PROFESSIONALISM AND ETHICS IN IT course deals with some theories and code of ethics that computer professionals are likely to encounter in the ICT field. Students are exposed to several areas of ethical issues, privacy of personal information, piracy, sharing of information, accuracy and access to information. This course also exposes the student to the code of conduct for computing and information technology professionals.

COURSE LEARNING OUTCOMES (CLO)

Upon completion of this course, students should be able to:

1. distinguish between the various ethical theories and code of ethics which can be used to form the basis of ethical computing. (C3, PLO1)

2. respond constructively to various emerging issues related to ethics in cyberspace. (C3, A3, PLO1, PLO4)

3. adhere to code of ethics and enforcements when working with computers and the Internet. (A3, PLO8)
SUMMARY (LECTURE)

SST

1.0 PROFESSIONALISM AND ETHICS IN COMPUTING

This topic focuses on the definitions of ethics, professionalism and law. It also distinguishes students with main concepts in computing. Students will be able to know the importance of professionalism and ethics in computing.

2.0 COMPUTER RELATED CODE OF ETHICS

This topic covers the code of ethics in computing and technology. Students will have discussion on codes of ethics and commandments in computer ethics. Besides that, students are also exposed to the problems and awareness in computing ethics.

3.0 ETHICAL ISSUES IN COMPUTING

This topic covers the ethical issues and problems in computing. Students will learn categories of ethics and the ethical ways of using the Internet.

4.0 ETHICS IN CYBERSPACE

This topic focuses on topics related to Internet and Cyberethics. Students will understand the codes of blogging ethics and social networking. Students will also discuss the growth of social networking in Malaysia and the enforcements involved in ethical computing aspects.

DEPENDENT LEARNING COURSEWORK ASSESSMENT (02)

RTA – Recommended Time Allocation
SST – Suggested Sequence of Topics
SYLLABUS

1.0 PROFESSIONALISM AND ETHICS IN COMPUTING

1.1 Understand professionalism and ethics.
   1.1.1 Define ethics, professionalism and law.
   1.1.2 Distinguish between law and ethics.
   1.1.3 Discuss the professional ethics, engineering ethics and computer ethics.
   1.1.4 Explain how ethics, professionalism and law be related.

1.2 Explain philosophical and computer ethics.
   1.2.1 Define computer ethics.
   1.2.2 Discuss computer ethics as a unique kind of ethics.
   1.2.3 Explain the three main concepts of ethics in computing:
      a. Responsibility.
      b. Accountability.
      c. Liability.
   1.2.4 Describe the philosophical ethics:
      a. Consequentialism.
      b. Deontologism.
   1.2.5 Explain the importance of computer ethics.

2.0 COMPUTER RELATED CODE OF ETHICS

2.1 Understand the standards in conduct in computing.
   2.1.1 Explain the purpose of code of ethics.
   2.1.2 Explain the code of conduct for computing and Information Technology Professionals:
      a. ACM Code of Ethics and Professional Conduct.
      b. IEEE Code of Ethics.
      c. DPMA Code of Ethics.
      d. ICCP Code of Ethics.
   2.1.3 Discuss the problems with codes of ethics and awareness towards moral consciousness and education in ethics.
   2.1.4 Compare commonalties, differences, and implications of a given examples of professional codes of ethics.

2.2 Discuss the commandments of computer ethics.
   2.2.1 Identify the ten commandments of computer ethics.
   2.2.2 Explain the needs of all the ten commandments.
   2.2.3 Discuss the issues about the ten commandments of computer ethics.
3.0 ETHICAL ISSUES IN COMPUTING

3.1 Understand the ethical issues.
   3.1.1 Discuss the common ethical issues associated with:
   a. privacy
   b. sharing of information
   c. usage of computing resources

3.1.2 Categories the computer ethics issues:
   a. privacy
   b. property
   c. access
   d. accuracy

3.1.3 Identify the moral and ethical in community and identity in cyberspace:
   a. hacking, cracking and virus creation
   b. software piracy
   c. intellectual property rights: copyrights and patents

3.2 Understand ethics on the Internet.
   3.2.1 Describe how to be safe on the Internet:
   a. Stay legal and ethical
   b. Live online responsibly

   3.2.2 Discuss the need to be ethical when using Internet.
   3.2.3 Discuss code of ethics when working with computers and the Internet.

4.0 ETHICS IN CYBERSPACE

4.1 Understand internet and cyberethics.
   4.1.1 Define internet and cyberethics.
   4.1.2 Describe the need for internet and cyberethics.
   4.1.3 Explain the roles of organizations involved in cyberethics:
   a. International Federation for Information Processing (IFIP)
   b. Association for Computer Machinery, Special Interest Group: Computers and Society (SIGCAS)
   c. Ethical and Professional Issues in Computing (EPIC)
   d. Electronic Frontier Foundation (EFF)
   e. International Information Systems Security Certification Consortium (ISC)²

4.2 Understand code of blogging ethics.
   4.2.1 Define blogs.
   4.2.2 Explain purposes for blogs.
   4.2.3 Identify characteristics of a blogger.
   4.2.4 Differentiate a blogger and a journalist.
   4.2.5 List down advantages of blogging.
   4.2.6 Discuss the six basic ethical rules of a blogger.
4.2.7 Discuss the two most common legal issues faced by bloggers:
   a. Libel.
   b. Defamation of disclosure.

4.2.8 Discuss the do’s and don’t’s in blogosphere.
4.2.9 Describe the role of National Alliance of Bloggers
4.2.10 Adhere to good practice of blogging.

4.3 Understand social networking.
   4.3.1 Describe social networking.
   4.3.2 Describe the social networking applications.
   4.3.3 Discuss the growth of social networking in Malaysia.
   4.3.4 Discuss the self-censorship through the inherent threat and
         enforcement of a wide range of restrictive laws:
         c. Defamation Act.
         d. Official Secrets Act (OSA).
         e. Communications and Multimedia Act (CMA).
         f. Internal Security Act (ISA).

4.3.5 Conform to rules and ethics when performing social networking
       activities.
REFERENCES

Main:


Additional:


### MATRIX OF COURSE LEARNING OUTCOMES (CLO) VS PROGRAMME LEARNING OUTCOMES (PLO)

<table>
<thead>
<tr>
<th>Course Learning Outcome (CLO)</th>
<th>PLO1</th>
<th>PLO2</th>
<th>PLO3</th>
<th>PLO4</th>
<th>PLO5</th>
<th>PLO6</th>
<th>PLO7</th>
<th>PLO8</th>
<th>PLO9</th>
<th>Delivery Methods</th>
<th>Assessment</th>
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</thead>
<tbody>
<tr>
<td>1. Distinguish between the various ethical theories and code of ethics which can be used to form the basis of ethical computing.</td>
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<td></td>
<td>Interactive Lecture, Discussion and Presentation</td>
<td>Quiz, Test and Case Study</td>
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<tr>
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<td>C3</td>
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<td>Final Examination</td>
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<tr>
<td>2. Response constructively to various emerging issues related to ethics in cyberspace.</td>
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<td>Interactive Lecture, Discussion and Presentation</td>
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<td>Final Examination</td>
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<td>3. Adhere to code of ethics and enforcements when working with computers and the Internet.</td>
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<td>A3</td>
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</table>

**Remark:**
LD 1 Knowledge  
LD 2 Practical Skills  
LD 3 Communication Skills  
LD 4 Critical Thinking and Problem Solving Skills  
LD 5 Social Skills and Responsibilities  
LD 6 Continuous Learning and Information Management Skills  
LD 7 Management and Entrepreneurial Skills  
LD 8 Professionalism, Ethics and Moral  
LD 9 Leadership and Teamwork Skills
The course assessment comprises two components namely:

i. **Coursework Assessment (CA) – 50%**
   Coursework assessments that measures knowledge, practical skills and generic skills are carried out in the form of continuous assessment. Coursework assessments total score comprises the knowledge and practical marks ONLY. It does not include the mark of generic skills.

ii. **Final Examination Assessment (FE) – 50%**
   Final examination is carried out at the end of the semester.

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**ASSESSMENT SPECIFICATION TABLE (AST)**

<table>
<thead>
<tr>
<th>TOPICS</th>
<th>ASSESSMENT TASKS FOR COURSEWORK</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLO</td>
<td>Test</td>
</tr>
<tr>
<td>1</td>
<td>*(1)15%</td>
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<tr>
<td>2</td>
<td>*(2)25%</td>
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<tr>
<td>3</td>
<td>*(2)25%</td>
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</tbody>
</table>

1. Distinguish between the various ethical theories and code of ethics which can be used to form the basis of ethical computing. (C3, PLO1)

2. Response constructively to various emerging issues related to ethics in cyberspace. (C3, A3, PLO1, PLO4)

3. Adhere to code of ethics and enforcements when working with computers and the Internet. (A3, PLO8)

**Remark**
- Topic 1 : Professionalism and Ethics in Computing
- Topic 2 : Computer Related Code of Ethics
- Topic 3 : Ethical Issues in Computing
- Topic 4 : Ethics in Cyberspace

\(^\checkmark\) Refers to the CLO to be assessed through the indicated assessment task.

\(^*(#)\) # refers to the quantity of assessment

\(^\checkmark\) Indicates the topic (s) to be covered under the assigned/identified assessment tasks. For merged topics, lecturers have the options of choosing the preferred topic (s).

\(^**\) The generic skills are to be assessed separately. The total score for generic skills is 100%. However, it is NOT PART of the coursework assessment mark.
### DISTRIBUTION OF STUDENT LEARNING TIME (SLT) 
ACCORDING TO COURSE LEARNING - TEACHING ACTIVITY

<table>
<thead>
<tr>
<th>No.</th>
<th>Learning and Teaching Activity</th>
<th>SLT</th>
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<tbody>
<tr>
<td><strong>DEPENDENT LEARNING</strong></td>
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<tr>
<td>1.0</td>
<td>Delivery Method</td>
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<td>1.1</td>
<td>Lecture</td>
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<td>1.2</td>
<td>Practical</td>
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<td>1.3</td>
<td>Tutorial</td>
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<td>2.1</td>
<td>Lecture-hour-assessment</td>
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<td>- Test</td>
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<td>- Quiz</td>
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<td>2.2</td>
<td>Practical-hour-assessment</td>
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<td>2.3</td>
<td>Tutorial-hour-assessment</td>
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<tr>
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<td><strong>INDEPENDENT LEARNING</strong></td>
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<tr>
<td>3.0</td>
<td>Coursework Assessment (CA)</td>
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<td>- Case Study</td>
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<td>4.0</td>
<td>Preparation and Review</td>
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<td>4.1</td>
<td>Lecture</td>
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<tr>
<td>- Preparation before theory class eg: download lesson notes.</td>
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<tr>
<td>- Review after theory class eg: additional references, discussion group,discussion</td>
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<tr>
<td>- Preparation for quiz.</td>
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<tr>
<td>4.2</td>
<td>Practical</td>
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<tr>
<td>- Preparation before practical class/field work /survey eg: review notes, check list/ labsheets and/or tools and equipment.</td>
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<tr>
<td>- Post practical activity eg: lab report, additional references and discussion session</td>
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<tr>
<td>- Preparation before studio work presentation/critique.</td>
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<tr>
<td>4.3</td>
<td>Tutorial</td>
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<tr>
<td>- Preparation for tutorial</td>
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<td>4.4</td>
<td>Assessment</td>
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<td>- Preparation for test.</td>
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<td>- Preparation for final examination.</td>
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<td>Credit = SLT/40</td>
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</table>

**Remark:**
1. Suggested time for
   - Quiz: 10 - 15 minutes
   - Test (Theory): 30 - 60 minutes
2. 40 hours is equivalent to 1 credit