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 Ethics  
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