Republic of the Philippines
SULTAN KUDARAT STATE UNIVERSITY
Isulan, Sultan Kudarat
College of Computer Studies
First Semester, S.Y. 2024-2025

UNIVERSITY VISION

A leading University in advancing scholarly innovation, multi-cultural convergence, and responsive public service in a borderless Region.

UNIVERSITY MISSION

The University shall primarily provide advance instruction and professional training in science and technology, agriculture, fisheries, education and other related field of study. It shall undertake research and extension services, and provide progressive leadership in its area of specialization.

UNIVERSITY GOAL

To produce graduates with excellence and dignity in arts, science and technology

UNIVERSITY OBJECTIVES

a. Enhance competency development, commitment, professionalism, unity and true spirit of service for public accountability, transparency and delivery of quality services;
b. Provide relevant programs and professional trainings that will respond to the development needs of the region;
c. Strengthen local and international collaborations and partnerships for borderless programs;
d. Develop a research culture among faculty and students;
e. Develop and promote environmentally-sound and market-driven knowledge and technologies at par with international standards;
f. Promote research-based information and technologies for sustainable development;
g. Enhance resource generation and mobilization to sustain financial viability of the university.

Program Objectives and its relationship to University Goals:

PROGRAM OBJECTIVES (PO)	**OBJECTIVES**					
A graduate of BS in Information Systems can:	a	b	c	d	e	F
a) Perform theoretical and practical skills in innovating latest technology in computing;	/	/	/	/	/	/
b) Design and implement business information systems;		/	/		/	/
c) Design industry-based services and technology that will promote advancement and development to the community;	/	/		/	/	/
d) Demonstrate the code of conduct as well as social and legal aspects of Information System.	/	/	/	/		/

1. Course Code : IS 314
2. Course Title : Professional Issues in IS
3. Prerequisite : None
4. Credits : 3 units

5. Course Description:
This course aims to promote an awareness of the wider social, legal and ethical issues of computing. It describes the relationship between technological change, society and the law. It introduces the legal areas which are specific and relevant to the discipline of computing and aims to provide an understanding of ethical concepts that are important to computer professionals.

6. Course Learning Outcomes and Relationships to Program Educational Objectives

Course Learning Outcomes	Program Objectives			
At the end of the semester, the students can:	a	b	c	D
a. Understand the role of ethics in computing.	/	/	/	/
b. Learn the importance of ethics in the business relationships of IT Professionals and some ethical issues faced by IT users.	/			/
c. Identify computer and internet crime.	/	/		/
d. Identify the ethical issues associated with the use of social networks.	/	/		/

7. Course Content

Course Objectives, Topics, Time Allotment	Desired Student Learning Outcomes	Outcomes-Based Assessment (OBA) Activities	Evidence of Outcomes	Course Learning Outcomes	Program Objectives	Values Integration
Topic 0: VGMO, Classroom Policies, Course Overview, Course Requirements, Grading System (1.5 hours)						
• Discuss the VGMO of the University, Classroom Policies, scope of the course, course requirements, and grading system	• Students can be aware of the VGMO of the University, Classroom Policies, scope of the course, course requirements, and grading system	Individual participation in virtual class discussion	Class Participation		A,D	Value of appreciation

Topic 1: Introduction to Ethics (3 hours)						
1.1 Ethics Overview 1.2 Ethics in the Business World 1.3 Ethical Considerations in Decision Making	• Students can explain the overview of ethics. • Students can explain the ethical standard applied in the Business World • Students can discuss and analyze the different ethical consideration in Decision Making.	Synchronous / Asynchronous Learning Activities Quizzes/ Assignments/ Individual or Group Interactive Sessions	Individual score for sharing ideas Student Score Result of Quizzes/ Assignments/ Individual or Group Interactive Sessions/	A,,B,F	A,B,D	Sincerity Self-confident Value of appreciation Value of participation
Lesson 2: Ethics for IT Workers and IT Users (9hours)						
2.1. IT Professionals ○ Professional Code of Ethics ○ Professional Organizations ○ Professional Relationships that must be managed ○ Certification 2.2. IT Users ○ Common Ethical Issues for IT Users ○ Supporting the ethical practices of IT Users Compliance	• Students can discuss and explain the different moral decisions of IT Professionals who design, implement, or maintain computer hardware and software systems. • Students can analyze and discuss the code of ethics for important computer-related disciplines. • Students can analyze and discuss the common ethical issues for IT Users. • Students can compare and analyze issues and situations using the different ethical theories.	Quiz Group Discussion Case Study Analysis	Quiz Scores Rubric score cards of class participation accomplished by Professor Rubric score cards of Interview Documentary output accomplished by Professor Peer Self		a, b, c, d	

	• Students can distinguish between what is moral and what is illegal.					
Lesson 3: Computer and Internet Crime (9hours)						
3.1 IT Security Incidents ○ Why Computer Incidents are prevalent ○ Types of Exploits ○ Types of Perpetrators 3.2 Implementing Trustworthy Computing	• Students can explain the different networked communication services. • Students can discuss moral issues associated with the use of the Internet and the telephone system.	Students participation in virtual question and answer activity facilitated by teacher Quizzes/ Assignments/ Individual or Group Interactive Sessions	Student Score Result of Quizzes/ Assignments/ Individual or Group Interactive Sessions Score	B,C,D,E	A,B,C	Creativity Teamwork Value of Appreciation
Lesson 4: Privacy (6 hours)						
4.1 Privacy Protection and the Law ○ Information Privacy ○ Privacy Laws 4.2 Key Privacy and Anonymity Issues ○ Data Breaches ○ Electronic Discovery ○ Consumer Profiling ○ Workplace Monitoring	• Students can discuss moral issues associated with the intellectual property. • Students can discuss the types, consequences, and how to avoid plagiarism, as well as guidelines for citing sources.	Quiz Case Study Analysis Group Discussion Class Activity	Quiz Scores Rubric score cards of class participation output accomplished by Professor Peer Self		a, b, c, d	
Lesson 5: Freedom of Expression (9hours)						

5.1. Controlling Access to Information on the Internet 5.2. Anonymity on the Internet 5.3. Pornography	• Students can discuss issues related to privacy and information disclosure in Information Technology. • Students can discuss and explain the concept of data mining and its possible threat as well as the ethical issues related to it.	Quiz Case Study Analysis Group Discussion	Quiz Scores Rubric score cards of class participation output accomplished by Professor		a, b, c, d	
Lesson 6: Intellectual Property (9hours)						
6.1. Copyrights 6.2. Patents 6.3. Trade Secrets	• Students can consider and discuss the impact of the government on the information privacy. • Students can discuss the legislations designed to protect the information privacy of individuals. • Students can discuss the legislations allowing law enforcement agencies to collect information about individuals in an effort to prevent criminal or terrorist activities.	Quiz Case Study Analysis Group Discussion Reaction/Position Paper	Quiz Scores Rubric score cards of class participation output accomplished by Professor		a, b, c, d	

Lesson 7. The Impact of Information Technology on Productivity and Quality of Life						
7.1. IT Investment and Productivity 7.2. The Digital Divide 7.3. Electronic Health Records	• Students can discuss and explain the different computer and network security issues. • Students can discuss the ethical issues associated to computer and network security.	Quiz Case Study Analysis Group Discussion Reaction Paper	Quiz Scores Rubric score cards of class participation output accomplished by: Professor		a, b, c, d	
Lesson 8: Social Networking (3 hours)						
8.1. Business Applications of Online Social Networking 8.2. Social Networking Ethical Issues 8.3. Online Virtual Worlds	• dents can discuss the different situations when computers are proven to become unreliable. • Students can discuss and explain ethical issues associated with computer reliability.	Quiz Case Study Analysis Group Discussion Class Activity	Quiz Scores Rubric score cards of class participation output accomplished by: Professor Peer Self		a, b, c, d	
Exams (3 hours)						

8. Course Evaluation

Course Requirements:

- Completed major exams (Midterm and Finals)
- Compilation of the Individual or group interactive session
- 1 complete Final Project

Grading System:

MIDTERM		FINAL TERM	
Attendance/Quizzes	- 20%	Attendance/Quizzes	- 20%
Class Participation/ Activity/Papers	- 30%	Class Participation/ Activity/Papers	- 30%
Midterm Exam	- 50%	Final Exam and Project	- 50%
Total	100%	Total	100%

Grade = (Midterm Grade + Final Grade)/2

Schedule of Examination:

Midterm - October 16-18, 2024
Final Term - December 16-18, 2024

References:

Textbooks:

1. Raynolds, George W. *Ethics in Information Technology 5th Edition.* Cengage Learning. 2014
2. Albano, G.M., Atole, R, Ariola, R.J. *Introduction to Information Technology*. Philippines: Trinitas Publishing, Inc. 2003
3. Articulo, A., Florendo, G. *Values and Work Ethics*. Philippines: Trinitas Publishing, Inc. 2003
4. Brinkman, Bo and Sanders, Alton. *Ethics in a Computing Culture*. Boston: Cengage Learning. 2013
5. Brinkman, William 'Bo' John II, et al., *Computer Ethics*. Philippines: Cengage Learning Asia Pte Ltd. 2012
6. Himma, Kenneth Einar and Tavani, Herman T. *The Handbook of Information and Computer Ethics*. New Jersey : John Wiley & Sons, Inc. 2008
7. Quinn, Michael J. *Ethics for the Information Age 5th Edition*. New Jersey: Pearson Education, Inc. 2013
8. Ramirez, L., Tongson-Beltran, Eden. *Man, Values, Work Ethics*. Philippines: Trinitas Publishing, Inc. 2004

Supplemental:

1. *Code of Ethics*. Association of Information Technology Professionals (AITP). http://www.aitp.org/?page=Ethics
2. *I.T. Code of Ethics*, SANS.org. http://www.sans.org/security-resources/ethics.php

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