



Subject card

Subject name and code	Social Aspects of Information Technology, PG_00063883						
Field of study	Informatics						
Date of commencement of studies	October 2024	Academic year of realisation of subject			2026/2027		
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	6	ECTS credits			3.0		
Learning profile	general academic profile	Assessment form			exam		
Conducting unit	Department Of Software Engineering -> Faculty Of Electronics Telecommunications And Informatics -> Wydział Politechniki Gdańskiej						
Name and surname of lecturer (lecturers)	Subject supervisor	dr inż. Jakub Miler					
	Teachers	dr inż. Jakub Miler					
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	7.0		38.0		75
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_K03] is ready to meet social obligations, co-organise activities for the social environment, initiate actions for the public interest, think and act in an entrepreneurial way	Student understands the complexity of the impact of information technology on society. Student assesses the impact of technology on society.	[SK5] Assessment of ability to solve problems that arise in practice [SK1] Assessment of group work skills
	[K6_W11] knows and understands to an advanced degree the general principles of the creation and development of economic entities, forms of individual entrepreneurship and conducting enterprises and the fundamental dilemmas of modern civilization, as well as the basic economic, legal and other conditions of various types of activities related to the field of study, including the basic concepts and principles of industrial property protection and copyright law	The student knows the legal, economic and social conditions of the IT profession and software development. The student understands issues related to the protection of industrial property and copyright.	[SW1] Assessment of factual knowledge [SW3] Assessment of knowledge contained in written work and projects
	[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 [SU3] Assessment of ability to use knowledge gained from the subject
[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 and follows ACM/IEEE Software Engineering Code of Ethics and Professional Practice. Student knows the methods of ethical analysis of IT applications.	[SK5] Assessment of ability to solve problems that arise in practice [SK1] Assessment of group work skills	
Subject contents	<ol style="list-style-type: none"> 1. Introduction, ethical and social aspects of computer science 2. The impact of technology on society 3. Professional and ethical responsibility of computer scientists 4. ACM/IEEE Code of Ethics and Professional Conduct 5. Methods and tools for assessing the impact of technology 6. Social competences of computer scientists 7. Psychological foundations of communication 8. Principles of presentation and transfer of information 9. Principles of teamwork 10. Team roles 11. Legal aspects: intellectual property, licenses, IT contracts 12. The impact of law on information systems 		
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	<ul style="list-style-type: none"> • T.W. Bynum, S. Rogerson, Computer Ethics and Professional Responsibility, Blackwell Publishing, 2004 • Wprowadzenie do etyki informatycznej, A. Kocikowski, K. Górniak-Kocikowska, T. Bynum (red.), Wydawnictwo "MRS, Poznan, 2001 • T. DeMarco, T. Lister, Czynniki ludzkie, skuteczne przedsięwzięcia i wydajne zespoły, WNT, 2002 • A. Borcuch, Społeczności wirtualne a wirtualny obieg pieniądza, CeDeWu, 2009 • J. van Dijk, Społeczne aspekty nowych mediów, Wydawnictwo Naukowe PWN, 2010 • R. Stefański, A. Zamojski (red.), Współczesny człowiek w społeczeństwie informacyjnym: egzystencja - ideologia - moralność, Wydawnictwo Adam Marszałek, 2010 	

	Supplementary literature	<ul style="list-style-type: none"> • Kodeksy etyczne dla informatyków - ethics.iit.edu/codes/computer.html • www.ccsr.cse.dmu.ac.uk • www.vagla.pl • niebezpiecznik.pl • zaufanatrzeciastrona.pl • sekurak.pl
	eResources addresses	Adresy na platformie eNauczanie:
Example issues/ example questions/ tasks being completed	<ol style="list-style-type: none"> 1. Analysis of the impact of selected information technology on society 2. Team roles and teamwork 3. Own research and presentation on the connection between computer science and social sciences 	
Work placement	Not applicable	

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