

CSE 5889.01 (Proposed): Advanced Topics in Law & CSE

Course Description

This interdisciplinary seminar explores an advanced topic of study on laws that govern computer engineering and design. The course offers additional exposure to legal methodologies, and trains students to apply legal analysis to an engineering project of their choosing.

Transcript Abbreviation: AdvTopLawCSE

Grading Plan: Letter Grade

Course Deliveries: Classroom

Course Levels: Undergrad, Graduate

Student Ranks: Junior, Senior, Masters, Doctoral, Professional

Course Offerings: Autumn, Spring

Flex Scheduled Course: Never

Course Frequency: Odd Years

Course Length: 14 Week

Credits: 2.0

Repeatable: No

Time Distribution: 2.0 hr Sem

Expected out-of-class hours per week: 4.0

Graded Component: Lecture

Credit by Examination: No

Admission Condition: No

Off Campus: Never

Campus Locations: Columbus

Prerequisites and Co-requisites:

Exclusions:

Cross-Listings:

Course Rationale: This course builds further opportunities for trans-disciplinary study between CSE and Law.

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

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| 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 |

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| 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 engaging in cost-benefit analysis when choosing among 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 |
|---|-----|-----|-----|-----|----|-----|----|-----|
| Tort Liability | 0.5 | | | | | | | |
| Privacy & Free Speech | 0.5 | | | | | | | |
| Cybersecurity & Computer Crimes | 0.5 | | | | | | | |
| Intermediary Liability & Telecom Policy | 0.5 | | | | | | | |

Representative Assignments

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| Read edited excerpts from judicial opinions and background texts |
| Write short responses to selected prompts |
| In-class presentation and final paper analyzing the legal dimensions of a computer engineering project |

Grades

| Aspect | Percent |
|----------------------------|---------|
| Final paper & presentation | 40% |
| Weekly response pieces | 40% |
| Class participation | 20% |

Representative Textbooks and Other Course Materials

| Title | Author |
|---|--|
| <i>How to Write Law Exams: IRAC Perfected</i> | S.I. Strong & Brad Desnoyer |
| <i>The Oxford Introduction to U.S. Law: Torts</i> | John C.P. Goldberg & Benjamin Zipursky |
| <i>Internet Law: Cases & Problems</i> | James Grimmelmann |
| <i>Computer Crime Law</i> | Orin S. Kerr |
| <i>Information Privacy Law</i> | Daniel J. Solove & Paul M. Schwartz |

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. |
| *** | f An understanding of professional and ethical responsibility. |
| *** | g An ability to communicate effectively. |

| Course Contribution | | College Outcome |
|---------------------|---|---|
| *** | 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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