**Social, Legal and Ethical Aspects of Computing (CS3SC17)**

**Group Film Analysis Report**

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# Introduction

# Analysis

*Examine the real life situation with regard to SLEP aspects, and discuss the likely impacts of technologies represented in the source media (film/series etc.) given the real world context.   
Do use subheadings to help organise your content.*

* *Demonstrate a balanced argument for and against the applications of science and engineering used throughout the film. Try and come up with roughly equal numbers of positive and negative aspects in each case.*
* *Relate all aspects to modern life and discuss why they are so important.*
* *Actively engage a reader to think about the social, legal and ethical aspects you have analysed.*
* *Demonstrate achievement of, or strong progress towards, learning outcomes:*
  + *Understand the impact that new technologies have on individuals, businesses, communities and globally;*
  + *Present compelling arguments about the social impact of new technological developments;*
* *May additionally demonstrate:*
  + *Understand the impact that new technologies have on individuals, businesses, communities and globally;*
  + *Present compelling arguments about the social impact of new technological developments;*

# Conclusion

# Reflection

In completing this exercise,

# References and Sources

## **References**

[1] M. Lotz, "Waterfall vs. Agile: Which Methodology is Right for Your Project?", *Segue Technologies*, 2013. [Online]. Available: https://www.seguetech.com/waterfall-vs-agile-methodology/. [Accessed: 17- Mar- 2018].