Bemidji State University

CS 4390: Social, Ethical, and Professional Issues in Computing

A. COURSE DESCRIPTION
   Credits: 2
   Lecture Hours/Week: *.*
   Lab Hours/Week: *.*
   OJT Hours/Week: *.*
   Prerequisites: None
   Corequisites: None
   MnTC Goals: None
   Features topics related to standards for computing professionals. Prerequisites: At least one CS course numbered 3000 or higher. Might not be offered every year.

B. COURSE EFFECTIVE DATES: 07/01/2001 - Present

C. OUTLINE OF MAJOR CONTENT AREAS
   1. ACM Code of Ethics
   2. Computer Security
   3. Cracker Personalities
   4. Critical Dependencies
   5. Government Polities
   6. Hacking
   7. Intrusion Detection
   8. Legal Issues
   9. Open Source vs. Proprietary Software
   10. Patents & Copy Rights
   11. Professional Code of Ethics
   12. Project Planning
   13. Public Key Encryption
   14. Reverse Engineering
   15. Risk Management
   16. Safety Critical Systems
   17. The Open Source Movement
   18. The Software Engineering Code of Tehics
   19. Types of Reasoning Errors
   20. Whistle Blowing
   21. Why Ethics in Computing
   22. Wiretaps
   23. intellectual Property Issues

D. LEARNING OUTCOMES (General)
   1. understand how computing and information system give rise to ethical dilemmas, social, cultural, and legal issues.
E. Minnesota Transfer Curriculum Goal Area(s) and Competencies
   None

F. LEARNER OUTCOMES ASSESSMENT
   As noted on course syllabus

G. SPECIAL INFORMATION
   None noted