VNIVERSITAT Ö DVALÈNCIA

COURSE DATA

Data Subject	
Code	34862
Name	Legal aspects of ICT
Cycle	Grade
ECTS Credits	6.0
Academic year	2023 - 2024

Study (s)			
Degree	**Center**	**Acad. year**	**Period**
1407 - Degree in Multimedia Engineering	School of Engineering	4	First term

Subject-matter		
Degree	**Subject-matter**	**Character**
1407 - Degree in Multimedia Engineering	18 - Aspectos Legales de las TIC y el Sector Audiovisual	Obligatory

SUMMARY

This course is presented as a necessary complement to the professional development of future graduates. Alongside technological competencies is essential to have complementary skills that allow a full professional development and exercise of the profession that it conforms to the applicable legal and ethical rules.

Knowledge of the meaning and application of basic concepts of conduct, ethics and legals is an objective need for a professional performance suited to regulatory requirements and rules of conduct to avoid unnecessary risks, that could affect both to the multimedia service provider as to potential customers or users of products and / or applications.

Moreover, the subject provides a comprehensive overview of the actual situation of the labor market and the practical implications raised by the professional associations, by the presence of providers trusted third parties who accredit knowledge and roles, their obligations and rights, that can assume a professional either hired labor or as a service provider.

It also seek to provide sufficient knowledge of all those legal and ethical requirements that is necessary to analyze to design, implement, test and deploy software projects properly.

In regard to the practical part, students acquire the skills necessary to be able to identify these ethical and legal requirements, locate and use available resources, and acquire a vocabulary and skills to be able to develop their work in multidisciplinary teams and to identify where his performance needs to seek services or support from professionals from other disciplines.

PREVIOUS KNOWLEDGE

Relationship to other subjects of the same degree

There are no specified enrollment restrictions with other subjects of the curriculum.

Other requirements

There are no prerequisites for enrollment, but it is recommended to have completed the following areas / subjects:

   Company business

   Engineering, Society and University. Also, the subject has an instrumental relationship to concepts in the course studied computer programming, software engineering and informatics security

OUTCOMES

1405 - Grado en Ingenieria Multimedia

- G1 - Be able to relate and structure information from different sources and to integrate ideas and knowledge. (RD1393/2007)

- I11 - Know the standards and regulations of information technology at Spanish, European and international level.

- MM5 - Know how to apply the theoretical and practical resources to deal with a multimedia application as a whole.

- MM6 - Conceive, design, and implement projects related to multimedia products by using engineering methodologies, applying the principles of human resources management and applying economic principles.

- MM7 - Be able to apply the principles of audiovisual graphic design and communication to multimedia products.

- MM8 - Integrate knowledge of different multimedia technologies to create products that offer global solutions that are appropriate to each context.

- MM15 - Be able to respond professionally to the requirements at each step of a multimedia production process: show skills for preparing and understanding scripts and communication, graphic design for communication, management of streaming technology, web design and production and post-production processes.

- MM16 - Have theoretical and practical knowledge of the technologies applied to audiovisual media (photography, radio, sound, television, video, film and multimedia).

- MM28 - Be able to solve problems with initiative, decision-making and creativity and to communicate and transmit the knowledge, abilities and skills of a multimedia engineer.

LEARNING OUTCOMES

This course offers students basic knowledge about ethical and legal aspects needed for professional development that enable them to acquire basic knowledge and skills to:

- · Understand the operation of Legal System.
- · Identify the fundamental rights of citizens concerning the operation of computer applications and in particular those related to privacy and the fundamental right to data protection.
- · Recognize the basic features of computer-related crimes.
- · Identify legal requirements for the development of e-commerce activities.
- · Understand basic regulatory aspects of protection of intellectual or industrial property.
- · Gain insights into the regulation of electronic signatures and their implications.
- · Implement systems related to eGovernment.
- · Apply professional knowledge according to deontological principles, values and universal ethical principles to guide the Knowledge and Information Society towards sustainable development.
- · Communicate effectively to specialist and non-specialized public, both in writing and orally, knowledge, procedures, reports and technical documentation, results and ideas related to Multimedia Technology.

The student must be able to:

- · Analyze the legal requirements for the implementation of software systems
- · To assimilation the set of legal rules that govern their professional behavior
- · Understand the Interaction processes of law and the computer, and incorporate them into their decision making process
- · Know the ethical principles that should govern their professional.

In addition to the specific objectives mentioned above, during the course will encourage the development of several generic skills, among which include:

- · Ability to develop its work in multidisciplinary teams.
- · Drafting of written and presentations effective.

DESCRIPTION OF CONTENTS

1. Introduction to ethics

Introduction to ethics
a) Definition of profession and ethics
b) Engineering and Ethics
c) Differences between ethics and law
d) Self-regulation of professional practice
e) Why the growing importance of ethics today?

The Ethics of Computer Engineering
a) Potential social problems caused by the use of computers
b) Computer Crimes
c) Computer Engineer Ethics: main features and principles

The Profession of Computer Engineering
a) Definition of profession
b) The profession of engineer in Spain
c) Professional associations
d) The ethics of the profession of Computer Engineering
e) IT Professional ethics Codes
f) Professional codes in Computer Engineering
g) The institutional framework of the computing profession
h) The need for a computer professional code
i) The ten commandments of ethics Computer Engineering
j) Codes of ethics in computing: national and international examples

2. Professional Bodies, Professional Associations and institutions of study and diffusion

Professional Bodies:

a) Professional Spanish Bodies in Computer Engineering and their General Council

b) Activities and services COIICV

c) Codes of conduct for computer Professional Bodies

Professional Associations

a) Types of associations in Spain and International

b) Benefits for the professional

c) Presentation of the most significant, as ATI, ALI and AI2 in Spain, and international as ACM, AEI SECURITY, ISMS, ISACA, etc..

d) Products and services ISACA

e) ISACA Code of Ethics

Entities of study and diffusion

a) Types of entities in Spain and International

b) Benefits for professionals and society

c) Presentation of the most significant, as INCIBE, ITGI, IEEE, etc..

3. AENOR standards in the environment of Computer Engineering

Standards AENOR in the IT environment:

a) Total quality as a competitive strategy applied

b) What are ISO standards?

c) Classification of standards adopted in Spain and International

d) PDCA Cycle

e) Quality Circles

f) Outline of the major standards

g) Work areas of Computer Engineering

h) Professionals Certificates of Implanter , Auditor and other

4. Labour Market

Job Market:

a) Current situation in Spain

b) Expectations abroad

c) Professionals with greater future

Current and future scenarios of professional practice

a) Software Factories

b) Information Security

c) e-Government

d) computer forensic

e) Services of the Information Society and Electronic Commerce

f) Ergonomics and access for people with disabilities

g) ERP and business management

h) Other scenarios of future

Professional Certifications

a) The certificate Vs the title

b) Some of the most popular certificates

5. Professional Skills

Professional Skills:

a) Effective Presentations

b) Negotiation

c) Preparation and exposure of writings

d) Teamwork

6. Introduction to Law

Introduction to Law:

a) Legal system.

b) Sources of Law. Types of standards.

c) The rules of law as "state of the art". Design of software and law compliance.

7. The fundamental right to data protection (I).
Constitutional protection of privacy.

Constitutional protection of privacy:

a) The rights to individual and family privacy, honor and reputation.

b) The inviolability of the home and secrecy of communications.

c) The fundamental right to data protection

Regulations of the fundamental right to data protection (I): The General Regulation of Data Protection of the European Union and the Organic Law 15/1999, of December 13, on the Protection of Personal Data. Basic aspects:

a) Basic concepts

b) Principles of data protection

c) The rights of access, rectification, opposition, deletion, portability and treatment limitation d) Responsible for and in charge of the treatment. Special consideration for data protection and security from the design and default, and the impact assessment regarding data protection »

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8. The fundamental right to data protection (II)

The fundamental right to data protection (II):

a) Duty of confidentiality.
b) Security measures.
c) Security Audit and Audit Data Protection Act.
d) Privacy by Design and Privacy Impact Assessment.
e) Liability and sanctions regime.

9. Criminal Law and IT.

a) Crimes against privacy.
b) Computer fraud: Phishing and Pharming.
c) The impersonation.
d) Crimes against children.

10. E-commerce. Industrial property.

E-commerce. Law 34/2002 of 11 July, services of information society and electronic commerce (LSSI):

a) Basic obligations of service providers. Liability regime.
b) Electronic contracting.
c) Commercial communications by electronic means.
d) Liability and sanctions regime

Industrial property:

a) The domain names.
b) Marks.
c) Patents.

Intellectual property legislation:

a) Basic concepts.
b) The intellectual property in the software.
c) Alternative models: Creative Commons

11. The electronic signature. E-Government

The electronic signature:

a) Types of electronic signature. Probative value.
b) Electronic certificates.
c) Electronic Billing.

E-Government:

a) Basic concepts.
b) The identification of citizens and the administration in the administrative proceeding mail.
c) Requirements for electronic processing.
d) The electronic office.
e) National security scheme.
f) National interoperability scheme.

WORKLOAD

ACTIVITY	Hours	% To be attended
Theory classes	30,00	100
Classroom practices	20,00	100
Laboratory practices	10,00	100
Development of group work	8,00	0
Development of individual work	8,00	0
Study and independent work	20,00	0
Readings supplementary material	6,00	0
Preparation of evaluation activities	8,00	0
Preparing lectures	16,00	0
Preparation of practical classes and problem	16,00	0
Resolution of case studies	8,00	0
TOTAL	**150,00**	

TEACHING METHODOLOGY

The training activities are conducted in accordance with the following distribution:

- Theoretical activities.

In the theoretical issues will be developed to provide a global and inclusive view, analyzing in detail the key issues and more complex, promoting at all times student participation.

- Practical activities.

Complement the theoretical activities in order to apply the basic concepts and extend them with knowledge and experience they acquire during the course of the work proposed. Include the following types of activities

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    ◦ Classes of problems and issues in the classroom
    ◦ Discussion sessions and problem solving exercises and previously worked by students
    ◦ Workshops and seminars in computer classroom
    ◦ Group work and software project planning and generation of group dynamics.
    ◦ Scheduled tutorials (individual)

To carry out these activities, the theoretical group will be subdivided into subgroups smaller (20 students maximum) according to need.

- Individual student.

Preparation of classes and exams (study). This task is done individually and tries to promote self job.

- Work in small groups.

Realisation, by small groups of students (3-4), of work, issues and problems outside the classroom. This work complements the individual work and practical activities and promotes the ability to integrate into working groups

It will use the platform of e-learning (virtual classroom) from the University of Valencia in support of communication with students. Through it you will have access to learning materials used in class as well as solve problems and exercises.

EVALUATION

The evaluation of this subject must be considered that consists of two distinct blocks of content, taught by two teachers: "Ethics and Profession" and "Legislation". The teacher of each block, in both calls (1 st or 2 nd) and both options (A or B), will evaluate 50% of the final grade. The overall grade of the course will be the average of the ratings of the two blocks that comprise it, conditional on obtaining a minimum of 4 points (out of 10) in each of them.

The evaluation of the subject will prevail student involvement in the teaching-learning process, given regular attendance at planned classroom activities, delivery of the exercises and participation in their resolution, supplemented with the realization of an objective test. Under this approach, the final grade for the course in the first call will be obtained according to the following two options:

OPTION A:

This is the method to be recommended to students. To implement this type of assessment will require a rate of attendance for the practical classes above 80% in both subject included in the module. Only consider the work delivered by the date stipulated by the teacher, both the exercises in the classroom (theory and practical), and laboratory exercises. The evaluation criteria are:

1) Participation and work during the semester (delivery of case studies and work to, and objective tests during the semester): 50% of the final grade. All practical work is carried out during the course of the classes are not recoverable.

2) Individual objective test consisting of an examination or knowledge test, which will include both theoretical and practical issues: 50% of the final grade.

The note of each of the content blocks of the subject will be the arithmetic mean of the participation and the work done during the semester and the individual objective test conditioned to obtain a minimum of 4 points (out of 10) in each of the parts.

OPTION B:

It applies to students who have not complied with the conditions laid down in the previous option. In Option B, the evaluation will be performed by a Individual objective test. The maximum final grade that the student will be able to get, will be 7.0 points out of 10. In addition, to approve any of the contents of the subject blocks will need to get a 5 on 7.

In **the second convocation** it will apply Alternative B described for the first call. However, in those cases where be more favorable to the student, the grade is calculated in accordance with the provisions of Option A.

The final exam, regardless of the call and its weighting in the final grade, will consist of two distinct parts, one for each of the blocks of the subject ("Ethics and Profession" and "Legislation"). So that each part will be worth 50% of the examination and evaluated independently by each teacher.

Students who, suspending the subject have obtained a final grade of more than 5 points in any of the blocks of content in 1st call, will keep the qualification of that block, being exempt from the evaluation of the same in the 2nd call of said academic course.

In any case, the evaluation of this subject will be done in compliance with the University Regulations in this regard, approved by the Governing Council on 30th May 2017 (ACGUV 108/2017)

REFERENCES

Basic

- Referencia b1:   De Lucas, Javier. Curso de introducción al Derecho. Tirant lo Blanch, Valencia 1994.
  Referencia b2:   Martínez Martínez Ricard. Protección de datos Comentarios al Reglamento de Desarrollo de la LOPD. Tirant lo Blanch, Valencia, 2009.
  Referencia b3:   Maria del Rosario de Miguel Molina y Juan Oltra Gutierrez. Deontología y Aspectos Legales de la Informática: Cuestiones Éticas, Jurídicas y Técnicas Básicas.
  Universidad Politécnica de Valencia. Servicio de Publicaciones, 2007
  ISBN 9788483631126

Additional

- Referencia c1:   Latorre, Ángel. Introducción al Derecho. Ariel, Barcelona, 2012.
  Referencia c2:   Peguera Poch, Miquel. Derecho y nuevas tecnologías. UOC, Barcelona, 2005.
  Referencia c3:   John Wecker, Douglas Adeney. Ética Informática y de las Ciencias de la Información. Fragua, 1999. ISBN 2910007044977 .