CYS 2310
Policy, Legal, Ethics and Compliance

Lecture # 3
Cyber Ethics

Learning Objectives:

Upon completion of this lecture, you will be able to learn about:

- ✓ The impact of digital technology on our lives
- ✓ Cyber Technology's Capabilities
- ✓ Cyber Ethics
- ✓ Stakeholders
- ✓ Accountability
- ✓ Plagiarism

Impact of digital technology on our lives

➢ Digital technology is routinely used to enhance pre-digital technological products and processes.

➢ It has also given rise to brand-new products and processes that have made it possible for new products, processes, and activities to exist. These include:

  ➢ Computers

  ➢ Software

  ➢ The Internet and the World Wide Web

Cyber Technology's Capabilities

➢ The **speed** with which all these technologies perform their functions.

➢ The **scope** of technologies that support communication and data transfer.

➢ The **impact** of these technologies **malfunctioning**.

➢ The ease of **access to information** that is provided by many of these technologies.

Ethics

Standards of Moral Conduct

➢ Computer ethics are guidelines for the morally acceptable use of computers in our society.

Cyber Ethics

➤ We define cyber ethics as the ethical issues that arise in these phases of a cyber technology product, system or process:

➤ Development

➤ Deployment

➤ Implementation

Cyber Ethics

Copyright

➢ Gives content creators the right to control the use and distribution of their work.

➢ Materials that can be copyrighted include paintings, books, music, films, and even video games.

➢ Making an unauthorized copy of a digital music file for a friend might be a copyright violation.

Cyber Ethics

Software Piracy

➢ Unauthorized copying and distribution of software

➢ To prevent copyright violations, corporations often use digital rights management (DRM).

➢ DRM technologies control access to electronic media and files by

➢ Controlling the number of devices that can access a given file and

➢ Limiting the kinds of devices that can access a file.

Cyber Ethics

➢ The Digital Millennium Copyright Act makes it illegal to deactivate or otherwise disable any antipiracy technologies including DRM technologies.

➢ The act also establishes that copies of commercial programs may not be legally resold or given away.

➢ It further makes it a crime to sell or to use programs or devices that are used to illegally copy software.

Stakeholders

➢ These are the people, organizations, and societies that are impacted by an incident.

➢ Stakeholders may have a variety of values at stake.

➢ Let's brainstorm what kinds of stakeholder values can be vulnerable to security lapses in any situation.

Accountability

➤ When security problems arise, accountability must be assigned. Why?

➤

➤ Identify what responsibility (if any) the stakeholders deserve for the security breach.

Plagiarism

➤ Representing some other person's work and ideas as your own without giving credit to the original source.

➤ Although plagiarism was a problem long before the invention of computers, computer technology has made plagiarism easier.

  ➤ For example, simply cutting and pasting content from a web page into a report or paper may seem tempting to an overworked student or employee.

Plagiarism

➤ Computer technology has made it easier than ever to recognize and catch plagiarists.

➤ For example, services such as Turnitin will examine the content of a paper and compare it to a wide range of known public electronic documents including web page content.

Review

- The impact of digital technology on our lives

- Cyber Technology's Capabilities

- Cyber Ethics

- Stakeholders

- Accountability

- Plagiarism

End of Lecture