**CS 3200 (Computer Ethics) [Fall 2018]**

**Assignment 1**

**Due date: Monday, September 10, 2018 by 11:00 p.m.**

***Print your name: \_Levi Sutton\_***

**Write short descriptive answer to the following questions**

1. Briefly discuss two reasons, in your opinion, that introduction of high-level language might have affected computing negatively. [**6 points**]

*Answer:*

1. **Eolving Techonology**: Now that sounds more like a positive thing, right? Technologies are tools that are supposed to make things easier, efficient, and the world a better place, but you’re always going to have people use any tool for evil istead of good. The introduction to languages in computing has opened the doors for technological growth and allowed for expanding technology more than we ever thought, for example (Making dynamic web pages, apps, storing info. in databases, communication etc.). Creating technologies with these high-level languages comes with a price to pay however. It allows for cyber attacks, cyber bullying, hacking, innapropriate websites, etc. As techonlogy continues to increase, so will the negative effects in computing with these techonlogies and will increase the difficulty in trying to prevent any negative effects on our society to occur. I know this is a very broad argument, but technology is very broad and it plays a role in our eveday life, it’s in the palm of our hands, it’s in our vehicles, the classrooms, it’s everywhere.
2. **Privacy**: In the previous argument I touched on how high-level languages has played role in evolving technology and some of the reasons it’s had a negative impact on society. Well a big issue it has created, is containing our privacy. All of our information is out there for anyone to get, our social security, bank information, location, pictures, etc. At any moment all that information could be in the hands of someone else and could ruin someones way of life. Once you put some sort of information out there, it’s out there, and it’s great because it makes things easrier for us, but you also run the risk of having information about yourself being used to create a negative impact that can have an impact on you personally.
3. A significant number of personal computers (nearly 90%) run a version of Microsoft windows operating system. Identify two reasons why this situation could harm computer users. [**4 points**]

*Answer:*

1. **It allows for more attacks on your operating system. If everyone is using the same operating system, those people who use technology in a negative way know they can attack a lot of these operating systems and do a lot of damage to so many people.**
2. **It allows for more users to depend more heavily on Microsoft and if users do not know how to use different operating systems other than Windows and something happens, users won’t be able to be flexible and get things done, but put more pressure on Microsoft.**
3. Identify two computing technological advancement/innovation that have been triggered by changes in social behavior, or pattern or, in our lifestyle. (*Students are expected to briefly discuss what social changes actually triggered their existence.*) [**6 points**]

*Answer:*

**Phones: Phones have been triggered to become more advanced to get news quicker, to communicate farther/quicker, etc and have become a necessity in our everyday life. We wanted to be able to communicate far and wide and phones have definitely made those things possible. Without phones, social media wouldn’t be as huge and effective in promoting change or sharing differing views that help in improving our society, to make people more aware when social changes arise. They have made a positive impact on the world and have also effected us negatively. More people are distracted more often, everywhere you go you see someone looking down at their phone not paying attention, people are like walking zombies now. The state of Georgia just had to impose a law (Hands free law) over the summer, just to get people to stop being so distracted when they are driving.**

**Video Games: Video games have improved tremendously from when they were first introcuded until now. It’s unbelievable how realistic games have become and its made an impact on our lifestyle. Most kids used to be outside playing, running in and out of the house, but now you’re lucky if you can get a kid to go outside at all. And that goes for all ages, gaming has become a community made up of millions of players, for all ages. It’s become more than just entertainment, in some cases, it’s even become a sport and you can earn millions of dollars competing in game tournaments. Its essensially changing our habits and for a lot of people, gaming has become apart of their daily routine.**

1. Discuss one example of information technology (developed in nearly last 10 years) that aggravated (increased) a social problem that existed even before the technology was invented. [**4 points**]

(*Students are expected to indicate what was the social issue, which technology aggravated it, and how*.)

*Answer:*

**Smart Phones(Bullying)**: Bullying is a social problem that’s always been around, it’s a problem that conitnues to plague our society, because not everyone can grasp the concept “if you’re not going to say something nice, don’t say nothing at all.” It leads to personal anxiety, insecurities, and even suicidal thoughts/deaths. Smart phones have given people more power to express bullying, whether instant messaging, emails, social media, etc. Word can travel fast and rumors can spread within seconds with the click of a button now. A person can start to feel like they’re not safe anywhere, not even in there own home, because they have people messaging them negative things. And it’s easy to say, don’t look at your phone, block them, tell someone, but in doing those things it can trigger more negative resistance towards gaining social acceptance.

**Submission instructions:** write your name at the top and include answer to each question on this document preferably after each question. Please do not write your answers on a separate document, or file. Submit the file through BlazeVIEW dropbox.