

1. Professional

A **professional** is someone who have specialized knowledge or skills in a particular field and applies them with competence, integrity, and responsibility. Professionals mostly have formal education, training, and follow ethical standards or a code of conduct in their work.

Example: A software engineer who maintain industry standards and ethics while developing secure applications.

2. Organization

An **organization** is a group of people who work together to achieve common goals or objectives. It can be a company, association, or institution with specific roles, rules, and purposes.

Example: Microsoft, universities, or any non-profit associations.

3. Professional Organization

A **professional organization** (also called a professional association or society) is a group formed to unite individuals of the same profession. It promotes networking, professional development, ethical standards, and continuous learning among its members.

Example: The Association for Computing Machinery (ACM).

4. Benefits of Joining a Professional Organization

1. **Networking Opportunities** - Connect with professionals, mentors, and experts in the same field.
2. **Professional Development** - Access to seminars, training, and certifications.
3. **Career Advancement** - Gain recognition and credibility in your profession.
4. **Knowledge Sharing** - Stay updated on new trends, research, and technology.
5. **Advocacy & Ethics** - Learn and uphold professional standards and ethics.
6. **Access to Resources** - Journals, publications, and research materials.

5. Examples of Professional Organizations in IT/Computing

A. Association for Computing Machinery (ACM)

Type: International

Founded: 1947, in New York, USA

Vision:

To advance computing as a science and profession that benefits society.

Mission:

To promote computing research, education, and best practices while providing a community for computing professionals worldwide.

Objectives:

- Encourage innovation in computing.
- Support professional growth through conferences and publications.
- Maintain ethical and professional standards in the computing field.

Brief History:

Founded in 1947, ACM is the world's largest scientific and

educational computing society. It publishes top research journals, organizes conferences like SIGGRAPH, and connects professionals across more than 190 countries.

B. Institute of Electrical and Electronics Engineers - Computer Society (IEEE-CS)

Type: International

Founded: 1946 (part of IEEE established in 1963)

Vision:

To be the leading provider of technical information, community, and career development for computer professionals worldwide.

Mission:

To advance the theory, practice, and application of computer and information processing science and technology.

Objectives:

- Foster innovation in computing and information technologies.
- Support professional education and certification.
- Promote collaboration among researchers, educators, and practitioners.

Brief History:

The IEEE-CS started as a subgroup of IEEE, focusing specifically on computing technology. Today, it's one of the largest communities for computer professionals, providing resources like publications, conferences, and certifications.

C. Philippine Computer Society (PCS)

Type: National (Philippines)

Founded: 1967

Vision:

To be the leading organization promoting the growth and development of the Philippine ICT industry.

Mission:

To advance the computing profession in the Philippines through education, collaboration, and ethical standards.

Objectives:

- Promote ICT awareness and literacy nationwide.
- Support policies and initiatives that improve the IT sector.
- Encourage professional development among Filipino IT practitioners.

Brief History:

The PCS is one of the oldest IT organizations in the Philippines. It has actively supported government and educational initiatives to improve IT education and professional standards in the country.