**Code of Ethics & Professional Practices**

**Privacy and Confidentiality**

The Metaverse Virtual Sport application collects and monitors the users’ personal information including their health and sports performances. The collection and monitoring of the respective data should be strictly confidential and honour the users’ privacy as stated in the ACM Code of Ethics (1.6 & 1.7). This means the users should be clearly informed of the type of personal information that will be gathered, the specific purposes for which the data will be used, the periods of data retention and disposal, rights to access and withdraw their consent for the data to be collected at any time including the rights to delete their existing data stored in the system. In addition, data handling should not violate the rights of the users by taking precautions to preserve their anonymity, ensure the accuracy of data, and protect it from unauthorised access for illegitimate purposes that are outside of the best interests of the stakeholders and accidental disclosures which will consequently lead to harms.

**Fair and Non-Discriminatory**

The Metaverse Virtual Sport application allows users to learn and practice sports with the help of motion detection and an AI coach including suggestions on specific movements and techniques based on data collected from professional athletes. The system further acknowledges that ‘standards’ in human movements for playing sports should be initially set up to teach users, which may introduce bias and stereotyping. Following the ACM Code of Ethics (1.4), the system needs to ensure fairness and avoid prejudicial discrimination by taking into consideration individuals of different ages, disability statuses, and cultural groups, as well as by continually revising and updating its design throughout time through improved data collection and modelling in order to minimize the possible bias associated with the enforcement of the ‘standardised’ techniques onto different users. Besides that, since the system allows the engagement of multi-players when participating in sports online, it should clearly communicate to users that it will not tolerate harassment of any kind, including sexual harassment or bullying behaviour. Should in any event the users violate this policy, their access to engaging with the online community or multi-player will be terminated.

**Honesty and Trustworthy**

The ACM Code of Ethics (1.3) outlines honesty and trustworthiness as essential components of a system. Therefore, the Metaverse Virtual Sport application recognizes its limitations that it cannot replace real physical sports exercise or experience such as the feeling of the ball’s inertia at impact when playing tennis or certain kinds of dancing which require a degree of physical contact i.e., salsa. Therefore, these should be communicated clearly to the stakeholders as the application intends to provide users with the closest experience to real-life sports and improve their cognitive performance.

**Maintain the robustness of the system security**

Since the system handles sensitive data, computing professionals should perform due diligence in the system design to ensure it functions as intended, and take appropriate action to prevent data breaches as clearly stated in the ACM Code of Ethics (2.9). In cases where data breaches have occurred, notification should be given to affected parties in a timely and clear manner together with relevant guidance and remediation.

**Project Management and Moderation**

I have attended all weekly meetings and completed tasks that have been distributed equally among us. My tasks have included describing the proposed system, Flow of Events, Object Diagrams, Testing Plan, and video recording together with the other team members. In addition, I was mainly responsible for identifying any code of ethics and professional practices that were relevant to the proposed system design and documenting this in the project report.