

COMP3056 UNNC CW02: Case Study Analysis

Student Name: *Jingyu Ma* *scyjm2@nottingham.edu.cn*

Student ID: *20031510*

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pervasive technologies

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Individual Project Title: *Safety and Reliability , Intellectual and intangible property amalgamating privacy and cyber-behavior analysis on past project*

Description: *Various ethics analyze on past project ,especially the project made out of school , since there is no restrictions or rules as inside a school. Not only your ability to program is tested , but also your morality and spirit , and your ability to cooperate with people , communicating ,managing, financing were all at risk.*

Declaration:

I confirm that this coursework submission is all my own work, except where explicitly indicated within the text.

Introduction

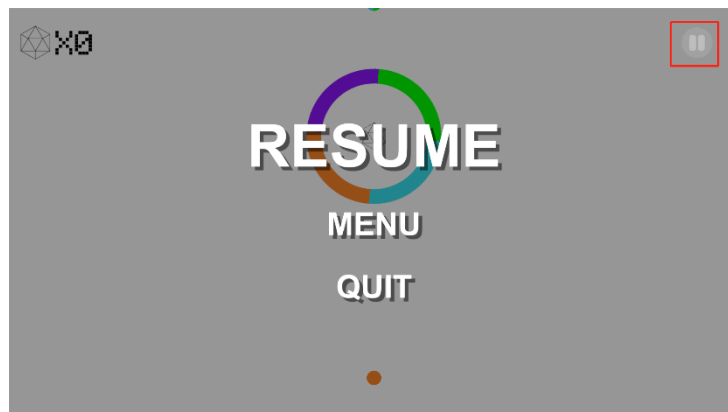
During the past few years , I have studied computer science for many years while engaging with some interesting projects , it interesting to try out different technologies and make friends , however , as the projects goes deeper many issues relating to morals were emerged , as in real life , it is unavoidable to make mistakes and we have to learn from it and adapt to it thus can make us a better programmer , manager , scholar .

There are many projects I have done during the past , all these were very interesting cases , where one can learn a lot from , what I want to demonstrate today is about a game I made last year since this is a typical example, if you would like to call it so. It can be further developed and further renovated to become better and maybe in a way we could never even imagine today. Here I will first just take the project I made during the Tencent game institute as an example . The aim is to create a project with your own thoughts and elaborate your concept in game design . Actually I don't know where the ads come from when I was in Indonesia . It just come straight from my cell-phone message , and I look at the idea , and decided to go there . It might due to the reason for my job application in year 2 , I put too much information on too many website , I thrown too much resume to Fortune 500 companies , and Tencent as well . Otherwise , it might because the system goes wrong . Here , the company or relevant authorities should have infringed personal privacy according to Solove's Taxonomy of Privacy [1], there is an invasion problem as such activity create impingements directly to the individual, and deploy certain ads on me , but actually I quite enjoy the idea since it give me a shallow taste in the industry .

Ethical Issues and Analysis

Firstly, there is a lot of issues relating to copyrights and infringements on intellectual property , in clear contrary to school work , such project clearly doesn't have any rules of conduct and moral issues to follow . Similar situation can be found during your own work at home or self-attempt on anything. And this is most of the cases when one is ready to take their works in the job position. In completing this job , we used many contents from the original game . As long as the content is not used in commercial

circumstances , all the contents wouldn't be sued . And since the other company is based on US , we are here in China , the law doesn't take affect on the other side of the ocean[2] . Our team managed to retrieve some musical contents inside the original game "Color Switch" [3] and some UI elements such as pause button . Copyrights doesn't clearly state what happened when one tried to copy some small things outside the software . It would be morally condemned however . Even though we tried to minimize the effect by the original game , if the company noticed us , they still might tried to sue or cause trouble to us , but they would probably not ,since in doing so , they gained nothing in return and it is much more costly to contact us than letting us use their materials .



Above picture showed some examples of embezzled UI elements . But it is hard to define our action since we didn't steal all the contents from the original game , we did change the UI arrangement. So if they did put us in court , we could still counter argue some of the statement . Don't worry , USA share a different setting of law system , and they cannot read Chinese law terms .

Secondly , given the ACM Software Engineering Code of Ethics Principle 5: MANAGEMENT, I failed to carry out 5.01 effective procedures for promotion of quality and reduction of risk, besides

the team's structure was a mess , in the end , there were only two students were developing codes to complete the project . This could be the result of poor managing skills and lack of ability to program. There was quarrels between what to do in the future , the cardinal problem is that people are lack of the ability to work something out , since everybody is new to the field , and people are lack of the resolve to work . No restrictions on what people should do or set of intact system to keep people working . The team was nearly separated during the event , however after a day or two , one of our team member managed to find a foreign aid to our team which brings the team new vitality . During this time , we have to pay for the budget of hiring someone , all the teammate were required to give out a small portion for the fee. Consider the following scenario , when I collected all the money but decided not to return or in some way or embezzle a portion , this is clearly against Trust, Safety, and Reliability ,according to Birsch's Moral responsibility , all three criteria were satisfied which convicted me as immoral . [4] I would probably become a deadbeat and win a infamous reputation if I chose to do so. But from the perspective of contractarianism[5] , the action is done for common goods , and this shouldn't become the economic burden of a single person , maybe it is right to let everyone pay for it , however , from the perspective of Rawls' Theory[5] of Justice and Nodding's Ethics of Care [5] , one should consider the economic condition as a whole and protect those who have the less fortunate.

Moreover, from the perspective of cyber-behavior , we use a SVN repository for the storage of code , anyone who can access this storage is able to grab the code from us , say , someone absolutely have no idea of what to do , or they want to take away what we did freely . From the Doctrine of First Sale[6] , we should establish copyrights and germane protections for our creative contents , otherwise we will become vulnerable.

Finally , I want to analysis the whole situation in BCS code of conduct and from the prospective of a programmer . It is highly praised that the team successfully carried out code 1 Public Interest and code 2 Professional Competence and Integrity , we indeed include the well-being on all concerns , with legitimate rights to the third party . However , the second code of Professional Competence and Integrity states you should only undertake to do work or provide a service that is within your professional competence, this one is violated ,

since we are trying to begin a new attempt , and this makes us not professional . Whilst sometimes , we also claimed some of the level of competence that you do not possess , this is also against the ethical code , but this is well demonstration of the future and what we could do after this one . We also finished the duty to relevant authorities and duty to the profession . Thus , despite all the disagreements between teammates and poor management , our team still fulfill the ethics code in many ways.

Proposed Way Forward

Generally speaking , to improve the work , we need to do more original work. It is better to enlarge the team with team mates who can produce sounds acoustic materials , and we need animators , who is in charge of making characters move more smoothly , and we need someone who is specialized in special effects . To further improve the existing code , we could add more functions to the game, to enlarge it , add more game mode , reconstruct the game , make a story , change the original function in the game ,new play method . We can now hire more people , and try more things and I still got the code , any project is like this , we can always try to enlarge and maintain it .

In the future , one must be careful , since you could get to another country to do programming , it must abide the local law and we should try to avoid commercial usage of such. As it will put our employer and schools and whatever organization I am in in danger.

Conclusion

To draw a conclusion , the conclusion is that in real engineering scenario including academia and professional settings , it is inevitable that one would meet with various unethical scenario , it is one's duty to minimize the cost , all contents should be created abide to law and ethical laws , otherwise it might cause the company and others in trouble , furthermore , it is the programmers responsibility to decide what to make in the software and sometimes violating the ethics is allowed given the complicated scenario , but we should tried to maintain a univocal voice and make sure the integrity of the team , just as the winning team in the competition , they allocated all the team members to claim the work is done by

them , everyone is engaged inside the work , and this is a good stratagem for demonstrating of team bonding even though not everyone is actually contributing to the work . There is an old Chinese goes “A fall into the pit, a gain in your wit” , for the next time doing a project , one must remember to maintain the image of the team , and agitate more people in such activity even though it is always pretentious and redundant , and to avoid the possibility of losing , one should wholeheartedly devoted himself both economically and mentally , as such could maximize the project outcome and increase the chance to win dramatically . One’s power is small , and the workload of one is limited as well , but if one can imitate all the people work towards the same goal , the ideal situation will be reached . Therefore , to finish a project correctly , we must converge the man power together , do things abide to the rules spare no efforts and most impotently , making smart decisions .

Reference

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