Liverpool John Moores University

Title: COMPUTING AND SOCIETY
Status: Definitive
Code: **4004COMP** (115953)
Version Start Date: 01-08-2014

Owning School/Faculty: Computing and Mathematical Sciences
Teaching School/Faculty: Computing and Mathematical Sciences

Team	emplid	Leader
Martin Hanneghan		Y
Chelsea Dobbins		

Academic Level:	FHEQ4	**Credit Value:**	24.00	**Total Delivered Hours:**	74.00
Total Learning Hours:	240	**Private Study:**	166		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	48.000
Seminar	24.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	AS1	An individual essay or digital story on a pertinent aspect of social computing.	40.0	
WoW Skills Bronze	AS2	Complete a World of Work Skills Bronze statement on Self Awareness and then reflect on your feedback using a standard template.	10.0	
Exam	AS3	Examination.	50.0	2.00

Aims

To explore the concept of digital citizenship in a technological society.
To discuss how computers and technology make an impact in our daily lives.
To highlight the technical challenges of social computing and investigate the ethical, commercial and economic issues within this field.

Learning Outcomes

After completing the module the student should be able to:

1   Describe the social and ethical issues relating to social computing.
2   Interpret how technology affects and influences social applications.
3   Evaluate the effectiveness of innovative uses of technology that can benefit society and demonstrate awareness of the commercial and economic implications of these solutions.
4   Demonstrate skills in report writing.
5   Identify and reflect upon the following aspects of personal development: strengths and weaknesses, motivations and values, ability to work with others.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Social computing	2	4
Bronze Statement & Reflection	5	
Examination	1	3

Outline Syllabus

Digital Citizenship
Biometrics and security
Information access and consumption
Technology communication
Ethical computing
Professional codes of conduct for Computing
Digital entertainment
Social networking
Building a smarter planet
Big Data and Linked Data
Green computing
Technology and crime
Surveillance and automated tracking technologies
Mobile applications
Privacy and censorship
Predictions and financial forecasting
Health, information and technology
Technology Enhanced Learning
Digital media distribution

Digital preservation
The Open Source movement
E-Government

Learning Activities

The unit will be centered on a number of core themes:

-Education
-Healthcare
-Government
-Digital preservation
-Ethics, privacy and electronic crime

Within these themes, topics on contemporary issues will be used as discussion points during formal lectures. Group seminars will be used to debate and discuss the issues surrounding these topics and workshops will be held in which to develop and present findings based on these issues.

References

Course Material	Book
Author	Adams, A.A. & McCrindle, R.
Publishing Year	2008
Title	Pandora's Box: Social and Professional Issues of the Information Age
Subtitle	
Edition	
Publisher	Wiley
ISBN	9780470065532

Course Material	Book
Author	Quinn, M.J.
Publishing Year	2011
Title	Ethics for the Information Age
Subtitle	
Edition	4th Edition
Publisher	Pearson
ISBN	9780132134859

Course Material	Book
Author	Ermann, M. D. and Shauf, M. S.
Publishing Year	2003
Title	Computers, Ethics and Society
Subtitle	
Edition	3rd Edition
Publisher	Oxford University Press

ISBN	9780195143027

Course Material	Book
Author	Morley, D.
Publishing Year	2009
Title	Understanding Computers in a Changing Society
Subtitle	
Edition	3rd Edition
Publisher	Cengage Learning
ISBN	9781439080825

Notes

This unit aims to discuss the role that computers and computing technology play in modern society. By examining a number of core social themes, the student is introduced to a number of contemporary technological solutions and the challenges faced in developing these solutions. Students are encouraged to critically analyse and evaluate the wider implications of social computing.