

Title: **Teaching Computer Ethics Across The Computer Science Curriculum**

Description: Many computer science educators recognize the importance of introducing computer ethics issues into the computer science curriculum, but are unsure about how to be effective in raising students' awareness of the larger context of computing. In this birds of a feather session, we would like to provide a forum for discussion about the ways that we have been successful in introducing ethical issues into our courses, and for sharing ideas about pedagogy and resources.

Audience: This BOF would be most appropriate for computer science educators at both the university and high school levels, and for undergraduate and graduate students who are interested in computer ethics and ways in which to incorporate it into their work.

Session leaders: Florence Appel has been teaching computer ethics courses and topics since 1988 at Saint Xavier University. She has developed a course – required for all computer science majors at Saint Xavier - that addresses the social and ethical impact of computing, and has also recently developed privacy sensitivity modules for an undergraduate database course.

Leslie Schwartzman began teaching a computer ethics courses during spring, 2003, after participating in DOLCE, an NSF-funded workshop on teaching computer ethics. She incorporates ethics-related topics formally in her software design course, and informally in most others. She holds that promises made for and about software, and the functionality, reliability, and quality of finished products pose serious ethical questions.