

course proposal: ethics for creative technology

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period: tbd.

content(s); The course will deal with issues related to the (future) professional ethics of creative technology graduates, and more in particular with regard to develop and deploy new and emergent technology to improve the quality of life both in the private sphere, such as health and well-being, and in the public domain, for civic order, professional communication and for enabling innovations.

Traditional themes in ethics for computer science include privacy, freedom of expression and intellectual copyright. The course will extend these topics to include the design and deployment of new interaction technologies, social networks, as well as serious gaming and gamification as a means to influence and change behavior, with a focus on professional ethics, and the values and choices involved.

Specifically, attention will be given to the potential role of games as *ethical frameworks*, allowing to explore moral options and their consequences, taking into consideration psychological research on well-being, behavioral change, and other empirical findings relevant to human-technology interaction.

structure of the course: The course will be a mixture of lectures, discussions and practical work. The course will cover the following:

- project utiopia – description of norms and values for a (better) society (ref 1)
- reflection of themes of *prject utopia* in relation to professional ethics
- media project – an exercise in the visual rethorics associated with particular ethical topics of interest.

organization of the course The period has to be determined, and the course might be given as an extension or in combination with *computer science ethics*. The course will have an emphasis on the intellectual contributions of students, and will include exercises in both writing and presentation.

reference(s)

1. project utopia – sites.google.com/site/creatsg/project-utopia