


1	Course Name:	Social and Professional Issues																																																																																																																																																																									
	Course Code:	BACS3033																																																																																																																																																																									
	Course Classification:	Major (core)																																																																																																																																																																									
2	Synopsis:	This course provides students with the basic understanding on social and professional issues evolved from the development and usage of computing. Awareness and ability to understand and examine its impact would ensure a better responsibility and commitment to be played in the role of IT professionals.																																																																																																																																																																									
3	Name(s) of Academic Staff:	1	Refer to timetable																																																																																																																																																																								
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4	Semester and Year offered:	Year Offered		Semester	Remarks:																																																																																																																																																																						
5	Credit Value:	3																																																																																																																																																																									
6	Pre-requisite/ co-requisite (if any):	Nil																																																																																																																																																																									
7	Course Learning Outcomes (CLO) 	CLO1	Illustrate the emergence of Internet and various technologies and its impacts, particularly of those social, legal, ethical and IT professionalism issues raised in computing. (C4, PLO2)																																																																																																																																																																								
		CLO2	Write an in-depth finding and justification on contemporary issues in computing through written report. (A2, PLO9)																																																																																																																																																																								
		CLO3	Present the basics of ethics in the field of computing. (A2, PLO11)																																																																																																																																																																								
8	Mapping of the Course Learning Outcomes to the Programme Learning Outcomes, Teaching Methods and Assessment Methods																																																																																																																																																																										
	<table border="1"> <thead> <tr> <th rowspan="2">Course Learning Outcomes</th> <th colspan="11">Programme Learning Outcomes (PLO)</th> <th rowspan="2">Teaching Methods</th> <th rowspan="2">Assessment Methods</th> </tr> <tr> <th>PLO 1</th> <th>PLO 2</th> <th>PLO 3</th> <th>PLO 4</th> <th>PLO 5</th> <th>PLO 6</th> <th>PLO 7</th> <th>PLO 8</th> <th>PLO 9</th> <th>PLO 10</th> <th>PLO 11</th> </tr> </thead> <tbody> <tr> <td>CLO1</td> <td></td> <td>✓</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>L,T, NF2F</td> <td>Test, Examination</td> </tr> <tr> <td>CLO2</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>✓</td> <td></td> <td></td> <td></td> <td>L,T, NF2F</td> <td>Assignment</td> </tr> <tr> <td>CLO3</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>✓</td> <td></td> <td>L,T, NF2F</td> <td>Assignment</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Mapping with MQF Cluster of Learning Outcomes</td> <td></td> <td>C2</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>C4A</td> <td></td> <td>C5</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>											Course Learning Outcomes	Programme Learning Outcomes (PLO)											Teaching Methods	Assessment Methods	PLO 1	PLO 2	PLO 3	PLO 4	PLO 5	PLO 6	PLO 7	PLO 8	PLO 9	PLO 10	PLO 11	CLO1		✓											L,T, NF2F	Test, Examination	CLO2									✓				L,T, NF2F	Assignment	CLO3											✓		L,T, NF2F	Assignment																																																																												Mapping with MQF Cluster of Learning Outcomes		C2							C4A		C5			
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Indicate the primary causal link between the CLO and PLO by ticking '✓' in the appropriate box. <b>C1</b> = Knowledge & Understanding, <b>C2</b> = Cognitive Skills, <b>C3A</b> = Practical Skills, <b>C3B</b> = Interpersonal Skills, <b>C3C</b> = Communication Skills, <b>C3D</b> = Digital Skills, <b>C3E</b> = Numeracy Skills, <b>C3F</b> = Leadership, Autonomy & Responsibility, <b>C4A</b> = Personal Skills, <b>C4B</b> = Entrepreneurial Skills, <b>C5</b> = Ethics & Professionalism																																																																																																																																																																											
9	Transferable Skills (if applicable) <i>(Skills learned in the course of study which can be useful and utilized in other settings)</i> <table border="1"> <tr> <td>1</td> <td>Cognitive skills</td> </tr> <tr> <td>2</td> <td>Personal Skills</td> </tr> <tr> <td>3</td> <td>Ethics and Professionalism</td> </tr> <tr> <td colspan="2">Open-ended response (if any)</td> </tr> <tr> <td>4</td> <td></td> </tr> </table>											1	Cognitive skills	2	Personal Skills	3	Ethics and Professionalism	Open-ended response (if any)		4																																																																																																																																																							
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10	Distribution of Student Learning Time (SLT) Note: This SLT calculation is designed for home grown programme only.																																																																																																																																																																										

Course Content Outline and Subtopics			CLO*	Learning and Teaching Activities**										Total SLT
				Face-to-Face (F2F)								NF2F Independent Learning (Asynchronous)		
				Physical				Online/ Technology-mediated (Synchronous)						
L	T	P	O	L	T	P	O							
1	Introduction <ul style="list-style-type: none"><li>• Lessig's Four modalities analysis</li><li>• Globalization</li><li>• The digital divide</li></ul>	1,2	2	1								4	90	
2	Emergence and Convergence of Technologies <ul style="list-style-type: none"><li>• Emergence (The rise of print media, telegraph and the telephone, broadcast media, computing industry, Internet)</li><li>• Convergence (Content producers and distributors, market sector integration, digitization)</li></ul>	1,2	4	2								7		
3	Digital Entertainment <ul style="list-style-type: none"><li>• The effects of digital entertainment Technology</li><li>• Health-Related issues</li></ul>	1,2	2	1								4		
4	Intellectual Property Rights <ul style="list-style-type: none"><li>• Protecting Intellectual Property</li><li>• Fair Use</li><li>• Protections for Software</li><li>• Open-Source Software</li></ul>	1,2	2	1								4		
5	Governance of the Internet <ul style="list-style-type: none"><li>• The Internet Protocols</li><li>• The origins of the Internet</li><li>• The root of all evil</li><li>• Commercialisation, Ownership and Corporate Identity</li><li>• The future of Internet Governance</li></ul>	1,2	4	2								7		
6	Privacy and Surveillance <ul style="list-style-type: none"><li>• Definition</li><li>• Communication Technology and Eavesdropping</li><li>• Data Protection</li></ul>	1,2	4	2								4		
7	Information Age Warfare <ul style="list-style-type: none"><li>• History of warfare</li><li>• The technology of war</li></ul>	1,2	2	1								4		
8	Ethics and Professionalism in IT <ul style="list-style-type: none"><li>• Conduct, Codes of ethics</li><li>• Practice</li><li>• Whistleblowing</li><li>• Due Diligence</li><li>• Personal or professional Responsibility</li></ul>	1,2,3	4	2								7		
9	Online Crime and Real Punishment <ul style="list-style-type: none"><li>• Malware</li><li>• Computer Security</li><li>• Laws Against Computer Misuse</li></ul>	1,2	4	2								7		
10														
11														
12														
13														
14														
15														
16														
17														
18														
19														
20														
SUB-TOTAL SLT:													90	
			Face-to-Face (F2F)								NF2F Independent Learning for			

Continuous Assessment		%	Physical	Online/ Technology-mediated (Synchronous)	Independent Learning for Assessment (Asynchronous)	
1	Test	25	2		6	
2	Assignment	25	0		10	
3						
4						
5						
<b>SUB-TOTAL SLT:</b>						<b>18</b>
Final Assessment		%	Face-to-Face (F2F)		NF2F	
			Physical	Online/ Technology-mediated (Synchronous)	Independent Learning for Assessment (Asynchronous)	
1	Examination	50	2		10	
2						
3						
4						
5						
<b>SUB-TOTAL SLT:</b>						<b>12</b>
SLT for Assessment:						30
<b>GRAND TOTAL SLT:</b>						<b>120</b>
A	% SLT for F2F Physical Component: [Total F2F Physical / (Total F2F Physical + Total F2F Online + Total Independent Learning) x 100]					38.33
B	% SLT for Online & Independent Learning Component: [(Total F2F Online + Total Independent Learning) / (Total F2F Physical + Total F2F Online + Total Independent Learning) x 100]					61.67
C	% SLT for All Practical Component: [% F2F Physical Practical + % F2F Online Practical]					0.00
C1	% SLT for F2F Physical Practical Component [Total F2F Physical Practical / (Total F2F Physical + Total F2F Online + Total Independent Learning) x 100]					0.00
C2	% SLT for F2F Online Practical Component [Total F2F Online Practical / (Total F2F Physical + Total F2F Online + Total Independent Learning) x 100]					0.00
Please tick (v) if this course is Industrial Training/ Clinical Placement/ Practicum using 50% of Effective Learning Time (ELT)						
<p>Note:</p> <p>* Indicate the CLO based on the CLO's numbering in Item 8</p> <p>** For ODL programme: Courses with mandatory practical requirements imposed by the programme standards or any related standards can be exempted from complying to the minimum 80% ODL delivery rule in the SLT.</p>						
11	Identify special requirement or resources to deliver the course (e.g., software, nursery, computer lab, simulation room etc)		Nil			

12	References (include required and further readings, and should be the most current)	<p>Main references supporting the course:</p> <p>The Institution of Engineering and Technology. (2023). <i>Professionalism and ethics</i> .  <a href="https://www.theiet.org/membership/professionalism-and-ethics/">https://www.theiet.org/membership/professionalism-and-ethics/</a></p> <p>Watters, A. (2023). <i>5 Ethical Issues in Technology to Watch for in 2023</i> . CompTia.  <a href="https://www.theiet.org/membership/professionalism-and-ethics/">https://www.theiet.org/membership/professionalism-and-ethics/</a></p> <p>Watters, A. (2023). IT Professional . <i>IEEE Computer Society</i> . <a href="https://www.computer.org/csdl/magazine/it">https://www.computer.org/csdl/magazine/it</a></p>
13	Other additional information (if applicable)	Nil
<p>Note: Number of PLO indicated is purely for illustration purposes only and the number is subjected to the curriculum design.</p>		