

# SCC141 Seminar 4 (weeks 9 and 10)

#### Who we are – seminar leaders











Phil Benachour

Mo El-Haj

Elisa Rubegni

Elmira Yadollahi

Contact your seminar leaders: <u>p.benachour@lancaster.ac.uk</u> | <u>m.el-haj@lancaster.ac.uk</u> | <u>e.rubegni@lancaster.ac.uk</u> | <u>e.yadollahi@lancaster.ac.uk</u>

#### Section 3: Personal Reflection



 Reflect on something you've learnt this term (in SCC.141) and how this relates to where you see yourself in 5 years.

• Largely, we have focussed on understanding best practices.

 We have covered several topics and can identify some "cross-cutting themes".

#### Section 3: Personal Reflection



- Examples of Cross-cutting themes
  - 1) Being a computer scientist is not just about programming

2) Importance of considering end-users

3) A computer scientist has legal and ethical obligations

### 1: Being a computer scientist is not just about programming



- Involves a range of other skills such as requirements engineering, design, ethical thinking, user research etc.
- If you don't end up using these skills yourself, you are likely to be working with people who do and need to be able to communicate with them
- Problem solving is one crucial skill, but this doesn't just mean solving technical problems

#### 2: Importance of considering end-users



- Vital to consider end-users throughout the SDLC
- Computing used by many people (no longer just technical professionals)
- People have diverse needs, desires, capabilities and limitations
- Systems should be accessible and have good usability

### 3: A computer scientist has legal and ethical obligations



- Legal requirements govern behaviours
- Ethics moral principles. Ethics codes provide rules of conduct recognised by a given group, e.g., a professional body
- Best practice not just sticking to legal requirements as a bare minimum, but trying to do what is ethically right
  - BCS code of conduct, ACM code of ethics
  - Codes of conduct suggest how members should behave, in relation to their employer and wider society

# Reflection: What does it mean to reflect?



- Being reflective involves being:
  - Open to different ideas, seeing things from different angles
  - Curious asking questions
  - Patient if the issue is not 'simple', the answer probably isn't either (although it can suddenly jump out at you)
  - Honest with yourself, your uncertainties, what previous assumptions you have made.
  - Rigorous being analytical and acting on the insights you gain.

The list above is for you to consider, rather than address it as sequential points to follow in your writing.

#### Reflection: Why reflect?



- A very good reason to reflect is because it helps you to learn.
- How you learn from what you have done, thought, and experienced.
- How your knowledge and understanding have developed over this term specifically for SCC.141.
- How your learning shapes further learning, your practice, work placement or employment?
- How your understanding, and your skills develop and change over time.

# Reflection activity: 20 minutes



- Looking at what we covered this term in SCC.141.
- Write a list of topics that were new to you as a 1<sup>st</sup> year SCC student.
- Which of these topics were a surprise to you?
- Weigh up the merits of these topics (evaluate) and in your view assess the importance of each (topic) within the Computing field and to you
  - Importance of considering end-users, legal requirements, ethics, intellectual property

### Reflection activity: 20 minutes



- Select one or two topics at most and....
  - Justify why you picked those topics for your reflection
  - How your knowledge and understanding of Computing and its related areas has developed (and changed) over this term specifically for SCC.141.
  - Support this with relevant literature (where needed).
- Example: Ethics and Codes of Practice
  - You will need to justify this through a concrete example, its importance, support it with literature (if you can), and demonstrate how this influenced the way you think about Computing and why?