



Subject: Computing

Topic: Ethical, Legal, Cultural and Environmental Concerns

Summary of key information:

A **stakeholder** is an individual or group that has an interest in a company and can either affect or be affected by the business, for example employees, customers, suppliers, investors and competitors

	Key Issue	Examples
Ethical Issues are issues about what would be considered right or wrong by society	Privacy	Providing personal information, selling personal data, targeted advertising
	Censorship	Restricting access to information, censorship of foreign websites, pornography and gambling
	Surveillance	Government intelligence agencies, Internet Service Provider (ISP) tracking
Cultural Issues are about how groups of people with particular beliefs, practices or languages may be affected	Automation	Human jobs are replaced by machines, people don't trust machines, machines can be impartial
	Social Well Being	Influenced to upgrade to new technology, peer pressure for new devices, technological intrusion
	Cyberbullying	Using technology to cause deliberate harm, causes serious distress, also includes sexting
	Cultural Changes	Selfies, attention seeking, self obsession, viral videos, memes, increasingly used for political gain
	Business Methods	Music and TV streaming, sharing economy (e.g. Uber, Airbnb) drawing traditional customers
	Digital Divide	Access to technology effected by wealth, location (urban or rural), knowledge, age, global divide
Environmental Issues are about how we impact upon the natural world	Natural Resources	Devices contain raw materials, plastics come from crude oil, precious metals
	Energy	Use of electricity requires oil, gas and coal. Server rooms require air conditioning for cooling
	E-Waste	Modern devices have short lives, short warranties, encouragement to upgrade, WEEE directive
Legal Issues are about what's actually right and wrong in the eye of the law	Data Protection	Controlled through the Data Protection Act and Freedom of Information Act
	Computer Misuse	Controlled through the Computer Misuse Act
	Intellectual Property	Controlled through the Copyright, Designs and Patent Act and Creative Commons

Key terms: Stakeholder, Ethical, Cultural, Environmental, Privacy, Legal, Censorship, Surveillance, Automation, Cyberbullying, Trolling, Digital Divide, Energy, E-Waste, Data Protection, Freedom of Information, Creative Commons

Homework this half term - to help prepare for your end of half term multiple choice quiz.

How do I use this to help me revise? Guidance and advice on how to use your knowledge organiser!



Summary of key information:

Legislation

Data Protection Act (2018) [implementing GDPR]

- Data must be processed lawfully, fairly and in a transparent manner.
- Data must only be collected for specified, explicit and legitimate.
- Data must be adequate, relevant and limited to what is necessary.
- Data you collect must be accurate and kept up to date.
- Data you hold must be kept for no longer than is necessary.
- Data you hold must be processed in a manner that ensures appropriate security of the personal data.
- Data controllers must be able to prove that their data protection measures are sufficient

Computer Misuse Act (1990)

It is illegal to make any unauthorised access to data...
...with the intent to commit further offences
...with the intent to modify data, e.g. viruses

Copyright Designs and Patents Act (1998)

It is illegal to copy, modify or distribute software, music, videos or other intellectual property without permission from the author

Open Source vs Proprietary Source

Open Source

Users can modify and distribute the software. Can be installed on any number of computers. Support provided by the community. May not be fully tested. Users have access to the source code

Proprietary Source

Users cannot modify the software. Protected by CD&P Act. Usually paid for and licensed per user or per computer. Supported by developers. Users do not have access to the source code. Tested by developers prior to release. Although they may run beta programmes.