issues that IT professionals face in their career.

### Intended Learning Outcomes:

After following this course, students should be able to

- Describe the nature of professionalism and its place in the field of information technology.
- Contrast ethical and legal issues as related to information technology.
- Describe how IT uses or benefits from social and professional issues.
- Identify professional issues and responsibilities
- Identify organization and human resource management concepts.
- Identify ethical, legal, and privacy issues related to Information Technology.
- Identify types of Intellectual property.
- Develop proper teamwork and conflict management skills.
- Improve employability skills and career development in IT

### Course Content: (Main Topics, Sub topics)

Topic	Theory (Hrs)
1. Introduction to Professional Practice	6
2. Structure and Management of IT Organizations	6
3. Human Resource Issues	7
4. Software License and Contracts	7
5. Intellectual Property	7
6. Internet Issues	6
7. Ethics: IT Developers' Perspective	6
Total	45

**1. Introduction to Professional Practice (6 hours)**

- 1.1. Law and Government [Ref 1: Pg (1-7)]
- 1.2. The Concept of a Profession [Ref 1: Pg. (8)]
- 1.3. Nature of professionalism and its place in the field of information technology [Ref 9)]
- 1.4. Professional Codes of Conduct [Ref 2: Pg. (10-12)]
- 1.5. Professional Development [Ref 1: Pg. (13-16)]
- 1.6. Professional Bodies in Computing [Ref 1: Pg. (17-20)]

**2. Structure and Management of IT Organizations (6 hours)**

- 2.1. What is an Organization? [Ref 1: Pg. (21 - 34)] [Ref 2: Pg. (39 - 58)]
- 2.2. Organizational Models [Ref 1: Pg. (35-36)]
- 2.3. Structuring Principles [Ref 1: Pg. (37-43)]
- 2.4. Setting up Structure in Practice [Ref 1: Pg. (43-46)]
- 2.5. Management Issues in IT [Ref 1: Pg. (70-78)]

**3. Human Resource Issues (7 hours)**

- 3.1. What are Human Resources? [Ref 1: Pg. (88-90)]
- 3.2. Recruitment and Selection [Ref 1: Pg. (91-92)]
- 3.3. Staff Training and Development [Ref 1: Pg. (93)]
- 3.4. Remuneration Policies, Job Evaluation, and Appraisal Schemes [Ref 1: Pg. (93-97)]
- 3.5. Redundancy, Dismissal, and Grievance Management [Ref 1: Pg. (98-101)]
- 3.6. Human Resource Planning [Ref 1: Pg. (102-103)]
- 3.7. Work-Life Balance [Ref 6: Pg. (176-196)]

**4. Software License and Contracts (7 hours)**

- 4.1. What is a contract? [Ref 1: Pg. (133-134)]
- 4.2. License agreements [Ref 1: Pg. (134-135)]
- 4.3. Outsourcing [Ref 1: Pg. (135)]
- 4.4. Contracts for Custom Built Software [Ref 2: Pg. (119-129)] [Ref 1: Pg. (136-138)]
- 4.5. Contracts for Consultancy and Contract Hire [Ref 1: Pg. (139-141)]
- 4.6. Liability for Defective Software [Ref 1: Pg. (141-142)]
- 4.7. Health and Safety [Ref 1: Pg. (142-144)] [Ref 2: Pg. (261-298)]

**5. Intellectual Property (7 hours)**

- 5.1. Intellectual Property [Ref 1: Pg. (114-116)]
- 5.2. Copyrights [Ref 1: Pg. (116-119)]
- 5.3. Examples of Copyright Cases Involving Software [Ref 1: Pg. (119-122)]
- 5.4. Confidential Information [Ref 1: Pg. (122-125)]
- 5.5. Patents [Ref 1: Pg. (125-129)]
- 5.6. Trademarks [Ref 1: Pg. (129-130)]
- 5.7. Creative Commons Licensed Resources [Ref:7]
- 5.8. Domain Names [Ref 1: Pg. (130-131)]
- 5.9. Fair Use Policy [Ref 8]

## **6. Internet Issues (6 hours)**

- 6.1. The Effects of the Internet [Ref 1: Pg. (157-158)]
- 6.2. Internet Service Providers [Ref 1: Pg. (158-159)]
- 6.3. Defamation [Ref 1: Pg. (161-164)]
- 6.4. Pornography [Ref 1: Pg. (164-170)]
- 6.5. Spam [Ref 1: Pg. (170-173)]
- 6.6. Cyber Attacks and Cybersecurity [Ref 3: Pg. (83-98)]
- 6.7. E-commerce Regulations [Ref 1: Pg. (173-174)]

## **7. Ethics: IT Developers' Perspective (6 hours)**

- 7.1. Avoiding Discrimination [Ref 1: Pg. (104-113)]
- 7.2. Freedom of Expression [Ref 3: Pg. (185-210)]
- 7.3. Social Media Ethics [Ref 3: Pg. (329-344)]
- 7.4. Big Data Ethics [Ref 3: Pg. (129-142)]
- 7.5. Ethics of AI [Ref 4: Pg. (3 -76)]
- 7.6. Environmental Issues [Ref 5: Pg. (3 -30)]

### **Teaching /Learning Methods:**

You can access all learning materials and this syllabus in the VLE: <http://vle.bit.lk/>, if you are a registered student of the BIT degree program.

### **Assessment Strategy:**

In the course, case studies/Lab sheets will be introduced, and students have to participate in the learning activities.

The final exam of the course will be held at the end of the semester. This course is evaluated using a two-hour question paper consisting of 4 Structured Questions.

### **References/ Reading Materials:**

- Ref 1: Bott, F., 2014. Professional issues in information technology (2<sup>nd</sup> edition). BCS Learning & Development Limited.
- Ref 2: Bott, F., Coleman, A., Eaton, J. and Rowland, D., 2018. Professional Issues in Software Engineering (3<sup>rd</sup> Edition). CRC Press.

### **Supplementary Materials:**

- Ref 3: Reynold, G., 2018. Ethics in Information Technology (6<sup>th</sup> Edition). Cengage Learning
- Ref 4: Abbas, A.E. ed., 2019. Next-generation ethics: Engineering a better society. Cambridge University Press.
- Ref 5: Unhelkar, B., 2016. Green IT strategies and applications: using environmental intelligence. CRC Press.
- Ref 6: Jerome, V.B. and Antony, A., 2018. Soft Skills for Career Success: Soft Skills. Educreation Publishing.
- Ref 7: Creative Commons Licensed resources, <https://creativecommons.org/>
- Ref 8: More Information on Fair Use, <https://www.copyright.gov/fair-use/more-info.html>
- Ref 9: Ley, T. and Seelmeyer, U., 2008. Professionalism and information technology: Positioning and mediation. Social Work & Society, 6(2), pp.338-351.