

Unit – Ethics in CS

Essential Questions:

How should ethics play a role in our decisions when using computers?

What is an individual's responsibility to act ethically?

What is the government's responsibility to define ethical behavior?

Lesson #9 – Piracy and Copyright Infringement

Objectives - SWBAT understand the advantages and disadvantages of Digital Rights Management on software.

Supporting EQ: What does it mean to own a piece of software?

Standards (Rhode Island Computer Science Standards)

3-RC-CU-1 Evaluate the ways computing impacts personal, ethical, social, economic, and cultural practices.

3-RC-SLE-1 Evaluate the impact of intellectual property laws on the use of digital information

Overview

Do Now:

Activity: Students will read an article about the advantages and disadvantages of DRM and summarize each position.

After that, they will read an article about the issues caused by DRM upon the release of Diablo III. Students will

synthesize these resources to determine what should be done by media creators to prevent piracy, if anything at all?

Should the government step in to protect consumers from companies attempting to restrict consumer's access to their product? Should companies be charging for their products at all?

Notes

Students are likely to be aware of DRM as it pertains to videogames. The most common form of DRM for games are requiring students to be Always Online. Students will read about the various forms of DRM, as well as the advantages and disadvantages of DRM. They will then summarize each position in a graphic organizer (Google Doc), bullet-pointing the pros and cons.

After this, they will read an article about DRM gone wrong (the Diablo 3 launch) and author a position, in the form of a comment on an online platform (Jamboard/Padlet/Slack) explaining if they support or oppose the use of DRM on software.

Students who support in any amount the use of DRM should identify if there is a line that companies should not cross when it comes to restricting users' access.

Students who oppose DRM completely should identify what companies can do to reduce piracy and/or copyright infringement.

After posting, students will respond to at least two others challenging or supporting that student's position.

Follow-up Assignment: Should software be free? Students will learn about Free and Open Source Software and compare the different pricing models for videogames, summarize the various points

Handouts

Articles linked below

In-Person Learning Alternative:

Print out articles and hand them out, make physical graphic organizers.

Resources

<https://www.cbc.ca/news/technology/the-pros-cons-and-future-of-drm-1.785237>

<https://www.forbes.com/sites/erikkain/2012/05/17/diablo-iii-fans-should-stay-angry-about-always-online-drm/?sh=6b941b7d1853>

Follow up lesson: <https://www.gnu.org/philosophy/shouldbefree.en.html>

Assignment/Assessments

Padlet/Slack post with their support or opposition to DRM and their alternative solutions to problems plagued by

consumers and companies. Students will also respond to at least two other students.