

## SYLLABUS

### 1. Information regarding the programme

1.1 Higher education institution	<b>Babeş Bolyai University</b>
1.2 Faculty	<b>Faculty of Mathematics and Computer Science</b>
1.3 Department	<b>Department of Computer Science</b>
1.4 Field of study	<b>Mathematics</b>
1.5 Study cycle	<b>Bachelor</b>
1.6 Study programme / Qualification	<b>Mathematics and Computer Science</b>

### 2. Information regarding the discipline

2.1 Name of the discipline (en)		Academic ethics and integrity (in Computer Science)					
2.2 Course coordinator		<b>Prof.PhD. Simona Motogna</b>					
2.3 Seminar coordinator		-					
2.4. Year of study	<b>3</b>	2.5 Semester	<b>5</b>	2.6. Type of evaluation	<b>C</b>	2.7 Type of discipline	<b>Optional</b>
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 seminar/laboratory	1 pr
3.4 Total hours in the curriculum	36	Of which: 3.5 course	24	3.6 seminar/laboratory	12 pr
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	•
-----------------	---

4.2. competencies	•
-------------------	---

## 5. Conditions (if necessary)

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

## 6. Specific competencies acquired

<b>Professional competencies</b>	<ul style="list-style-type: none"> <li>• C3.2 Identify and explain the basic computer science models corresponding to application domain</li> <li>• C3.4 Data and model analysis</li> </ul>
<b>Transversal competencies</b>	<p>CT1 Apply rules to: organized and efficient work, responsibilities of didactical and scientific activities and creative capitalization of own potential, while respecting principles and rules for professional ethics</p> <p>CT2 Efficient organization of activities in an inter-disciplinary group and development of empathic communication, relational and collaboration abilities</p> <p>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</p>

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

7.1 General objective of the discipline	<ul style="list-style-type: none"> <li>• Be able to understand and apply the regulations, law and ethical practices in Computer Science</li> <li>• Detect intellectual property violations</li> <li>• Analyze risks and alternative decisions regarding ethical aspects of Computer Science</li> </ul>
7.2 Specific objective of the discipline	<ul style="list-style-type: none"> <li>• Be able to use ethical analysis methodologies</li> <li>• Critical abilities in identifying violation of domain's law</li> </ul>

## 8. Content

8.1 Course	Teaching methods	Remarks
1. Introduction to legal and ethical issues in Computer Science	Exposure: description, 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	
<p><b>Bibliography</b></p> <p>George Reynolds- Ethics in Information Technology, Cengage, 4<sup>th</sup> ed, 2011</p> <p>William John Brinkman, Alton F. Sanders - ETHICS IN A COMPUTING CULTURE, 2012, available online at <a href="http://www.cengagebrain.co.nz/content/9781133990932.pdf">http://www.cengagebrain.co.nz/content/9781133990932.pdf</a></p> <p>ACM &amp; IEEE digital library</p> <p>L. Hinman – ethics.sandiego.edu</p>		

**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 Curricula 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 concepts - problem solving	Continuous evaluation at debates and dialogues	50%
	- apply ethical principles	Oral or written presentation in the class or in the local community	50%
<b>10.6 Minimum performance standards</b>			
➤ At least grade 5 (from a scale of 1 to 10) at both evaluation forms			

Date

27.04.2023

Signature of course coordinator

Prof.PhD. Simona MOTOGNA

Signature of seminar coordinator

Date of approval

.....

Signature of the head of department

Prof.dr. Laura Dioşan