Course Title	**Professional Practices**
Course Code	**GE-166**
Credit Hours	3
Category	General Education
Prerequisite	None
Co-Requisite	None
Follow-up	None
Course Description	**Professional Ethics:** Philosophy of Ethics, Computing Profession, Computing Ethics. **Computing Professions and Laws:** The Structure of Organizations, Finance and Accounting, Anatomy of a Software House, Computer Contracts, Intellectual Property Rights, The Framework of Employee Relations Law and Changing Management Practices, Human Resource Management and IT, Health and Safety at Work, Software Liability, Liability and Practice, Computer Misuse and the Criminal Law, Regulation and Control of Personal Information. **Code of Conduct and Ethics:** Overview of the British Computer Society Code of Conduct, IEEE Code of Ethics, ACM Code of Ethics and Professional Conduct, ACM/IEEE Software Engineering Code of Ethics and Professional Practice. Accountability and Auditing, Social Application of Ethics.
Text Book(s)	1. Michael J. Quinn, Ethics for the Information Age, 7th Edition, Pearson Education, 2017, ISBN: 978-0134296548 2. Sara Baase, A Gift of Fire: Social, Legal, and Ethical Issues in Computing, 5th Edition, Pearson, 2018, ISBN: 978-0132492676
Reference Material	1. J. Kizza, Ethical and Social Issues in the Information Age, 6th Edition, Springer, 2017, ISBN: 978-3319707112