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Midterm Paper

**Part 1**

In the world we live in today, technology is integrated all around us. While these new products are helping to evolve nearly every aspect of our daily lives, where do we draw the lines on what is and what isn’t ok to create and produce technologically speaking? This issues fall under the category of Tech Ethics. Ethics can be defined as “ A set of concepts or principles that guide us in determining what behaviors helps or harms sentient creatures” (Onesti, 2016). Tech Ethics takes the concepts and principles of ethics, and applies them to the technological world. In the field of Tech Ethics, I’m focusing my attention of the pirating of music and its effects on the music industry.

The times of waiting in line at a record story to pick up your favorite artists new album are long behind us. The new wave of music streaming services such as Apple Music and Spotify, allow us to listen and purchase music with the click of a button on our mobile devices. Aside from being easily accessible, these services also allow for individual songs to be purchased rather than the old ways of having to purchase entire albums at a time. While adding the ability to add individual song seemed long overdue, it came at the cost of an 8% average annual decline in record sales, (Goldman, 2010). This switch from physical copies of music to digital created an entirely new platform for music to be shared legally and illegally.

To understand the problem of pirating music as a whole, first we need to understand what the act of pirating actually is. “Pirating is the use of another person’s idea, product or invention without their permission, which is an infringement of a copyright”, (Storrs, 2013). For many of us this is a crime we commit on a daily basis, often times without even knowing it. For example imagine you are sitting in your car and your favorite song comes on the radio. Without hesitation you begin blurting out every word in your best impersonation of the artist. Under current copyright laws, this seemingly innocent act of appreciation toward a song has actually been a copyright infringement due to the lack of permission by the artist to use their work. Copyright infringement is the foundation of pirating and ultimately why it is wrong.

During our Tech Ethics lecture we talked about an example involving the ethical implications of pirating music that you have previously purchased. This example sparked a lot of questions based on the fact of, is it really stealing if you had previously purchased it? My first response was, surely a few songs here or there couldn’t hurt anyone, so what’s the big deal? Since the creation of third party file sharing website, pirating of music and other materials has been a huge problem faced by the music industry. “One credible study by the Institute for Policy Innovation pegs the ANNUAL harm at $12.5 billion dollars in losses to the U.S. economy as well as more than 70,000 lost jobs and $2 billion in lost wages to American workers” (Storrs, 2012). These numbers clearly display what the “big deal” is, and their implications on our economy.

The act of pirating music relates to computer science and informatics, because it falls under the category of Tech Ethics. When analyzing the problem of pirating ethically, we concluded that there is no right way to steal or use others works without permission without infringing upon their copyrights. Due to this reason, I believe that the act of pirating music is wrong and should not be done. As someone who has pirated music before, it is easy to click a button and download a song for free when you are unaware of the implications your actions hold on the music industry as a whole. In completing this assignment, it has opened my eyes the problems my actions can cause, and how even downloading just a few songs can make a great impact.

**Part 2**

**Attack of the Show, Season 6 Episode 9**

Attack of the Show, was a fast-breaking tech news show that brought an in depth view of the newest tech products to hit the market. The show ran for 8 seasons, and was most notably hosted by Kevin Pereira and Olivia Munn. Attack of the Show was set up much like that of normal local news broadcast, but unlike normal news broadcast, focuses only on the latest tech news, products, and viral videos that hit the web, with a comic twist, (AOTS, 2010). Attack of the show was filmed in front of a live audience, bringing in on average 114,000 outside viewers and was targeted for the 18 to 34 year old male demographic, (Stelter, 2009). Each week during the show there is a segment call “Gadget Pron” where they discuss some new form of technology. This episode’s gadget pron segment focuses on the FUJI Film FinePix 3D W1 camera.

The FUJI Film FinePix W1 camera is a 3D camera designed with two separate lenses that create two images that you can view in 3D or 2D, (FinePix, 2016). The FinePix W1 camera comes equip with both front and back facing cameras, as well as a 2.8” 3D LCD screen and was retailed at $599 (FinePix, 2016). This product offers many accessories to enhance overall 3D viewing experience including RealD 3D glasses, as well as a 3D photo viewer that doesn’t require 3D glasses, (AOTS, 2010).

The technology of 3D camera has come a long way since the FUJI FinePix W1, and has become greatly more accessible. At its height and before being discontinued, the FinePix W1 was retailing for a whopping $599. This rather steep price made owning this prestigious camera a luxury for the rich and powerful, while only providing the capabilities of taking 3D images. Today with the advancing smart phone technology, many of us are able to take 3D images as well as a whole host of other things for all around the same price the FinePix W1 was going for.

3D technology today is helping to solve many real world problems. One way 3D technology is helping to solve real world problems is through 3D printing. 3D printing can be used for a lot of things, but one of the most popular forms is for implants. What makes 3D printing so special is how customizable it is. This customization allows scientists to create implants from organs to entire body parts, (Federico, 2014).

This type of technology affects the lives of people in real life due to its seemingly limitless applications. While the ability to 3D print implants for humans is a huge benefit of 3D printing technology, the same technology can be used to print other things. Designers in America today are building cars completely from 3D printing, while in China they are building houses entirely made from 3D print. With advances in 3D technology changing everyday, there seems to be no end in sight for how it will be used next, (Federico, 2014).

The question of whether or not 3D printing is ethical can be interpreted in many different ways. On one side, the 3D printing of cars and other new tech devices I feel is generally ethical. The problems arise when you reach the topic of 3D printing organs and body parts from humans. Under most circumstances modify or the “upgrading” of healthy non-problematic organs or body parts I feel to be ethically wrong. This opinion stems from my belief in the old saying “if its not broken, why fix it”? What I mean by this is that while 3D print in health is very beneficial, when we cross the line and change something just to change it, we are abusing the whole concept it was designed for. I believe this form of technology should be reserved for only the most extreme of circumstances. An example of such circumstances include, if a person loses a limb due to some sort of accident, or to replace an organ due to failure or disease.

In the next 5 to 10 years, I only see 3D technology getting more and more integrated into our everyday lives. With the development of 3D printed cars and houses already underway the future is bright in what 3D technology will bring us next.

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