

Computer and Society (W22P21)

Module designation	<i>Computer and Society</i>
Semester(s) in which the module is taught	<i>2 / second year</i>
Person responsible for the module	<i>Ariyan Zubaidi, S.Kom., M.T.</i>
Language	<i>Indonesian</i>
Relation to curriculum	<i>Compulsory</i>
Teaching methods	<i>Lectures, Discussions</i>
Workload (incl. contact hours, self-study hours)	<p>Contact Hours every week, each week of the 16 weeks/semester including Evaluation</p> <ul style="list-style-type: none"> • 2 x 50 minutes lecturer/week • 2 x 60 minutes class exercise/week • Self Study hours = 120 minutes/week <p>Total workload 340 minutes/week</p>
Credit points	<i>2 (~ 3,2 ECTS)</i>
Required and recommended prerequisites for joining the module	-
Module objectives/ intended learning outcomes	<p>In this course, students are expected to be able to:</p> <ol style="list-style-type: none"> 1. Analyse the role of computer technology in contemporary society and the impacts on various perspectives such as social, ethical and legal.
Content	The topics covers in this course such as the role of technology in various aspects, such as Government, Healthcare, Defense System, and Business. Other covered materials are Ethics and Intellectual Property Rights.
Examination forms	<i>Assignments, Post Test, Scheduled Exam</i>
Study and examination requirements	<i>Assignments 35%, Post Test 15 %, Scheduled Exam 50%</i>
Reading list	<ol style="list-style-type: none"> 1. Ronald M Baecker, Computers and society : modern perspectives, Oxford ; New York : Oxford University Press, 2019. 2. I Putu Agus Eka Putra, Komputer dan Masyarakat. 2014. Informatika : Bandung