Arab Academy for Science and Technology and Maritime Transport
Computer Science Curriculum
Course Syllabus

Course Code: CS481	Course Title: Computers and Society	Classification:	Coordinator: Dr. Mohamed Mostafa **Lecturer:**	Credit Hours: 3
Pre-requisites: (96 Credit Hours or more accomplished)	**Co-requisites:** None	**Schedule:** Lecture: 3 hours Tutorial-Lab: None		

Office Hours:

Course Description:
This course focuses on the social impacts of computing technology. The course provides an introduction to ethics and history of computing and Internet. It focuses on a number of areas in which computers and information technology are having an impact on society including privacy, freedom of speech, intellectual property, work, distribution of wealth, and the environment. Current issues that will be discussed include electronic voting, spyware, spam, and intellectual property issues associated with digital content distribution. Students will understand the ethical, social, legal, and professional issues surrounding the emerging information technologies.

Textbook:

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

References:
- Sara Baase; *A Gift of Fire: Social, Legal, and Ethical Issues for Computing Technology*, Pearson.
- Caroline Westerhof; *Annual Editions: Technologies, Social Media, and Society*, McGraw-Hill Education.

Course Objective/Course Learning Outcome:	Contribution to Program Student Outcomes:
1. Understand IT and its relationship with Society.	(SO-3) Communicate effectively in a variety of professional contexts.
2. Understand the role of social dynamics in interaction.	
3. Understand the need for the Data Protection Act.	(SO-4) Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
4. Discuss how IT is applied in design, including concerns such as privacy, power, and accessibility.	
5. Experiment with group presentations	(SO-5) Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.

Course Outline:

Week 1. Introduction to IT and Society
Week 2. Computers, Ethics, and Social Values(Part_1)
Week 3. Computers, Ethics, and Social Values (Part_2)
Week 4. Networked Communications and 5th week presentation assignment
Week 5. Group Presentations
Week 6. Intellectual Property
Week 7. 7th Week Exam
Week 8. Information Privacy(Part_1)

Week 9. Information Privacy(Part_2)
Week 10. Computer Reliability
Week 11. Professional Ethics
Week 12. 12th Week Exam
Week 13. Projects Presentations
Week 14. Projects Presentations
Week 15. Revision
Week 16. Final Exam

Grade Distribution:

7th Week Assessment (30%)

12th Week Assessment (20%)

Year Work (10%)

Final Exam (40%)

Policies:

Attendance:
AASTMT Education and Study Regulations (available at aast.edu)

Academic Honesty:
AASTMT Education and Study Regulations (available at aast.edu)

Late Submission:
Late submissions are graded out of 75% (1 week late), 50% (2 weeks late), 25% (3 weeks late), 0% (more than 3 weeks late)