SYLLABUS

1. Information regarding the programme

1.1 Higher education	Babeş Bolyai University
institution	
1.2 Faculty	Faculty of Mathematics and Computer Science
1.3 Department	Department of Computer Science
1.4 Field of study	Computer Science
1.5 Study cycle	Bachelor
1.6 Study programme /	Mathematica-Informatica romana
Qualification	

2. Information regarding the discipline

2.1 Name of the discipline (en)		Academic ethics and integrity (in Computer Science)					
(ro)							
2.2 Course coordinator			Assoc.Prof.PhD. Simona Motogna				
2.3 Seminar coordinator			-				
2.4. Year of study	3	2.5 Semester	5	2.6. Type of evaluation	C	2.7 Type of discipline	Optional
2.8 Code of the discipline MLE2035				·		·	

3. Total estimated time (hours/semester of didactic activities)

3.1 Hours per week	3	Of which: 3.2 course	2	3.3	1 pr
				seminar/laboratory	
3.4 Total hours in the curriculum	36	Of which: 3.5 course	24	3.6	12 pr
				seminar/laboratory	
Time allotment:					hours
Learning using manual, course support, bibliography, course notes					10
Additional documentation (in libraries, on electronic platforms, field documentation)					14
Preparation for seminars/labs, homework, papers, portfolios and essays				14	
Tutorship				10	
Evaluations				16	
Other activities:				-	

3.7 Total individual study hours	64
3.8 Total hours per semester	100
3.9 Number of ECTS credits	4

4. Prerequisites (if necessary)

4.1. curriculum	•
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4.2. competencies	•

5. Conditions (if necessary)

5.1. for the course	•
5.2. for the seminar /lab	•
activities	

6. Specific competencies acquired

o. Specin	ic competencies acquired
Professional competencies	 C3.2 Identify and explain the basic computer science models corresponding to application domain C3.4 Data and model analysis
Transversal competencies	CT1 Apply rules to: organized and efficient work, responsabilities of didactical and scientifical activities and creative capitalization of own potential, while respecting principles and rules for professional ethics CT2 Efficient organization of activities in an inter-disciplinary group and development of empatic communication, relational and collaboration abilities CT3 Use efficient methods and techniques for learning, knowledge gaining, and research and develop capabilities for capitalization of knowledge, accommodation to society requirements and communication in English

7. Objectives of the discipline (outcome of the acquired competencies)

7.1 General objective of the discipline	 Be able to understand and apply the regulations, law and ethical practices in Computer Science Detect intelectual property violations Analyze risks and alternative decisions regarding ethical aspects of Computer Science
7.2 Specific objective of the discipline	 Be able to use ethical analysis methodologies Critical abilities in identifying violation of domain's law

8. Content

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8.1 Course	Teaching methods	Remarks
1. Introduction to legal and ethical issues in	Exposure: description,	
Computer Science	debate	
2. Professional ethics	Exposure: description,	
	debate, case studies,	
	examples, dialogue	
3. Intellectual Property	Exposure: description,	
	debate, case studies,	

	examples, dialogue
4. Licences, open access, free source	Exposure: description, debate, case studies, examples, dialogue
5. Risks and liabilities in software products	Exposure: description, debate, case studies, examples, dialogue
6. Ethical and legal issues related to privacy	Exposure: description, debate, case studies, examples, dialogue
7. Internet Regulations	Exposure: description, debate, case studies, examples, dialogue
8. Free speech and content control in cyberspace	Exposure: description, debate, case studies, examples, dialogue
9. Ethical Issues Involving Computer Security: Hacking, Hacktivism, and Counterhacking	Exposure: description, debate, case studies, examples, dialogue
10. The Ethics of Cyber Conflict	Exposure: description, debate, case studies, examples, dialogue
11. Challenges in Ethics: Artificial Intelligence, Health Systems	Exposure: description, debate, case studies, examples, dialogue
12. Ethical aspects of research in Computer Science	Exposure: description, debate, case studies, examples, dialogue

Bibliography

George Reynolds- Ethics in Information Technology, Cengage, 4th ed, 2011

William John Brinkman, Alton F. Sanders - ETHICS IN A COMPUTING CULTURE, 2012, available online at http://www.cengagebrain.co.nz/content/9781133990932.pdf

ACM & IEEE digital library

L. Hinman – ethics.sandiego.edu

9. Corroborating the content of the discipline with the expectations of the epistemic community, professional associations and representative employers within the field of the program

- The course respects the IEEE and ACM Curriculla Recommendations for Computer Science studies;
- The course exists in the studying program of all major universities abroad;
- The content of the course is providing basic ethical conduct stated by ACM and IEEE, and legal regulations of EU and Romania

10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Share in the grade (%)		
10.4 Course	know the basic principle of the domain;apply the course conceptsproblem solving	Continous evaluation at debates and dialogues	50%		
	- apply ethical principles	Oral or written presentation in the class or in the local community	50%		
10.6 Minimum performance standards					
At least grade 5 (from a scale of 1 to 10) at both evaluation forms					

Date	Signature of course coordinator	Signature of seminar coordinator
27.04.2022	Assoc.Prof.PhD. Simona MOTOGNA	
Date of approval	Signature of the head of department	
	Prof.dr. Laura Dioșan	