



IMPACT OF COMPUTING

Welcome to the ImpactCS Home Page

The primary purpose of the ImpactCS Project is to define the core content and methodology for integrating social impact and ethics topics across the computer science curriculum. Over the course of three years it will address three major problems that hamper the implementation of across-the-board curricular change: the lack of a well specified definition of what the core content should include, the lack of materials to address the core that can be adapted or adopted into the existing CS curriculum, and the lack of awareness and expertise on the part of most CS faculty regarding the need and methodology for presenting such material in their courses.



- Synopsis of ImpactCS Project
- First Report: Consequences of Computing: A Framework for Teaching
- Second Report: <u>Implementing the Tenth Strand: Extending the Curriculum</u> Requirements for Computer Science
- Third and Final Report: From Awareness to Action: Integrating Ethics and Social Responsibility across the Computer Science Curriculum
- Appendix A. Curriculum Example: Introductory Course in Computer Ethics and Social Responsibility
- Appendix B. Curriculum Examples: Modules for Specific CS Courses
- Appendix C. Curriculum Example: Capstone Course
- Appendix D. Curriculum Examples: Focus on the Knowledge Units
- Appendix E. Recent Books for Teaching Ethics and Social Responsibility
- ImpactCS Steering Committee, Outside Reviewers, and Project Consultants
- Links to other Computer Ethics and Social Impact Sites

Funded by a grant from the National Science Foundation: DUE 9354626



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