

CCS4903 Computing and Society**COURSE INFORMATION**

Prerequisites	Academic Year & Level		Teaching Methods			Credit Hrs.
	Year	Semester	Lecture	Tutorial	Laboratory	
90 Credit Hours or more accomplished	4	7	3	0	0	3

COURSE AIM

- Understand computing and its relationship with Society.
- Understand the role of social dynamics in interaction.
- Understand the need for the Data Protection.
- **Emphasize ethical reasoning and professional values.**
- Discuss concerns such as privacy, power, and accessibility.

COURSE WEEKLY CONTENTS

- 1 Introduction to Computing and Society
- 2 The 5th Industrial Revolution: Human-Machine Collaboration
- 3 Computers, Ethics, and Social Values
- 4 AI Ethics and Responsible AI
- 5 Digital Divide and Access
- 6 Data and the Information Society
- 7 Privacy in the Digital Age
- 8 Surveillance and Data Collection
- 9 Intellectual Property
- 10 Computing for Sustainable Development Goals (SDGs)
- 11 Digital Well Being and Mental Health (Social Media and Society)
- 12 Emerging Technologies
- 13 Laws, Policies, Global Governance, and Future of Computing
- 14 Future Careers in the Era of Human-Centric Computing
- 15 Projects Presentations

STUDENT GRADING & ASSESSMENT

Weeks	Exams	Assign.	Quizzes	Reports	Present.	Lab.	Total
1 to 7	←		30	MARKS		→	30
8 to 12	←		20	MARKS		→	20
1 to 15	←		10	MARKS		→	10
16 or 17	40	Final					40

REFERENCES

Textbook Michael J. Quinn; Ethics for the Information Age, Pearson.