**Main Learning Objective**
To introduce computer ethics

**Nature of learning object**
Computer ethics overview

**Key concept(s)**
Computer crime, software piracy, computer property.

**Original Module information**
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**Introduction to computer ethics**

This is a part of practical philosophy which deals with how computing professionals should make decisions regarding professional and social conduct or is a set of moral principles that regulate the use of computers. Computer ethics can be seen to cover four broad areas including:

1. Computer crime,
2. Responsibility for computer failure,
3. Protection of computer property, and
4. Records and software and privacy of the users and customers.

Those that commit such crimes must be intelligent enough to manipulate a computer system and in such a position to access it in the first place. One example of computer crime is stealing funds via computer. Often the worst that can happen to such a thief is that he/she is merely required to return the stolen money. Many times that person will be fired, assuming he/she is an employee, but may be quickly hired by a competitor because of his/her skill.