



## **Module Specification**

# Ethical and Professional Issues in Computing and Digital Media

Version: 2026-27, v4.0, 19 Jun 2024

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## Part 1: Information

**Module title:** Ethical and Professional Issues in Computing and Digital Media

**Module code:** UFCFB5-15-3

**Level:** Level 6

**For implementation from:** 2026-27

**UWE credit rating:** 15

**ECTS credit rating:** 7.5

**College:** College of Arts, Technology and Environment

**School:** CATE School of Computing and Creative Technologies

**Partner institutions:** None

**Field:** Computer Science and Creative Technologies

**Module type:** Module

**Pre-requisites:** None

**Excluded combinations:** None

**Co-requisites:** None

**Continuing professional development:** No

**Professional, statutory or regulatory body requirements:** None

## Part 2: Description

**Overview:** This module is designed to provide an exploration of the current and future ethical and professional issues that challenge the computing and digital media industries and to encourage you to reflect upon your own experiences of, and reflection on these issues. You will further develop your understanding of the impact of ethical concerns within a professional environment by learning from industry professionals and each other through the development of research skills and you will develop your ability to reflect, summarise and present in a professional manner.

**Features:** Not applicable

**Educational aims:** The aim of this module is to prepare you for a successful start in graduate employment through the evaluation of contemporary case studies in the context of professional ethical practice.

**Outline syllabus:** The module syllabus is updated annually to reflect the current ethical and professional concerns of a fast paced and continually evolving IT sector. The broad syllabus is based upon the following concerns:

Professional Behaviours and Professional Codes of Conduct

Responsible AI & Computing Practice including sustainable practice

Data and Information risks, misuse, and criminal activity

Digital content and intellectual property rights

Diversity, Inclusivity & Equal Access in Software and Digital Design & Practice

Privacy, Surveillance, and access to information

Emerging Technologies and Ethics

Social Media Ethics

### **Part 3: Teaching and learning methods**

**Teaching and learning methods:** There will be a series of online lectures that offers you the opportunity to learn about current ethical and professional concerns from a range of computing perspectives; each lecture will be followed by a practical workshop that explores the issues raised within the lectures. Lectures and workshops will be enhanced by a variety of activities including video, discussions, debates, case studies, industry expert talks and games.

Throughout the module you will be researching computing and digital media topics related to your final year projects applying ethical lenses and professional values, and you will be encouraged to engage in discussions and debates in class to critically reflect upon your own views and experiences.

**Module Learning outcomes:** On successful completion of this module students will achieve the following learning outcomes.

**MO1** Apply knowledge and understanding of contemporary ethical issues and critical factors influencing professional practice within the business computing environment.

**MO2** Identify the ethical dilemmas in professional practice, form balanced judgements, and recommend actions in conformance with good practice and legal requirements.

**MO3** Critically analyse, communicate and disseminate key ethical positions demonstrating application of knowledge of computing codes of practice and standards.

**Hours to be allocated:** 150

**Contact hours:**

Independent study/self-guided study = 114 hours

Face-to-face learning = 36 hours

Total = 0

**Reading list:** The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/modules/ufcfb5-15-3.html) via the following link <https://uwe.rl.talis.com/modules/ufcfb5-15-3.html>

## **Part 4: Assessment**

**Assessment strategy:** You will produce outcomes of your research into ethical and professional issues associated with computing and digital media themes and combine this with evaluation of your own views and experiences. You will also actively participate in evaluation of the work of your peers. These research outcomes will include a variety of written work and presentations which may include demonstrations, presentations, posters, audio, and video outputs.

At the end of the module, you will produce a reflective journal that will accompany a submission of a portfolio of at least three summative pieces of evidence from your research for which you will have received formative feedback, one of which will be

peer reviewed.

The resit strategy is the same as for the first sit.

**Assessment tasks:**

**Reflective Piece (First Sit)**

Description: Individual report (2000 words)

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3

**Reflective Piece (Resit)**

Description: Individual report (2000 words)

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3

**Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Business Computing {Foundation} [Frenchay] BSc (Hons) 2023-24

Business Computing [Frenchay] BSc (Hons) 2023-24

Software Engineering for Business {Foundation} [Frenchay] BSc (Hons) 2023-24

Software Engineering for Business [Frenchay] BSc (Hons) 2023-24

Information Technology Management for Business [Frenchay] BSc (Hons) 2023-24

Business Computing [Frenchay] - Withdrawn BSc (Hons) 2024-25

Software Engineering for Business [Frenchay] BSc (Hons) 2024-25

Information Technology Management for Business [Frenchay] - Withdrawn BSc (Hons) 2024-25

Business Computing [Frenchay] BSc (Hons) 2024-25

Business Computing {Foundation} [GCET] BSc (Hons) 2022-23

Business Computing {Foundation} [GCET] BSc (Hons) 2023-24

Business Computing {Foundation} [GCET] BSc (Hons) 2023-24

Business Computing {Foundation} [Frenchay] BSc (Hons) 2023-24

Computing {Foundation} [Sep][SW][Frenchay][5yrs] - Not Running BSc (Hons) 2022-23

Software Engineering for Business {Foundation} [Frenchay] BSc (Hons) 2022-23

Business Computing {Foundation} [Frenchay] BSc (Hons) 2022-23

Business Computing {Foundation} [GCET] BSc (Hons) 2023-24

Cyber Security and Digital Forensics {Foundation} [Frenchay] BSc (Hons) 2023-24

Cyber Security and Digital Forensics [NepalBrit] BSc (Hons) 2024-25

Cyber Security and Digital Forensics [Frenchay] BSc (Hons) 2024-25