

## Curriculum Organization

Meeting	Topic
1)	Introduction, curriculum planning
2)	Introduction to Philosophy and Ethics
3)	Overview of Ethical Issues in CS

We then have eight weeks (16 classes) to cover selected topics.

### Organizational ideas

1. Discuss issues in the context of case studies. Read and analyze case studies prior to class. Discuss and debate perspectives in class.

2. In forming and analyzing opinions, considerable extra effort may be required, particularly:

- a. Isolate ethical issues and points of debate and contention.
- b. Determine state of the art: what do CS professionals think?
- c. Literature search: what else has been published on the subject?
- d. Clarification:
  - Is the issue confused or confounded?
  - What are the decision-making bases?
  - What are the available tools for resolution?
  - What are the existing precedents?
- e. Argumentation mapping:
  - What schools of thought support or dispute an issue?
  - What are the historical and philosophical roots?
  - How has the issue evolved over time?

3. Each class member might become the local expert on a particular issue.

4. We could focus on some specific problems rather than wider issues. Egs: protecting children from hate groups as a specific problem for online security; ensuring privacy through personal encryption as a specific problem in free speech; copying software as a problem in computer property rights.

5. There are many pedagogical devices to enhance critical thinking, such as debates, position papers, comparative analysis of ideas, simulated decision-making, real-time ethical dilemmas, essays, role playing, fieldwork, case study preparation, etc. What type of classroom interactions does the class prefer?

## Topics

The impact of CS on society and on psychology is profound. This class is *not* about the general interface between technology and culture, it is about a particular subset of issues which are identified as *ethical*.

- \* professional ethics
- \* online etiquette
- \* hacking and cracking
- \* privacy
- \* property rights
- \* accountability, responsibility, and liability
- \* information integrity and security
- \* green computing
- \* cyborgs and simulacrum
- \* democratic values
- \* freedom of speech and censorship
- \* cognitive science and information processing models
- \* technological change
- \* societal implications

## Personal comments

Since my ethical training is in Education rather than Computer Science, I will be mixing educational ethics into our case studies and their analysis.

I have a particular interest in the ethical impact of massive innovation.

I have direct experience in Virtual Reality technologies, and am quite familiar with the ethical issues associated with *virtuality*. Since this topic is broad, we will see many examples of issues which contrast physical materiality with digital virtuality.