

Professional Practices in Computing					
Credit Hours:	2	Course Code:	INFT-4126	Prerequisites:	None
Course Learning Outcomes (CLOs):					
At the end of the course, the students will be able to:				Domain	BT Level*
Describe positive and negative ways in which computer technology alters modes of social interaction at the personal level.				C	1
Evaluate ethical / social tradeoffs in technical decisions				C	2
Evaluate the professional code of ethics from the ACM, the IEEE Computer Society, and other organizations.				C	3
Identify contemporary examples of intangible digital intellectual property				C	4
Investigate the impact of technological solutions to privacy problems.				C	5
* BT= Bloom's Taxonomy, C=Cognitive Domain, P=Psychomotor Domain, A=Affective Domain					
Course Contents:					
Overview of the computing profession and the role of professional practice Philosophy of ethics and ethical theories; importance of ethics in IT and software engineering Codes of ethics: British Computer Society (BCS), IEEE, ACM, and ACM/IEEE Software Engineering Code of Ethics and Professional Practice Intellectual property rights, copyright, trademarks, and software licensing Structure and practices of organizations: finance and accounting basics, HR management, health and safety at work Employee relations, employment contracts, and workplace rights and responsibilities Computer misuse, cybercrimes, and relevant national/international laws Regulation and control of personal information; privacy laws and data protection Accountability and auditing in professional practice Social and legal implications of computing and digital technologies Professional skills: communication, teamwork, leadership, and time management Presentation skills, technical writing, report writing, and business correspondence Professional conduct, conflict management, negotiation, and decision-making in the workplace Industry standards, professional bodies, and certifications Contemporary issues: workplace safety, harassment, discrimination, cultural and social responsibilities Case studies on ethical dilemmas and real-world scenarios in professional contexts					
Teaching Methodology:					
Lectures, Written Assignments, Practical labs, Semester Project, Presentations.					
Course Assessment:					
Mid Term Exams, Final Term Exams, Assignments, Quizzes, Project, Presentations, Practical Exam					
Text Books:					
1. Ethics for the Information Age by Michael Quinn, 9 th Edition, Year 2024, ISBN-13: 978-0138238599					
Reference Material:					
1. Ethics in Information Technology by Reynolds, G., 6 th Edition, Year 2018, ISBN-13: 978-1337670883 2. Ethical and Social Issues in Information Age by Joseph Migga Kizza, 6 th Edition, Year 2017, ISBN-13: 978-3319707129 3. Social, Legal, and Ethical Issues for Computing Technology by Sara Baase and Timothy Henry, 5 th Edition, ISBN-13: 978-0134615271					