# Module Definition Form (MDF)

| Module code: MOD002647 | **Version:** 11 **Date Amended:** 10/Jul/2025 |
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| 1. Module Title |
|---|
| Professional Issues: Computing and Society |

| 2a. Module Leader |
|---|
| Jin Zhang |

| 2b. School |
|---|
| School of Computing and Information Sciences |

| 2c. Faculty |
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| Faculty of Science and Engineering |

| 3a. Level |
|---|
| 6 |

| 3b. Module Type |
|---|
| Standard (fine graded) |

| 4a. Credits |
|---|
| 15 |

| 4b. Study Hours |
|---|
| 150 |

**5. Restrictions**

| Type | Module Code | Module Name | Condition |
|---|---|---|---|
| Pre-requisites: | None | | |
| Co-requisites: | None | | |
| Exclusions: | None | | |
| **Courses to which this module is restricted:** | None | | |

## LEARNING, TEACHING AND ASSESSMENT INFORMATION

### 6a. Module Description

Professional Issues: Computing and Society aims to provide you an understanding of the issues, opportunities and problems which have arisen as a result of the computerisation of wide areas of human activity. It is designed to enhance advanced computer reflective thinking in both computer science specialists and others, and is a key part of the programme of professional development for computer scientists and others seeking to embody professional values and approaches in the IT and computing fields.
You will be covered by relevant and current topics in Computer Law (e.g. Data Protection; Intellectual Property Law; Computer Misuse) and other social, ethical and legal topics such as considering the causes and effects of systems failures (including but not limited to computer systems failure). Other aspects such as the ethical and professional responsibilities of graduates - particularly those from IT and Computing disciplines - will be critically appraised. It is essential to ensure that a professional engineer has an in depth understanding of professional ethics, law and the impact of what they do on society. The knowledge and understanding obtained in this module will prepare you with an in-depth understanding on different legal, ethical, professional and system aspects of your future career particularly in the areas of IT, Computer Science and Engineering.

### 6b. Outline Content

- Data Protection, Freedom of Information and Privacy ... ... [3 wks approx.] - Intellectual Property, Computer Misuse, Hacking, Security [2 wks approx.] - Professionalism; Ethics; Whistleblowing ... ... ... ... ... ... ... ... [2 wks approx.] - System Failures - Computers and Major Systems - Common Issues and avoidance - Social Trends and Issues e.g. Teleworking, Globalisation - Trends in Computing: Past, Present, Future - Student led seminars (individual or small group depending on class size) on narrow topic within above wide areas or on other lecturer-approved topic [typically weeks 6 - 11 or 12]

### 6c. Key Texts/Literature

The reading list to support this module is available at: https://readinglists.aru.ac.uk/

### 6d. Specialist Learning Resources

Room(s) with Data Projector for student seminars (Weeks 6-12)

| 7. Learning Outcomes (threshold standards) | | |
|---|---|---|
| **No.** | **Type** | **On successful completion of this module the student will be expected to be able to:** |
| 1 | Knowledge and Understanding | Explain and lead discussion on an approved topic on social, professional, legal, ethical aspects of computing and IT, showing an inclusive approach to engineering practice, recognising the responsibilities, benefits and importance of supporting equality, diversity and inclusion. |
| 2 | Knowledge and Understanding | Appreciate the complexities of engineering management principles, quality management, commercial context, project and change management, relevant legal matters, and contribute to discussions led by others on social, professional, legal, ethical aspects of computing and IT. |
| 3 | Intellectual, practical, affective and transferrable skills | Discuss, compare and contrast key issues, and make reasoned choices informed by professional codes of conduct and industry standards. |
| 4 | Intellectual, practical, affective and transferrable skills | Critically appraise and evaluate own and others' work. |

| 8a. Module Occurrence to which this MDF Refers | | | | |
|---|---|---|---|---|
| **Year** | **Occurrence** | **Period** | **Location** | **Mode of Delivery** |
| 2025/6 | ZZF | Template For Face To Face Learning Delivery | | Face to Face |

| 8b. Learning Activities for the above Module Occurrence | | | |
|---|---|---|---|
| **Learning Activities** | **Hours** | **Learning Outcomes** | **Details of Duration, frequency and other comments** |
| Lectures | 18 | 2 | VLE may be used. |
| Other teacher managed learning | 18 | 1,3,4 | VLE may be used. |
| Student managed learning | 114 | 1,2,3,4 | VLE may be used. |
| TOTAL: | 150 | | |

| 9. Assessment for the above Module Occurrence | | | | | |
|---|---|---|---|---|---|
| **Assessment No.** | **Assessment Method** | **Learning Outcomes** | **Weighting (%)** | **Fine Grade or Pass/Fail** | **Qualifying Mark (%)** |
| 010 | Practical | 1-4 | 100 (%) | Fine Grade | 30 (%) |
| **In-Class Test (1 Hour) with individual report of 2000 words** | | | | | |

| Assessment components for Element 010 | | | | |
|---|---|---|---|---|
| **Component No.** | **Assessment Title** | **Submission Method** | **Weighting (%)** | **Components needed for Mark Calculation?** |
| 010/1 | In-Class Test (1 Hour) | Scheduled Activity: Timetabled assessment task | 20 (%) | All |
| 010/2 | Individual Report | Canvas | 80 (%) | |

**In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).**

**In addition, students are required to:**
**(a) achieve the qualifying mark for each element of fine graded assessment as specified above**
**(b) pass any pass/fail elements**

**[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]**