

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