Social and Professional Issues in IT

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LESSON 1: LAW AND GOVERNMENT

LEARNING OBJECTIVES

At the end of the lesson, the students should be able to:

1.Define Law and Government.
2.Explain criminal and civil law.
3.Illustrate the legislation process.

Pre-test

Directions. Weigh the statements over and tell whether they are true or false.

_____1. An individual commits a crime if he or she acts in a way that fulfills at least one element of an offense.

_____2. Bill and ordinances are the two main documents that legislative comes out in order to craft a law.

_____3. A crime is any act or omission in violation of a law prohibiting the action or omission.

_____4. the individual's mental state at the time of the act is one of the elements of a crime.

_____5. Government refers to the group of people who are responsible for controlling a country or a state.

_____6. A bill may be vetoed by the President.

_____7. Civil law, is a system of laws concerned with punishment of individuals who commit crimes

_____8. The Philippine congress is composed of two chambers.

_____9. Vetoed means Veto the outright

_____10. The law takes effect before its publication.

I. What is Law and Government?

According to Oxford languages **LAW** is the system of rules which a particular country or community recognizes as regulating the action of its members and which it may enforce by the imposition of penalties.

Government The group of people who are responsible for controlling a country or a state.

II. *Criminal and Civil Law*

The Cornell Law School gave overview about Criminal and Civil Law
Criminal law, as distinguished from civil law, is a system of laws concerned with punishment of individuals who commit crimes. Thus, where in a civil case two individuals dispute their rights, a criminal prosecution involves the government deciding whether to punish an individual for either an act or an omission.

A **"crime"** is any act or omission in violation of a law prohibiting the action or omission.

3 Elements of a Crime

An individual commits a crime if he or she acts in a way that fulfills every element of an offense. The statute establishing the offense also establishes the elements of the offense.

In general, every crime involves three elements:

1. the act or conduct ("actus reus");
2. the individual's mental state at the time of the act ("mens rea");
3. the causation between the act and the effect (typically either "proximate causation" or "but-for causation").

In a criminal prosecution, the government has the burden of proof to establish every element of a crime beyond a reasonable doubt.

Legislative process

(Excerpt from officialgazette.gov)

Congress is responsible for making enabling laws to make sure the spirit of the constitution is upheld in the country and, at times, amend or change the constitution itself. In order to craft laws, the legislative body comes out with two main documents: bills and resolutions.

Resolutions convey principles and sentiments of the Senate or the House of Representatives. These resolutions can further be divided into three different elements:

joint resolutions — require the approval of both chambers of Congress and the signature of the President, and have the force and effect of a law if approved.

concurrent resolutions — used for matters affecting the operations of both chambers of Congress and must be approved in the same form by both houses, but are not transmitted to the President for his signature and therefore have no force and effect of a law.

simple resolutions — deal with matters entirely within the prerogative of one chamber of Congress, are not referred to the President for his signature, and therefore have no force and effect of a law.

Bills are laws in the making. They pass into law when they are approved by both houses and the President of the Philippines. A bill may be vetoed by the President, but the House of Representatives may overturn a presidential veto by garnering a 2/3rds vote. If the President does not act on a proposed law submitted by Congress, it will lapse into law after 30 days of receipt.

Post-Test Directions. Weigh the statements over and tell whether they are true or false.

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_____10. The law take effect after its publication.

Directions. As soon to be IT Professional propose a bill that can be a law in the Philippines. Explain why you proposed this bill.

Rubrics;

Focus, content, organization, style, conventions.

UNIT 2 THE NATURE OF PROFESSION

LEARNING OBJECTIVES

At the end of the lesson, the students should be able to:

1.Explain the nature of Profession

2.Explain Title and Function

3.Explain software development on the context of engineering.

Pre-test

Directions. Weigh the statements over and tell whether they are true or false.

_____1. All Software Require Software Engineering.

_____2. Operational Software Engineering focuses on how software will react when it is changed from one environment to another

_____3. Professional and profession are terms that are used in a variety of contexts.

_____4. Reservation of function refers to the use of the name of the profession may be restricted to those people who are appropriately qualified.

_____5. Transitional Software Engineering focuses on how the software functions within the existing system, as all parts of it change.

_____6. Big companies do not require Software Engineers.
_____7. You only need trainings in order to practice the profession.

_____8. Anyone can claim a title as long as He/she is hard

Working.

_____9. IT professional is one who develops or provides information technology products and/or services to the public.

_____10. The meaning of profession is determined by who uses it and what context it is used in.

I. What is Profession?

Professional and profession are terms that are used in a variety of contexts. The meaning of a word is determined by who uses it and what context it is used in. When someone is referred to as a " professional," it means that they can be counted on to do their job competently and conscientiously regardless of the situation. Frank Bott explained that there are a number of characteristics that most of professionals have in common:

•Substantial education and training are requiring in order to practice the profession;

•The members of the profession themselves decide the nature of this training and, more generally, control entry to the profession;

• The profession is organized into one or more professional bodies;

•The profession lays downs standard of conduct with which its members must comply and, where necessary, enforces these through disciplinary procedures.

Information Technology

the preparation, collection, creation, transport, retrieval, storage, access, presentation and transformation of electronic information in all its forms including, but not limited to, voice, graphics, text, video, data and image.

Information Technology Professional-one who develops or provides information technology products and/or services to the public.

II. Title and Function

Reservation of title-the use of the name of the profession may be restricted to those people who are appropriately qualified.

Reservation of function-certain activities are restricted to people with appropriate qualifications.

III. Software Engineering

Software is a collection of codes, documents, and triggers that does a specific job and fills a specific requirement.

Engineering is the development of products using best practices, principles, and methods.

Software engineering is a branch of engineering that deals with the development of software products. It operates within a set of principles, best practices, and methods that have been carefully honed throughout the years, changing as software and technology change.

Software engineering leads to a product that is reliable, efficient, and effective at what it does. While software engineering can lead to products that do not do this, the product will almost always go back into the production stage.

The IEEE fully defines software engineering as:

The application of a systematic, disciplined, quantifiable approach to the development, operation, and maintenance of software; that is, the application of engineering to software.

What the software engineering meaning doesn't explain is that everything that has been software engineered needs to work on real machines in real situations, not within. The true work of software engineering begins before the product has even been designed – and the software engineering basics dictate that it continues long after the "work" has been completed. It all begins with a thorough and complete understanding of what your software needs to have – this includes what the software needs to do, the system in which it needs to operate, and all of the security that it entails. Security is one of the software engineering basics because it is so essential to all aspects of development. Without tools to help you better understand how your code is being built and where any security problems may fall, your team can easily become lost in the development stage. Software engineering design basics require creating the instructions for the computer and the systems. Much of this will take place at the coding level by professionals who have comprehensive training. Still, it is important to understanding that software engineering isn't always a linear process, which means that it requires thorough vetting once it has been completed.

Does All Software Require Software Engineering? Not all software requires software engineering. Simplistic games or programs that are used by consumers may not need engineering, depending on the risks associated with them. Almost all companies do require software engineering because of the high-risk information that they store and security risks that they pose.

Software engineering helps to create customized, personalized software that should look into vulnerabilities and risks before they even emerge. Even when the software engineering principles of safety aren't required, it can also help to reduce costs and improve customer experience.

Types of Software Engineering

Software engineering studies the design, development, and maintenance of software as an umbrella definition. Still, there are different types of software engineering that a company or product may need.

Software engineering works on a few different levels:

Operational Software Engineering: Software engineering on the operational level focuses on how the software interacts with the system, whether or not it is on a budget, the usability, the functionality, the dependability, and the security.

Transitional Software Engineering: This type focuses on how software will react when it is changed from one environment to another. It typically takes some scalability or flexibility in the development.

Software Engineering Maintenance: Recurrent software engineering focuses on how the software functions within the existing system, as all parts of it change.

Software engineering functions at all parts of the software development lifecycle, including analysis, design, development, testing, integration, implementation, maintenance, and even retirement. It is important to understand that software engineering isn't a new practice, but it is constantly changing and can feel new on a regular basis. As our scientific and technical knowledge grows, so does the skill set require for software engineering. Software engineering is different from other branches of engineering in that professionals are working, at least at the start, in theory instead of with something real. Software is used in everything around us, so it is important to ensure that all software is working properly. If it does not, it can result in loss of money, loss of reputation, and even in some cases, loss of life

Pre-test Directions. Weigh the statements over and tell whether they are true or false.

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Directions. Taking advantage of the social media platform One IT professional should be interviewed (not face to face). Consider the following questions:

- ✓ What company is she/he working?
- ✓ What is her/his title
- ✓ List the functions she/he have in the company?
- ✓ What are the qualifications and skills she/he has to be employed in the work?

As you completed the interview, write the skills you have and the skills and other eligibilities you need to acquire to be qualified for your desired work.

Rubrics;

Focus, content, organization, style, conventions

UNIT 3 PROFESSIONAL BODIES IN COMPUTING

LEARNING OBJECTIVES

At the end of the lesson, the students should be able to:

1.Describe the importance of connecting with professional bodies and organizations

2.Enumerate local and international computing organizations

3.Describe the importance of pursuing CPD in the field of IT

Pre- Test

Directions. The following are computing bodies in the different sectors of industries. Enclose in the box the organizational logo that you think is related to computing sector.

Directions. Answer the question below in the box provided.

What do you is the role of computing organizations to IT Professionals?

I. Professional Bodies in Computing

A Professional Body is an organization with individual members practicing a profession or occupation in which the organization maintains an oversight of the knowledge, skills, conduct and practice of that profession or occupation.

A professional body usually starts by a group of people coming together because of a shared interest in a particular type of activity.

II. Local and International Computing Bodies

IT Organizations are widely available and visible. In fact, all industries or companies either connected to selling computer products or not have designated an IT team to manage the technology-related stuff.

Here are some of the international organizations in IT

- Agile Alliance is a nonprofit member organization dedicated to promoting the concepts of agile software development.
- ASIS International is the leading organization for security professionals worldwide.
- Association for Computing Machinery (ACM) is a global community of computing professionals and students with nearly 100,000 members.
- Association of Computer Engineers and Technicians (ACE – ACET) promotes professional standards within the IT industry.

•Association of Independent Information Professionals (AIIP) is the premier industry association for information professionals working independently.

•Association of Information Technology Professionals (AITP) is the leading worldwide society of information technology business professionals.

•Association of Software Professionals (ASP) is a professional trade association of software developers who are creating and marketing leading-edge applications.

•BICSI is a professional association advancing the information and communications technology (ICT) community.

•Computer & Communications Industry Association (CCIA) is dedicated to innovation and enhancing society's access to information and communications.

•Computing Technology Industry Association (CompTIA) is the voice of the world's information technology (IT) industry.

•EDUCAUSE is a nonprofit association and the foremost community of IT leaders and professionals committed to advancing higher education.

•IEEE Computer Society is the computing professional's single, unmatched source for technology information, inspiration and collaboration.

•Information Systems Audit and Control Association (ISACA) is a global association of IT and cybersecurity professionals.

•Information Systems Security Association (ISSA) is a not-for-profit, international organization of information security professionals and practitioners.

•International Association of IT Asset Managers (IAITAM) serves in-house practitioners, vendors and consultants globally.

•International Association of Privacy Professionals (IAPP) is the largest and most comprehensive global information privacy community and resource.

•International Web Association (IWA) is the industry's recognized leader in providing educational and certification standards for web professionals.

•Network Professional Association (NPA) is the leading organization for network computing professionals.

•Technology Services Industry Association (TSIA) is the leading professional association of the technology services industry.

•User Experience Professionals Association (UXPA) supports those who research, design, and evaluate the user experience of products and services.

IT Organizations/associations in the Philippines

In the Philippines, the number of registered IT organizations are booming day-to-day. As per the Department of Trade and Industry, the government agency that handles business registration, in 2019 (the latest data available) there

are 1,000,506 registered business establishments, 3% of which belongs to the Information and Communications Sectors. In other words, there are more than 30, 000 IT organizations that are operating in the country.

https://www.dti.gov.ph/resources/msme-statistics/

PLDT, Globe, DITO and other telecommunications company are only some of them. There are also some developer's group who have registered themselves to be an organization. In the global scale, more and more IT organizations are also making their own names. A large number of IT groups are still developing as days pass by. Some of the popular are Google, Microsoft, IBM, CISCO, Apple, Samsung and many more. Opportunities in the IT sector is here to stay. They are limitless. As the pacing of technology becomes faster and so as the development of more professional organizations.

Here are some of the associations of IT in the Philippines s

ITAP-The Information Communication Technology Association of the Philippines (ITAP) is a private, independent and non-profit association formed in 1984 primarily to promote the interest of its members, who are leading product and service providers of Information and Communication Technology.

PSITE -The Philippines Society of Information Technology Educators Foundation, Inc. is an organization composed of academic institutions, IT program heads, faculty members, corporate members, and IT graduate students. It aims to promote quality Information Technology education in the country through

workshops, seminars, industry-academe linkages, and programs designed to benefit its members and the academic sector in general.

CSP-The Computing Society of the Philippines is a professional organization of computing researchers and educators in the Philippines.

PCS-The Philippine Computer Society (PCS) is the longest-existing professional association of computing and information technology professionals in the country. From its special interest groups (SIGs) have spun off today's more specialized computing and IT-related organizations, many of which have evolved into national organizations themselves.

III. Continuing Professional Development

CPD stands for Continuing Professional Development, and it refers to the learning activities that professionals engage in to improve and develop their skills.

For many years, managing IT staff presented problems to their employers. The chronic shortage of qualified and experienced staff together with the rapid pace of change made the problems particularly acute for large user organizations. Such organizations were faced with the problem of where to place IT specialists in their staffing structures. Because of their scarcity, such staff could command high salaries but, elsewhere in the organization, such salaries would be associated with substantial managerial responsibility. IT staff were anomalies who provoked both envy and disdain among their colleagues.

The role of CPD in the IT Sector

The IT sector has the same requirements as other industries for increasing levels of high-skilled labor. Continuous investment in technological education is vital to maintain a competitive advantage from both micro & macro-economic perspective. Continuing Professional Development plays an ongoing vital role in the improvement of IT professionals in order to maintain a competitive advantage both on a local and international field.

Over the last three decades the IT industry has created highly skilled work with advanced technological developments. It is regular in the IT sector for professionals to change jobs frequently and build up experience across a range of business skills to progress careers. For IT professionals a balanced combination of technical ability and necessary professional soft skills CPD training is likely to be more effective in advancing a successful long-term career.

<u>Types of CPD for IT professionals</u>

1.Structured CPD includes attending IT training such as various computing and SEO courses, conferences or IT workshops and perhaps online seminars.

2. Reflective CPD learning is another type of CPD but involves much less participant-based interaction

3.Self-directed learning which involves unaccompanied and less tangible CPD learning activities.

Importance of CPD for IT professionals

The responsibility for completing Continuing Professional Development lies ultimately with each IT professional. There is sometimes a common misunderstanding that CPD takes substantial time which may result in days of "out of the business". However, the availability of more flexible online CPD courses suited for requirements has enabled more and more IT professionals to take a proactive stance with CPD. The obtainability of more flexible learning suited to IT professionals and modern lives is increasing. Online computing and SEO courses as well as the introduction of more effective distance learning has provided ease to complete regular CPD.

Online CPD courses in subjects such as computer programming, SEO and website design have become popular alternatives to traditional IT training courses and seminars. The convenience of online IT courses has improved so many IT professionals can benefit from the flexibility and affordability. Online IT, computing and SEO courses can be completed at any time with simple planned CPD modules that fit easily within the working week.

LESSON 4: ORGANIZATION

LEARNING OBJECTIVES

At the end of the lesson, the students should be able to:

1. Describe Organization.
2. Illustrate the structure or organizations.
3. Reflect ethical behaviors of professionals with respect to the organizations they belong.

Pretest

Directions. Weigh the statements over and tell whether they are true or false.

_____1. Organizations can or cannot compensate their members with monetary values.

_____2. Professional code of ethics is always similar with the code of conduct.

_____3. Organizational structure depicts coordination hierarchy of members.

_____4. Being dismissed into an organization due to unethical behavior is the worst case scenario for members.

_____5. IT Organizations are present even in non-computing industries.

_____6. Every IT Professional can start-up his/her own organization.

_____7. Disclosing financial assets of the organization is an ethical practice of IT Professionals.

_____8. Philippines allow IT Professional practice even they are not connected to any organization.

_____9. Advocacy is an essential part of putting up an organization specially the non-government connected groups.

_____10. IT professional malpractice reflects to the reputation of the organization.

I. Professional Organizations

Most of us have worked in an organization of people -- even a family is a type of organization. Organization means a group of resources that are working together to achieve a common purpose. Organization commonly refer to a group of people.

Organizations of people come in many forms. They might be a random group of people who impulsively came together to discourse a need, such as collecting litter along a certain stretch of road. Or, it might be a carefully collected, aligned and integrated group of people who came together for the long-term to address a long-term need, such as stopping poverty in a certain country.

https://managementhelp.org/organizations/definition.html

Organizations can be a private or public. Private organizations are usually non-government connected groups. On the other hand, public organizations are those that are connected and supervised by oversight government agencies.

Organizations can be a company where we work for a salary in exchange of professional services rendered for it. It can also be a group where professionals join to do voluntary work for the welfare of everyone connected to it without any compensation expected to receive.

In the computing or information technology industry, organizations are also present. In the context of a business ventures, an IT organization (information technology organization) is the department within a company that is charged with establishing, monitoring and maintaining information technology systems and services.

In a large organization, the IT organization may also be charged with strategic planning to ensure that all IT initiatives support business goals. IT organizational structures vary and can be centralized or decentralized depending upon the needs of the company. In a large enterprise, the IT organization is typically managed by a Chief Information Officer (CIO). Smaller IT organizations might report up to an IT director or operations manager.

https://searchcio.techtarget.com/definition/IT-organization-information-technology-organization

Every IT Professional can be connected to an organization or he/she can start his/her own. Being belong to an organization can have a benefit for the growth of an individual. Experience and learning are evidence of all successful professionals. It will be acquired through the supervision and teachings of those mentors who came long way before every newbie.

On the other hand, an IT Professional can also put up his/her own organization and hire people to be part of it. The formulation of vision, mission, goals, objectives and advocacy is the key to kick-start a group.

II. Structures of Organizations

An organizational structure is a system that outlines how certain activities are directed in order to achieve the goals of an organization. These activities can include rules, roles, and responsibilities.

The organizational structure also determines how information flows between levels within the company. For example, in a centralized structure, decisions flow from the top down, while in a decentralized structure, decision-making power is distributed among various levels of the organization.

Organizational structuring provides a company with a visual representation of how it is shaped and how it can best move forward in achieving its goals. Organizational structures are normally illustrated in some sort of chart or diagram like a pyramid, where the most powerful members of the organization sit at the top, while those with the least amount of power are at the bottom.

Not having a formal structure in place may prove difficult for certain organizations. For instance, employees may have difficulty knowing to whom they should report. That can lead to uncertainty as to who is responsible for what in the organization.

Having a structure in place can help with efficiency and provide clarity for everyone at every level. That also means each and every department can be more productive, as they are likely to be more focused on energy and time.

Organizations are structured using four(4) types namely functional, divisional, flatarchy and matrix.

Functional. Functional structure. This is also referred to as a bureaucratic organizational structure and breaks up a company based on the specialization of its workforce.

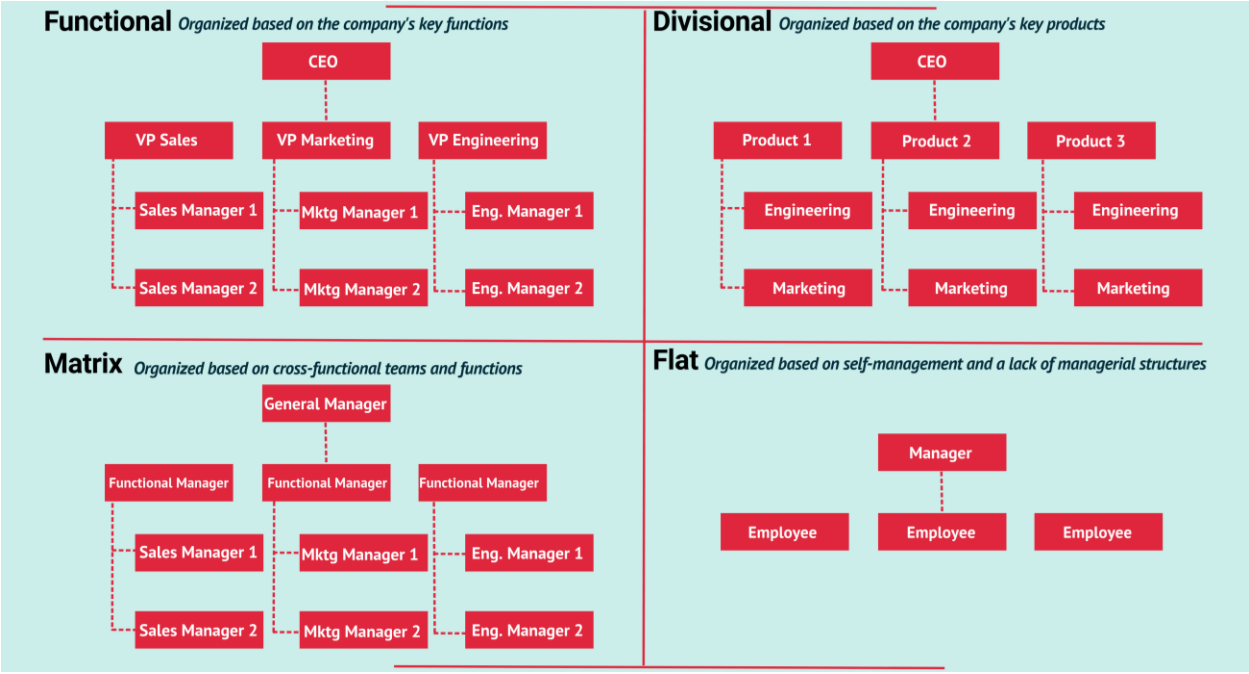
Divisional. Divisional or multidivisional structure, a company that uses this method structures its leadership team based on the products, projects, or subsidiaries they operate.

Flatarchy. Flatarchy , is a newer structure, is used among many startups. As the name alludes, it flattens the hierarchy and chain of command and gives its employees a lot of autonomy. Companies that use this type of structure have a high speed of implementation.

Matrix. This structure matrixes employees across different superiors, divisions, or departments. An employee working for a matrixed company, for example, may have duties in both sales and customer service.

https://www.investopedia.com/terms/o/organizational-structure.as

The diagram below shows an example of how an organization should be structured according to the applicable type of structuring.



https://fourweekmba.com/organizational-structure/

Benefits of structuring an organization are developing in every situations it went through. Some of which are Faster decision making, Multiple business locations, Improved operating efficiency, Greater employee performance, Eliminates duplication of work, Reduced employee conflict and Better communication.

https://www.indeed.com/career-advice/career-development/organizational-structure-definition-and-types

III. Professional Ethics in Organizations

Being connected into an organization, there are benefits. However, the benefits one can get from it has also its corresponding responsibilities. Each professional needs to be ethical and moral. Being ethical and moral can

simply mean doing what is obviously correct and good for the welfare of all.

Each organizations have their own rules and regulations that are standardized and becomes the governing laws in the group. Everyone connected to it shall follow and observe strictly. Failure to do so, sanctions and corresponding actions shall be implemented. This actions may vary from discussion to the supervisor to suspension to the organizational benefits to dismissal from the company or worst, being judged upon legal laws and penalization.

A **code of conduct** is a set of rules around behavior for the members to follow within an organization. The code acts as a standard that staff need to meet so that they can know what is expected of them to produce a generally more efficient business.

Often mixed up with a code of ethics, the code of conduct refers specifically to behavior, whilst the ethics provides guidance on the decision-making skills that your employees need when they are working.

https://www.delta-net.com/compliance/code-of-conduct/faqs/why-is-a-code-of-conduct-important

A **code of ethics** is a guide of principles designed to help professionals conduct business honestly and with integrity. A code of ethics document may outline the mission and values of the business or organization, how professionals are supposed to approach problems, the

ethical principles based on the organization's core values, and the standards to which the professional is held.

Formulation of code of ethics may vary from either compliance-based or value-based.

Many firms and organizations have adopted a Code of Ethics. One good example comes from the Chartered Financial Analysts Institute (CFAI). This are the following.

- Act with integrity, competence, diligence, respect, and in an ethical manner with the public, clients, prospective clients, employers, employees, colleagues in the investment profession, and other participants in the global capital markets.
- Place the integrity of the investment profession and the interests of clients above their own personal interests.
- Use reasonable care and exercise independent professional judgment when conducting investment analysis, making investment recommendations, taking investment actions, and engaging in other professional activities.
- Practice and encourage others to practice professionally and ethically that will reflect credit on themselves and the profession.

- Promote the integrity and viability of the global capital markets for the ultimate benefit of society.
- Maintain and improve their professional competence and strive to maintain and improve the competence of other investment professionals.

https://www.investopedia.com/terms/c/code-of-ethics.asp

Post- Test

Directions. Say you are connected into an IT Professional Organization. Tell whether the statements are ethical or unethical.

_____1. Be employed at Shopee and Lazada at the same time.

_____2. Ask advice to the mentors of other concerned departments for your problem in your employment.

_____3. Not telling your ability to edit graphics because it is not included in your job description.

_____4. Extending your little help with your colleague without telling your supervisor.

_____5. Forge the signature of your superior to help your colleague make his/her errand faster.

Directions. As IT Professional discuss the importance of obeying the Code of Ethics to the members of an organization.

UNIT 5: ICT AND OTHER DISCIPLINES

LEARNING OBJECTIVES

At the end of this lesson, the students must be able to:

1. Identify the roles of computing to education, business, agriculture, healthcare, engineering, laws, social works, arts, and other disciplines;
2. Construct deeper understanding on the relationship of computing to different business disciplines.

INTRODUCTION

As the world continuously advance, different computing solutions have been introduced to aid humans in performing simple to complex tasks. These solutions have opened new opportunities for growth and development. In this lesson, students will be able to know the relationship of computing to different disciplines to generate deeper understanding and knowledge.

Computer education is the acquisition of fundamental information as well as the ability to use computers in order to do better tasks. The goal of computer education is to broaden its scope to include numerous disciplines of study in many fields and industries. The computer, when combined with internet access, is the most powerful tool that students may utilize to gain new skills and talents in school. Computers play an important part in almost every aspect of life. They assist us in a variety of ways. For example, they are used in medical, industrial processes, the aviation sector, producing presentation slides in application software for taking notes and presenting lectures in colleges and universities, and many other fields. In short, the computer plays an all-encompassing function in the field of student education, not just in one area.

A. Computing and Education

Computer technology innovation has a significant influence on schooling. It is a component of the school curriculum because it is such an important aspect of everyone's lives today. Computer education in schools has a significant impact on young children's professional development.

Figure 5-1: Computing and Education

Image Source: https://industrytoday.com/cloud-computing-growth-in-the-education-market/

Computer in Teaching and Learning Process

Computers are utilized to help the learning process of students at a variety of educational institutions such as schools, colleges, and large universities. Audio-visual approaches are used by professors in universities and instructors in schools to develop lesson plans for youngsters. They do this by creating electronic presentations of their courses using Microsoft PowerPoint. These electronic presentations may be displayed in schools using multimedia and sound projectors. It is an engaging and straightforward learning approach for pupils. Multimedia (sight and sound) presentations are very simple to deliver for instructors because they save a lot of time and work.

Research

Computers may be utilized for research and online education. Students can utilize the internet to obtain valuable information regarding their projects and assignments, as well as seek advice from other researchers while they save and arrange their research materials on computers.

Computer-Based Training (CBT)

With the support of experienced educators and audio-visual media, numerous projects and educational programs are developed or set up in CBT (Computer Based Training). These instructional sessions are often delivered on CDs and are organized like lectures on a certain subject or topic. Students may learn whenever they choose in the comfort of their own homes.

Benefits of Computer Education

1. Enhances creativity and thinking skills
2. Provides efficient and better use of IT Technology
3. Proves beneficial for career aspiration
4. Improves research work and helps in communicating with different education provides
5. Gives instant information on any topic in just a single click

Uses of Computer in Education

1. Huge and organized store of information
2. Quick Processing of Data
3. Audio-visual guides in teaching process for a viable learning
4. Parents can know their wards' progress
5. Quick Communication and Correspondence

B. Computing and Business

Computers improve the quality of corporate processes and systems. In today's environment, computers are essential for starting both online and offline businesses. In business, a computer is essential for automating the production, marketing, and distribution processes. Computers assist in research, production, distribution, marketing, banking, team management, business automation, data storage, and staff management, and are extremely useful in increasing productivity at a cheaper cost and with higher quality. That is why computer use is critical in the workplace. And in business, the computer is the first and most important instrument for generating and managing profits. By using computer software such as Microsoft Word, Excel, PowerPoint, and Tally, businesses may gather, organize, calculate, arrange, and visualize customer data and information. Using the internet, online communication tools, and an internet phone

system, a computer may let you interact with your consumer more quickly. It is critical for the management of large and small organizations, as well as any area that manages resources and opportunities.

Figure 5-2: Computing and Business

Image Source: https://www.codestone.net/our-thoughts/the-top-10-business-benefits-of-cloud-computing-2/

Using Adobe Photoshop, Corel Draw, and internet design tools, computer assistance generates marketing and promotional materials. In the corporate world, computers are utilized to construct websites. In business, computers are essential for automating company transactions through the use of internet banking and payment gateways. Almost every private, government, and home-based company and organization in the world uses a computer. It is difficult to operate, run, and develop a business without a computer. That is why computers are essential in business groups and businesses.

Role of Computer in Business

1. When anyone wants to start a business, they use computers
2. When business owners start to execute the business idea and plan, they use computers

3. When they want to print marketing and advertising materials, they use computers
4. When companies want to hire employees, they use computers
5. When organizations want to advertise and market their products and services, they use computers with an internet connection
6. When business want to sell the products around the world, they use computers
7. Reduce cost of product and service development
8. Increase the demand for products and services
9. Help to faster the business transactions and reports
10. Computer help thousands of people worldwide to earn money by using computers

Top 10 Business Benefits from Cloud Computing

1. Reduce Capital Costs
2. Improve Business Agility
3. Centralize Software
4. Space and Power
5. Remove Business Risk
6. Increase Productivity and Collaboration
7. Expand Accessibility and Mobility
8. Improved Security
9. Increase Competitiveness
10. Lower Staff Costs

C. Computing and Agriculture

Computers and their applications have altered the way most traditional occupations are carried out. The usage of computers in the agricultural area has boosted output capacity. They've cut down on human labor. Fertilizers and raw material manufacturing have also been mechanized effectively. As a result, the soil fertility has increased.

Figure 5-3: Computing and Agriculture

Image Source: https://www.sourcetrace.com/blog/cloud-computing-agriculture/

Uses of Computers in Agriculture

1. There is software that can aid with weather forecasting and agricultural production estimation.
2. Computers are used to keep track of expenses associated with manufacturing, transportation, and agricultural operations, as well as to estimate and calculate profit and/or loss.
3. Farmer-to-farmer and farmer-to-agriculture-expert communication is aided by the Internet. This results in a knowledge exchange and acts as advise for farmers looking to increase output and profit.
4. Farming methods have progressed to include those that require less work and produce more. Mechanization has decreased human/animal labor while increasing manufacturing speed and quality.

Applications of Computing Technologies in Agriculture

1. Computer Technology in Agriculture

The agricultural business has benefited greatly from computer technology. Weather may be forecast with the assistance of computer software. It is possible to estimate the correct time as well as the amount of rain and sun. This enables farmers to effectively manage their crops in order to optimize output. They assist in keeping track of transportation, agricultural processes, production expenses, and yield profit/loss estimates.

2. Geographic Information Systems (GIS)

Geographic Information Systems (GIS) are "computer systems that allow you to map, model, query, and analyze huge amounts of data inside a single database based on their location," according to the US Environmental Protection Agency. Soil conditions, drainage conditions, slope conditions, soil pH, and nutrient status in soil are among the types of data maintained in this system. Farmers can use these organizational structures to get insight into the factors that may impact their crops' performance. The usage of a geographic information system (GIS) saves money and improves efficiency. It helps people make better decisions about where and when to plant crops. Farmers benefit greatly from GIS in terms of maintaining and operating their land and crops.

3. Farm Software

In the case of livestock husbandry, ready-made computer software exists for tracking animals, storing and analyzing data such as age, health records, milk output, progeny productivity, and reproductive cycle status. This is referred to as herd recording.

4. Autonomous Farm Equipment and Tractors

Agriculture has become a lot easier because to computers. Currently, automated devices that function automatically are accessible. Farmers benefit greatly from this since they no longer have to spend as much time on their fields. They have the ability to sit and grow a wide range of crops in great quantities.

5. E-Agriculture

E-agriculture is a new branch of agricultural practices that focuses on finding new and better methods to use existing information and communication technologies (ICTs) for sustainable agricultural growth and food safety standards, especially in rural regions. Other relevant technical disciplines, such as agricultural informatics, agricultural development, and business, are included in e-agriculture. Its goal is to use all available technology (computers, mobile computing, satellite systems, and smart cards) to empower farmers and improve relationships along the agricultural value chain.

D. Computing and Healthcare

In the medical industry, computers are crucial. Productivity and proficiency would suffer significantly if they were not present. Computers are used in almost every aspect of medicine.

Figure 5-4: Computing and Healthcare

Image Source: https://www.frontenders.in/blog/information-communication-technology-healthcare.html

The following are the main benefits of ICT in the healthcare industry.

1. **Improving the quality of patient support.** The fragmentation of health care and the difficulty in properly transferring information are two of the sector's most serious problems. Direct access to the medical case story, reviewing treatments online, keeping track of patients' progress, and

predicting probable medical errors are all ways that ICT may assist enhance patient safety.

2. **Cutting down the medical spending**. By decreasing the time it takes to analyze data and manage documentation, ICT and Serious Games for Health can assist decrease these expenses. The picture transmission and storage system is critical for the development of the electronic medical case story and telemedicine since it speeds up testing and data collection.
3. **Reducing Administrative Costs**. Due to the usage of ICT and new remote devices, invoicing opens up a plethora of cost-cutting opportunities. Despite the evidence provided by these figures, electronic invoicing is still not extensively employed in the majority of nations.
4. **Possibility to carry on brand new health models**. ICT has been characterized as a technology with a great potential for transformation since it provides new methods to practice medicine and create health care. They are absolutely necessary for the renewal of primary health care since they contribute to a customized follow-up of chronic illnesses, improved access to health care for rural populations, and improved data measurement and monitoring.

ASSESSMENT

1. What is the application of IT in the following (other) disciplines?
    a. Engineering
    b. Law
    c. Social Work
    d. Manufacturing
    e. Arts
2. Choose one among the different industries/discipline and think of an IT solution that you can propose to contribute to the emerging trends and applications in the chosen industry/discipline.

Unit 6: Legal Basis for Anti-discrimination, Contracts and Liabilities and Intellectual Property Rights

Objective

At the end of the unit, students shall be able to

1.be familiar with what the law stipulates in the cases for anti-discrimination, contracts, liabilities and intellectual property.

2.define the concepts of Data Protection, privacy and freedom of information Issues over the Internet Risk and Problems of Technologies Censorship and Freedom of Expression.

Topics

- Legal Basis for Anti-discrimination
- Legal Basis for Contracts and Liabilities
- Legal Basis for Intellectual Property Rights
- Data Protection, privacy and freedom of information
- Issues over the Internet
- Risk and Problems of Technologies
- Censorship and Freedom of Expression

Pre- Test

Directions. In the shapes around the gavel, write some actions that you think are illegal and unethical practices of people with respect to anti-discrimination, contracts, liabilities and intellectual property rights. Look at the example given

IV. Legal Basis for Anti-discrimination

With the breakthrough of technological advancement in today's society, all people became vulnerable as to being easily discriminated even in the online space like social media which makes it an unsafe place for humanity.

This section discusses the examples of anti-discrimination cases as one of the main issues of concern in Information Technology being utilized for this unethical actions.

Discrimination was defined in Meriam-Webster as the practice of unfairly treating a person or group of people differently from other people or groups of people. This frequently is concerned with racial/sexual/religious affiliation of a person. Nowadays, its scope was widened because discrimination is evident over technology tools such as social media.

In a publication under Australian Human Rights it states that, Social media postings can be against the law if they discriminate against, harass, bully or racially vilify a person.

Discrimination occurs when a person is treated less favourably than another person because of a particular attribute they have. Harassment or bullying can amount to discrimination in some circumstances.

Inappropriate posts, comments or content shared on social media can amount to sexual harassment.

Example: An employee at a car dealership posted a photo of herself wearing a bikini on a social networking site. The employee alleged that the owner of the car dealership posted comments of a sexual nature on the site in relation to the photographs. The employee made a complaint of sexual harassment.

Racially offensive material posted or shared on social media can be a form of racial hatred.

Example: A complaint of racial hatred was made about a social networking site that contained comments and images demeaning to Aboriginal people.

Employers can be held legally responsible for acts of discrimination or arassment that occur in the workplace or in connection with a person's employment. This can include posts and comments made or circulated on social media. To minimise their liability, employers need to demonstrate that they have taken all reasonable steps to prevent discrimination or harassment from occurring in their workplaces.

They can take positive steps to do this by educating employees about appropriate social media use, providing training on discrimination and harassment and having a policy which addresses discrimination and harassment in social media use.

https://humanrights.gov.au/quick-guide/12098

In the Philippines, the government issued an Executive Order No. 100 series of 2019, Institutionalizing the Diversity and Inclusion Program, Creating an Inter-agency Committee on Diversity and Inclusion, and for Other Purposes, which aims to eliminate discrimination of any forms among different institutions.

It is also stipulated under the Universal Declaration of Human Rights that every person is entitled to universal rights and freedoms, without distinction of any kind such as race, color, sex, language, religion, political or other opinion, national or social origin, property, birth and other status.

https://www.officialgazette.gov.ph/downloads/2019/11nov/20191217-EO-100-RRD.pdf

V. Legal Basis for Contracts and Liabilities

The IT Profession has limitless ways to earn a living. One of it is through the development industry where a professional can be a part of an organization if not freely practicing being a developer. Some products of the IT Developers are software applications to digitize transactions in either personal or business ventures.

To protect both the developer and the client in the context of selling/ purchasing a software application, it is but proper to create bonds or contracts which the terms and conditions of both parties are specified which is further witnessed and attested over a lawyer.

There are many situations where both parties came to an end of putting themselves subject to court because of the failure of a party to do his/her part over the agreed contract.

One of it is commonly known as Breach of Contract.

The Civil Code of the Philippines under Republic Act No. 386 Book IV specified the provisions on Obligations and Contracts.

https://lawphil.net/statutes/repacts/ra1949/ra_386_1949.html

After legal proceedings, one of the parties has to take an action to the compromised party though the court intervention such as paying the damage. Damages refers to money paid by one side to the other; it is a legal remedy.

VI. Legal Basis for Intellectual Property

Our minds has the ability to think of solutions to problems. One may invent a new algorithm, machine, system or tool which may turn out to be what the world truly needs.

These examples should also been protected. The law provides due credits to the creator under the Republic Act 8293.

Intellectual property refers to creations of the mind. It can be an invention (patent / utility model), a design (industrial design), a brand name (trademark, or a literary and artistic work (copyright).

https://www.ipophil.gov.ph/what-is-intellectual-property/

An invention patent is a government-issued grant, bestowing an exclusive right to an inventor over a product or process that provides any technical solution to a problem in any field of human activity which is new, inventive, and industrially applicable.

https://www.ipophil.gov.ph/patent/

A registrable utility model is any technical solution to a problem in any field of human activity which is new and industrially applicable. It may or may not have an inventive step.

https://www.ipophil.gov.ph/services/utility-model/

An industrial design is the ornamental or aesthetic aspect of an article. Design, in this sense, may be three-dimensional features (shape or surface of an article), or the two-dimensional features (patterns or lines of color). Handicrafts, jewelry, vehicles, appliances – the subject of industrial designs range from fashion to industrial goods.

https://www.ipophil.gov.ph/services/industrial-design/

A trademark is a word, a group of words, sign, symbol, logo or a combination thereof that identifies and differentiates the source of the goods or services of one entity from those of others.

If you're a business, distinguishing your goods or services from others gives you a competitive edge. Learn more about trademarks, how to apply for protection, and how to manage them.

https://www.ipophil.gov.ph/trademark/

Copyright is the legal protection extended to the owner of the rights in an original work. "Original work" refers to every production in the literary, scientific and artistic domain.

Among the literary and artistic works enumerated in the IP Code includes books and other writings, musical works, films, paintings and other works, and computer programs.

Copyright laws grant authors, artists and other creators automatic protection for their literary and artistic creations, from the moment they create it.

Recordation or deposit of your works isn't necessary but authors and artists may opt to execute an affidavit of ownership with the National Library or the IPOPHL for the issuance of recordation and deposit.

https://www.ipophil.gov.ph/copyright/

The Philippine Law ordained an act known as the Intellectual Property Code of the Philippines (RA 8293) which provides specific provisions will all the concerns of intellectual products.

VII. Data Protection, Privacy and Freedom of Information

Data protection is the process of safeguarding important information from corruption, compromise or loss.

The importance of data protection increases as the amount of data created and stored continues to grow at unprecedented rates. There is also little tolerance for downtime that can make it impossible to access important information.

Consequently, a large part of a data protection strategy is ensuring that data can be restored quickly after any corruption or loss. Protecting data from compromise and ensuring data privacy are other key components of data protection.

https://searchdatabackup.techtarget.com/definition/data-protection

Privacy can be defined according to the context. However privacy is generally defined as is the right to be let alone, or freedom from interference or intrusion. Information privacy is the right to have some control over how your personal information is collected and used.

Information privacy is becoming more complex by the minute as more data is being collected and exchanged. As the technology gets more sophisticated, so do the uses of data. And that leaves organizations facing an incredibly complex risk matrix for ensuring that personal information is protected.

As a result, privacy has fast-emerged as perhaps the most significant consumer protection issue—if not citizen protection issue—in the global information economy.

https://iapp.org/about/what-is-privacy/

The Philippine law have promulgated an act safeguarding the Filipinos in the misuse of their personal information, known as the RA 10173, Data Privacy Act of 2012.

https://www.privacy.gov.ph/data-privacy-act/

Freedom of Information (FOI) is a concept that broadly refers to the principle that individuals and the public at-large have the right to access information that is pertinent to their interests.

https://www.safeopedia.com/definition/340/freedom-of-information-foi

The Philippine law provides Filipinos with FOI.

Executive Order No. 02 or the Executive Order on Freedom of Information (FOI) aims to promote an open government by increasing the transparency of the executive branch and its agencies. It strengthens the right to information as enshrined by the constitution.

FOI allows Filipino citizens to request any information about government transactions and operations, provided that it shall not put into jeopardy privacy and matters of national security. The FOI mechanism for the Executive Branch is enabled through Executive Order No. 2, series of 2016.

https://cfo.gov.ph/freedom-of-information-foi/

VII Issues over the Internet

Internet as the central pot of errands and transactions nowadays, many issues arises since many bad hat attackers stay there to fish. Some issues over the internet technologies these days are as follows;

1. Global inconsistencies in internet availability
2. The ever-rising demand for bandwidth
3. Unexpected fluctuations in use
4. Cybercriminal access
5. Overreliance on major corporations
6. Patchwork fixes

https://www.datasciencecentral.com/profiles/blogs/the-6-biggest-internet-problems-we-need-to-solve

VIII. Risks and Problems of Technologies

Corresponding the opportunities that the technology brings, the following are some of the many risks that are anchored with the society's advancement.

1. Compliance and Legal Violations
2. Data Breaches
3. User Privacy
4. Fairness and Equity
5. Reputational Risk
6. Spoofed Chatbots
7. Ethical and Legal Concerns
8. Greater Complexity in the Internet of Things (IoT)
9. Public Safety

https://www.resolver.com/blog/risks-disruptive-innovation-technology/

IX. Censorship and Freedom of Expression

Censorship, the changing or the suppression or prohibition of speech or writing that is deemed subversive of the common good. It occurs in all manifestations of authority to some degree, but in modern times it has been of special importance in its relation to government and the rule of law.

https://www.britannica.com/topic/censorship

Censorship, means the suppression of words, images, or ideas that are "offensive," happens whenever some people succeed in imposing their personal political or moral values on others. Censorship can be carried out by the government as well as private pressure groups.

https://www.aclu.org/other/what-censorship

Freedom of Expression. The law provides that eEveryone has the right to freedom of expression. This right shall include freedom to hold opinions and to receive and impart information and ideas without interference by public authority and regardless of frontiers.

The exercise of these freedoms, since it carries with it duties and responsibilities, may be subject to such formalities, conditions, restrictions or penalties as are prescribed by law and are necessary in a democratic society, in the interests of national security, territorial disorder or crime, for the protection of health or morals, for the protection of the reputation or rights of others, for preventing the disclosure of information received in confidence, or for maintaining the authority and impartiality of the judiciary.

https://www.equalityhumanrights.com/en/human-rights-act/article-10-freedom-expression

Activity

Directions. Identify the concepts that is being described in the sentence. Write your answers on the space provided before each item.

_____1. It is a concept that broadly refers to the principle that individuals and the public at-large have the right to access information that is pertinent to their interests. (Freedom of Information)

_____2. It is the right to be let alone, or freedom from interference or intrusion. Information privacy is the right to have some control over how your personal information is collected and used. (Privacy)

_____3. Law that provides specific provisions will all the concerns of intellectual products. (RA 8293)

_____4. Is word, a group of words, sign, symbol, logo or a combination thereof that identifies and differentiates the source of the goods or services of one entity from those of others. (Trademark)

_____5. Every person is entitled to universal rights and freedoms, without distinction of any kind such as race, color, sex, language, religion, political or other opinion, national or social origin, property, birth and other status. (Human Rights/ Universal Declaration of Human Rights)

_____6. Money paid by one side to the other; it is a legal remedy. (Damage)

_____7. The practice of unfairly treating a person or group of people differently from other people or groups of people. (Discrimination)

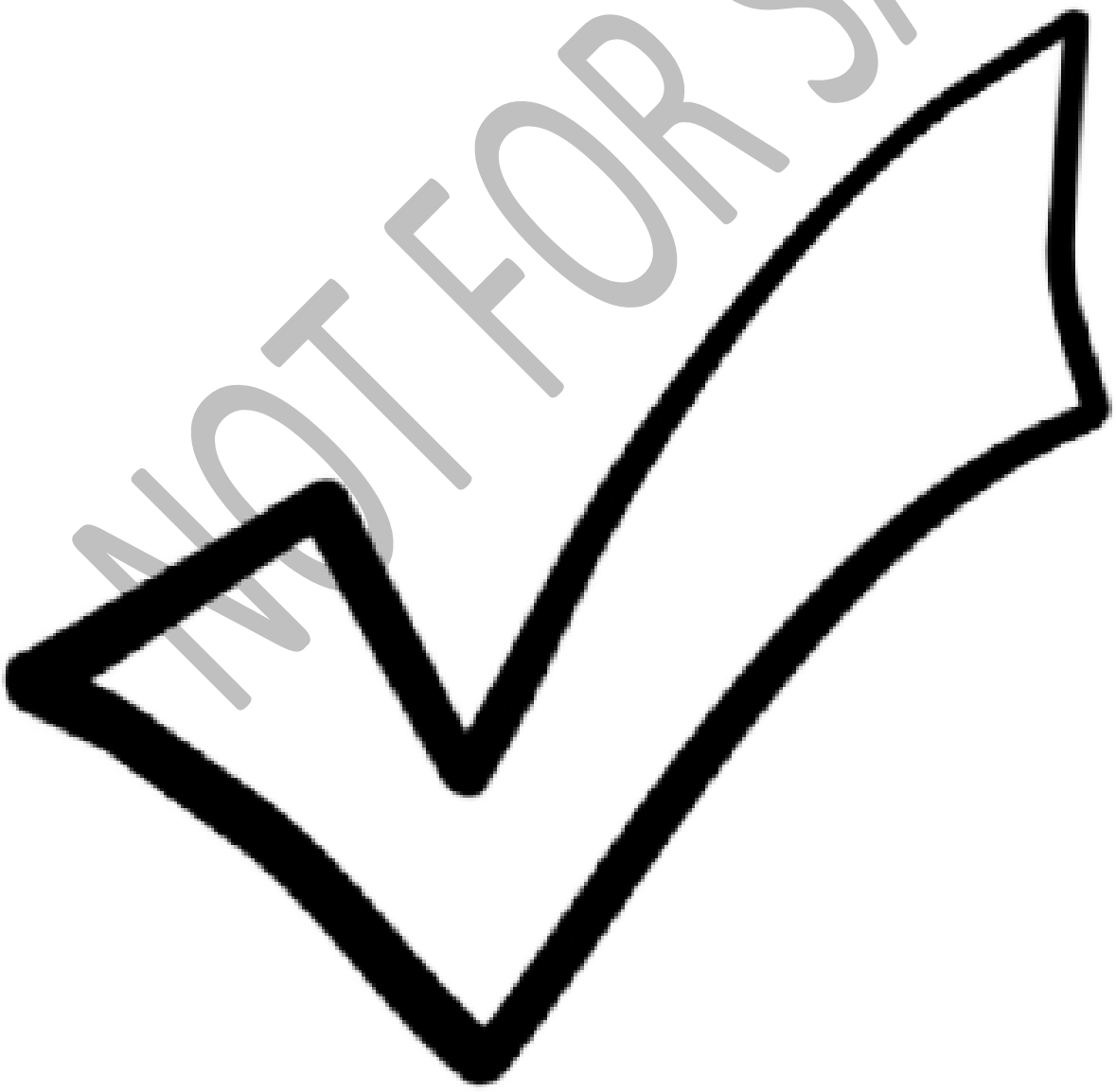
_____8. Legal bond. (Contract)

_____9. Any technical solution to a problem in any field of human activity which is new and industrially applicable. It may or may not have an inventive step. (Utility Model)

_____10. It is the process of safeguarding important information from corruption, compromise or loss. (Data Protection)

Post- Test.

Directions. Fill in the check shape of keywords you have understood and clarified in the discussion.



UNIT 7: COMPUTER MISUSE

LEARNING OBJECTIVES

At the end of the lesson, the students should be able to:

1.Explain children inappropriate content in the internet.

2. Describe trust on the internet

3. Define internet addiction

4. Define pornography

Pre-Test

Directions. Identify the concepts that is being described in the sentence. Write your answers on the space provided before each item.

_____1. Any representation, whether visual, audio, or written combination thereof, by electronic, mechanical, digital, optical, magnetic or any other means, of a child engaged or involved in real or simulated explicit sexual activities

_____2. Any visual or audio (and/or any combination thereof) representation of minors under the age of 18 engaged in sexual activity or of minors engaging in lewd or erotic behavior recorded, produced and/or published to arouse the viewer's sexual interest.

_____3. The part of the World Wide Web that is only accessible by means of special software, allowing users and website operators to remain anonymous or untraceable.

_____4. Blackmail in which sexual information or images are used to extort sexual favors and/or money from the victim

_____5. addiction is a behavioral addiction in which a person becomes dependent on use of the Internet, or other online devices, as a maladaptive way of coping with life's stresses.

II. Enumerate the Following

A. Types of Internet Addiction

B. BJ Poster 4 Dangers of Pornography

I. What is inappropriate content?

The internet offers young people amazing opportunities to connect and learn, but it can also expose them to content that is both age and developmentally unsuitable. Content on the internet is not sorted into age or appropriate areas and without supervision and guidance, a child can either unintentionally or purposely find content that is sexually explicit, extremely violent or inappropriate. We know that exposure to this type of content can also be psychologically damaging. Just as you would ensure that the books you read to your child are age appropriate and the TV shows they watch are suitably rated, you should monitor what your child is doing, and where they are going in the digital space.

Most internet users will at some stage come across confronting content online and in the majority of cases this will not cause long-term harm. Problems can arise when this exposure is constant and is not discussed with a parent who can provide a balanced view.

Some specific examples of potentially damaging content for children and teenagers include sites which encourage eating disorders or self-harm. For young people with mental health issues such as depression or an eating disorder, these sites can be damaging as they create an environment where users may normalise behaviour which is harmful (for example encouraging self-harm, or extreme calorie restrictions). Be aware that young people can find these sites easily.

Most of these disturbing websites are not 'illegal' which means that they will remain online and it is up to a parent to monitor and manage.

The issues of curiosity and exploration are the same for every generation, but the internet means there is far more information which is far more easily accessible.

Parents may once have looked up a 'rude' word in a dictionary—children today will Google the word instead. Rather than looking up pictures of nude bodies in a biology textbook, kids can now access pornographic content very quickly online.

Online Sexual Exploitation of Children (OSEC)

The production, for the purpose of online publication or transmission, of visual depictions (e.g., photos, videos, live streaming) of the sexual abuse or exploitation of a minor for a third party who is not in the physical presence of the victim, in exchange for compensation. Clarifying note: International Justice Mission's program targets a specific subset of online exploitation of children as laid out above. This definition is a functional definition for IJM and its partners to guide efforts to address this specific issue in accordance with local Philippine law. The global community uses a number of terms related to this crime, including both broader, umbrella terms under which IJM's definition of OSEC falls (such as trafficking, child sexual abuse, or internet crimes against children), and more specific terms that may apply in OSEC cases (such as livestreaming, child sexual abuse to order, etc.). Further information on OSEC and why this research study focuses specifically on this issue as defined above is provided in the introduction and literature review sections. Where possible, IJM aligns its terminology with the Luxembourg Guideline; readers are encouraged to reference these Guidelines for a more in-depth exploration of terms and associated issues.1

Child pornography

Any representation, whether visual, audio, or written combination thereof, by electronic, mechanical, digital, optical, magnetic or any other means, of a child engaged or involved in real or simulated explicit sexual activities.3 Note: This term is sensitive, and use should be limited to legal contexts, as necessary, such as referring to statutes against child pornography. IJM more commonly uses the term CSEM as defined below

Child Sexual Exploitation Material (CSEM)

Any visual or audio (and/or any combination thereof) representation of minors under the age of 18 engaged in sexual activity or of minors engaging in lewd or erotic behavior recorded, produced and/or published to arouse the viewer's sexual interest. Child sexual abuse material (CSAM), which depicts the contact sexual abuse of a child, is a subset of CSEM. This report will use CSEM as a broad, umbrella term.

Cybertipline Report

Reports received by the National Center for Missing & Exploited Children (NCMEC) from the public and ESPs related to child sexual exploitation. NCMEC makes CyberTipline reports available to law enforcement agencies around the world as appropriate, based on apparent jurisdiction related to the reported incident.

Dark Web

The part of the World Wide Web that is only accessible by means of special software, allowing users and website operators to remain anonymous or untraceable.

OSEC Trafficker

Any person who sexually abuses or exploits a child through the means of the internet through offering CSEM and/or a minor or adult7 for the purpose of hands-on sexual exploitation in exchange for compensation. According to Philippine Law (RA10364), this facilitation is a trafficking offense, thus this report uses the term "OSEC trafficker" or "trafficker" for brevity.

Sextortion

Blackmail in which sexual information or images are used to extort sexual favors and/or money from the victim.

During Pandemic

According to UNICEF Philippines, the COVID-19 pandemic has had a profound impact on the way that children use the Internet, specifically the length of time they may spend online, and the levels of risk to which they may be exposed. The age at which children in the Philippines first go online is, on average, 10 years old, and they spend on average just under two hours (116 minutes) a day online. While the study took place prior to the onset of the pandemic, it reports that the expected length of time that children spend online during the pandemic has increased significantly, as children are forced to turn to the Internet for most of their entertainment, connections, and for e-learning.

II. Trust on the internet

The level of trust that a user has for a website has the potential to influence many facets of our life. It has the power to affect whether we trust a seemingly insignificant fact, what medicine we seek, where we enroll in driving school, who we provide our credit card information to, and so on. As we browse the internet, we are continuously evaluating the websites we come across and determining their trustworthiness.

- ***Encryption***
  Encryption is vital to a safe, secure and functioning world Whether it's private messages, banking and payments, air traffic control, video-conference sessions, connected baby monitors, e-prescriptions, secure browsing or e-voting, data must be protected against eavesdropping and tampering, and people must be protected against impersonation and fraud. Encryption is a vital tool for securing our lives in a digital society. From when you wake up in the morning to when you go to bed at night, you and your community rely on encryption every day.

  Encryption under Threat If part of the system is weakened, so is the system as a whole. There's no point in having a strong lock on your door if the hinges are made of wax. However, some people want to introduce flaws into encryption systems and this makes encryption less safe for everyone. Some law enforcement agencies, for example, are concerned that

encryption stops them from getting the evidence or information they need. And some governments are putting the responsibility on companies to ensure that they can always gain access to users' data, even if it is encrypted, via 'backdoors'. 'Backdoor access' is often misleadingly referred to as 'exceptional access.' There is nothing exceptional about backdoor access. If any access mechanism exists, it will be vulnerable to exploitation by both law enforcement and bad actors.

- **User Rights**

  The Internet Society thinks that people's rights should be safeguarded both on and off the internet. We believe in the Internet's ability to bring people closer together. It's critical that we all have the freedom to use the Internet to create powerful apps, obtain information, buy and sell products, or simply stay in touch with our family and friends.

- **Identity and Privacy**

  Users can utilize digital identities to preserve their privacy, separate their personal, social, and professional online identities, and conduct secure transactions with businesses, banks, medical providers, and governments. Some people consider their digital identity to be a kind of Internet passport. In actuality, the concept of identity on the Internet is far more complex: we alter our identities to the circumstances.

  Individuals' capacity to engage online without jeopardizing their personal privacy is a critical component of the Internet's value, and it is inextricably linked to its reliability. Maintaining the capacity to share data consensually and with expectations about the context and scope of sharing is what privacy is all about.

- **Internet Addiction**

  Internet addiction is a behavioral addiction in which a person becomes dependent on use of the Internet, or other online devices, as a maladaptive way of coping with life's stresses. Internet addiction is becoming widely recognized and acknowledged, particularly in countries

where it is affecting large numbers of people, such as South Korea, where it has been declared a national health problem.

III. 5 Types of Internet Addiction

Internet addiction is a broad term that covers a range of behaviors and impulse-control problems involving internet, personal computer, and mobile technology. While there is yet no officially accepted criteria to diagnose an internet addiction, researchers have identified 5 subcategories of specific types of computer and internet addictions.

Cybersex Addiction

A cybersex addiction is one of the more self-explanatory internet addictions. It involves online pornography, adult websites, sexual fantasy/adult chat rooms, and XXX webcam services. An obsession with any of these services can be harmful to one's ability to form real-world sexual, romantic, or intimate

Net Compulsions

Net compulsions concern interactive activities online that can be extremely harmful, such as online gambling, trading stocks, online auctions (such as eBay), and compulsive online shopping. These habits can have a detrimental impact on one's financial stability and disrupt job-related duties. Spending or losing excessive amounts of money can also cause stress in one's relationships. With instant and easy access to online casinos and stores, it is easy for those who are already susceptible to a gambling or spending addiction to get hooked online.

Cyber (Online) Relationship Addiction

Cyber or online relationship addicts are deeply involved with finding and maintaining relationships online, often forgetting and neglecting real-life family and friends. Typically online relationships are formed in chat rooms or different social networking sites but can occur anywhere one can interact with people online. Often people who pursue online relationships do so while concealing their real identity and appearance; this modern phenomena led to the creation of the term "catfish."

Compulsive Information Seeking

The internet provides users with a wealth of data and knowledge. For some, the opportunity to find information so easily has turned into an uncontrollable urge to gather and organize data. In some cases information-seeking is a manifestation of pre-existing, obsessive-compulsive tendencies. Compulsive information-seeking can also reduce work productivity and potentially lead to job termination. Depending on the severity of the addiction, treatment options can range from different therapy modalities — which target changing compulsive behavior and developing coping strategies — to medication.

Computer Or Gaming Addiction

Computer addiction, sometimes referred to as computer gaming addiction, involves online and offline activities that can be done with a computer. As computers became more widely available, games such as Solitaire, Tetris, and Minesweeper were programed into their software. Researchers quickly found that obsessive computer game playing was becoming a problem in certain settings. Office employees would spend excessive amounts of time playing these games, causing a notable decrease in productivity. Not only are these classic games still available today but so are thousands of new ones, and the condition of computer gaming addiction is as prevalent and harmful as ever.

IV. Pornography

The word "pornography" comes from the Greek for writing about prostitutes. However, the etymology of the term is not much of a guide to its current usage, since many of the things commonly called "pornography" nowadays are neither literally written nor literally about prostitutes.

Second definition. Pornography is sexually explicit material (verbal or pictorial) that is *primarily designed to produce sexual arousal in viewers*. This definition is better: it deals with the problem of anatomy textbooks and the like. Indeed, this definition is one that is frequently employed (or presupposed) in discussions of pornography and censorship

BJ Poster stated 4 Dangers of Pornography

1. Addiction

I have not talked to a single man who has watched porn habitually that said it was easy to stop. Even in spite of an intense desire to live porn free because of how it was affecting their lives in a negative way, every guy I've talked to has said it was a "struggle." Many have not even been able to quit.

2. Ruined Relationships

Intimate relationships demand an investment of time and energy. It involves sacrifice and vulnerability. All of those things are difficult. Porn is a cheap and quick way to avoid all of that in order to get a momentary rush of similar feelings that intimacy brings. The problem is that the desires that would be found in a relationship are replaced by porn. Sex becomes a selfish pursuit of recreating scenes from movies (if it doesn't disappear altogether). The sexual relationship gets cheapened when connection ceases to be the goal. Couples drift apart, particularly as most of the viewing is done in secret.

3. Supporting Human Trafficking

"Every click to a porn website contributes to destroying lives."

Every click to a porn website contributes to destroying lives. Even most of those who have willingly entered into the porn industry speak of being coerced to do hurtful things they never wanted to do.

4. The Next Generation

Boys and girls are exposed to pornography early and get hooked. Finding a teenager who has not been exposed to porn is a nearly impossible task. They are being taught about sex and sexuality from what they see on the Internet and graphic video games. They play at being sexual by sending and posting naked pictures to one another and performing sex acts as early as age eleven. They do all of this without the brain development to understand the long-term consequences.

Post-Test

Directions. Identify the concepts that is being described in the sentence. Write your answers on the space provided before each item.

_____1. Any representation, whether visual, audio, or written combination thereof, by electronic, mechanical, digital, optical, magnetic or any other means, of a child engaged or involved in real or simulated explicit sexual activities

_____2. Any visual or audio (and/or any combination thereof) representation of minors under the age of 18 engaged in sexual activity or of minors engaging in lewd or erotic behavior recorded, produced and/or published to arouse the viewer's sexual interest.

_____3. The part of the World Wide Web that is only accessible by means of special software, allowing users and website operators to remain anonymous or untraceable.

_____4. Blackmail in which sexual information or images are used to extort sexual favors and/or money from the victim

_____5. addiction is a behavioral addiction in which a person becomes dependent on use of the Internet, or other online devices, as a maladaptive way of coping with life's stresses.

II. Enumerate the Following

A. Types of Internet Addiction
B. BJ Poster 4 Dangers of Pornography

Activity: Create a 3-minute infomercial campaign in any of the following topis:

- ✓ Children Safe use of internet
- ✓ Internet Addiction
- ✓ Dangers of pornography

Criteria : Originality, content and creativity

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