

Glasgow School of Art Course Specification

Course Title: Critical Studies: Ethical & Professional Issues

Please note that this course specification is correct on the date of publication but may be subject to amendment prior to the start of the 2023-24 Academic Year.

Course Code:	HECOS Code:	Academic Session:
UISD303		2023-24

1. Course Title:
Critical Studies: Ethical & Professional Issues

2. Date of Approval:	3. Lead School:	4. Other Schools:
PACAAG April 2022	School of Innovation and Technology	N/A

5. Credits:	6. SCQF Level:	7. Course Leader:
10	9	Daniel Livingstone

8. Associated Programmes:
BSc Immersive Systems Design BDes Sound for Moving Image

9. When Taught:
Semester 2

10. Course Aims:
<p>This course will introduce students to a range of professional and ethical issues in contemporary and historical media and digital technologies . Students will critically engage with current ethical issues and questions through readings, discussion and writing.</p> <p>Students will also engage with other professional issues around professional networking, communications and recruitment and professional portfolio development.</p> <p>Thus, this course both prepares students for seeking employment in professional creative media and technology disciplines, and arms them with the critical and ethical insights that will be required through their professional careers.</p>

11. Intended Learning Outcomes of Course:
<p>By the end of this course students will be able to:</p> <ul style="list-style-type: none"> • Demonstrate a critical knowledge and understanding of a range of professional and ethical issues in digital media, computing and immersive systems

- Identify and analyse routine professional problems and issues around ethics and professional practice
- Present formally and informally their own experience and portfolio in forms suitable to discipline, to a range of audiences, using a range of ICT applications to support and enhance this work

12. Indicative Content:

The course will cover a range of historical and contemporary ethical issues, such as:

- Ethics in Computing, Business and Creative Arts:
- Do we really have to worry about ethical issues in media and computing?
- Media, digital technologies and their uses and abuses
- Data, privacy, law, hackers
- User safety and security
- Trademark, copyright, fair use, open source and the Creative Commons
- Ethical choices in computer games
- Current ethical issues in media and immersive systems

In professional development, a range of issues will also be covered such as:

- Professional development in creative industries
- Portfolio presentation
- Freelancing and contract work
- CVs, recruitment and networking

13. Description of Summative Assessment Methods:

Assessment Method	Description of Assessment Method	Weight %	Submission week (assignments)
Written Work	CV & Online Portfolio Development	20	6 (indicative)
Essay	1800-2000 word essay or use-case on Professional & Ethical Issues in Media, Computing and Immersive Systems	80	13 (indicative)

13.1 Please describe the Summative Assessment arrangements:

Students have to submit a link to their online public portfolio site, which should include a public CV (but which should exclude confidential personal details).

An essay/case-study on professional & ethical issues on a topic agreed with their tutor forms 80% of the weight of assessment. The essay will be required to be written in an academic style using Harvard referencing. References will not be included in the word count.

14. Description of Formative Assessment Methods:

Engagement with formative assessment is a mandatory requirement.

Peer review

Tutor feedback

Class discussions

14.1 Please describe the Formative Assessment arrangements:

Students will submit CVs during week 3 (approx.) for peer and tutor review and comment.

Class discussions on essay topics will allow for further peer and tutor discussion and review of ideas prior to submission of essays. Students will have opportunity to discuss their essay work with tutors for formative feedback prior to submission, and one class session will be a focussed essay workshop for discussion of work in progress.

15. Learning and Teaching Methods:

Formal Contact Hours	Notional Learning Hours
18	100

15.1 Description of Teaching and Learning Methods:

Timetable: Nine weekly meetings. Meetings may take the form of seminars, lectures, discussions, or include elements of more than one of these.

16. Pre-requisites:

Successful completion of Stage 2 (or equivalent)

17. Can this course be taken by Exchange/Study Abroad students?	Yes
18. Are all the students on the course taught wholly by distance learning?	No
19. Does this course represent a work placement or a year of study abroad?	No
20. Is this course collaborative with any other institutions?	No
20.1 If yes, then please enter the names of the other teaching institutions:	
N/A	

21. Additional Relevant Information:

N/A

22. Indicative Bibliography:

Anon 2016. *ACM Code of Ethics and Professional Conduct*. [online] Available at: <<http://www.acm.org/about-acm/acm-code-of-ethics-and-professional-conduct>> [Accessed 26 Feb. 2016].

Anon 2016. *BCS Code of Conduct*. [online] Available at: <<http://www.bcs.org/category/6030>> [Accessed 26 Feb. 2016].

BBC, n.d. The BBC's Editorial Values and Standards [online] Available at: <https://www.bbc.co.uk/editorialguidelines/>

Black, E., 2009. *IBM and the Holocaust: The Strategic Alliance Between Nazi Germany and America's Most Powerful Corporation*. Dialog Press.

Lessig, L., 2004. *Free Culture: The Nature and Future of Creativity*. Penguin Publishing Group.

Sicart, M., 2011. *The Ethics of Computer Games*. MIT Press, Cambridge, MA.

Stross, C., 2008. *Halting State*. paperback / softback edition ed. London: Orbit.