



Subject card

|   |   |  |                                     |            |   |         |     |
|---|---|--|-------------------------------------|------------|---|---------|-----|
| Subject name and code                       | Social Aspects of Information Technology, PG_00063883   |  |                                     |            |   |         |     |
| Field of study                              | Informatics   |  |                                     |            |   |         |     |
| Date of commencement of studies             | October 2026  | Academic year of realisation of subject  |                                     |            | 2028/2029   |         |     |
| Education level                             | first-cycle studies   | Subject group  |                                     |            | Obligatory subject group in the field of study<br>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 -> Faculties of Gdańsk University of Technology   |  |                                     |            |   |         |     |
| Name and surname of lecturer (lecturers)    | Subject supervisor  |  | dr inż. Jakub Miler                 |            |   |         |     |
|   | Teachers  |  | dr inż. Jakub Miler                 |            |   |         |     |
| Lesson types                                | 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<br>[SK1] Assessment of group work skills |         |     |
|   | [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<br>[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<br>[SK1] Assessment of group work skills |         |     |

| Subject contents   | <p>Course content – lecture</p> <ol style="list-style-type: none"> <li>1. Introduction, ethical and social aspects of computer science</li> <li>2. The impact of technology on society</li> <li>3. Professional and ethical responsibility of computer scientists</li> <li>4. ACM/IEEE Code of Ethics and Professional Conduct</li> <li>5. Methods and tools for assessing the impact of technology</li> <li>6. Social competences of computer scientists</li> <li>7. Psychological foundations of communication</li> <li>8. Principles of presentation and transfer of information</li> <li>9. Principles of teamwork</li> <li>10. Team roles</li> <li>11. Legal aspects: intellectual property, licenses, IT contracts</li> <li>12. The impact of law on information systems</li> </ol> |   |  |                          |                   |                               |         |       |       |      |       |       |
|--|---|---|--|--------------------------|-------------------|-------------------------------|---------|-------|-------|------|-------|-------|
| Prerequisites and co-requisites                                | No requirements   |   |  |                          |                   |                               |         |       |       |      |       |       |
| Assessment methods and criteria                                | <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 33%;">Subject passing criteria</th> <th style="width: 33%;">Passing threshold</th> <th style="width: 34%;">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td>Project</td> <td>50.0%</td> <td>50.0%</td> </tr> <tr> <td>Exam</td> <td>50.0%</td> <td>50.0%</td> </tr> </tbody> </table>   |   |  | Subject passing criteria | Passing threshold | Percentage of the final grade | Project | 50.0% | 50.0% | Exam | 50.0% | 50.0% |
| 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"> <li>• T.W. Bynum, S. Rogerson, Computer Ethics and Professional Responsibility, Blackwell Publishing, 2004</li> <li>• Wprowadzenie do etyki informatycznej, A. Kocikowski, K. Górniak-Kocikowska, T. Bynum (red.), Wydawnictwo "MRS, Poznan, 2001</li> <li>• T. DeMarco, T. Lister, Czynniki ludzkie, skuteczne przedsięwzięcia i wydajne zespoły, WNT, 2002</li> <li>• A. Borcuch, Społeczności wirtualne a wirtualny obieg pieniądza, CeDeWu, 2009</li> <li>• J. van Dijk, Społeczne aspekty nowych mediów, Wydawnictwo Naukowe PWN, 2010</li> <li>• R. Stefański, A. Zamojski (red.), Współczesny człowiek w społeczeństwie informacyjnym: egzystencja - ideologia - moralność, Wydawnictwo Adam Marszałek, 2010</li> </ul> |  |                          |                   |                               |         |       |       |      |       |       |
|  | Supplementary literature  | <ul style="list-style-type: none"> <li>• Kodeksy etyczne dla informatyków - <a href="http://ethics.iit.edu/codes/computer.html">ethics.iit.edu/codes/computer.html</a></li> <li>• <a href="http://www.ccsr.cse.dmu.ac.uk">www.ccsr.cse.dmu.ac.uk</a></li> <li>• <a href="http://www.vagla.pl">www.vagla.pl</a></li> <li>• <a href="http://niebezpiecznik.pl">niebezpiecznik.pl</a></li> <li>• <a href="http://zaufanatrzeciastrona.pl">zaufanatrzeciastrona.pl</a></li> <li>• <a href="http://sekurak.pl">sekurak.pl</a></li> </ul>   |  |                          |                   |                               |         |       |       |      |       |       |
|  | eResources addresses  |   |  |                          |                   |                               |         |       |       |      |       |       |
| Example issues/<br>example questions/<br>tasks being completed | <ol style="list-style-type: none"> <li>1. Analysis of the impact of selected information technology on society</li> <li>2. Team roles and teamwork</li> <li>3. Own research and presentation on the connection between computer science and social sciences</li> </ol>  |   |  |                          |                   |                               |         |       |       |      |       |       |
| Practical activities within the subject                        | Not applicable  |   |  |                          |                   |                               |         |       |       |      |       |       |

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