# Course Outline

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| **Course title: IT031 LIVING IN THE IT ERA (Digital Technology)** | **Instructor name: Jun Albert Pardillo** |
| **Credit units: 3** | **Total hours: 54** |

## Course Description:

This course covers the science, culture and ethics in information technology, its influence on modern living and human relationships, and uses for personal, professional, and social advancement. The course is designed to enable students to appreciate, in broad terms, the societal impact of development in information technology at the global and national level. This includes a review of the history of Information Technology globally, - from pre-historic era all the way to today’s advances on the field of IT – and similarly in the Philippines. The historical survey, which is grounded on basic IT concepts, will examine how these developments have affected the course in human society: politically, economically, and socially (including culturally). The second part of the course focuses on current issues arising from the application of information technology, how such applications relate to ethical and political decisions in both public and private sectors, and their effects (positive and negative) on society and life in general.

## Course Learning Outcomes (CLOs)

* Understand the historical development of information technology and its role in shaping modern society.
* Analyze the impact of information technology on culture, ethics, and human relationships at both global and national levels, with a focus on the Philippines.
* Evaluate current issues in information technology, including ethical and political considerations, and their societal implications.
* Apply knowledge of information technology to assess its uses for personal, professional, and social advancement.

## Topics / Modules and Intended Learning Outcomes

1. Overview of Information Technology History

* Trace the evolution of information technology from the pre-historic era to the present day.
* Identify key technological advancements and their contributions to the development of modern information technology.

1. Information Technology and Societal Impact

* Discuss the influence of information technology on social behaviors and societal norms.
* Examine the role of information technology in addressing and propagating contemporary issues such as fake news and information overload.

1. Information Technology in the Philippines

* Analyze the growth and development of information technology in the Philippines.
* Evaluate the challenges and opportunities faced by IT professionals in the Philippine context.

1. Ethics in Information Technology

* Define the concept of computer ethics and its importance in the field of information technology.
* Explore various ethical dilemmas and frameworks related to the use of information technology.

1. Current Issues in Information Technology

* Assess the ethical, legal, and social issues related to health information technology, especially in the context of telehealth/telemedicine and COVID-19.
* Investigate the applications and challenges of smartphone technology in the current pandemic and their implications for privacy and data ownership.

## Weekly Activities

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| **Week No.** | **Topic** | **Activity Description** | **Expected Output** | **Assessment Tools** |
| Week 1 | **Overview of Information Technology History** | Introduction to the course and a lecture on the origins and evolution of information technology. Students will create a timeline of significant IT milestones. | A detailed timeline poster of IT development. | Rubric for timeline accuracy and creativity. |
| Week 2 | **Overview of Information Technology History** | Group discussion on key technological advancements and their societal contributions. Students will present their findings on one chosen technology. | Presentation slides and a short report on the chosen technology. | Peer evaluation and instructor's assessment based on content depth and presentation skills. |
| Week 3 | **Information Technology and Societal Impact** | Analysis of case studies showing the impact of IT on social behaviors. Students will write reflective essays on the observed impacts. | Reflective essay on IT and social behavior. | Essay rubric focusing on critical thinking and clarity. |
| Week 4 | **Information Technology and Societal Impact** | Research and presentation on the role of IT in contemporary issues such as fake news. Students will discuss potential solutions to mitigate negative impacts. | Research paper and presentation on IT's role in a contemporary issue. | Rubric for research depth, solution viability, and presentation effectiveness. |
| Week 5 | **Information Technology in the Philippines** | Guest lecture on the history of IT in the Philippines followed by a student-led seminar on the current state of IT in the country. | Seminar presentation and summary report on the state of IT in the Philippines. | Rubric for engagement, content accuracy, and delivery. |
| Week 6 | **Information Technology in the Philippines** | Group project to investigate the challenges and opportunities for IT professionals in the Philippines with a focus on employment trends. | Group project report and presentation. | Project report rubric and peer assessment. |
| Week 7 | **Ethics in Information Technology** | Discussion on computer ethics and its significance. Students will write a code of ethics for IT professionals. | A personal code of ethics for IT professionals. | Rubric for comprehensiveness, practicality, and alignment with industry standards. |
| Week 8 | **Ethics in Information Technology** | Case study analysis of ethical dilemmas in IT. Students will debate different viewpoints and propose resolutions. | Written case analysis and debate participation. | Case analysis rubric and debate performance evaluation. |
| Week 9 | **Current Issues in Information Technology** | Lecture on ethical, legal, and social issues in health IT. Students will develop ethical guidelines for telemedicine practices. | Ethical guidelines document for telemedicine. | Rubric for ethical guideline relevance and comprehensiveness. |
| Week 10 | **Current Issues in Information Technology** | Research activity on smartphone technology during the pandemic. Students will assess privacy and data ownership concerns in a group discussion. | Research summary and group discussion contributions. | Research summary evaluation and participation grading. |
| Week 11-18 | **Capstone Project** | Students will work on a capstone project that encapsulates all the CLOs. This project will involve research, application, and presentation of an IT solution to a contemporary societal issue. | Capstone project report and presentation. | Capstone project rubric assessing research quality, solution innovation, and presentation skills. |

## References

*Campbell-Kelly, M., Aspray, W. F., Yost, J. R., & Tinn, H. (2023). Computer: A history of the information machine.*  
Link: https://books.google.com/books?hl=en&lr=&id=G868EAAAQBAJ

*Liu, H., Liu, W., Yoganathan, V., & Osburg, V. S. (2021). COVID-19 information overload and generation Z's social media discontinuance intention during the pandemic lockdown.*  
Link: https://www.sciencedirect.com/science/article/pii/S0040162521000329

*Albina, A. C., & Sumagaysay, L. P. (2020). Employability tracer study of Information Technology Education graduates from a state university in the Philippines.*  
Link: https://www.sciencedirect.com/science/article/pii/S2590291120300449

*Moor, J. H. (2020). What is computer ethics? In The Ethics of Information Technologies.*  
Link: https://www.taylorfrancis.com/chapters/edit/10.4324/9781003075011-1/computer-ethics-james-moor

*Kaplan, B. (2020). Revisiting health information technology ethical, legal, and social issues and evaluation: telehealth/telemedicine and COVID-19.*  
Link: https://www.sciencedirect.com/science/article/pii/S1386505620309382