



Subject card

Subject name and code	Social Aspects of Information Technology, PG_00047677						
Field of study	Informatics						
Date of commencement of studies	October 2021	Academic year of realisation of subject			2023/2024		
Education level	first-cycle studies	Subject group			Obligatory subject group in the field of study Humanistic-social subject group		
Mode of study	Full-time studies	Mode of delivery			at the university		
Year of study	3	Language of instruction			Polish		
Semester of study	5	ECTS credits			2.0		
Learning profile	general academic profile	Assessment form			exam		
Conducting unit	Department of Software Engineering -> Faculty of Electronics, Telecommunications and Informatics						
Name and surname of lecturer (lecturers)	Subject supervisor	dr inż. Jakub Miler					
	Teachers	dr inż. Jakub Miler dr Beata Krawczyk-Bryłka					
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	0.0	15.0	0.0	30
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan	Participation in consultation hours		Self-study	SUM	
	Number of study hours	30	2.0		18.0	50	
Subject objectives	The goal of the course is to increase students awareness related to social and ethical results of IT applications and to teach them how to handle psychological dimensions of software projects.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[K6_K01] is ready to cultivate and disseminate models of proper behaviour in and outside the work environment; make independent decisions; critically evaluate actions of their own, teams they lead and organisations they are part of; take responsibility for results of these actions; responsibly perform professional roles, including: n - observing rules of professional ethics and require it from others, n - care for the achievements and traditions of the profession	Student knows ACM/IEEE Software Engineering Code of Ethics and Professional Practice as well as methods of ethical analysis of IT applications.	[SK5] Assessment of ability to solve problems that arise in practice
	[K6_U81] is able to communicate appropriately in foreign language at B2 level of the Common European Framework of Reference for Languages (CEFR) in everyday life, in academic and professional environments	not pertain to subject	[SU1] Assessment of task fulfilment
	[K6_W08] Knows and understands the fundamental dilemmas of modern civilisation and basic economic, legal and other conditions of various types of activities related to the field of study, including the basic concepts and principles in the field of industrial property and copyright protection.	Student understands issues related to mutual impact of IT and social phenomena.	[SW1] Assessment of factual knowledge
	[K6_U11] can plan and organise individual and team work	Student knows psychological fundamentals of team building and he/she can apply them.	[SU1] Assessment of task fulfilment
Subject contents	<ol style="list-style-type: none"> 1. Introduction to the course, ethical and social aspects in computing 2. Professional responsibility 3. Ethics in software project 4. Software Engineering Code of Ethics and Professional Practice 5. Methods and tools for conducting ethical analysis 6. Legal aspects: intellectual property, software licence, IT contracts and agreements 7. Compliance with law 8. Communication in software project 9. Presentations 10. Team work 11. Social phenomena over Internet 12. Human factors in software project 13. Results of 'psychology in programming' and perspectives of interdisciplinary software engineering 14. People CMM 		

Prerequisites and co-requisites	No requirements		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Project	50.0%	50.0%
	Exam	50.0%	50.0%
Recommended reading	Basic literature	<p>T.W. Bynum, S. Rogerson, Computer Ethics and Professional Responsibility, Blackwell Publishing, 2004</p> <p>Wprowadzenie do etyki informatycznej, A. Kocikowski, K. Górniak-Kocikowska, T. Bynum (red.), Wydawnictwo "MRS,, Poznan, 2001</p> <p>T. DeMarco, T. Lister, Czynniki ludzkie, skuteczne przedsięwzięcia i wydajne zespoły, WNT, 2002</p>	
	Supplementary literature	Proceedings of Requirements Engineering and Law (RELAW) conference	
	eResources addresses	<p>Adresy na platformie eNauczanie:</p> <p>Społeczne aspekty informatyki 2023/2024 - Moodle ID: 33580 https://enauczanie.pg.edu.pl/moodle/course/view.php?id=33580</p>	
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		