

# **Professionalism in the Creative Industries**

## Creative Technologies Professionalism (COMP09096)

**Dr Gavin Baxter**  
University of the West of Scotland  
[gavin.baxter@uws.ac.uk](mailto:gavin.baxter@uws.ac.uk)

# PRESENTATION OUTLINE

- ❑ DEFINING THE TERM PROFESSIONALISM
- ❑ ASSESSING WHAT IT MEANS TO BE A PROFESSIONAL IN THE CREATIVE INDUSTRIES
- ❑ REVIEWING THE PILLARS OF PROFESSIONALISM
- ❑ OVERVIEW OF PROFESSIONAL AND ETHICAL CONSIDERATIONS AND CODES OF CONDUCT

# PROFESSIONALISM

- ❑ A professional can be viewed as someone who:
- ❑ exhibits mastery of an esoteric body of knowledge
  - ❑ usually acquired through higher education
  - ❑ body of knowledge must be acquired to practice in profession
- ❑ is autonomous
  - ❑ specialised knowledge required to practice in the profession and as a result professional has autonomy to make professional decisions
- ❑ is usually controlled by a professional organisation recognised by the government that controls admission and sets standards for professional conduct
- ❑ is governed by a professional code of ethics that sets standards of professional conduct
- ❑ fulfills an important social function in terms of benefitting society

# PROFESSIONALISM

- ❑ This perception suggests:
  - ❑ Professionals have a level of expertise above that of the average individual
  - ❑ Professionals have more knowledge of how their work is conducted than the average individual
  - ❑ Professionals are subject to a governing body which regulates their role
  - ❑ The role of professionals is seen in terms of the work they do for the greater good of society
- ❑ Professionals can harm others if they act dishonestly, carelessly or incompetently

# CHARACTERISTICS OF PROFESSIONS

- ❑ Bynum and Rogerson (2004) state the term professional suggests:
  - ❑ mastery of an large body of knowledge and skills normally acquired through a mixture of formal education and practical training
  - ❑ providing an important service to advance a social value
  - ❑ control over services to the public by licensing or certification to practice
  - ❑ accepting a professional code of practice

# CHARACTERISTICS OF PROFESSIONS

- ❑ Creative industry professionals:
- ❑ have responsibilities that encompass their clients, users of their products or services and the public (society)
- ❑ have responsibility to do a careful job, particularly where errors/failures can result in monetary losses disruption or physical harm to clients and the public
- ❑ must consider potential risks when undertaking work e.g. privacy and security of data
- ❑ eliminate and reduce risks where these are high
- ❑ have to master an *esoteric body of knowledge*
- ❑ have to maintain a set level of competency - knowing or learning enough about the application field to do a good job

# CHARACTERISTICS OF PROFESSIONS

☐ Computer professionals' (including creative industry professionals) obligations are:

☐ to their employer, clients, fellow professionals and society

## **To their employer:**

☐ must show loyalty and integrity because linked to their expertise and autonomy is a greater degree of freedom concerning how they undertake their work

## **To clients:**

☐ must be honest and if a conflict of interest arises they must alert the client to this

# CHARACTERISTICS OF PROFESSIONS

- ❑ Computer professionals' (including creative industry professionals) obligations are:

## **To fellow professionals:**

- ❑ they must uphold the good name of the profession and support their colleagues but not at the expense of the good name of the profession

## **Social role:**

- ❑ most important obligation, is fulfilling their social role and their obligation to educate society in their role as a professional



# CHARACTERISTICS OF PROFESSIONS

- ❑ In summary, individual's occupation characterised as a profession where it involves:
- ❑ mastery of body of esoteric knowledge, normally acquired through HE, which only members of the profession have
- ❑ observing a code of conduct which lays down standards of conduct and disciplinary procedures
- ❑ membership of professional organisation e.g. BCS, ACM
- ❑ professional organisation usually recognised by government, controls admission to profession and sets standards for practice

# PILLARS OF PROFESSIONALISM

❑ According to Kizza (2013, pp. 57-60) professionalism is supported by four pillars

❑ **Commitment**

❑ **Integrity**

❑ **Responsibility**

❑ **Accountability**



# COMMITMENT

## ☐ **Key Points:**

- ☐ commitment must be willing and without duress so an individual must like what they are doing
- ☐ must try to meet the commitment (even with help)
- ☐ cannot simply give up the assignment if an obstacle gets in the way. Assumption you as professional have knowledge to do the job and will seek help if required
- ☐ commitment must be openly and publicly stated
- ☐ agreement on what is to be done, by whom, and when
- ☐ no attempt to hide things or cover things up as this gets in the way of doing a professional job

# COMMITMENT

- ❑ Key Points:
- ❑ Commitments are not entered into without first researching requirements to clarify what is being entered into
- ❑ in the event of shortfalls, e.g. if a deadline is going to be missed, advance notice must be given and a new commitment agreed
- ❑ must have “courage” to face up to shortfalls and deal with them accordingly

# INTEGRITY

- ❑ Integrity involves the state of undivided loyalty to self belief encompassing: honesty, uncompromising self value, incorruptibility

## **Three maxims:**

- ❑ Vision - capacity to anticipate and plan action to circumvent obstacles and maximise benefits. Sign of good leadership is performance with initiative, autonomy and authority in client/provider relationship
- ❑ Love - work viewed as a creation, not a chore
- ❑ Commitment - vision and love applied to the work bonds individual to see work to completion

# RESPONSIBILITY

- ❑ Responsibility varies with age of the individual and their place in society
- ❑ Professional chooses a “lifestyle” implied in a career
- ❑ hence reference to “vocation”
- ❑ Must accept package of responsibilities that go with that lifestyle

# RESPONSIBILITIES

- ❑ Computing and Creative Industry Professionals have special responsibilities
  - ❑ to their customers
  - ❑ to the users of their products and services
  - ❑ and often to the general public as well
- ❑ Responsibilities include
  - ❑ doing a careful job (on software projects) where errors and failures may cause monetary losses, disruption or physical harm to their customer, and or the public

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- ☐ Responsibilities include
  - ☐ doing a careful job (on software projects) where errors and failures may cause monetary losses, disruption or physical harm to their customer, and or the public
- ☐ Responsibilities Include
  - ☐ thinking about potential risks (to privacy and security of data) and taking appropriate action to diminish risks that are too high
  - ☐ maintain an expected level of competence
  - ☐ be up-to-date on professional standards and techniques
  - ☐ knowing or learning enough about the application field to do a good job



# ACCOUNTABILITY

- ❑ **Accountability involves:**

- ❑ the obligation to answer for the execution of one's assigned responsibilities

- ❑ **Three key elements:**

- ❑ set of outcome measures - to reliably and objectively evaluate performance. Minimum set of measures that everyone in the professional must meet. Set of performance standards - defined in terms of these outcome measures

- ❑ set of incentives - for meeting the standards and/or penalties for failing to meet them

# OBLIGATIONS

## ☐ **To an employer**

- ☐ loyalty and integrity

## ☐ **To a client**

- ☐ honesty

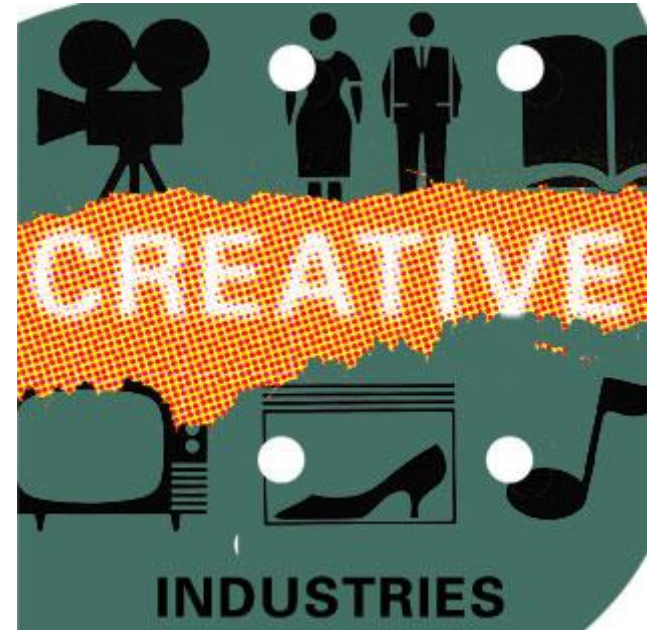
- ☐ declare conflicts of interest

## ☐ **To society**

- ☐ education, confidentiality

## ☐ **To other professionals**

- ☐ uphold good name of the profession



# PURPOSE OF PROFESSIONAL CODES

## ☐ **Purpose of Professional Codes:**

- ☐ inspire by providing encouragement for ethical behaviour
- ☐ provide moral education by educating members in the moral aspects of their work
- ☐ set standards of professional service required of members
- ☐ provide disciplinary function where members' behaviour transgresses from the code to defend profession's integrity and protect professional standards
- ☐ provide advice in cases of moral perplexity
- ☐ code needs to strike a balance between being broad enough to cover ethical questions that arise in the professions generally but sufficiently specific enough to cover ethical questions arising in computing

# ETHICAL BEHAVIOUR IN PROFESSIONALS

**Three factors** encourage ethical behaviour in professionals:

## ☐ **Formal education**

- ☐ Should be targeted, incremental and aimed at explaining the constructs and environment of the profession

## ☐ **License**

- ☐ individual granted formal/legal permission to practice their chosen profession
- ☐ requires individual to demonstrate an acceptable level of competence and this is usually effected by testing the applicant
- ☐ agree to stay knowledgeable in the profession – continuing professional development
- ☐ a licence is a privilege not a right

# ETHICAL BEHAVIOUR IN PROFESSIONALS

## Codes of Conduct

- ❑ Designed to promote the public image of the profession
- ❑ Specify and enforce the ethical behaviour required of members
- ❑ Normally the codes consist of standards, canons and rule of conduct



# ETHICAL BEHAVIOUR IN PROFESSIONALS

## ☐ **Codes of Conduct** normally cover:

- ☐ Moral and legal standards
- ☐ Professional/client relationship
- ☐ Client advocacy
- ☐ Professional-public relationships
- ☐ Sanction mechanisms
- ☐ Confidentiality
- ☐ Educational requirements
- ☐ Compliance
- ☐ Competence
- ☐ Certified professional credentials (where profession uses certification)

# ETHICAL BEHAVIOUR IN PROFESSIONALS

## **Codes of Conduct workings**

- ☐ Codes of conduct require a system of enforcement, grievance reporting, hearing procedure, sanctions and appeals
- ☐ Normal to set up a professional ethics committee or review board within the profession
- ☐ To ensure its effectiveness, all members must recognise the authority of the ethics committee
- ☐ Committee draws up a code of ethics for the profession and regularly reviews it
- ☐ Committee also conduct members' education campaigns, distribute the code to all members and develop disciplinary procedures
- ☐ This is all done to promote the profession's image

# CODES OF CONDUCT/RESPONSIBILITY

- ❑ Most professions are regulated by the Code of Conduct/Code of Responsibility:
- ❑ Lawyers in Scotland by the [Law Society](#) in Scotland.  
To practice as a solicitor in Scotland you must be admitted as a member of the Law Society
- ❑ Doctors by the [BMA](#) – although the BMA is a voluntary organisation 80% of practising medical professionals are members
- ❑ Both these bodies issue their members with codes of conduct and there are sanctions for failure to comply with the code



# CODES OF CONDUCT/RESPONSIBILITY

- ❑ The IT Profession has numerous professional bodies worldwide:
- ❑ In the UK:
  - ❑ [British Computer Society](#) (BCS)
  - ❑ [Institute of Electrical Engineers](#) (IEE)
- ❑ In the US:
  - ❑ [ACM](#) (Association for Computing Machinery)
  - ❑ [IEEE](#) (Institute of Electrical and Electronic Engineers)

# CODES OF CONDUCT/RESPONSIBILITY

- ❑ Number of professional organisations have produced codes of ethics:
  - ❑ BCS – [BCS Code of Conduct for BCS Members](#)
  - ❑ [ACM/IEEE](#)-CS Software Engineering Code of Ethics and Professional Practice (adopted jointly by ACM and IEEE CS)
  - ❑ ACM – [Code of Ethics and Professional Practice](#)
- ❑ A set of Standards [Ten Commandments](#) of Computer Ethics created by the Computer Ethics Institute

# CODES OF CONDUCT/RESPONSIBILITY

- ❑ igda – international game developers association have developed a [Code of Ethics](#) with the following objectives:
  - ❑ To promote the growth of our industry and the growth of creative endeavors;
  - ❑ To ensure a professional standard of workplace environment for all development;
  - ❑ To publicly establish and communicate our standards as media professionals.
- ❑ The [W3C](#) have developed a [Code of Ethics and Professional Conduct](#) to define accepted and acceptable behaviours and to promote high standards of professional practice.



# ARGUMENTS FOR PROFESSIONAL CODES

- ☐ Encourages members to act ethically in their work
- ☐ Sensitises members to the need to consider the moral aspects of their work
- ☐ Enforces the rules of the profession via the disciplinary regulations
- ☐ Informs the public and clients about the professional standards required of members
- ☐ Enhances the standing of the profession in the eyes of the public
- ☐ Provides guidance to members when faced with ethically difficult situations

# ARGUMENTS AGAINST PROFESSIONAL CODES

- ❑ Some codes of ethics are too narrowly drawn up concentrating on Mason's Four Principles: **privacy, accuracy, property and accessibility**. If not widely drawn for broad application codes can have loopholes and organisations may use these to avoid ethical responsibilities and incomplete code may be used to condone unethical behavior
- ❑ Codes of limited applicability where two/more principles conflict e.g. conflict between employer and society if software engineer employed on project and has reservations about public safety but employer has no such reservations
- ❑ Code principles have broad application and lack completeness
- ❑ Codes do not always separate macro from micro-ethical issues – macro-ethical involves social issues of the whole group and micro-ethical issues involve the personal relationships of professionals with clients, colleagues

# ARE CREATIVE COMPUTER PROFESSIONALS REALLY “PROFESSIONALS”?

- ☐ What do you think?
- ☐ Are they bound by codes of conduct?
- ☐ Are they “forced” to act in an ethically correct way?
- ☐ Are they held responsible and accountable for errors and mistakes?
- ☐ in societal terms?
  - ☐ can they be “struck off” like doctors and lawyers?
  - ☐ should this be the case?

## ADDITIONAL READING

- ❑ Bynum, T.W. and Rogerson, S. (2004) Computer Ethics and Professional Responsibility. Oxford: Blackwell Publishing Ltd.
- ❑ Duquenoy, P., Jones, S. and Blundell, B.G. (2008) Ethical, Legal and Professional Issues in Computing. Middlesex University Press.
- ❑ Kizza, J.M. (2013) Ethical and Social Issues in the Information Age. 5<sup>th</sup> ed. Springer-Verlag London.
- ❑ Quinn, M.J. (2015) Ethics for the Information Age. 6<sup>th</sup> ed. Pearson Education Limited.