
INFORMATICS 453

Computer and Information Ethics

Fall 2010

Instructor: Professor Kalpana Shankar, School of Informatics (shankark@indiana.edu)

Class: Monday and Wednesday, 1:00-2:15, Informatics West 107

Office Hours: Monday and Wednesday, 2:30-4

Associate Instructor: Jeremy White (jeremyp.white@gmail.com). Office Hours, TBD

Introduction

This class will explore some of the ethical issues that arise in the context of designing and using networked information technologies and information resources. 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.

Goals

By the end of this course, students should be able to:

- Articulate some of the ethical theories and philosophies that have guided the development of computer ethics
- Identify and analyze ethical concerns in current topics in information technologies
- Use theories and methods learned in this class to identify ethical challenges in emergent information technologies

Course Policies

- Academic dishonesty will not be tolerated. If you have any questions about what might constitute plagiarism, please see one of 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/>
- If you need any accommodations due to documented disabilities, please let me know as early in the term as possible.

- If you contest your grade on any assignment and think you should have gotten a higher grade, note that I reserve the right to LOWER your grade if we felt we were too generous the first time.
- Attendance: You can miss up to 2 classes without any excuses needed. After that, each class that is missed without documentation will reduce your participation grade by one point. Lack of attendance will also affect your participation grade.

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 your email with your name (your email address doesn't always help). It helps us sort through emails and answer student emails in a more timely fashion.
- We expect the language and structure of your emails to be PROFESSIONAL. This includes punctuation, salutations/signature, etc. If you write an inappropriate email, I will post it on the screen with your name and have the class analyze it and make fun of you. And probably not answer it.

Course Information

Textbook: Computer Ethics (4th Edition) by Deborah G. Johnson (Paperback); Breakup 2.0 by Ilana Gershon

- The textbooks are available at Boxcar Books, 408 E 6th St Bloomington, IN 47408. Phone: 812-339-8710. More information about Boxcar (including hours, forms of payment, etc): <http://www.boxcarbooks.org/textbooks>.

FAQ: Why do I order books through Boxcar Books instead of TIS or the IU Bookstore?

For one, I prefer to support local businesses rather than the larger corporate bookstores. Boxcar Books is also a volunteer-powered, non-profit organization that funds The Midwest Pages to Prisoners Project, a literacy group that benefits prisoners across the United States. Boxcar Books focuses on small and independent presses and alternative forms of media, provides a free meeting space for community groups, and acts as a venue for local artists and writers. Buying your textbooks is a must, so why not spend money locally and support the Bloomington community?!

So the textbooks are NOT physically available in the IU bookstore. However, you can also order online. The 4th edition of the Johnson is especially important, as there are substantial changes from the 3rd. I will put the first few chapters of Johnson available in Oncourse so if you order online, you'll get the book on time.

Other articles will be assigned and will be posted on Oncourse. Some readings may be changed/added. Reading is ESSENTIAL to success in the course.

Assignments/Grading

Papers will be submitted in Oncourse by midnight of the due date.

Reading responses: 20%

You will be asked to answer a short question about the reading in class approximately 12 times throughout the semester. These will be graded with 0, 1 or 2 points. These will not be announced in advance. The lowest 2 grades will be dropped.

Participation (in-class exercises, presentations, and contributions to discussion): 15%

Participation means more than just showing up. It means actively engaging in the material in discussion with your classmates and instructors. Attendance will be taken using nametags.

Projects and papers: 45%

Withdrawal assignment: 10

Reflection paper: 5

Collaboration assignment: 10

Gaming: 20

Midterm Exam: 20%

This will be a closed book exam.

Class Overview

The first part of this course will give us an overview of the field of ethics and information ethics in particular – the background, philosophy, and theory that we can use to understand computer ethics. Most of the course will be devoted to applying these concepts to specific information technologies and thus will be more topical. We will have a number of guest lecturers as well.

Week	Date	Topic	Readings	Assignments
1	8/30	Introduction to class Why computer ethics		
	9/1	Introduction to ethical analysis; why computer ethics	Johnson Ch. 1, Spinello and Tavani (Cyberethics)	Sign syllabus
2	9/6	Utilitarianism, deontological	Johnson Ch. 2	

		theory		
	9/8	Rights based ethics, virtue ethics	Johnson Ch. 2	“Withdrawal” project assigned
3	9/13	Ethics in the information society	Johnson Ch.3	
	9/15	Control of the Internet	Johnson Ch. 3, Hausmanninger	“Withdrawal” project due
4	9/20	Digital property	Johnson Ch. 5; Calkins	
	9/21	Virtual reality	Waddington, Brey	
5	9/27	Digital divides	Perry, Cannelloupoulu-Botti and Himma	
	9/29	Social media	Gershon book	Reflection paper assigned
6	10/4	Personal records and information	Chadwick, Frost and Massagli	
	10/6	Access and censorship	Newman, Johnson 156-160	
7	10/11	Pervasive computing	Bohn; Lockton and Rosenberg	
	10/13	Online relationships	Gershon book	Reflection paper due
8	10/18	Movie: The Spy Room		
	10/20			
9	10/25	Guest lecture: Introduction to the philosophy of technology (Heather Wiltse)	Kaplan; Higgs and Strong	
	10/27	Guest lecture: Dr. Kelly Caine		
10	11/1	Security and order, II	Johnson Ch. 6, Manion and Goodrum	
	11/3	Midterm review		
11	11/8	MIDTERM EXAM		
	11/10	Information integrity and authorship	Glaser, Chesney, Clifford	Wikipedia assignment assigned
12	11/15	Technology and democracy; values@play survey	Feenberg	
	11/17	Games/gaming; values@play	Bogost, Glover, McNeilly, VAP FAQ	Wikipedia assignment due; Gaming project assigned
13	11/22	Video games and values	Consalvo; Reynolds; Waddington	

	11/24	THANKSGIVING		
14	11/29	Guest lecture: Dr. Ken Pimple. Research ethics in Informatics	Marturano	
	12/1	Professional ethics	Johnson, codes of ethics	
15	12/6	Game presentations; values@play survey		Game paper due
	12/8	Game presentations		

Course Readings

These are the full references for the 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.

Brey, P., “Virtual Reality and Computer Simulation,” in Himma and Tavani (2008). In Himma and Tavani (2008), *Handbook of Information and Computer Ethics*. This is available through the library’s Google Books 24x7.

Calkins, M. *Rippers, Portal Users, and Profilers: Three Web Based Issues for Business Ethicists*. *Business and Society Review*: 107:61 (Spring 2002): 61-75.

Canellopoulou-Botti, M. and Himma, K. E., “The Digital Divide: Prospects for the Future,” in Himma and Tavani (2008), *Handbook of Information and Computer Ethics*. This is available through the library’s Google Books 24x7.

Chadwick, R. The Icelandic database – do modern times need modern sagas? *British Medical Journal* 319: 7207 (1999). Available:
<http://www.pubmedcentral.nih.gov/articlerender.fcgi?artid=1127047>

Chesney, T., “An empirical examination of Wikipedia’s credibility,” *First Monday* 11 (November 2006). http://firstmonday.org/issues/issue11_11/chesney/index.html

Clifford L., “Authenticity and Integrity in the Digital Environment: An Exploratory Analysis of the Central Role of Trust,” In *Authenticity in a Digital Environment*, edited by Abby Smith. Washington, CLIR, 1999.
<http://www.clir.org/pubs/abstract/pub92abst.html>

Collins, L. “Pixel Perfect: Pascal Dangin’s Virtual Reality,” *The New Yorker*, May 12, 2008, pp. 94-103.

Consalvo, M. (2007). *Cheating: Gaining advantage in videogames* (pp. 83-128). Cambridge, MA: MIT Press.

Ess, Charles. “‘Lost in translation’?: Intercultural dialogues on privacy and information ethics.” *Ethics and Information Technology* 7:1 (March 2005):1-6

Feenberg, A. (1999). *Democratizing technology*. In *Questioning technology*. (pp. 131-47). New York: Routledge.

Frost, Jeana H and Massagli, Michael P. (2008). *Social Uses of Personal Health Information Within PatientsLikeMe, an Online Patient Community: What Can Happen When Patients Have Access to One Another’s Data*. *Journal of Medical Internet*

Research 10(3). Available online:
<http://www.ncbi.nlm.nih.gov/pmc/articles/PMC2553248/>

Glaser, Anja Ebersbach-Markus. Towards Emancipatory Use of a Medium: The Wiki. *International Journal of Information Ethics*. Volume 2. 11/2004.

Grodzinsky, F., Tavani, Herman. *P2P Networks and the Verizon v. RIAA Case: Implications for Personal Privacy and Intellectual Property Ethics and Information Technology* 7:4 (December 2005): 243-250.

Hausmanninger T. Controlling the Net: Pragmatic action or ethics needed?", *International Review of Information Ethics* 1:1 (June 2004). Available:
<http://www.i-r-i-e.net/issue1.htm#hausmanninger>,

Jones, M., Schuckman, A., and Watson, K. (2004) *The Ethics of Pre-Employment Screening Through the Use of the Internet*.
<http://www.ethicapublishing.com/3CH4.htm>

Kaplan, D. M. (2004). Introduction. In *Readings in the philosophy of technology*. (pp. xiii- xvi). Lanham: Rowman & Littlefield Publishers, Inc.

Kuhn, Martin. Interactivity and Prioritizing the Human: A Code of Blogging Ethics. *Journal of Mass Media Ethics*, 22(1), 18–36

Levy, D., "Where's Waldo? Reflections on Copies and Authenticity in a Digital Environment," in *Authenticity in a Digital Environment*, edited by Abby Smith. Washington, CLIR, 1999.
<http://www.clir.org/pubs/abstract/pub92abst.html>

Lockton, V. Rosenberg, Richard. *RFID: The Next Serious Threat to Privacy*. *Ethics and Information Technology*: 7: 4 (December 2005): 221-231.

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.

Manion, M. and Goodrum, A. *Terrorism or civil disobedience: toward a hacktivist ethic*. *Computers and Society*, 30:2 (June 2002): 14-19.

Moor, J. H., "Why we need better ethics for emerging technologies," *Ethics and Information Technology* (2005) 7:111-119.

Newman, S., et. al. *Copyright: Moral Rights, Fair Use, and the Online Environment*. *Journal of Information Ethics* 13:2 (Fall 2004): 38-57

Perry, J. et al. *Disability, Inability, and Cyberspace*. (1998) From Batya Friedman (ed).

Designing Computers for People: Human Values and the Design of Computer Technology. Stanford, CA: CSLI Publications.

Reynolds, R. *Playing a 'Good' Game: A Philosophical Approach to Understanding the Morality of Games* (2002). http://www.igda.org/articles/rreynolds_ethics.php

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

Stajano, F.(2003). Security for whom? The shifting security assumptions of pervasive computing. Lecture notes in computer science.

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.

Verrugio, G., Operto, F. *Robotethics: a bottom-up interdisciplinary discourse in the field of applied ethics in robotics*. International Review of Information Ethics 6:2 (December 2006): 3-8.

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

Wilson, C. *Internet Privacy for Sale: A Viable Option When Legislation, Litigation, and Business Self-Regulation Are Ineffective in Curbing the Abuses of Online Consumers' Privacy*. Journal of Information Ethics 14:1 (Spring 2005): 29-43