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

A. COURSE DESCRIPTION

Credits: 3
Lecture Hours/Week: 0
Lab Hours/Week: 0
OJT Hours/Week: *.*
Prerequisites: None
Corequisites: None
MnTC Goals: None
Features strategies for analyzing the social, ethical, and professional implications of issues and decisions that computing professionals might encounter. Those strategies are practiced and refined in a variety of areas of concern for computing. Prerequisite(s): At least one CS course numbered 3000 or higher.

B. COURSE EFFECTIVE DATES: 08/15/2020 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Standard ethical theories
2. Privacy
3. Intellectual property
4. Networking
5. Network security
6. Computer system reliability
7. Professionalism
8. Codes of ethics applicable to computing professionals
9. Computing’s impact on aspects of society and the economy

D. LEARNING OUTCOMES (General)

1. understand their responsibilities as a computing professional.
2. apply standard ethical theories to computing related scenarios.
3. create, analyze, and critique arguments surrounding social and ethical aspects of computing.
4. develop strategies to discuss concerns about social and ethical aspects of computing.
5. develop strategies for ethical decision making for computing ethics 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