Course Specification
(Bachelor)

Course Title:	**Computer Ethics**
Course Code:	**CSC1402**
Program:	**Bachelor in Computer Science**
Department:	**Department of Computer Science**
College:	**Faculty of Computers and Information Technology**
Institution:	**University of Tabuk**
Version:	**1.0**
Last Revision Date:	**27 July 2022**

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A. General information about the course:

1. Course Identification

1. Credit hours: 1					
2. Course type					
A.	☐ University	☐ College	☒ Department	☐ Track	☐ Others
B.	☒ Required		☐ Elective		
3. Level/year at which this course is offered: Level 8/ Year 4					
4. Course general Description:					
This course focuses on basic concepts in computer ethics such as social and ethical computing, morality and the law, ethics, technology and value, ethics and the professions, anonymity, security, privacy, and civil liberties, intellectual property, rights and computer technology, social context of computing, software issues (risks and liabilities) and finally computer crimes.					
5. Pre-requirements for this course (if any):					
100 Credit Hours					
6. Co-requisites for this course (if any):					
N/A					
7. Course Main Objective(s):					

a. Demonstrates knowledge of a professional code of ethics.
b. Recognize the impact of the profession on individuals and the society.
c. Demonstrate professional excellence in performance, punctuality, collegiality, and service to the profession.
d. Identify possible courses of action and discuss the pros and cons of each job-related scenario that requires a decision with ethical implications.
e. decide on the best course of action and justify the decision for job-related scenario that requires a decision with ethical implications.
f. Realize the importance of error-free code.
g. Recognize the essence of security, privacy, confidentiality, and safety.
h. Recognize the legality of intellectual property.

i. Fulfill the responsibilities as an individual team member.

2. Teaching mode (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	15	100%
2	E-learning		
3	Hybrid • Traditional classroom • E-learning		
4	Distance learning		

3. Contact Hours (based on the academic semester)

No	Activity	Contact Hours
1.	**Lectures**	15
2.	**Laboratory/Studio**	
3.	**Field**	
4.	**Tutorial**	
5.	**Others (specify)**	
Total		15

B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Code of PLOs aligned with program	Teaching Strategies	Assessment Methods
1.0	**Knowledge and understanding**			
1.1	Recognize the impact of the profession on individuals and the society.	K3	Lecture	Exams
1.2	Recognize the importance of error-free code.	K3	Lecture	Exams
1.3	Recognize the essence of security, privacy, confidentiality, and safety.	K3	Lecture	Exams
1.4	Recognize the legality of intellectual property.	K3	Lecture	Exams
2.0	**Skills**			

Code	Course Learning Outcomes	Code of PLOs aligned with program	Teaching Strategies	Assessment Methods
2.1	Explain possible courses of action and discuss the pros and cons of each job-related scenario that requires a decision with ethical implications.	S2	Lecture, group discussion, and brainstorming	Exams, quizzes, and Analytical report
2.2	Analyze the best course of action and justify the decision for a job-related scenario that requires a decision with ethical implications.	S2	Lecture, group discussion, and brainstorming	Exams, quizzes, and Analytical report
3.0	**Values, autonomy, and responsibility**			
3.1	Demonstrate the professional and ethical issues in Information Technology field.	V1	Group discussion and brainstorming	Exams and quizzes
3.2	Communicate and work (effectively, ethically, and professionally) to accomplish all the assigned duties and projects, either individually or in groups.	V2	Group discussion and brainstorming	Exams and quizzes

C. Course Content

No	List of Topics	Contact Hours
1.	**Introduction to Social and Ethical Computing (Part1):** Historical Development of Computing, Development of the Internet, Development of the World Wide Web.	**1**
2.	**Introduction to Social and Ethical Computing (Part2):** The Emergence of Social and Ethical Problems in Computing, The Case for Computer Ethics Education.	**1**
3.	**Morality and the law (Part1):** Definition of Morality, Moral Theories, Moral Codes, Moral Standards, Guilt and Conscience.	**1**
4.	**Morality and the law (Part2):** Natural Law, Conventional Law, Purpose of Laws, Morality and the Law.	**1**
5.	**Ethics, Technology and Value:** Traditional Ethics, Ethical Theories, Functional Ethics, Codes of Ethics, Reflections on Computer Ethics, Technology and Values	**1**
6.	**Ethics and The Professions:** Evolution of Professions, Education and Licensing, Professional Decision, Professionalism and Ethical Responsibilities.	**1**
7.	**Anonymity, Security, Privacy, and Civil Liberties:** Anonymity, Security, Privacy, Ethical and Social Issues.	**1**
8.	**Intellectual Property Rights and Computer Technology (Part1):** Computer	**1**

	Products and Services, Instruments of Protection, Ownership.	
9.	**Intellectual Property Rights and Computer Technology (Part2):** Infringement, Protection of Ownership Rights, The Legal Protection of Computer Software.	**1**
10.	**Social Context of Computing (Part1):** The Digital Divide, ICT in the Workplace.	**1**
11.	**Social Context of Computing (Part2):** Employee Monitoring, Workplace Employee Health and Productivity.	**1**
12.	**Software Issues: Risks and Liabilities (Part1):** Causes of Software Failures, Risks.	**1**
13.	**Software Issues: Risks and Liabilities (Part2):** Consumer Protection, Improving Software Quality, Producer Protection.	**1**
14.	**Computer Crimes (Part1):** Computer Systems Attacks, Types of attacks.	**1**
15.	**Computer Crimes (Part2):** Motives of Attacks.	**1**
Total		**15**

D. Students Assessment Activities

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
1.	Midterm Exam1	6, 7	20%
2.	Midterm Exam2	11,12	20%
3.	Quizzes and Analytical report	During the lectures	20%
4.	Final Exam	17	40%

*Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.).

E. Learning Resources and Facilities

1. References and Learning Resources

Essential References	**Kizza, Joseph. (2013). Ethical and Social Issues in the information Age, 5 Edition, Springer-Verlag, ISBN-13: 978-1447149897**
Supportive References	**Baase, Sara. (2017). A Gift of Fire: Social, Legal, and Ethical Issues for Computing and the Internet. 5 edition. ISBN: 978-0134615271**
Electronic Materials	**Will be specified at the course time as needed.**
Other Learning Materials	**Blackboard platform**

2. Required Facilities and equipment

Items	Resources
facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)	**25 students/room**

Items	Resources
Technology equipment (projector, smart board, software)	**Projector**
Other equipment (depending on the nature of the specialty)	**Whiteboard, Sound System**

F. Assessment of Course Quality

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of Teaching	Faculty, Program Leaders, and Advisory Board	Both Direct and Indirect
	Students	Indirect
Effectiveness of Students Assessment	Faculty, Program Leaders, Advisory Board, and Independent Opinion	Both Direct and Indirect
Quality of Learning Resources	Faculty, Students, and Advisory Board	Indirect
The Extent to which CLOs have been Achieved	Faculty, Program Leaders, Advisory Board, and Independent Opinion	Direct (as in section B) and Indirect/Surveys
	Students	Indirect
Other	-	-

Assessors (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify)

Assessment Methods (Direct, Indirect)

G. Specification Approval

COUNCIL /COMMITTEE	
REFERENCE NO.	
DATE	