HOLY NAME UNIVERSITY
College of Engineering and Computer Studies
Tagbilaran City, Bohol

HNU Vision

A Catholic institution trailblazing excellence in educating servant leaders.

HNU Mission

We commit ourselves to the:
1. Faithful witnessing to the Word.
2. Pursuit of the highest standard of innovative instruction, research and community service.
3. Formation of committed professionals guided by the principle of prophetic dialogue.

HNU Goals

We aim to:
1. Make HNU a model Basic Ecclesial Community.
2. Perform the institutions' trilogy of functions with excellence and scholarship.
3. Engage actively in the apostolate of Communication, Bible, Mission Animation, and Justice, Peace and Integrity of Creation.

Department of Computer Studies

Program(s)	Bachelor of Science in Computer Science	Bachelor of Science in Information Technology	Associate in Computer Technology

		Graduates (**of the BSIT program**) of Holy Name University will:
Program Learning Outcomes (PLOs)	**PLO1**	Apply knowledge of computing, science, and mathematics appropriate to the discipline
	PLO2	Understand best practices and standards and their Applications.
	PLO3	Integrate IT-based solutions into the user environment effectively.
	PLO4	Create an effective IT project plan.
	PLO5	Participate effectively as a member or leader of a development team recognizing the different roles within a team to accomplish a common goal.
	PLO6	Analyze complex problems, and identify and define the computing requirements appropriate to its solution.
	PLO7	Identify and analyze user needs and take them into account in the selection, creation, evaluation and administration of computer-based systems.
	PLO8	Design, implement, and evaluate computer-based systems, processes, components, or programs to meet desired needs and requirements under various constraints.
	PLO9	Use of current technologies, skills, tools and practices necessary for the IT profession.
	PLO10	Communicate effectively with the computing community and with society at large about complex computing activities through logical writing, presentations, and clear instructions.
	PLO11	Engage in planning self-learning and improving performance as a foundation for continuing personal, social and spiritual transformations.
	PLO12	Analyze the local and global impact of computing information technology on individuals, organizations, and society.

	PLO13	Develop and contribute strategies and program of actions and subsequently implement these to protect the environment from possible destruction brought about by IT innovations.
	PLO14	Incorporate professional, moral, legal, security and social issues and responsibilities in the utilization of information technology.

COURSE SYLLABUS

Second Semester

Course Information		**Teacher Information**	
Course Code:	SP101	**Name:**	Dr. Maria Celia Z. Ligason
Course Title:	Social Issues & Professional Practice	**Office:**	College of Computer Studies
Credit Units:	3	**Email:**	mligason@hnu.edu.ph
Course Classification: ITE Professional		**Phone:**	(038)09154935588
Pre-Requisites: 3rd year standing		**Consultation Period:**	
Co-Requisites: None			
Schedule:			

Course Description

This course evaluates ethical questions that can arise in the profession and other occupations most particularly among information technology (IT) professionals. With this, an analysis of values, ethics and ideologies in computing and their applications to current issues in computer industry within the contemporary socio-cultural setting takes the center stage in the whole term of this course.

COURSE LEARNING OUTCOMES (CLO)

Upon completion of this course, students should be able to do the following:	Targeted Program Learning Outcomes (PLO)													
	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**
CLO1. Examine the ethical, moral and legal impact of IT to stakeholders.		E	E			E	E				E	E	E	E
CLO2. Analyze the importance of ethics, morality, legalities and social responsibility in the business world and ethics in IT.		E									E			E
CLO3. Present the roles and Ethical behaviours of IT professionals and IT Users.		E				E	E				E		E	E
CLO4. Describe ethical practices and ethical decisions of IT users and the Professional Code of Ethics.		E	E		E	E	E			E	E		E	E
CLO5. Evaluate the pros and cons of using IT and interpret the social context of a particular IT implementation.		E				E		E		E		E	E	E

LEARNING PLAN

TOPICS	HOURS	CLO	STRATEGIES/ ACTIVITIES	EVALUATION METHODS
I. AN OVERVIEW OF ETHICS **a.** What is Ethics?	3 hours		Asynchronous • Individual Seatwork for 10 minutes	Seatwork Output of Collaborative Work/Performance Task Quiz

			Asynchronous	
b. Ethics in the Business World c. Ethics in Information Technology		CLO1 CLO2	• Pre –recorded lecture video w PDF file/Power point presentation (total of 1 hour) with supplemental reading resources • Open Forum for Q and A • Collaborative Work/Performance Task (screen time- 30 minutes) • Short Quiz for 10 minutes Synchronous • Video Conference	Formative using open book Socratic Method Summative Evaluation
II. ETHICS FOR PROFESSIONALS AND IT USERS a. IT Professionals b. The Ethical Behavior of IT Professionals c. IT Professional Malpractice **d.** IT Users	15 hours CLO3		Asynchronous • Groupings • Pre –recorded lecture video w PDF file/Power point presentation (total of 1 hour) with supplemental reading resources • Open Forum for Q and A • Gamification for 30 minutes • Quiz for 30 minutes • Collaborative Work /Performance Tasks (screen time- 1 hour) Synchronous • Video Conference	Gamification Quiz Collaborative Work outputs/Performance tasks Formative using open book Socratic Method Summative Evaluation
III. LEGAL, ETHICAL SOCIAL and OTHER ISSUES IN COMPUTER SOCIETY a. Protecting Programs and Data/Program Security	35 hours	CLO1 CLO2 CLO3 CLO4 CLO5	Synchronous • Video Conference Asynchronous • Open Forum for Q and A • Quiz for 30 minutes • Case Studies	Quiz Collaborative Work outputs /Performance Tasks Answer to Case Studies Feed backing

b. Computer and Internet Crimes c. Privacy d. Freedom of Expression e. Employer/Employee Issues f. Information and the Law g. Green Computing h. Netiquette i. IPR and Key IPR Issues j. Social Media k. Social Informatics l. Digital Divide m. Online Communities and Social Implications		• Collaborative Work /Performance Tasks (screen time- 1 hour) Synchronous • Video Conference • Chat Discussion	Reflection Peer Learning Summative Evaluation
IV. THE IMPACT OF IT ON THE QUALITY OF LIFE	1 hour	CLO3	Synchronous • Video Conference	Reflection

FINAL COURSE OUTPUT

As evidence of attaining the following learning outcomes, the student is required to do and submit the following during the indicated dates of the semester:

COURSE LEARNING OUTCOME	REQUIRED FINAL COURSE OUTPUT	DUE DATE

CLO1
CLO2
CLO3
CLO4
CLO5
	a. Case Studies on Ethics
	     These are group requirements as applications of some of the topics covered. The cases given to the groups to answer and present are all related to Issues in Computer Society. **(Final period)**
	
	b. Group Presentation on Legal, Ethical and Social Issues in Computer Society
	     Students are assigned a group and a particular topic to present based on Outline III.**(Final period)**	

RUBRIC FOR ASSESSMENT

CRITERIA	MASTERFUL 4	SKILLED 3	APPRENTICE 2	NOVICE 1	RATING
Presentation Skills (50%)	Communicates effectively. Conveys clear, focused main ideas supported by well-chosen details and examples. Designs a presentation that effectively matches the topic, audience, and purpose. Uses tools to enhance the communication of	Communicates completely. Conveys main ideas supported by relevant details and examples. Designs a presentation that matches the topic, audience, and purpose. Uses tools to support the communication of	Communicates partially. Conveys a main idea but does not support it effectively. Designs a presentation that may not match the topic, audience, or purpose at times. Uses tools that do not support the communication of the	Communicates in a limited manner. Does not present or support any main ideas. Does not match the presentation to the topic, audience, or purpose. Uses tools in a way that interferes with the communication of	

	the content.	the content.	content.	the content.	
Ability to Answer Questions (50%)	Presents answer to question correctly.	Presents answer to question with few errors.	Presents answer to question with some errors.	Presents answer to question with many errors.	
				TOTAL	

OTHER REQUIREMENTS, ASSESSMENTS, TOOLS and POLICIES

Aside from the final output, the students will be assessed at other times during the semester by the following:

Group Activities and Assignments
Students will be given group activities designed to elicit maximum student engagement for each topic. Assignments will be given to further clarify the concepts and principles discussed in the class. Some activities will require the use of the internet.

Major Exams
Major exams will be given at the end of the midterms and finals as an assessment of all the topics covered in the specified period.

Formative Assessments
A wide variety of formative assessments will be used in this course to monitor the learning progress of students throughout the course. At the start of the semester, the students will be given situational activities related to Ethics and assigned to work individually, by partner or group. Throughout the semester, quick response assessments will be used to gauge how well the students are understanding concepts presented and how well they are achieving the course outcomes of the subject.

Techniques or Tools used in Student Interaction
Different ways to ensure student engagement or interaction during **asynchronous sessions** in the class thru *Practical techniques or tools* to enhance the following interactions.
A. Student-Teacher Interaction-*discussion forum/virtual chats, off-class consultation hours, timely feedback on all class submissions*
B. Student-Student Interaction-*peer review, let students teach, social media*
C. Student-Content Interaction-*quizzes, videos, OERs*
D. Student-Interface Interaction-*micro learning, mobile learning, social media*

Policies in Class
Setting Classroom Parameters

     i.   **Defining Settings for Individual Classes**
- **Students may be allowed to post and comment in the Stream.**
- **Generate Meet Link** only when needed.

    ii.   **Enabling/Disabling Email Notifications**

    Enable this if you want to receive emails on any activity or post in your Google Classroom. If disabled, all the other succeeding options will not be visible.
- **Comments**: Individually enable/disable comments on specific items in your class as follows:
  - a. Comments on your posts
  - b. Comments that mention you
  - c. Private comments on work

- **Classes You Teach:** Individually enable/disable notifications on classes you teach as follows:
    a. Late Submissions of Student Work
    b. Resubmissions of Student Work
    c. Invitations to Co-Teach classes
    d. Scheduled post published or failed

- **Class Notifications**: Individually enable/disable class notifications of classes being handled. (Note: Notifications for archived classes cannot be set anymore.)

Confidentiality and Privacy Policies
- Keep personal and academic information of students private
- Ask consent to students when using or disclosing their information
- Avoid data privacy breach on personal and academic information of students
- Come up with privacy notice as the need arise
- Do not use or disclose to any unauthorized person, any confidential information or private personal information relating to or received from the school's MIS or LMS
- This information includes but is not limited to financial, academic or health information kept in the MIS or LMS on its faculty and students as part of their personal files and/or as research data
- The use and disclosure of all information about living, identifiable individuals are governed by the Data Privacy Act of 2012.

GRADING SYSTEM

Rubrics-based rating for all assessments are given the corresponding weights to comprise the grade that the student gets for the course:

Conception Activities	15%	
Quizzes	15%	
Major Exams	30%	Passing mark is 50% which is equivalent to 3.0.
Performance Task	30%	
Attendance (Synchronous Activities)	10%	
TOTAL	**100%**	

Learning Materials:
All class materials, presentations, notes, assignments, performance task and solution sets of quizzes and exams are found in the Dropbox and Google Classroom.

Textbook:
Georg, Reynolds**, Ethics in Information Technology 6th Edition**, 2017
Brinkman, William John, **Computer Ethics**, 2012
Spinello, Richard, **Cyber Ethics**, 2011
Internet

References:
http://en.wikipedia.org/wiki/Green-computing
http://www.albion.com/netiquette/corerules.html
http://www.tekmom.com/tencommand/index.html
http://www.acm.org
http://www.aitp.org
http://www.oliverlehmann-training.de/code-of-conduct/PMI-Members-Ethic-Standard.pdf

http://plato.stanford.edu/entries/ethics-it-phenomenology
http://www.ehow.com/about-4743180-ethics-information-technology.html

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Date Submitted for Approval:		Date Approved:	