Course Title	**Professional Practices**		
Course Code	**GE-262**		
Credit Hours	2 (2,0)		
Category	General Education		
Prerequisite	None		
Co-Requisite	None		
Follow-up	None		
Course Introduction	A computing graduate as a professional has some responsibilities with respect to society. This course develops student understanding of historical, social, economic, ethical, and professional issues related to the discipline of computing. It identifies key sources for information and opinions about professionalism and ethics. Students analyze, evaluate, and assess ethical and professional computing case studies.		
Course Learning Outcomes (CLOs)	At the end of the course, the students will be able to:	**BT**	**PLO**
	CLO1: Trace the historical evolution of the computing profession and its impact on society.	C1 (Knowledge)	1,8
	CLO2: Describe the interplay between computing technologies and societal shifts, acknowledging both positive and negative implications.	C2 (Describe)	1,8,9,10
	CLO3: Recognize and explain the core ethical principles that guide the computing profession.	C4 (Identify)	1,8,9,10
	CLO4: Explain the responsibilities of computing professionals in their interactions with society and individuals.	C2 (Explain)	1,8,9,10
	CLO5: Analyze and critically evaluate real-world case studies in computing, assessing them from both ethical and professional viewpoints.	C4 (Analyze)	1,8,9,10
Course Description	Historical, social, and economic context of computing (software engineering, computer science, and information technology); definitions of computing (software engineering, computer science, and information technology) subject areas and professional activities; professional societies; professional ethics; professional competency and life-long learning; uses, misuses, and risks of software; information security and privacy; business practices and the economics of software; intellectual property and software law (cyber law); social responsibilities; software-related contracts; software house organization. Intellectual property rights, The Framework of Employee Relations Law and Changing Management Practices, Human Resource Management and IT, Health and Safety at Work, Software Liability, Liability and Practice, Computer Misuse, and the Criminal Law, Regulation, and Control of Personal Information. Overview of the British Computer Society Code of Conduct, IEEE Code of Ethics, ACM Code of Ethics and Professional Conduct, and the ACM/IEEE Software Engineering Code of Ethics and Professional Practice. Accountability and Auditing, Social Application of Ethics.		
Text Book(s)	1. Michael J. Quinn, Ethics for the Information Age, 7th Edition, Pearson Education, 2017, ISBN: 978-0134296548 2. Sara Baase, A Gift of Fire: Social, Legal, and Ethical Issues in Computing, 5th Edition, Pearson, 2018, ISBN: 978-0132492676		
Reference Material	1. J. Kizza, Ethical and Social Issues in the Information Age, 6th Edition, Springer, 2017, ISBN: 978-3319707112 2. "Professional Issues in Software Engineering" by Frank Bott, Allison Coleman, Jack Eaton and Diane Rowland, 3rd Edition, CRC Press, 2000. ISBN-10: 0748409513 3. Computer Ethics by Deborah G. Johnson, Pearson; 4th Edition, 2009. ISBN-10: 0131112414		