uCertify

Course Outline

Ethics for the Information Age

27 Mar 2024

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4. Expert Instructor-Led Training
5. ADA Compliant & JAWS Compatible Platform
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8. Chapter & Lessons

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   Chapter 1: Catalysts for Change

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Here's what you get

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1. Course Objective

Enroll in Ethics for the Information Age course and lab to gain expertise on evaluating social and ethical concerns in the Information Age. The Ethics course and lab provide coverage of the topics such as networked communications, intellectual property, information privacy, computer and network security, computer reliability, and more. Our comprehensive Ethics training will help you understand automation and employment, globalization, and other important topics of this industry.

2. Pre-Assessment

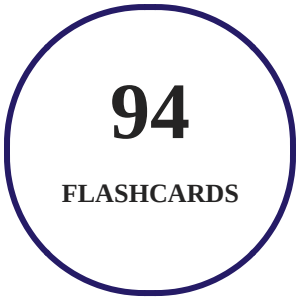
Pre-Assessment lets you identify the areas for improvement before you start your prep. It determines what students know about a topic before it is taught and identifies areas for improvement with question assessment before beginning the course.

3. Quizzes

Quizzes test your knowledge on the topics of the exam when you go through the course material. There is no limit to the number of times you can attempt it.

4. flashcards

Flashcards are effective memory-aiding tools that help you learn complex topics easily. The flashcard will help you in memorizing definitions, terminologies, key concepts, and more. There is no limit to the number of times learners can attempt these. Flashcards help master the key concepts.



5. Glossary of terms

uCertify provides detailed explanations of concepts relevant to the course through Glossary. It contains a list of frequently used terminologies along with its detailed explanation. Glossary defines the key terms.

6. Expert Instructor-Led Training

uCertify uses the content from the finest publishers and only the IT industry's finest instructors. They have a minimum of 15 years real-world experience and are subject matter experts in their fields. Unlike a live class, you can study at your own pace. This creates a personal learning experience and gives you all the benefit of hands-on training with the flexibility of doing it around your schedule 24/7.

7. ADA Compliant & JAWS Compatible Platform

uCertify course and labs are ADA (Americans with Disability Act) compliant. It is now more accessible to students with features such as:

- Change the font, size, and color of the content of the course
- Text-to-speech, reads the text into spoken words
- Interactive videos, how-tos videos come with transcripts and voice-over
- Interactive transcripts, each word is clickable. Students can clip a specific part of the video by clicking on a word or a portion of the text.

JAWS (Job Access with Speech) is a computer screen reader program for Microsoft Windows that reads the screen either with a text-to-speech output or by a Refreshable Braille display. Student can easily navigate uCertify course using JAWS shortcut keys.

8. State of the Art Educator Tools

uCertify knows the importance of instructors and provide tools to help them do their job effectively. Instructors are able to clone and customize course. Do ability grouping. Create sections. Design grade scale and grade formula. Create and schedule assessments. Educators can also move a student from self-paced to mentor-guided to instructor-led mode in three clicks.

9. Award Winning Learning Platform (LMS)

uCertify has developed an award winning, highly interactive yet simple to use platform. The SIIA CODiE Awards is the only peer-reviewed program to showcase business and education technology's finest products and services. Since 1986, thousands of products, services and solutions have been recognized for achieving excellence. uCertify has won CODiE awards consecutively for last 7 years:

- **2014**
    1. Best Postsecondary Learning Solution

- **2015**
    1. Best Education Solution

2. Best Virtual Learning Solution
3. Best Student Assessment Solution
4. Best Postsecondary Learning Solution
5. Best Career and Workforce Readiness Solution
6. Best Instructional Solution in Other Curriculum Areas
7. Best Corporate Learning/Workforce Development Solution

- **2016**
    1. Best Virtual Learning Solution
    2. Best Education Cloud-based Solution
    3. Best College and Career Readiness Solution
    4. Best Corporate / Workforce Learning Solution
    5. Best Postsecondary Learning Content Solution
    6. Best Postsecondary LMS or Learning Platform
    7. Best Learning Relationship Management Solution

- **2017**
    1. Best Overall Education Solution
    2. Best Student Assessment Solution
    3. Best Corporate/Workforce Learning Solution
    4. Best Higher Education LMS or Learning Platform

- **2018**
    1. Best Higher Education LMS or Learning Platform
    2. Best Instructional Solution in Other Curriculum Areas
    3. Best Learning Relationship Management Solution

- **2019**
    1. Best Virtual Learning Solution
    2. Best Content Authoring Development or Curation Solution
    3. Best Higher Education Learning Management Solution (LMS)

- **2020**

1. Best College and Career Readiness Solution
2. Best Cross-Curricular Solution
3. Best Virtual Learning Solution

10. Chapter & Lessons

uCertify brings these textbooks to life. It is full of interactive activities that keeps the learner engaged. uCertify brings all available learning resources for a topic in one place so that the learner can efficiently learn without going to multiple places. Challenge questions are also embedded in the chapters so learners can attempt those while they are learning about that particular topic. This helps them grasp the concepts better because they can go over it again right away which improves learning.

Learners can do Flashcards, Exercises, Quizzes and Labs related to each chapter. At the end of every lesson, uCertify courses guide the learners on the path they should follow.

Syllabus

Chapter 1: Catalysts for Change

- Introduction
- Milestones in Computing
- Milestones in Networking
- Milestones in Information Storage and Retrieval
- Contemporary Information Technology Issues
- Summary
- Further Reading and Viewing

- Discussion Questions
- In-Class Exercises
- References

Chapter 2: Introduction to Ethics

- Introduction
- Subjective Relativism
- Cultural Relativism
- Divine Command Theory
- Ethical Egoism
- Kantianism
- Act Utilitarianism
- Rule Utilitarianism
- Social Contract Theory
- Virtue Ethics
- Comparing Workable Ethical Theories
- Morality of Breaking the Law
- Summary

- Further Reading and Viewing
- Discussion Questions
- In-Class Exercises
- References

Chapter 3: Networked Communications

- Introduction
- Spam
- Internet Interactions
- Text Messaging
- Political Impact of Social Media and Online Advertising
- Censorship
- Freedom of Expression
- Children and Inappropriate Content
- Breaking Trust
- Internet Addiction
- Summary
- Further Reading and Viewing

- Discussion Questions
- In-Class Exercises
- References

Chapter 4: Intellectual Property

- Introduction
- Intellectual Property Rights
- Protecting Intellectual Property
- Fair Use
- Digital Media
- Peer-to-Peer Networks and Cyberlockers
- Protections for Software
- Legitimacy of Intellectual Property Protection for Software
- Open-Source Software
- Creative Commons
- Summary
- Further Reading and Viewing
- Discussion Questions

- In-Class Exercises
- References

Chapter 5: Information Privacy

- Introduction
- Perspectives on Privacy
- Information Disclosures
- Data Mining
- Examples of Consumer or Political Backlash
- Summary
- Further Reading and Viewing
- Discussion Questions
- In-Class Exercises
- References

Chapter 6: Privacy and the Government

- Introduction
- US Legislation Restricting Information Collection
- Information Collection by the Government

- Covert Government Surveillance
- US Legislation Authorizing Wiretapping
- USA PATRIOT Act
- Regulation of Public and Private Databases
- Data Mining by the Government
- National Identification Card
- Information Dissemination
- Invasion
- Summary
- Further Reading and Viewing
- Discussion Questions
- In-Class Exercises
- References

Chapter 7: Computer and Network Security

- Introduction
- Hacking
- Malware

- Cyber Crime and Cyber Attacks
- Summary
- Further Reading and Viewing
- Discussion Questions
- In-Class Exercises
- References

Chapter 8: Computer Reliability

- Introduction
- Data-Entry or Data-Retrieval Errors
- Software and Billing Errors
- Notable Software System Failures
- Therac-25
- Tesla Version 7.0 (Autopilot)
- Uber Test-Vehicle Accident
- Computer Simulations
- Software Engineering
- Software Warranties and Vendor Liability

- Summary
- Further Reading and Viewing
- Discussion Questions
- In-Class Exercises
- References

Chapter 9: Professional Ethics

- Introduction
- How Well Developed Are the Computing Professions?
- Software Engineering Code of Ethics
- Analysis of the Code
- Case Studies
- Whistle-Blowing
- Summary
- Further Reading and Viewing
- Discussion Questions
- In-Class Exercises
- References

Chapter 10: Work and Wealth

- Introduction
- Automation and Employment
- Workplace Changes
- Globalization
- The Digital Divide
- The “Winner-Take-All” Society
- Summary
- Further Reading and Viewing
- Discussion Questions
- In-Class Exercises
- References

Chapter 11: Appendix A: Plagiarism

- Consequences of Plagiarism
- Guidelines for Citing Sources
- Additional Information

Chapter 12: Appendix B: Introduction to Argumentation

- B.1 Introduction

11. Practice Test

Here's what you get

50	50
PRE-ASSESSMENTS QUESTIONS	POST-ASSESSMENTS QUESTIONS

Features

Each question comes with detailed remediation explaining not only why an answer option is correct but also why it is incorrect.

Unlimited Practice

Each test can be taken unlimited number of times until the learner feels they are prepared. Learner can review the test and read detailed remediation. Detailed test history is also available.

Each test set comes with learn, test and review modes. In learn mode, learners will attempt a question and will get immediate feedback and complete remediation as they move on to the next question. In test mode, learners can take a timed test simulating the actual exam conditions. In review mode, learners can read through one item at a time without attempting it.

12. Performance Based Labs

uCertify's performance-based labs are simulators that provides virtual environment. Labs deliver hands on experience with minimal risk and thus replace expensive physical labs. uCertify Labs are cloud-based, device-enabled and can be easily integrated with an LMS. Features of uCertify labs:

- Provide hands-on experience in a safe, online environment
- Labs simulate real world, hardware, software & CLI environment
- Flexible and inexpensive alternative to physical Labs
- Comes with well-organized component library for every task
- Highly interactive - learn by doing
- Explanations and remediation available
- Videos on how to perform

Lab Tasks

- Understanding Mechanical Calculator
- Understanding Information Storage and Retrieval Technologies
- Understanding Catalysts for Change
- Understanding Ethical Relativism Theories
- Understanding Utility Theories
- Understanding Ethics
- Understanding Networked Communications
- Identifying Intellectual Property Examples
- Protecting Intellectual Property
- Understanding Open-Source Software
- Understanding Intellectual Property
- Understanding Privacy
- Learning Information Privacy
- Understanding the Patriot Act
- Understanding the Privacy Act
- Understanding Privacy and the Government

- Understanding Computer and Network Security
- Understanding Computer Reliability
- Understanding Responsibilities
- Understanding Work and Wealth

Here's what you get

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PERFORMANCE BASED LAB

13. Post-Assessment

After completion of the uCertify course Post-Assessments are given to students and often used in conjunction with a Pre-Assessment to measure their achievement and the effectiveness of the exam.

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