## **Society and Ethics in Information Technology**

Course Title: Society and Ethics in Information Technology
Course No: CSC323

Full Marks: 60 + 20 + 20
Pass Marks: 24 + 8 + 8

Nature of the Course: Theory + Lab Credit Hrs: 3

## **Course Description:**

This course covers different concepts related with sociology, and social and ethical issues related with the use of Information Technology. This course also covers social context of computing, software issues and new frontiers of computer ethics.

## **Course Objective:**

The basic objective of this course is to provide fundamental knowledge on the concept of sociology to understand social, cultural, economic, political and technical aspects, and knowledge of different social and ethical issues related with Information Technology.

**Detail Syllabus:** 

Unit 1	Introduction	Teaching
	Introduction	Hours (4)
Concept and	History, definitions	1
Evolution of	Thistory, definitions	
Sociology		
Bociology		
Applications of	Related to IT	0.5
Sociology		
Emergence of	Need, Resilience, types	0.5
Social and Ethical		
Problems		
Computer Ethics	Need, types	1
and Computer		
Ethics Education		
Ethics and	Difference, moral values	1
Professions		
TT 14 0	Social and cultural change	7D 1. *
Unit 2	Social and cultural change	Teaching
Unit 2	_	Hours (6)
Process; Theories	Evolution, Functional, Conflict	C
	_	Hours (6)
Process; Theories of Social Change	Evolution, Functional, Conflict	Hours (6)
Process; Theories of Social Change  Factors of Social	_	Hours (6)
Process; Theories of Social Change  Factors of Social Change	Evolution, Functional, Conflict  Economics, Technology, Education, Demography	Hours (6)  1
Process; Theories of Social Change  Factors of Social Change  Role of Media and	Evolution, Functional, Conflict	Hours (6)
Process; Theories of Social Change  Factors of Social Change  Role of Media and Communication in	Evolution, Functional, Conflict  Economics, Technology, Education, Demography	Hours (6)  1
Process; Theories of Social Change  Factors of Social Change  Role of Media and Communication in Social and	Evolution, Functional, Conflict  Economics, Technology, Education, Demography	Hours (6)  1
Process; Theories of Social Change  Factors of Social Change  Role of Media and Communication in Social and Cultural Change	Evolution, Functional, Conflict  Economics, Technology, Education, Demography  CASE study	Hours (6)  1  1  1
Process; Theories of Social Change  Factors of Social Change  Role of Media and Communication in Social and Cultural Change  Innovation and	Evolution, Functional, Conflict  Economics, Technology, Education, Demography	Hours (6)  1
Process; Theories of Social Change  Factors of Social Change  Role of Media and Communication in Social and Cultural Change  Innovation and Diffusion	Evolution, Functional, Conflict  Economics, Technology, Education, Demography  CASE study  CASE study	Hours (6)  1  1  1
Process; Theories of Social Change  Factors of Social Change  Role of Media and Communication in Social and Cultural Change  Innovation and	Evolution, Functional, Conflict  Economics, Technology, Education, Demography  CASE study	Hours (6)  1  1  1

Technological	CASE study	1
Changes and its	Crist study	1
Consequences		
Unit 3	Understanding development	Teaching
	Charles and the branch	Hours (5)
Definition and	Definition, approaches	1
Approaches of	/ 11	
Development		
Indicators of	Types	1
Development		
Features of	Types	1
Developing	V-2	
Countries		
Development	Techniques, Strategies	1
Planning		
Role of National	CASE study	1
and International		
Community and		
State		
Unit 4	Process of transformation	Teaching
		Hours (4)
Modernization	Basic concepts	1
Globalization	Definition, Effect on morality	1
Migration	Basic concepts	1
E-governance, E-	CASE study	1
commerce	Cribb study	1
Unit 5	Ethics and Ethical Analysis	Teaching
	•	Hours (4)
Traditional	Definitions	0.5
Definition		
Ethical Theories	Consequentialism, Deontology, Human nature,	1
	Relativism, Hedonism, Emotivism	
Functional	Functional definition covering different sets	0.5
Definition of		
Ethics		
Ethical Reasoning	Framework for ethical decision making, making and	0.5
and Decision	evaluating ethical arguments	
Making		
Codes of Ethics	Preamble, objectives	1
Technology and	Issues and discussion	0.5
Values		
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Unit 6	Intellectual Property Rights and Computer	Teaching
Definitions	Technology	Hours (6)
Definitions	Definitions Positions	0.5
Computer	Basic concepts	05
Products and		

Services		
Foundations of	Copyrights, Patents, Trade secrets, Trademarks,	0.5
Intellectual	Personal identity	0.5
Property	1 crsonar identity	
Ownership	Politics of ownership, Psychology of ownership	0.5
Intellectual	Infringement, first sale doctrine, Fair use doctrine	1
Property Crimes	infingement, first sale doctrine, Fair use doctrine	1
Protection of	Domain, source, Duration and strategies of protection	1
Ownership Rights	Domain, source, Duration and strategies of protection	1
Protecting Protecting	Software piracy, Protection of software under	1
Computer	copyright, Patent, Trademarks and Trade secretes	1
Software	copyright, I dent, Trademarks and Trade secretes	
Transnational	Basic concepts	1
Issues and	Basic concepts	1
Intellectual		
Property		
Property		
Unit 7	Social Context of Computing	Teaching
	Social Context of Computing	Hours (4)
Introduction;	Access, Technology, Human capacity, Infrastructure,	1
Digital Divide	Enabling Environments	
Obstacles to	Techniques	0.25
Overcome the	Teeminques	0.25
Digital Divide		
ICT in the	Electronic office, Office on wheels and wings, Virtual	0.75
Workplace	workplace, Quiet revolution: Telecommuters and	0.73
Workplace	Telecommuting	
Employee	Workplace privacy and surveillance, Electronic	1
Monitoring	monitoring	
Workplace,	Ergonomics	1
Employee, Health,		
and Productivity		
Unit 8	Software Issues	Teaching
		Hours (5)
Definitions	Standards, Reliability, Security, Safety, Quality, Quality of Service	1.5
Causes of		1
Software Failures		
Risk; Consumer	Risk assessment and management, Risk hazards in	1.75
Protection	workplace systems, Buyer and provider rights, A-	
	service provider – user contract	
Improving	Techniques	0.5
Software Quality	•	
Producer	Basic concepts	0.25
Protection	1	
Unit 9	New Frontiers for Computer Ethics	Teaching Hours (7)
Artificial	Basic concepts, Definitions, Requirements, Challenges	2
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Intelligence and		
Ethics		
Virtualization	Terminologies, Types, Benefits	1
Virtual Reality,	Types, Social and ethical implication of virtualization	2
and Ethics		
Cyberspace and	Introduction, Concept of telepresence and immersion,	1
Ethics	Detecting attacks in cyberspace, Intellectual property	
	rights in cyberspace	
Cyberbullying	Legal definition, Types, Legislation, Effects and	1
	Dealing with cyberbullying	

## **Laboratory works:**

- 5 Case Studies that are specified in the micro syllabus
- Practical related to quality assurance, risk analysis, VR, reliability, security, safety, quality, quality of service.
  - o **Selenium** for automation testing of functional aspects of web based applications, wide range of platforms and browsers.
  - o **Apache Jmeter** for load testing
  - o **Jira** for task, effort, team performance and defect tracking
  - o Development of RMMM (Risk Monitoring, Management, Mitigation) plan for any scenario.

# The students should write reports for 5 case studies and other practical works.

#### **Recommended Books:**

- 1. Alex Inkles, "What is Sociology? Introduction in the Discipline & Profession", Prentice Hall of India
- 2. Joseph MiggaKizza, Ethical and Social Issues in the Information Age, Springer International Publishing, 6<sup>th</sup> Edition, 2017
- 3. Michael J. Quinn, Ethics for the Information Age, 7th Edition, Pearson Education, 2017
- 4. G. M. Foster, "Traditional Culture & Impact of Technological Change"
- 5. C.N.S. Rao, "Principle of Sociology with an Introduction of Social Thought", S. Chand & Co. Ltd.
- 6. Pratley Peter, "The Essence of Business Ethics", Prentice Hall of India, New Delhi
- 7. A .Giddens & D. Mitchell, "Introduction to Sociology", 3rd Ed., London, W.W. Norton & company

### **Model Question**

Course Title: Society and Ethics in Information Technology
Course No: CSC323
Semester: V
Full Marks: 60
Pass Marks: 24
Credit Hrs: 3

### **Section A**

Attempt any two questions.  $(2 \times 10 = 20)$ 

- 1. What significant role does media and communication play in social and cultural change? Explain with respect to real examples. (10)
- 2. List out different forms that ethical codes can take depending on domain. Summarize ACM code of ethics and professional conduct. (2+8)
- 3. Explain the role of E-governance for the development of the nation with respect to relevant case study. You should write Title of the case study, a short summary, Strengths and Weaknesses, vision and Conclusion.(10)

## **Section B**

Attempt any eight questions.  $(8 \times 5 = 40)$ 

- 4. Compare and contrast on personal ethics and professional ethics.(5)
- 5. List down the features of a developing countries. Highlight on the development planning strategies. (1+4)
- 6. Why is it difficult to apply patent laws to software? Explain. (5)
- 7. "There are a multitude of causes and enablers, and as long as these exist in any society, the digital divide will exist." Justify the statement.
- 8. Why SLA is important? Explain different layers of SLAs based on the product and the user of the product. (1+4)
- 9. List out different types of Virtual Reality. Explain social and ethical implication of virtualization.
- 10. What is the effect of globalization on morality?
- 11. Discuss about the problems that may arise by the reuse of existing software components.
- 12. Write short notes on:  $(2 \times 2.5 = 5)$ 
  - a. Implied warranties
  - b. Cyberbullying