

CSE 5194 (Proposed): Legal Topics for Computer Engineers

Course Description

This course introduces students to areas of law that govern computer engineering and design. The goals of the course include mastery of a set of legal doctrines, as well as immersion in the legal method used by lawyers to analyze problems and by judges to decide cases. Students can expect to learn how to evaluate computer engineering methods and projects through the lens of legal analysis.

Transcript Abbreviation: LegalTopicsforCSE

Grading Plan: Letter Grade

Course Deliveries: Classroom

Course Levels: Undergrad, Graduate

Student Ranks: Senior, Masters, Doctoral

Course Offerings: Autumn, Spring

Flex Scheduled Course: Never

Course Frequency: Even Years

Course Length: 14 Week

Credits: 3.0

Repeatable: No

Time Distribution: 3.0 hr Lec

Expected out-of-class hours per week: 6.0

Graded Component: Lecture

Credit by Examination: No

Admission Condition: No

Off Campus: Never

Campus Locations: Columbus

Prerequisites and Co-requisites: CSE 2501 or Philos 1338, and CSE 39xy; or grad standing; or with permission of instructor

Exclusions:

Cross-Listings:

Course Rationale: Train students to be fluent in the legal mechanisms that touch on the computer engineering profession; Expose students to multidisciplinary pathways.

The course is required for this unit's degrees, majors, and/or minors: No

The course is a GEC: No

The course is an elective (for this or other units) or is a service course for other units: Yes

Subject/CIP Code:

Subsidy Level:

Programs

Abbreviation	Description
BS CSE	BS Computer Science and Engineering
MS CSE	MS Computer Science and Engineering
PhD CSE	PhD Computer Science and Engineering

Course Goals

Be competent in the identification of legal issues that arise in the development and application of computing technology in modern society
Be competent in the ability to formulate and advocate for multiple points of view in analyzing legal disputes arising in the context of computing technology
Be familiar with the larger legal, business, and societal contexts in which decisions are made regarding the creation, development, and use of computing technology
Be familiar with weighing the potential costs and benefits of pursuing different legal strategies with respect to computing technology
Be familiar with effective methods of written and oral communication
Be exposed to legal issues that computing professionals may encounter as part of their practice

Course Topics

Topic	Lec	Rec	Lab	Cli	IS	Sem	FE	Wor
Trade secrets	9.0							
Patents	15.0							
Copyrights	12.0							
Trademarks	3.0							
Designs	3.0							

Representative Assignments

Read edited excerpts from judicial opinions and background texts
Write short responses to selected problems
Final paper analyzing the legal dimensions of a computer science project

Grades

Aspect	Percent
Short response pieces or midterm exams	40%
Class participation	20%
Final paper	40%

Representative Textbooks and Other Course Materials

Title	Author
<i>Patterns of Information Law: Intellectual Property Done Right</i>	James Grimmelman
<i>Intellectual Property Law: Cases & Materials</i>	Lydia Pallas Loren & Joseph Scott Miller
<i>Software & Internet Law</i>	Mark A. Lemley et al.

ABET-EAC Criterion 3 Outcomes

Course Contribution	College Outcome
*	a An ability to apply knowledge of mathematics, science, and engineering.
	b An ability to design and conduct experiments, as well as to analyze and interpret data.
*	c An ability to design a system, component, or process to meet desired needs.
***	d An ability to function on multi-disciplinary teams.
*	e An ability to identify, formulate, and solve engineering problems.

Course Contribution		College Outcome
***	f	An understanding of professional and ethical responsibility.
***	g	An ability to communicate effectively.
***	h	The broad education necessary to understand the impact of engineering solutions in a global and societal context.
*	i	A recognition of the need for, and an ability to engage in life-long learning.
**	j	A knowledge of contemporary issues.
	k	An ability to use the techniques, skills, and modern engineering tools necessary for engineering practice.

BS CSE Program Outcomes

Course Contribution		Program Outcome
*	a	an ability to apply knowledge of computing, mathematics including discrete mathematics as well as probability and statistics, science, and engineering;
	b	an ability to design and conduct experiments, as well as to analyze and interpret data;
	c	an ability to design, implement, and evaluate a software or a software/hardware system, component, or process to meet desired needs within realistic constraints such as memory, runtime efficiency, as well as appropriate constraints related to economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability considerations;
***	d	an ability to function on multi-disciplinary teams;
*	e	an ability to identify, formulate, and solve engineering problems;
***	f	an understanding of professional, ethical, legal, security and social issues and responsibilities;
***	g	an ability to communicate effectively with a range of audiences;
***	h	an ability to analyze the local and global impact of computing on individuals, organizations, and society;
*	i	a recognition of the need for, and an ability to engage in life-long learning and continuing professional development;
**	j	a knowledge of contemporary issues;
	k	an ability to use the techniques, skills, and modern engineering tools necessary for practice as a CSE professional;
	l	an ability to analyze a problem, and identify and define the computing requirements appropriate to its solution;
	m	an ability to apply mathematical foundations, algorithmic principles, and computer science theory in the modeling and design of computer-based systems in a way that demonstrates comprehension of the tradeoffs involved in design choices;
	n	an ability to apply design and development principles in the construction of software systems of varying complexity.

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