

STUDY MODULE DESCRIPTION FORM		
Name of the module/subject Social and professional aspects of computer science		Code 1010331541010334963
Field of study Information Engineering	Profile of study (general academic, practical) (brak)	Year /Semester 2 / 4
Elective path/specialty -	Subject offered in: Polish	Course (compulsory, elective) obligatory
Cycle of study: First-cycle studies	Form of study (full-time, part-time) full-time	
No. of hours Lecture: - Classes: 15 Laboratory: - Project/seminars: -		No. of credits 1
Status of the course in the study program (Basic, major, other) (brak)		(university-wide, from another field) (brak)
Education areas and fields of science and art technical sciences		ECTS distribution (number and %) 1 100%
Responsible for subject / lecturer: dr inż. Tomasz Bilski email: tomasz.bilski@put.poznan.pl tel. 061 66 53 554 Faculty of Electrical Engineering ul. Piotrowo 3A 60-965 Poznań		
Prerequisites in terms of knowledge, skills and social competencies:		
1	Knowledge	Basic knowledge learnt at high school.
2	Skills	Student is able to find information from professional literature, databases and other sources; he/she can integrate and correctly interpret the gained information and then to conclude and formulate his/her own opinions.
3	Social competencies	Student understands a need to learn constantly, including improvement of using foreign languages and other professional and social competencies.
Assumptions and objectives of the course: Presentation of social and legal aspects concerning software project development and its applications in practice. Then discussing the presented aspects.		
Study outcomes and reference to the educational results for a field of study		
Knowledge:		
1. Student has basic knowledge concerning non-technical aspects and conditions of various activities in engineering, especially in computing. This knowledge includes principles of safety in computing at work. - [K_W21]		
2. Student has basic knowledge concerning intellectual property, legal protection of personal data, and issues concerning contracts (solutions written in the civil code). - [K_W22]		
Skills:		
1. Student can recognize correctly non-technical aspects of engineering solutions. He/she knows and understands legal rules and obligations concerning authors - [K_U21]		
2. Student can apply in practice the principles of safety at work. - [K_U23]		
Social competencies:		
1. Student is aware of his/her social role in the future - he/she understands the need to transfer any information concerning development in computing in a comprehensive form which enables the cooperation with software users. - [K_K06]		
2. Student is aware of an importance of his/her professional behaviour, observation of legal rules including ethical aspects of computing. The last include a respect of different opinions and cultures. - [K_K03]		
Assessment methods of study outcomes		
An open test takes place in the last week of the semester.		

Course description		
<p>Introduction Legal and standard issues of IT systems Ergonomics, ecology Data security issues Computer engineer duties, responsibility and rights e-government social aspects of IT and Internet</p> <p>Course update 2017: IoT problems</p> <p>Teaching methods: - classes with multimedia presentations, - additional topics available in Moodle course.</p>		
<p>Basic bibliography: 1. Sara Baase, A Gift of Fire: Social, Legal, and Ethical Issues for Computing Technology, Prentice Hall, 2012 2. Bruce Schneier, Data and Goliath: The Hidden Battles to Collect Your Data and Control Your World, 2015</p>		
<p>Additional bibliography: 1. William Davidow, Overconnected: The Promise and Threat of the Internet, 2012</p>		
Result of average student's workload		
Activity	Time (working hours)	
1. Participation in classes	15	
2. Preparation to announced discussions	15	
3. Consultations and test	10	
Student's workload		
Source of workload	hours	ECTS
Total workload	40	1
Contact hours	25	1
Practical activities	0	0