TEACHING PLAN

Course Name	:	Ethics in Computing (*Etika dalam Pengkomputeran*)
Course Code	:	**SSW4202-GROUP 1**
Credit	:	3 (3+0)
Contact Hours	:	1 x 2 hours of lecture (Tue, 14-16pm) A2-06 & 1 x 1 hour of lecture per week (Thu, 12pm) A2-06
Total Learning Hours	:	120
Prerequisite	:	CSC 3100
Semester	:	Semester II 2024/2025
Instructor	:	Ts. Dr. Rozi Nor Haizan Nor H/P: (+60142762544) Email: rozinor@upm.edu.my Office Room: C3-30

Learning Outcomes:

At the end of this course, students are able to:
1. Determine the appropriate ethical values in the computerization process for the organization (C5)
   (*Menentukan nilai etika yang sesuai dalam proses pengkomputeran bagi organisasi.*)
2. Choose implementation strategy and enforcement of the ethical regulations in computerization. (CTPS)
   (*Memilih strategi pelaksanaan dan penguatkuasaan peraturan etika dalam pengkomputeran.*)
3. Propose a professional code of ethics related to computerization process (A3, EM)
   (*Mencadang kod etika profesional yang berkaitan dengan proses pengkomputeran.*)

Synopsis:

This course covers the concepts of ethics in computerization and its relation to information technology. This includes professional code of ethics and related policies as well as issues such as intellectual properties, copyright, piracy, cyber security, and social issues. The importance of ethics to all levels of computer users such as professional, software developers, businessmen and end users are also emphasized.

(Kursus ini meliputi konsep etika dalam pengkomputeran dan kaitannya dengan teknologi maklumat. Ini termasuklah kod etika profesional dan polisi yang berkaitan serta isu-isu seperti, harta intelek, hak cipta, cetak rompak, keselamatan siber, privasi, dan isu sosial. Kepentingan etika terhadap semua lapisan pengguna komputer seperti pembangun perisian, para profesional, ahli perniagaan dan pengguna akhir juga diberi penekanan.)

Course Contents:

Topic	Activity	Contact Hour	Week
Chapter 1: Concept of Ethics - Definition of Ethics - Ethics and Morality - Law, behavior, Principles and Values - Moral System	▪ Class Briefing ▪ Lecture	3	**Week 1**
Chapter 2: Philosophical and Ethical Theories - Principles and Philosophical Ethic - Ethical Theories - Criticism on Ethical Theories - Positive and Negative Right	▪ Lecture ▪ Exercise ▪ Discussion on ▪ Ind Assign 1(10%)	3	**Week 2**
Chapter 3: Professional Ethics - The Profession and the Professional - Information technology Professional - Professional Relationship - Making Ethical Decision - Professional Code of Ethics - (SECEPP, *ACM, IEEE*)	▪ Lecture ▪ Exercise	6	**Week 3 & 4**
Chapter 4: Intellectual Property and Plagiarism - Intellectual Property Protection - Copyright Infringement - Fair Use - Copyright Law - Plagiarism - Technology Threats and Solutions	▪ Lecture ▪ Exercise ▪ Midterm Test	6	**Week 5 & 6**
Chapter 5: Computer and Cyber Crime - Hacking - Online Scam/Fraud - Forgery - Sabotage - Information Theft - Embezzlement	▪ Lecture ▪ Ind Assign 2(5%)	6	**Week 7 & 8** **Midterm Break**
Chapter 6: Cyber Security and Risk Analysis - Definition of Cybersecurity - Cybersecurity aspects - Hackers and hackers' ethics - Security threats - Security Responded - Computer Crime Policies and Act (Malaysia)	▪ Lecture	6	**Week 9 & 10**
Chapter 7: Privacy - Definition of Privacy - Privacy benefit and threats - Technology risks - Public Information and records - Personal and confidential information - Privacy policy and protection	▪ Lecture ▪ Quiz 1(5%)	6	**Week 11 & 12**

Chapter 8: Digital Inclusive - Digital accessibility - Digital literacy - Digital acceptance	▪ Lecture ▪ Quiz 2(5%)	3	**Week 13**
Chapter 9: Social Issues - Green Technology - AI Technology - Social Media Networks - Fake News	▪ Lecture ▪ Project Presentation (Roleplay)	3	**Week 14**

Course materials, Announcements, Updates: PutraBLAST (learninghub.upm.edu.my)

CPSE and Mark Distributions:

ASSESMENT	C5/ CPSE3-1	CTPS/ CPSE3-2	A3-EM/ CPSE3-11	PERCENTAGE
	PO1	**PO3**	**PO6**	
Midterm	10	5		15
Quiz/Exercise		5 (Quiz 1)	5 (Quiz 2)	10
Assignment (Ind)	10 (Assign 1)		5 (Assign 2)	15
Project	5 (Present)		15 (Role Play)	20
Final Exam	25	15		40
Total	50	25	25	**100**

Reference Books:

1. Awari G.K. and Warjukar S.V. (2022). *Ethics in information technology: A practical guide (cognitive approaches in cloud and edge computing)*. CRC Press.

2. Taylor & Francis Group. 2. Blundell B. G. (2020). *Ethics in computing, science, and engineering: A student's guide to doing thing rights*. Springer Cham.

3. 3. Bowyer K.W. (2000). *Ethics and computing: Living responsibly in a computerized world*. IEEE Press.

4. 4. Burton E., Goldsmith., J., et al. (2023). *Computing and technology ethics: Engaging through science fiction*. The MIT Press.

5. 5. Reynolds, G. W. (2018). *Ethics in information technology (*6th ed*.)*. Course Technology.