



# Course Specification

## (Bachelor)

Course Title: **Ethics in Human-Computer Interaction**

Course Code: **HCI 2204**

Program: **BSc in Human Computer Interaction**

Department: **Software Engineering**

College: **Computing**

Institution: **Umm Al Qura University**

Version: **1.0**

Last Revision Date: **22/04/2025**



## Table of Contents

|   |   |
|---|---|
| <b>A. General information about the course:</b> .....                                       | 3 |
| <b>B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods</b> ..... | 4 |
| <b>C. Course Content</b> .....  | 4 |
| <b>D. Students Assessment Activities</b> .....  | 5 |
| <b>E. Learning Resources and Facilities</b> .....   | 5 |
| <b>F. Assessment of Course Quality</b> .....  | 6 |
| <b>G. Specification Approval</b> .....  | 6 |



## A. General information about the course:

### 1. Course Identification

1. Credit hours: (2)

#### 2. Course type

A.  University  College  Department  Track  Others  
B.  Required  Elective

3. Level/year at which this course is offered: ( 2<sup>nd</sup> year/ 4<sup>th</sup> level)

#### 4. Course General Description:

This course examines the ethical considerations that arise in human-computer interaction, focusing on moral principles, privacy, intellectual property, and social responsibilities. Students will analyze ethical dilemmas and frameworks, explore inclusivity and accessibility, and evaluate the societal impacts of HCI practices and emerging technologies.

#### 5. Pre-requirements for this course (if any):

None

#### 6. Co-requisites for this course (if any):

None

#### 7. Course Main Objective(s):

The main objective of the course is for students to:

- Understand the ethical principles and frameworks applicable to HCI.
- Analyze ethical dilemmas in technology and propose informed solutions.
- Appreciate the importance of inclusivity, privacy, and security in HCI design.
- Explore the societal impacts of emerging technologies and online ecosystems.
- Develop critical thinking and ethical reasoning skills to navigate professional challenges in HCI.

### 2. Teaching mode (mark all that apply)

| No | Mode of Instruction  | Contact Hours | Percentage |
|----|--|---------------|------------|
| 1  | Traditional classroom  | 30            | 100%       |
| 2  | E-learning   |               |            |
| 3  | Hybrid <ul style="list-style-type: none"> <li>• Traditional classroom</li> <li>• E-learning</li> </ul> |               |            |
| 4  | Distance learning  |               |            |

### 3. Contact Hours (based on the academic semester)

| No | Activity | Contact Hours |
|----|----------|---------------|
|----|----------|---------------|



|              |                   |           |
|--------------|-------------------|-----------|
| 1.           | Lectures          | 30        |
| 2.           | Laboratory/Studio |           |
| 3.           | Field             |           |
| 4.           | Tutorial          |           |
| 5.           | Others (specify)  |           |
| <b>Total</b> |                   | <b>30</b> |

## B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

| Code       | Course Learning Outcomes  | Code of PLOs aligned with the program | Teaching Strategies         | Assessment Methods             |
|------------|---|---------------------------------------|-----------------------------|--------------------------------|
| <b>1.0</b> | <b>Knowledge and understanding</b>  |                                       |                             |                                |
| 1.1        | Explain ethical, legal, and social frameworks relevant to HCI, including privacy and data protection. | K4                                    | Discussions, case studies   | Assignments / Quizzes / Exams  |
| <b>2.0</b> | <b>Skills</b>   |                                       |                             |                                |
| 2.1        | Communicate ethical analyses effectively through case studies and professional discussions.           | S3                                    | Discussions, demonstrations | Assignments / Research Project |
| <b>3.0</b> | <b>Values, autonomy, and responsibility</b>   |                                       |                             |                                |
| 3.1        | Demonstrate informed judgment and uphold professional ethical principles in HCI practices.            | V1                                    | Case studies, discussions   | Research project / exams       |

## C. Course Content

| No  | List of Topics                                    | Contact Hours |
|-----|---|---------------|
| 1.  | Introduction to Ethics in HCI                     | 2             |
| 2.  | Ethical Frameworks and Theories                   | 4             |
| 3.  | Privacy, Security, and Civil Liberties            | 4             |
| 4.  | Intellectual Property and Software Ethics         | 2             |
| 5.  | Social Implications of Computing                  | 4             |
| 6.  | Inclusivity, Accessibility, and Cultural Contexts | 2             |
| 7.  | Professional Responsibility in HCI                | 2             |
| 8.  | Emerging Technologies and Ethical Challenges      | 4             |
| 9.  | Case Studies in HCI Ethics                        | 4             |
| 10. | Ethical Research and Experimentation              | 2             |



Total

30

#### D. Students Assessment Activities

| No | Assessment Activities * | Assessment timing (in week no) | Percentage of Total Assessment Score |
|----|-------------------------|--------------------------------|--------------------------------------|
| 1. | Quizzes                 | 3-14                           | 10                                   |
| 2. | Assignments             | 3-14                           | 10                                   |
| 3. | Research Project        | 15                             | 20                                   |
| 4. | Midterm                 | 7-8                            | 20                                   |
| 5. | Final Exam              | 16-17                          | 40                                   |

\*Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.).

#### E. Learning Resources and Facilities

##### 1. References and Learning Resources

|                          |   |
|--------------------------|---|
| Essential References     | Ethics and Technology: Controversies, Questions, and Strategies for Ethical Computing (6th Edition) by Herman T. Tavani (2023)  |
| Supportive References    | <ul style="list-style-type: none"> <li>• The Ethics of Artificial Intelligence and Robotics, by Wendell Wallach (2021)</li> <li>• Technology and Ethics: An Introduction, by Sven Ove Hansson (2022)</li> </ul> |
| Electronic Materials     |   |
| Other Learning Materials |   |





**You do not need to fill this page**

## 2. Required Facilities and equipment

| Items   | Resources             |
|---|-----------------------|
| <b>facilities</b><br>(Classrooms, laboratories, exhibition rooms, simulation rooms, etc.) | Traditional Classroom |
| <b>Technology equipment</b><br>(projector, smart board, software)                         | Multimedia Projector  |
| <b>Other equipment</b><br>(depending on the nature of the specialty)                      |                       |

## F. Assessment of Course Quality

| Assessment Areas/Issues                     | Assessor                                   | Assessment Methods                      |
|---|--|---|
| Effectiveness of teaching                   | Students                                   | Direct: Survey at the end of the course |
| Effectiveness of Students assessment        | Instructor and quality assurance committee | Indirect: Course Report                 |
| Quality of learning resources               | Instructor and quality assurance committee | Direct: Survey at the end of the course |
| The extent to which CLOs have been achieved | Instructor and quality assurance committee | Indirect: Course Report                 |
| Other                                       |  |   |

**Assessors** (Students, Faculty, Program Leaders, Peer Reviewers, Others (specify))

**Assessment Methods** (Direct, Indirect)

## G. Specification Approval

|                           |  |
|---------------------------|--|
| <b>COUNCIL /COMMITTEE</b> | <b>SOFTWARE ENGINEERING DEPARTMENT COUNCIL</b>                 |
| <b>REFERENCE NO.</b>      | <b>THE 17<sup>TH</sup> MEETING FOR THE ACADEMIC YEAR 1446H</b> |
| <b>DATE</b>               | <b>22/04/2025</b>  |

