

Chapter 1

- Give two examples of how a social pressure or need led to the development of a new information technology. Give two examples of how the adoption of a new information technology changed society.
- Compare and contrast the social impact of these three information technologies: the telegraph, the telephone, and wireless networks
- Explain what is meant by 'decentralized' and why the Internet has a decentralized structure and the benefits and drawbacks of this structure.
- What was the motivation for the creation of higher-level programming languages and how did their introduction change computing?

Chapter 2

- What is 'moral luck'? Create your own example that demonstrates the problem of 'moral luck'. (cannot be one given in the textbook)
- Pick two of the following moral frameworks that were rejected and discuss the case for and against each one.
 - cultural relativism
 - ethical egoism
 - divine command
- What is plagiarism? Describe four different ways that a person can commit plagiarism (See appendix A)
- Explain the difference principle and in what ethical framework it plays a part
- Thomas Hobbes argued that everyone living in a civilized society has implicitly agreed to two things. What are those two things?
- Define each of the following and give an example of each.
 - negative right
 - positive right
 - absolute right
 - limited right

Chapter 3

- Why is freedom of expression not an absolute right? Give at least two practical examples to illustrate your argument.
- According to the U.S. Supreme Court, why do radio and television broadcasters have the most limited First Amendment rights?
- What characteristics of the Internet make censorship of the Internet particularly difficult?
- Explain how Mill's Principle of Harm relates to the moral issue of pornography on the Web.
- How has sexting by teens created new legal challenges for US states? Give a real example.
- Give two examples of high tech methods of identity theft and two examples of low-tech methods of identity theft.
- Internet Addiction:
 - What is it?
 - Provide at least 3 different examples where it may be harmful
 - How may it affect very young children

Chapter 4

- List and discuss the 4 criteria used by the courts in copyright cases to help determine whether or not 'fair play' should be used in the judgment of a copyright lawsuit.

- People give a variety of reasons for copying a music CD from a friend instead of buying the CD. Select **two** of the reasons below and refute each one using one of the ethical theories the book has proclaimed as viable. Do not use the same ethical theory for both reasons.
 - I don't have enough money to buy it.
 - The retail price is high. Consumers are being gouged.
 - Since I would not have bought it anyway the company did not lose a sale.
 - This is insignificant compared to the billions of dollars' worth of music being exchanged over the Internet.
 - Everyone else is doing it. Why should I be the only one to pay for it when everyone else is getting it free.
 - I'm giving my friend an opportunity to do a good deed.
- What is the Creative Commons license? Discuss the philosophy behind it and the criteria used to generate a license.
- What are the ways that an individual or firm may protect intellectual property in the United States? Briefly describe the uses for each kind of intellectual property protection.
- Explain 'copyright creep'.
- What is a peer-to-peer network? Give two real examples of how this type of network contributed to copyright infringement.
- Explain the process for a 'clean room' software development strategy.
- List 4 key characteristics of the license for an 'open source' program.