

I453 Information Ethics Spring 2010

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Lectures: MW 2:30-3:45

Textbook:

Deborah Johnson, *Computer Ethics*, Fourth Edition, Prentice Hall, 2009.

Other readings will be distributed in class or made available via Oncourse. Some readings may be changed/added as the semester progresses. Reading is *essential* to success in this course.

Course Description

This class will explore some of the ethical and professionalization issues that arise in the context of designing and using information technologies. Using a combination of lecture, discussion, presentations, writing, and other methods, we will examine frameworks for making ethical decisions, the process of and need for professionalization in informatics, and selected case studies in information ethics. This course will help you read the literature of ethics to develop, articulate, and refine your own ethical framework; analyze the information issues and debates you encounter in light of that framework; and argue your position effectively in written and oral form.

Objectives

By the end of this course, students will:

- 1) Define the major ethical theories and frameworks that have shaped the field of computer ethics and use them to address topics relevant to the informatics profession.
- 2) Recognize how human values shape technology.
- 3) Use theories and methods learned in class to identify ethical challenges in emergent information technologies.

Student Conduct, Rights and Responsibilities

Academic dishonesty will not be tolerated. If you have any questions about what might constitute plagiarism, please see us or take a look at: <http://www.indiana.edu/~istd/>. Please see the IU Code of Student Rights, Responsibilities, and Conduct for more information at: <http://dsa.indiana.edu/Code/index.html>. All students are expected to submit their own original work. If you need any accommodations due to a documented disability, please let me know as early in the term as possible.

This course will engage with controversial issues. Students are expected to maintain respectful behavior toward one another and toward the teaching staff, even if they disagree with the ideas presented. If you feel uncomfortable with certain aspects of the course material, come and see me.

Attendance

You can miss up to 2 classes without any excuses needed. After that for an absence to be excused it must be cleared with one of us *ahead of time*. Each unexcused absence will knock one point off of your participation grade.

Do not come if you are feeling flu-ish, but let one of us know *ahead of time* that you will not be coming to class. If we have a widespread flu situation, I will use Oncourse to post announcements, notes, and reading questions.

Email Etiquette:

Please give us up to 24 hours to reply to your emails, and we will do the same for you. Please put the course number in the Subject line and remember to sign you email with your name. We expect the language and structure of your emails to be *professional*. This includes punctuation, salutations/signature, etc.

Course Blog:

All students are required to post to the course blog at <http://ethicsbytes.wordpress.com>. Details will be given in class.

Grading:

Reading quizzes: 20%

You will be asked a short question about the reading approximately 10 times during the semester. These will be graded with 0, 1, or 2 points.

Midterm Exam: 20%

You will have a midterm exam before spring break on the first eight weeks of class material.

Projects and Papers: 45%

Withdrawal assignment: 5%

Reflection paper: 10%

Game Project: 15%

Video clip assignment: 5%

Blog postings: 10%

You will be required to make at least four postings to the class blog (<http://ethicsbytes.wordpress.com>) before the midterm exam. Blog postings are an opportunity for you to respond to the reading, post class-related materials (news stories, YouTube videos, etc.), and engage with your fellow students on class-related themes. You may begin your own thread or respond to the postings of others. The best blog postings go beyond stating "this is interesting" and develop an analytical or critical perspective. These will be graded with 0, 1, or 2 points.

Participation: 15%

Participation means more than just showing up. It means actively engaging in the material and discussions with your classmates and instructors. In-class exercises, presentations, contributions to discussions, and attendance will all go toward your participation grade. Attendance will be taken using class nametags.

All work for I453 must be submitted before or on the specified deadline. Late work will be penalized. A detailed late policy will be distributed in class.

Week	Date	Topic	Readings	Assignments
1	1/11	Introduction to class Video icebreaker		Sign late policy
1	1/13	Why Computer Ethics?	Johnson Ch. 1 Spinello and Tavani	
2	1/18	MLK Day - No class		
2	1/20	Ethics, laws, and values Utilitarianism	Johnson Ch. 2	
3	1/25	Deontological theory, rights based ethics, virtue ethics	Johnson Ch. 2	"Withdrawal" project assigned (5pts)
3	1/27	Personal ethical code	Johnson Ch. 2	
4	2/1	Ethics in the information society	Johnson Ch. 3	"Withdrawal" project due (5pts)
4	2/3	Online relationships Guest speaker- Prof. Ilana Gershon	Gershon	
5	2/8	Privacy	Johnson Ch. 4 Bohn	
5	2/10	RFIDs Guest speaker - Prof. Kay Connelly	Lockton	
6	2/15	Property	Johnson Ch. 5	
6	2/17	Property	Chan, Stallman, Yamamoto pp.190- 199.	
7	2/22	Professional ethics	Johnson Ch. 7 Schuler	
7	2/24	Human Subjects - Prof. Ken Pimple	IU Human Subjects Research Course	
8	3/1	Movie - The Spy Factory	Johnson Ch. 6	
8	3/3	Security	Johnson Ch. 6 Logan and Clarkson	

9	3/8	Review for Midterm		Study for Midterm
9	3/10	Midterm		
	3/15-3/19	Spring Break - No class		
10	3/22	Intro to philosophy of technology	Kaplan, Feenberg "Technology, philosophy, politics"	Reflection paper assigned
10	3/24	Borgmann's device paradigm	Strong and Higgs	
11	3/29	Technologies as forms of life	Winner	
11	3/31	Technology and democracy Values@play survey	Feenberg "Democratizing technology"	Reflection paper due
12	4/5	Values@play Grow-a-game cards Game paper	Bogost, Glover, McNeilly, VAP FAQ	Game paper assigned
12	4/7	Gender in WoW		Video clip assignment
13	4/12	Paper prototyping Select values for game paper.		Video clip uploaded
13	4/14	Applying ethical frameworks to video games	Reynolds, Consalvo, Waddington	
14	4/19	Class feedback on game design		
14	4/21	Values in computer systems	Friedman and Nissenbaum, Flanagan and Nissenbaum, Latour	
15	4/26	Game presentations		
15	4/28	Game presentations Values@play survey		Game paper due

Course Readings

Bohn, J. et al. *Living in a World of Smart Everyday Objects – Social, Economic, and Ethical Implications*. Human and Ecological Risk Assessment 10: 2004: 763-785.

Bogost, I. (2006). Playing Politics: Videogames for Politics, Activism, and Advocacy. *First Monday*, 11(9), Special Issue #7: Command Lines: The Emergence of Governance in Cyberspace.

Chan, A. "Coding Free Software, Coding Free States: Free Software Legislation and the Politics of Code in Peru." *Anthropological Quarterly* 77, no. 3 (2004): 531-45.

- Consalvo, M. (2007). *Cheating: Gaining advantage in videogames* (pp. 83-128). Cambridge, MA: MIT Press.
- Feenberg, A. (1999). Technology, philosophy, politics. In *Questioning technology*. (pp. 1-17). London: Routledge.
- Feenberg, A. (1999). Democratizing technology. In *Questioning technology*. (pp. 131-47). New York: Routledge.
- Flanagan, M. & Nissenbaum, H. (2007). A game design methodology to incorporate social activist themes. *Proceedings of CHI 2007*. New York: ACM Press, 181–190
- Friedman, B. & Nissenbaum, H. (1996). Bias in computer systems. *ACM Transactions on Information Systems*, 14(3), 330–347.
- Gershon, Ilana, *The Breakup 2.0: Disconnecting Over New Media*, Ithaca, NY: Cornell University Press. ch. 1.
- Glover, Katherine. (2007). Why can't gay dwarves get married in Middle-earth? Salon.com, http://www.salon.com/news/feature/2007/04/28/gay_dwarves/
- IU Human Subjects Course, <http://www.indiana.edu/~rcr/files/hspt.pdf>
- Johnson, Deborah, *Computer Ethics*, Fourth Edition, New York: Prentice Hall, 2009.
- Kaplan, D. M. (2004). Introduction. In *Readings in the philosophy of technology*. (pp. xiii-xvi). Lanham: Rowman & Littlefield Publishers, Inc.
- Latour, Bruno (1994). Where are the missing masses? Sociology of a door. In Wiebe Bijker and John Law (Eds.) *Shaping technology/Building society: Studies in sociotechnical change*. Cambridge, MA: MIT Press, 225–259.
- Logan, P.Y. and Clarkson, A. *Teaching students to hack: curriculum issues in information security*. *Proceedings of the 36th SIGCSE technical symposium on computer science education*. (2005): 157-161.
- McNeilly, Joe. (2007). Portal is the most subversive game ever. Gamesradar.com. <http://www.gamesradar.com/f/portal-is-the-most-subversive-game-ever/a-20071207115329881080>.
- Schuler, Doug. *Computer Professionals and the Next Culture of Democracy*. 44:1 (January 2001): 52-57.
- Spinello, R.A., Tavani, H.T. *The Internet, ethical values, and conceptual frameworks: an introduction to Cyberethics* *ACM SIGCAS Computers and Society* 31:2 (June 2001) : 5 - 7
- Strong, D., & Higgs, E. (2000). Borgmann's philosophy of technology. In *Technology and the good life?* (pp. 19-37). Chicago & London: University of Chicago Press.
- Reynolds, R. *Playing a 'Good' Game: A Philosophical Approach to Understanding the*

Morality of Games (2002). http://www.igda.org/articles/rreynolds_ethics.php

Stallman, Richard, Why Software Should Not Have Owners (Ch. 4), *Free Software, Free Society: Selected Essays of Richard Stallman*, Joshua Gay, ed. Boston: GNU Press, 2002. <http://www.gnu.org/philosophy/fsfs/rms-essays.pdf>

VAP FAQ and Quick Reference. <http://valuesatplay.org/wp-content/uploads/2008/01/vapfaqquickref.pdf>.

Waddington, David. *Locating the wrongness in ultra-violent video games*. *Ethics and Information Technology* 9:2 (July 2007): 121-128.

Winner, L. (1986). Technologies as forms of life. In *The whale and the reactor : A search for limits in an age of high technology*. (pp. 3-18). Chicago: The University of Chicago Press.

Yamamoto, Gonca Telli and Faruk Karaman, Business Ethics and Technology in Turkey: An Emerging Country at the Crossroad of Civilizations, *Information Technology Ethics: Cultural Perspectives*, Information Science Reference, 2007.