

SUBJECT TEACHING GUIDE

G1724 - Values, Ethics and Professional Informatics

Degree in Computer Systems Engineering

Academic year 2022-2023

1. IDENTIFYING DATA					
Degree	Degree in Computer Systems Engineering			Type and Year	Core. Year 2
Faculty	Faculty of Sciences				
Discipline	Subject Area: Training in Values, Ethics and the Computer Profession Module: Basic Transversal Training				
Course unit title and code	G1724 - Values, Ethics and Professional Informatics				
Number of ECTS credits allocated	6	Term	Semester based (1)		
Web	https://moodle.unican.es/				
Language of instruction	Spanish	English Friendly	No	Mode of delivery	Face-to-face

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3.1 LEARNING OUTCOMES

- Learn the problems and values of equal opportunities in the areas of disability and gender equality.
- Understand the debates on fundamental rights, recognition of diversity and multiculturalism and the values of a culture of peace and democratic values.
- Show the ethical and professional codes in Computer Profession.
- Understand and take into account the national and European legislation, particularly with regard to security, data protection and privacy.
- Know the role of professional associations. Know the main professional associations at national and international level.
- Understanding the current discussions on professional issues: software patents, business models open source vs proprietary, etc.
- Understand the principles of project management.
- Know the main techniques applicable for project management, time management, estimation of the size and costs.
- Teamwork, taking into account gender factors and internationality.
- Learn how to use project management tools and how to apply in the case of computer science projects.

4. OBJECTIVES

- ☐ Raise awareness among students on issues of equality between men and women, multiculturalism, and sustainable global development.
- ☐ Transmit knowledge about fundamental rights, attention to diversity and values of a culture of peace and democratic values.
- ☐ Know the existing codes of conduct and ethical in Computer Profession.
- ☐ Understand and take into account existing national and European legislation, particularly with regard to security, data protection and privacy.
- ☐ Understand the role of professional associations.
- ☐ know the main professional associations at national and international level.
- ☐ Understand the current discussions on professional issues: software patents, business models of open source vs proprietary, etc.
- ☐ Understand the principles of project management.
- ☐ Show the main techniques applicable in computer engineering projects for defining the scope, time management, estimating the size and costs.
- ☐ Programming in ANSI C language.
- ☐ Train oral and written communication skills.

6. COURSE ORGANIZATION	
CONTENTS	
1	VALUES AND RIGHTS Equality between men and women. Multiculturalism. Universal accessibility for people with disabilities. Volunteering. Cooperation for development. Responsible consumption. Human rights. European citizenship. Data protection. Mediation and Conflict Management. Intellectual property. Regulations and patents.
2	COMPUTER SCIENCE PROFESSION: Concept of profession. Features of the career in computing. Social roles. Relationships with users and clients, management of expectations. Computer business models. Professional associations. Computer ethical codes. Rules and regulations of information at the national, European and international levels. Issues for discussion: Patents, open software, free software, etc.
3	PROJECT MANAGEMENT: Project Concept. Life cycle of a project. Introduction to Project Management processes - PMBOK. Integration management and scope. Time management. Risk management. Cost management.
4	SKILLS AND ABILITIES: Search and legitimate use of the information. Oral communication. Written communication ANSI C language. Free Software. Green Computing.

7. ASSESSMENT METHODS AND CRITERIA				
Description	Type	Final Eval.	Reassessn	%
Test after each conference.	Written exam	No	Yes	20,00
the student must demonstrate in the simulation laboratory his skill in the use of office automation tools.	Laboratory evaluation	Yes	Yes	10,00
Test after each conference	Written exam	No	Yes	40,00
the student must demonstrate the mastery of the argumentation over the chosen topic.	Others	No	No	30,00
TOTAL				100,00
Observations				
The qualification will be computed as the weighted average of all tests of this module. If this is greater than or equal to 5, the student will pass. If not, the student must recover those parts that has not reached the minimum qualification writing a report about those topics, except the laboratory.				
Observations for part-time students				
Part-time students must attend 40% of lectures and write a report about the topics covered in the course. Likewise, the student must do the laboratory test in the date published.				

8. BIBLIOGRAPHY AND TEACHING MATERIALS

BASIC

SOMMERVILLE, I.. □Ingeniería del Software□. 7ª Edición, Addison-Wesley. Julio 2005.

Project Management Institute. □A Guide to the Project Management Body of Knowledge (PMBOK)□, 3rd edition, 2004.

MARTÍNEZ RODRÍGUEZ, L.J. 2013. Cómo buscar y usar información científica: guía para estudiantes universitarios.

ARGUDO, S.; PONS, A. 2012. Mejorar las búsquedas de información. Barcelona: Editorial UOC. ISBN 978-84-9029-172-6.