

**CS 4873 Computing, Society, and Professionalism (Spring 2020)**  
**Week 4 (Jan 27, 29, 2020) Section Guide**

0. TA will give out printed copies of the section handout (class activities) to each student

I. Questions (5 min)

- Remember each class to bring a question, observation or relevant news item for discussion

II. Homework assignment 2: The politics of an artifact (15 min)

- Present what artifact you wrote about for your homework assignment
  - What surprised you, as you did more research?
  - Are the politics intentional or unintentional?
  - What could technology designers do in response to this?
  - What could policy makers do in response to this?

III. Review the rules in rule utilitarianism, Kantianism, and social contract theory (10 min)

- All three have rules
- Rules are created for different reasons

IV. Work on the ethical dilemmas given in Class Activity 1 and Class Activity 2, in the handouts (15 min + 15 min). After that, each student goes in turn to present their thoughts/answers. TA to moderate discussion at the end of each activity.

V. Work on the Class Activity 3 titled “The Social Responsibility of Business” – an excerpt from the New York Times. TA to facilitate discussion among classmates.