Liverpool John Moores University

Title:	PROFESSIONAL ISSUES
Status:	Definitive
Code:	**5001DACOMP** (125353)
Version Start Date:	01-08-2021

Owning School/Faculty: Computer Science and Mathematics
Teaching School/Faculty: Computer Science and Mathematics

Team	Leader
Martin Hanneghan	Y

Academic Level:	FHEQ5	**Credit Value:**	10	**Total Delivered Hours:**	28.5
Total Learning Hours:	100	**Private Study:**	71.5		

Delivery Options
Course typically offered: Semester 2

Component	Contact Hours
Lecture	11
Seminar	11
Workshop	5

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Exam	Exam	Examination	100	1.5

Aims

To examine the legal, social, ethical and professional issues that are associated with working in the computing industry

Learning Outcomes

After completing the module the student should be able to:

1	Apply appropriate ethical theories to case studies in computing.
2	Interpret legal statutes relevant to the computing industry.
3	Appraise risk in IT projects.

Learning Outcomes of Assessments

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

Exam   1   2   3

Outline Syllabus

Cyberethics
Technology and crime
The legal system in the UK and abroad
Intellectual property rights and protection mechanisms
Surveillance and automated tracking technologies
Privacy and censorship
Trustworthy software
Risk in IT projects

Learning Activities

Lectures will provide theoretical knowledge of the syllabus. This will be supported by the Canvas VLE where case studies and examples will be provided. Seminars will provide students the opportunity to formulate collective and individual approaches to solving problems.
This module will have online practical.

Notes

This module provides further insight into the developing role of the student becoming a computing professional. Students will be encouraged to become student members of appropriate professional bodies for the computing industry (e.g. ACM, IEEE or BCS) as part of their development.