<table>
<thead>
<tr>
<th>Course Code: F29PD</th>
<th>Course Title: Professional Development</th>
<th>Course Co-ordinator: Sandy Jean-Jacques Louchart/ Nick Taylor</th>
</tr>
</thead>
</table>

Pre-requisites: F28IN1 Interaction Design, F28IT1 Internet & Communications, F28DM2 Database Management Systems, F28SD2 Software Design, or equivalent

Aims: ♦ To instil a professional and ethical attitude toward the application of computer technology  
♦ To introduce methods for the rational resolution of ethical problems  
♦ To provide an appreciation of the relevant professional and legal requirements concerning computer-based systems  
♦ To ensure an awareness of, and encourage deliberation about, the social implications of information technology

♦ **Rules & Regulations** - Codes & Standards; Computer Law; Ethical Decision Making.  
♦ **Risks & Threats** - Computer Crime; Viruses.  
♦ **Privacy & Security** – Databases; Biometrics.  
♦ **Dependence & Change** - Safety-Critical Systems; Technology & Society.  
♦ **Brave New Worlds** - Co-operative Computing; eLife.

Learning Outcomes: Subject Mastery

Understanding, Knowledge and Subject-Specific Skills ♦ **British Computer Society Codes** - Conduct; Practice  
♦ **ISO&BSI Standards** - Safety; Quality; Security  
♦ **Statute Law** - Contracts, Torts, Restitution; Data Protection; Freedom of Information, Intellectual Property; Computer Misuse  
♦ **Ethics** - Frameworks; Decision Making  
♦ Development life-cycle of a software system  
♦ Bi-directional influence between technological and societal trends  
♦ Current concerns over the application of computer technology  
♦ Current and potential remedies to abuse of computer technology

Learning Outcomes: Personal Abilities: Cognitive skills, Core skills and Professional Awareness

♦ Practice in personal decision making and introspection  
♦ Identification and analysis of justification of personal choices to others  
♦ Critical analysis of rational reasoning, consequential reasoning and debate  
♦ Practice and reflective analysis of communication skills using a variety of media  
♦ Practice in working in a group, negotiating requirements, reaching a consensus, and working with others to a deadline

Assessment Methods: Assessment:  
Group Project: (weighting - 50%)  
Examination: (weighting – 50%)  
Synoptic with F29SO Software Engineering  
Re-assessment: Examination (weighting – 100%)