

## COMPSCI-320 Section 2

### Ethics HW #2

Project: flotE

Group Number: 1

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#### **Task 2:**

The first ethical issue we identified was 1.7: All personal/private user information should be stored properly and never shared with the wrong party. Quite frankly, we did not do that much to address this point. Our data is all publicly available. For the most part, our data is not confidential: race placements are intended to be public. The issue is that it links peoples names to timestamps meaning you can tell (to some extent) where someone was at some point. If we were to do something over to fix this we would likely enable races to be marked as private.

Because all of our data is public, we opted to limit the data we collect (taking into account 1.6). Including names is entirely optional. The only things that we require users to provide are boat race ids which are just random numbers that get discarded at the end of a race.

We also identified 3.1 - "Ensure that the public good is the central concern during all professional computing work" as a potential issue. This was fairly easy to abide by. We had no alternative motives when designing the app. Our goal was to make a timer; the better it worked the happier our clients will be (no other party has a stake in the functionality of the app). By making a better product (and not actively defrauding our clients) we stuck to 3.1. Our work was not affected by this principle. I think we would have produced the same product whether or not we identified this as a potential issue.

2.1 "Strive to achieve high quality in both the processes and products of professional work." was our group's main focus. The class structure was tailored to helping us learn the "processes" of professional work. We all took great care to execute agile in the best possible way: ensuring that we kept the sprints and meetings productive and on track. Using git is another process of professional work. It is easy (yet bad practice) to incorporate all of our work into one commit. We opted to write meaningful and frequent commits with appropriate messages. As for the product, we strived to make it the best we could. We avoided taking shortcuts and tried to incorporate all features requested by the client.

2.2 "Maintain high standards of professional competence, conduct, and ethical practice." went hand and hand with 2.1 (and most other principles). Professional conduct was on the forefront of our minds when presenting and when arbitrating with our clients. We strived to use tones and language appropriate for a classroom setting.

2.4 “Accept and provide appropriate professional review” came up whenever discussing our product with our peers. At several points we pivoted what we were doing as a result of outside feedback. The “lap with no time” feature was suggested by our clients and large sections of our search page were edited after receiving teacher feedback (to allow for searching up participants). There were also points where we were not able to incorporate feedback. For example we were unable to add audio recordings into the app. Nevertheless we considered all received feedback.