Objectives

To learn about the ethical and social impact of computer science, to explore ideas around ethical training of computer scientists, and to investigate various code of ethics in the field of computing and their implications. Also, to continue practicing the use of GitHub to access the files for a practical assignment and also continue to practice using Slack to support communication with the technical leaders and the course instructor.

Reading Assignment

To do well on this assignment, you should read an article titled “What Sci-Fi Can Teach Computer Science About Ethics’ and review the code of ethics of IEEE and ACM. You should also familiarize yourself with the concept of a “healthy internet” by, for example, browsing through the Internet Health Report of 2018 and reading The Mozilla Manifesto.

Ethics in Computing

You will complete this practical assignment in teams using a group assignment functionality of GitHub Classroom. Please form a team consisting of five to six members, assign one person to be the designated team manager. The selected team manager should go into the #practicals channel in our Slack team and open the link for the practical. Now, you should accept the laboratory assignment and create a new team with a unique and descriptive team name (under “Or Create a new team”). Now the other members of the team can click on the assignment link in the #labs channel and select their team from the list under “Join an Existing Team”.

Technology is pervasive and it holds an unprecedented amount of power over the most important functions of our lives and our society. This implies that the stakes are high in the work of companies and the individuals creating these technologies. In this practical you are invited to explore the issues of ethics in the field of computer science. Based on the assigned readings, the basic learning related to the development of software you have undergone in this course so far, and your general knowledge about using technology and the current or historical events involving technology, each team is invited to think about the responsibility that comes with the power of developing technologies. Participating in team discussions and broader class discussions, each team is to answer the following (what, why and how) questions:

1. **What** ethical considerations are important for computer scientists to consider? What is unique about computer science as far as ethical issues are concerned?

2. **Why** is it important to provide computer scientists with training in ethics and responsible computing?

3. **How** can computer scientists build healthier internet for all?

You are required to write three paragraphs of at least 100 words each to satisfy the GatorGrader requirements.
Summary of the Required Deliverables
This assignment invites you to submit, using GitHub, the following deliverable.

1. Stored in `writing/reflection.md`, a three-paragraph Markdown-based reflection document fulfilling the requirements outlined in the previous section.

Evaluation of Your Practical Assignment
Practical assignments are graded on a completion — or “checkmark” — basis. If your team’s GitHub repository has a ✔️ for the last commit before the deadline then all team members will receive the highest possible grade for the assignment. However, you will fail the assignment if you do not commit and push your program, by the set deadline for completing the project. Please see the course instructor if you do not understand how practical assignments are graded or you do not know how to complete one of the specific tasks in this assignment.