

FILM / GAM / IT 228 Ethics in Information Technology, Computer Games and Cinema

Date of Document: 26 August 2020

- **Course Format:** ONLINE
- **Course Duration:** September 9, 2020 – November 24, 2020
- **Course Numbers**
 - GAM 228 – 402 (10163)
 - IT 228 – 402 (10167)
 - DC 228 – 402 (10747)
- **Type of Instruction:** Lecture - discussion
- **Drop dates are available**
here: <https://academics.depaul.edu/calendar/Pages/default.aspx>

Contact Information

- **Instructor:** Dr. Siobhan O'Donoghue
- **Email:** Sodonogh@depaul.edu
- **Office Hours:** By appointment only. I have blocked off WEDNESDAY BETWEEN 12:30PM to 2:00PM to be available for scheduled meetings or calls, but students must contact me beforehand to confirm a specific time. Since this is an online course, I am happy to talk with students ideally on zoom but also on the phone.
- **Location:** Online
- **Phone:** +1 (773) 764-8964
- **Preferred Contact:** via email first

You can expect a response within 24 hours.

COVID-19 Health and Safety Precautions

In order to keep our DePaul community safe, should you be on campus for any reason during the quarter, abiding by the following expectations is of utmost importance in the pandemic. Students, faculty and staff are expected to (1) wear a cloth face covering at all times while on campus, both inside buildings and outside on the grounds; (2) maintain physical distance (at least six feet) in all DePaul spaces (including classrooms, meeting rooms, hallways, rest rooms, offices, and outdoor spaces); (3) conduct a daily self-screening process for the symptoms of COVID-19

using the #CampusClear app before coming to campus; (4) complete the online Health and Safety Guidelines for Returning to Campus training; and (5) abide by the City of Chicago Emergency Travel Order. By doing these things, we are Taking Care of DePaul, Together. The recommendations may change as local, state, and federal guidelines evolve. Students who have a medical reason for not complying should register with DePaul's Center for Student with Disabilities (CSD).

Course Catalogue Description

Societies function based on normative ethics utilizing common sense to distinguish between ethical and unethical behavior. Most of us are not aware of the underlying theories when arriving at ethical judgments about right and wrong. However, the fast pace of progress in information technologies and digital entertainment creates an environment, in which ethical challenges are particularly complex. In the eyes of many, games and movies are violent, offensive and immoral. This course will concentrate on analyzing the impact of digital entertainment on an individual and society. Implications of certain values embedded in games and movies will be discussed. Elements of the ethical code of conduct for a game or movie creator will be formulated. The issue of balancing individual creativity vs. cultural impact particularly on children will be discussed.

From <https://www.cdm.depaul.edu/academics/pages/courseinfo.aspx?Subject=GAM&CatalogNbr=228>

Course Method and Pedagogy

Ethics in Computer Games and Cinema is a course in **applied ethics**. The course will investigate and critically examine ethical theory from a variety of perspectives in the context of enabling students to identify, analyze, and propose resolutions to particular ethical dilemmas in the fields of Internet Technology, Gaming, and Cinema. The course will use the [Framework for Ethical Decision-Making](#) from the Markkula Center for Applied Ethics at Santa Clara University as a method for resolving ethical dilemmas. A significant portion of the course will be devoted to “moral laboratories” where groups of students will address particular ethical dilemmas using the Markkula Center framework to complete a case analysis resolution paper. In this course, students will develop the skills to make a reasoned argument, to defend a position, and to develop a heightened sense of moral responsibility.

Course Prerequisites

This is an online course. You will need at minimum:

- Frequent access to a computer that connects to the Internet.

- A working e-mail account that you check regularly (and that is updated in Campus Connection)
- Access to a software suite such as Microsoft Office (Word, Excel, Power Point). If you do not have access to Office, you can download a free, open source alternative such as Open Office (<http://www.openoffice.org/>) that will give you the same basic functionality.
- Administrator access to a computer to install software. (*if required*).
- The ability to view video files, either in a streaming (Flash) or downloadable (mp4, mov) format.

Required Materials

All required materials are available through D2L.

Philosophical Inquiry Domain Learning Objectives

As a course that fulfills the Philosophical Inquiry learning domain of the Liberal Studies Program, this course will address conceptual issues fundamental to reflection on such philosophical topics as **metaphysics** (e.g., being and nonbeing, the one and the many, the nature of reality, same and other, self and other); **epistemology** (e.g., the nature and possibility of knowledge, different ways of knowing, knowledge vs. opinion, truth and falsity); **ethics** (e.g., right and wrong action, good and bad, objectivism and relativism in ethics, social and political philosophies, the idea of value, the problem of evil); and **aesthetics** (e.g., the nature of beauty, aesthetic value, the possibility of aesthetic valuation). It will address these philosophical topics insofar as they impinge upon, shape, and challenge the ethical dimensions of specific activity in the fields of Internet Technology, Gaming, and Film.

(from <https://catalog.depaul.edu/undergraduate-core/liberal-studies-program/liberal-studies-learning-domains/philosophical-inquiry/>)

Philosophical Inquiry Domain Learning Outcomes

The course will fulfill the following Philosophical Inquiry Domain Learning Outcomes (PIDLO):

- PIDLO1. By the end of the quarter students will demonstrate an ability to address, critically think about, and analyze philosophical questions and problems as they relate to the fields of Internet Technology, Gaming, and Film. Students will demonstrate that they have achieved PIDLO1 through discussion board contributions, case analysis papers, and the final essay exam.

- PIDLO2. By the end of the quarter students will demonstrate the ability to evaluate philosophical questions, issues and/or problems using informed judgment. Students will demonstrate that they have achieved PIDLO2 through discussion board contributions, case analysis papers, and the final essay exam.
- PIDLO3. By the end of the quarter students will demonstrate the ability to analyze and interpret the methods used by philosophers in addressing philosophical questions, issues, and/or problems. Students will demonstrate that they have achieved PIDLO3 through discussion board contributions, case analysis papers, and the final essay exam.
- PIDLO4. By the end of the quarter students will demonstrate the ability to engage with philosophical topics and figures in their historical context. Students will demonstrate that they have achieved PIDLO4 through engagement activities, discussion board contributions, case analysis papers, and the final essay exam
- PIDLO5. By the end of the quarter students will demonstrate the ability to confront and interpret primary texts from the philosophical tradition. Students will demonstrate that they have achieved PIDLO5 through engagement activities, discussion board contributions, case analysis papers, and the final essay exam. In this course, students will read primary texts that constitute the major currents of ethical theory including selections from Jeremy Bentham, John Stuart Mill, Immanuel Kant, John Rawls, the Vatican, Aristotle, and Carol Gilligan
- PIDLO6. By the end of the quarter students will demonstrate the ability to write an analytic essay treating a philosophical question, issue and/or problem that forwards an identifiable thesis, argument, and conclusion. Students will demonstrate that they have achieved PIDLO6 through case analysis papers and the final essay exam.

(from <https://catalog.depaul.edu/undergraduate-core/liberal-studies-program/liberal-studies-learning-domains/philosophical-inquiry/>)

Assessment

The course is divided into ten (10) modules. Each module is worth 100 points for a total of 1,000 points for the quarter. By completing different activities in each module, students earn points.

Learning activities for the entire quarter include the following

Activity	Total Points for the Quarter
Engagement Activities for 8 modules (@ 30 points per module) are an formative assessment completed individually	240 points
Discussion Board check points (4 check points @ 100 points each in modules 2, 4, 6, 8) are an individual, formative assessment completed in discussion groups	400 points
Case Analysis Papers (two papers in modules 3 and 7 @ 80 points per paper), are a summative assessment completed as individually	160 points
Key Concepts, Figures, and Texts Exam is a summative assessment completed individually	100 points
Final essay exam is a summative assessment completed individually	100 points
Total Points for the Quarter	1000 points

Grading

Students in all undergraduate classes, with the exception of those in CEO cohort programs, may opt to change the grading basis for any or all of their courses to Pass/D/Fail. A grade of Pass (P) will indicate that the student's work met expectations for a grade of at least C-. Work that would merit a grade of D+ or D in the traditional grading basis would still earn a D+ or D. Work that does not merit a passing grade will earn a Fail (F). The Pass/D/Fail grading option may apply to any graduation requirement, including courses in the major, minor, Liberal Studies Program or open electives.

<https://resources.depaul.edu/coronavirus/faqs/Pages/classes-academics-students.aspx>

Graduate students

School of Cinematic Arts & School of Design

Students in graduate classes in these two schools may opt to change the grading basis for any or all of their courses to Pass/D/Fail. A grade of Pass (P) will indicate that the student's work met expectations for a grade of at least C-. Work that would merit a grade of D+ or D in the traditional grading basis would still earn a D+ or D. Work that does not merit a passing grade will earn a Fail (F). The Pass/D/Fail grading option may apply to any graduation requirement.

School of Computing

Students in graduate classes in the school will use the A/B/C/D/F grading basis.

Grading Scale












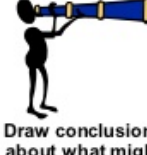
Letter Grade	Percent	Total Points Earned
A	94 – 100%	935 to 1000
A-	90 – 93%	895 to 934
B+	87 – 89%	865 to 894
B	84 – 86%	835 to 864
B-	80 – 83%	795 to 834
C+	77 – 79%	765 to 794
C	74 – 76%	735 to 764
C-	70 – 73%	695 to 734
D+	67 – 69%	665 to 694
D	60 – 66%	595 to 664
F	Below 60%	Below 595 points

Assignment Descriptions

Engagement Activities are a formative assessment completed individually for each module. Critical reading is essential for students to meet all of the learning objectives of the course. After students have read the assigned readings and reviewed the support material, they will participate in various engagement activities to demonstrate a basic comprehension of terms, concepts, people, and principles. It is highly recommended that students read carefully and take notes before attempting to participate in the engagement activities. Comprehensive notes will also help students prepare for subsequent assignments.

Discussion Board contributions are an individual, formative assessment. Working in groups of approximately 7-10 students will participate in four “moral laboratories” to identify, address, critically think about, analyze, and apply philosophical concepts to questions and problems, specifically as they relate to a **developing sense of moral responsibility** in the fields of Internet Technology, Gaming, and Film. Students will engage, evaluate, and apply ethical theory by critically examining historical context and primary sources as demonstrated through substantive contributions. Each module will include a discussion board that functions as a space for dialogue and engagement about a particular case. Students are required to make substantive contributions to other posts to advance an argument.

Ethical discourse requires the active participation of each group member, especially when group members express viewpoints and construct arguments that reach divergent conclusions. The goal of the moral laboratory is NOT to arrive at a group consensus about a particular issue, although that may happen, but to engage in informed discourse in pursuit of the learning objectives of the course. The grid below is a helpful guideline to inform *how* students participate in the moral laboratories.

Class Discussion Guidelines				
Accountable to the Learning Community	Listen  Pay attention to the statements of others.	Summarize  Restate the ideas of a previous speaker in new language.	Build  Add to the statement of a previous speaker.	Mark  Direct attention to the importance of another's statement.
	Verify  Check your understanding of previous statements & knowledge.	Unpack  Explain how you arrived at your answer.	Support  Give examples & evidence to support your answer.	Link  Point out the relationships among previous statements & knowledge.
Accountable to Rigorous Thinking	Defend  Defend your reasoning against a different point of view.	Challenge  Ask a previous speaker to explain & provide evidence for a statement.	Combine  Incorporate knowledge from multiple resources to form your ideas.	Predict  Draw conclusions about what might happen next, or as a result of ideas.

Created by Angela Cunningham, Bullitt Central High School, Shepherdsville, KY 40165

NOTE: students who do not contribute to the discussion board may make up the assignment by writing a case analysis and emailing it to the instructor by the end of the quarter. A 20% point penalty will be imposed at the discretion of the instructor.

Case Analysis Papers are a formative assessment. Working individually, students will write TWO case analysis papers that identify, address, critically analyze, and apply philosophical concepts to questions and problems, specifically as they relate to a **developing sense of moral responsibility** in the fields of Internet Technology, Gaming, and Film. Students will engage, evaluate, and apply ethical theory by critically examining historical context and primary sources as demonstrated through the successful analysis of a particular case.

NOTE: late submissions will be accepted up until the end of the quarter with 15% point penalty at the discretion of the instructor.

Key Concepts, Figures, and Texts Exam is a summative assessment completed individually. Building from the engagement activities, students will demonstrate a mastery of the terms, concepts, and figures used by ethicists to make ethical arguments.

Final Essay Exam is a summative assessment completed individually. To fully demonstrate that each of the learning goals has been met, students will complete an essay comprised of three elements:

- Part I. Case Analysis of a Dilemma Chosen by the Student
- Part III. Final reflection of learning
- Part III. A personal mission statement

Class participation

Students who are unable to participate in class due to an emergency or personal circumstance **should immediately contact the Dean of Students Office**, which offers a variety of student support services. The Dean of Students can review any supporting documentation and will contact the instructor. Students requesting any adjustment or accommodation from the course schedule must consult with the Dean of Students: <https://studentaffairs.depaul.edu/dos/>

DePaul University is a community that thrives on open discourse that challenges students, both intellectually and personally, to be Socially Responsible Leaders. It is the expectation that all dialogue in this course is civil and respectful of the dignity of each student. Any instances of disrespect or hostility can jeopardize a student's ability to be successful in the course. The professor will partner with the Dean of Students Office to assist in managing such issues.

Course Policies

Changes to Syllabus

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L and sent via email.

Online Course Evaluations

Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Please see <https://offices.depaul.edu/academic-affairs/faculty-resources/teaching/Pages/Online-Teaching-Evaluations.aspx> for additional information.

Academic Integrity and Plagiarism

This course will be subject to the university's academic integrity policy. More information can be found at <https://offices.depaul.edu/academic-affairs/faculty-resources/academic-integrity/Pages/default.aspx>

Academic Policies

All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the University Academic Calendar. Information on enrollment, withdrawal, grading and incompletes can be found at: <http://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx>

Incomplete Grades

An incomplete grade is a special, temporary grade that may be assigned by an instructor when unforeseeable circumstances prevent a student from completing course requirements by the end of the term and when otherwise the student had a record of satisfactory progress in the course. All incomplete requests must be approved by the instructor of the course and a CDM Associate Dean. Only exceptions cases will receive such approval. Information about the Incomplete Grades policy can be found at <http://www.cdm.depaul.edu/Current%20Students/Pages/Grading-Policies.aspx>

Frequently Asked Questions

Accommodation

Students with Disabilities

Students seeking disability-related accommodations are required to register with DePaul's Center for Students with Disabilities (CSD) enabling you to access accommodations and support services to assist your success. There are two office locations that can provide you with enrollment information, or inquire via email at csd@depaul.edu.

- Loop Campus - Lewis Center #1420 - (312) 362-8002
- Lincoln Park Campus - Student Center #370 - (773) 325-1677

Students are also invited to contact me privately to discuss your challenges and how I may assist in facilitating the accommodations you will use during this course. This is best done early in the term and our conversation will remain confidential.

Additional Accommodations

This course may include instructional content delivered via audio and video. If you have any concerns about your ability to access and/or understand this material in its default format, please notify me within the first week of the course so accommodations can be made.

Assistance with Writing – The Writing Center

Consider contacting or visiting the [Writing Center](#) to discuss your assignments for this course or any others. You may schedule appointments (30 or 50 minutes) on an as-needed or weekly basis, scheduling up to 3 hours worth of appointments per week. Online services include Feedback-by-Email and IM conferencing (with or without a webcam). All writing center services are free.

Writing Center tutors are specially selected and trained graduate and undergraduate students who can help you at almost any stage of your writing. They will not do your work for you, but they can help you focus and develop your ideas, review your drafts, and polish your writing. They can answer questions about grammar, mechanics,

different kinds of writing styles, and documentation formats. They also can answer questions and provide feedback online, through IM/webcam chats and email. Obviously, the tutors won't necessarily be familiar with every class or subject, but they are able to provide valuable help from the perspective of an interested and careful reader as well as a serious and experienced student-writer.

Schedule your appointments with enough time to think about and use the feedback you'll receive. Send your assignments and other relevant materials to your tutor before your on-line appointments.

Course Schedule at a Glance

Below is an overview of the course schedule, so that students can see the learning activities module by module for the entire quarter. It is for reference only. Students should proceed through each module under the Content section. In the unlikely event that there is a discrepancy between learning activities listed here and those under the Content section, students should follow the Content section.

Mod ule	Activity
Mod ule 1 (Due We. Sep 16)	<p>1.1 Introduction to the course</p> <ul style="list-style-type: none"> • Watch the introductory course video (the triangle of ethical theory) • Read the syllabus • Review the schedule • Review the modules <p>1.2 Introduction to Ethics</p> <ul style="list-style-type: none"> • Read and Watch Moral Myopia https://ethicsunwrapped.utexas.edu/video/moral-myopia • Watch Ethics Defined https://ethicsunwrapped.utexas.edu/glossary/ethics • Read and Watch Moral Relativism https://ethicsunwrapped.utexas.edu/glossary/moral-relativism • Read and Watch Relativism: Is it wrong to judge other cultures? https://www.youtube.com/watch?v=518FR6SbY_k • Read What is Ethics from https://www.scu.edu/ethics/ethics-resources/ethical-decision-making/what-is-ethics/ • Read Ethical Relativism from https://www.scu.edu/ethics/ethics-resources/ethical-decision-making/ethical-relativism/ • Read Thinking Ethically from https://www.scu.edu/ethics/ethics-resources/ethical-decision-making/thinking-ethically/ • Read Introduction, Part I, Part II, Part III, Part IV, Part V and Glossary of Commonly Used Terms from Ethics 101 https://business.depaul.edu/about/centers-institutes/institute-business-professional-ethics/Documents/EthicsManual.pdf <p>1.3 A Framework for Ethical Decision Making</p>

	<ul style="list-style-type: none"> • Read A Framework for Ethical Decision Making https://www.scu.edu/ethics/ethics-resources/ethical-decision-making/a-framework-for-ethical-decision-making/ • Complete the Engagement Activity for Module 1 • Answer Baseline Questions in the Module 1 Discussion Board: <ul style="list-style-type: none"> ○ What moral issue related to gaming, internet technology, or film are you currently facing or would you like to think about more critically? ○ What do you see as the best outcome to this moral dilemma? ○ What moral principles are related to the challenge? ○ What actions need to be taken to address it?
Module 2 (Due We. Sept 23)	<p>2.1 Foundations: Utilitarianism</p> <ul style="list-style-type: none"> • Watch Consequentialism https://ethicsunwrapped.utexas.edu/glossary/consequentialism • Watch Utilitarianism https://ethicsunwrapped.utexas.edu/glossary/utilitarianism • Read Calculating Consequences: The Utilitarian Approach to Ethics https://www.scu.edu/ethics/ethics-resources/ethical-decision-making/calculating-consequences-the-utilitarian-approach/ • Review the meanings of Consequentialism https://www.iep.utm.edu/conseque/ • Read about Jeremy Bentham (1748-1832), Read Preface, Ch I – V of An Introduction to the Principles of Morals and Legislation https://www.utilitarianism.com/jeremy-bentham/index.html#four • Read How to Use the Utility Principle https://www.ethicsops.com/best-outcomes-test • Complete the Engagement Activity for Module 2 • <p>2.2 Case Analysis: Students and Sensors: Data, education, privacy and research</p> <ul style="list-style-type: none"> • Read “Students and Sensors: Data, education, privacy and research” • Contribute to the Group Discussion Board for Discussion Board Checkpoint 1
Module 3 (Due We. Sept 30)	<p>3.1 Foundations: Rights</p> <ul style="list-style-type: none"> • Watch Ethics Defined: Deontology https://ethicsunwrapped.utexas.edu/glossary/deontology • Read Rights https://www.scu.edu/ethics/ethics-resources/ethical-decision-making/rights/ • Read the Introduction, Preamble and Articles 1 to 30 of the Universal Declaration on Human Rights and the Preamble https://www.humanrights.com/what-are-human-rights/universal-declaration-of-human-rights/ • Read about Immanuel Kant (1724-1804), specifically 5. Moral Theory https://www.iep.utm.edu/kantview/ • Read Immanuel Kant, Groundwork for the Metaphysics of Morals, Preface, First section, and Second section from http://www.inp.uw.edu.pl/mdsie/Political Thought/Kant%20-%20groundwork%20for%20the%20metaphysics%20of%20morals%20with%20essays.pdf • Read How to Use the Rights Test http://www.ethicsops.com/rights-test • Read How to Use the Choices Test http://www.ethicsops.com/choices-test • Complete Engagement Activity for Module 3 <p>3.2 Case Analysis: Smart Lampposts: Illuminating Smart Cities</p> <ul style="list-style-type: none"> • Read Smart Lampposts: Illuminating Smart Cities https://www.scu.edu/ethics/focus-areas/internet-ethics/resources/smart-lampposts-illuminating-smart-cities/ • Submit Case Analysis Paper 1 to the Submission Folder

Module 4 (Due We. Oct 7)	<p>4.1 Foundations: Justice and Fairness</p> <ul style="list-style-type: none"> • Watch Ethics Defined: Justice https://ethicsunwrapped.utexas.edu/glossary/justice • Read Justice and Fairness https://www.scu.edu/ethics/ethics-resources/ethical-decision-making/justice-and-fairness/ • Read the Internet Encyclopedia of Philosophy on Thomas Aquinas, section d. Justice https://www.iep.utm.edu/aq-moral/#H4 • Read "Two Principles of Justice" and "The Veil of Ignorance" from John Rawls, A Theory of Justice pp 213-221 https://www.csus.edu/indiv/c/chalmersk/econ184sp09/johnrawls.pdf • Read How to Use the Justice or Fairness Test https://www.ethicsops.com/justice-test • Complete the Engagement Activity for Module 4 <p>4.2 Case Analysis: The Case of Plant Relocation</p> <ul style="list-style-type: none"> • Read The Case of Plant Relocation https://www.scu.edu/ethics/focus-areas/business-ethics/resources/the-case-of-plant-relocation/ • Contribute to the Discussion Board for Discussion Board Checkpoint 2
Module 5 (Due We. Oct 14)	<p>5.1 Foundations: Common Good</p> <ul style="list-style-type: none"> • Read The Common Good https://www.scu.edu/ethics/ethics-resources/ethical-decision-making/the-common-good/ • Read The Principle of the Common Good (paragraphs 164-170), The Principle of Subsidiarity (paragraphs 185-188), Participation (paragraphs 189-191), and The Principle of Solidarity (paragraphs 192-195) from the Compendium of the Social Doctrine of the Church http://www.vatican.va/roman_curia/pontifical_councils/justpeace/documents/rc_pc_justpeace_doc_20060526_compendio-dott-soc_en.html#Origin%20and%20meanin • Complete the Engagement Activity for Module 5 • Complete the self-assessment <p>5.2 Case Analysis: Facial Recognition Technology</p> <ul style="list-style-type: none"> • Read Facial Recognition Technology, an Ethics Case Study https://www.scu.edu/ethics-in-technology-practice/case-studies/facial-recognition-technology/ • Contribute to the Discussion Board for Discussion Board Checkpoint 3
Module 6 (Due We. Oct 21)	<p>6.1 Foundations: Virtue</p> <ul style="list-style-type: none"> • Watch Ethics Defined: Virtue Ethics https://ethicsunwrapped.utexas.edu/glossary/virtue-ethics • Read Ethics and Virtue https://www.scu.edu/ethics/ethics-resources/ethical-decision-making/ethics-and-virtue/ • Read Aristotle's Nicomachean Ethics, <ul style="list-style-type: none"> ◦ Book I http://classics.mit.edu/Aristotle/nicomachaen.1.i.html ◦ Book II http://classics.mit.edu/Aristotle/nicomachaen.2.ii.html ◦ Book III http://classics.mit.edu/Aristotle/nicomachaen.3.iii.html • Read How to use the Virtue and Character Test https://www.ethicsops.com/character-test • Complete the Engagement Activity for Module 6 <p>6.2 Case Analysis: Ethical Issues in Snap's IPO</p> <ul style="list-style-type: none"> • Read Ethical Issues in Snap's IPO https://www.scu.edu/ethics/leadership-ethics-blog/ethical-issues-in-snaps-ipo/

	<ul style="list-style-type: none"> Contribute to the Discussion Board for Discussion Board Checkpoint 3
Module 7 (Due We. Sept 28)	<p>7.1 Foundations: Human Dignity</p> <ul style="list-style-type: none"> Read “Respect for Human Dignity” from the Compendium of the Social Doctrine of the Church: http://www.vatican.va/roman_curia/pontifical_councils/justpeace/documents/rc_pc_justpeace_doc_20060526_compendio-dott-soc_en.html#Respect%20for%20human%20dignity Read the Notion of Human Dignity in the Jewish Tradition by Rabbi Fred Morgan https://leocontent.acu.edu.au/file/44acd9ef-4eb7-44cb-b081-98da4d4dc095/6/docs/m2-Fred-Morgan.pdf Read Susan Shell’s “Chapter 13: Kant’s Concept of Human Dignity as a Resource for Bioethics” https://bioethicsarchive.georgetown.edu/pcbe/reports/human_dignity/chapter13.html Complete the Reading Engagement Activity for Module 7 <p>2.2 Case Analysis: Ethics of Game Design</p> <ul style="list-style-type: none"> Read Ethics of Game Design https://www.gamasutra.com/view/feature/130594/ethics_of_game_design.php Submit Case Analysis Paper 2 to the Submission Folder
Module 8 (Due We. Nov 4)	<p>8.1 Foundations: Feminist Ethics</p> <ul style="list-style-type: none"> Read Feminist Ethics https://plato.stanford.edu/entries/feminism-ethics/ Watch Ethics of Care http://www.youtube.com/watch?v=uykubTUm1aM Watch Carol Gilligan on Women and Moral Development https://www.youtube.com/watch?time_continue=30&v=2W_9MozRoKE Complete the Reading Engagement Activity for Module 8 <p>8.2 Case Analysis: Ethics in the Immersive Documentary</p> <ul style="list-style-type: none"> Read Ethics in the Immersive Documentary http://sensesofcinema.com/2013/feature-articles/ethics-in-the-immersive-documentary/ Contribute to the Discussion Board for Discussion Board Checkpoint 4
Module 9 (Due We. Nov 11)	<p>9.1 Key concepts and figures study guide (with ungraded group discussion)</p> <ul style="list-style-type: none"> Read Part V and Glossary of Commonly Used Terms from Ethics 101 https://business.depaul.edu/about/centers-institutes/institute-business-professional-ethics/Documents/EthicsManual.pdf <p>9.2 Key concepts and figures exam</p>
Module 10 (Due Th.)	<p>Final Essay Exam</p> <p>Part I. Case Analysis</p> <ul style="list-style-type: none"> Choose a case study we have not covered in class and use the GroupCaseAnalysisTemplate.docx to complete a case analysis

**Nov
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- You may use cases from the Markkula Center <https://www.scu.edu/ethics/ethics-resources/ethics-cases/> or find your own

Part II. Reflection on Learning

- Re-read your initial baseline contribution in module 1. Using specific references to ethical content and case studies, describe how your sense of moral responsibility has developed since then.
- Describe which ethical theories shape your own sense of ethics the most and explain why.
- Describe which ethical theories do not connect with your own sense of ethics and explain why.

Part III. Personal Mission Statement. Write a Professional Mission Statement that describes your sense of social responsibility in your chosen field.

- Overview of Ethics in Tech Practice: <https://www.scu.edu/ethics-in-technology-practice/overview-of-ethics-in-tech-practice/>
- An Ethical Toolkit for Engineers / Design Practice: <https://www.scu.edu/ethics-in-technology-practice/ethical-toolkit/>
- Best Ethical Practices in Technology: <https://www.scu.edu/ethics-in-technology-practice/best-ethical-practices-in-technology/>