



蘇州大學
Soochow University

CS 113 Computing and Society in History

Summer 2023

Course Credits: 4

Contact Hours: 55 hours

Instructor: TBA

Email: TBA

COURSE OBJECTIVES

This course is an introductory course that explores the interconnections between computing and society. It examines the historical, cultural, ethical, and social implications of computing technologies, and how they shape and are shaped by society. Through a combination of lectures, discussions, readings, and projects, students will gain a broad understanding of the complex relationship between computing and society, while developing critical thinking and analytical skills.

Upon Completion of this Course, students will be able to:

1. Demonstrate a comprehensive understanding of the historical development of computing technologies and their impact on society
2. Analyze and evaluate the ethical and social implications of computing in various contexts
3. Identify and examine the cultural, political, and economic influences of computing on society
4. Critically assess contemporary issues and challenges related to computing and its effects on society
5. Apply critical thinking skills to analyze and interpret the interconnections between computing and society

PREREQUISITES

CS 100 Introductory Computer Science

GRADING

Grades will be determined by accumulating points, with 100 points being the



maximum, as follows:

ITEM	POINTS
Essays	20 Points
Midterm 1	20 Points
Midterm 2	20 Points
Final Exam	40 Points
Total	100 Points

Late submissions will be graded at the end of the course. Grades will be assigned according to the following rule:

$$A \geq 90 > B \geq 80 > C \geq 70 > D \geq 60 > F.$$

We reserve the right to make adjustments to the overall grading policy.

COURSE MATERIALS

Required Texts:

Campbell-Kelly, Martin, and Aspray, William. *Computer: A History of the Information Machine*. 2nd ed. Boulder, CO: Westview Press, 2004.

Recommended (Optional) Texts or Other Materials:

None

COURSE TOPICS

MODULE	TASKS
Module 1	<p>Topics: Topic 1: Computing and Society Topic 2: Introductions: Automatic Computation in the 19th Century Topic 3: Analog Computing Topic 4: Technological Determinism</p> <p>Assessments: Essay#1</p>



Module 2	<p>Topics: Topic 5: Against Technological Determinism–Social Construction of Technology Topic 6: Human Computing and 19th Century Calculation Topic 7: Inventing the Computer Topic 8: Gender and Software</p> <p>Assessments: Essay#2</p>
Module 3	<p>Topics: Topic 9: Gender and Software(Cont.) Topic 10: Business Computing Topic 11: Business Computing(Cont.) Topic 12: The Military and Computing</p> <p>Assessments: Midterm#1</p>
Module 4	<p>Topics: Topic 13: The Military and Computing Topic 14: Cybernetics and AI, Humans and Machines Topic 15: Personal Computing Topic 16: The GUI</p> <p>Assessments: Midterm#2</p>
Module 5	<p>Topics: Topic 17: Begin: Counterculture and the PC Topic 18: Contemporary Issues in Computing and Society Topic 19: Fake News, Misinformation, and Online Manipulation Topic 20: Social Media Addiction and Mental Health Impacts</p> <p>Assessments: Final Exam</p>

ATTENDANCE

1) Class attendance is required. Missing classes without permission will lead to decrease in overall grade.

Missing less than two classes: no penalty.

Missing more than two classes: 7% will be taken off from the overall grade.

If the instructor reports a student’s frequent missing of class to the Soochow University Academic Administration Office, the student might get a written warning and might be prohibited from attending final exam.



2) Participants in this course are expected to arrive in class promptly and adequately prepared. The primary objective of this course is to critically engage with the readings and the subject matter. Therefore, course participants are expected to have completed the reading prior to class and prepare thoughtful reflections/commentaries to share with fellow colleagues.

LEARNING REQUIREMENTS

- 1) Late assignments are not acceptable and are subjected to grade deductions.
- 2) Assignments submitted in the wrong format will be counted as not submitted.
- 3) Failure to submit or fulfill any required course component results in failure of the class.
- 4) Make-up for midterm and final exams only with valid excuses, as defined by the University.
- 5) In order to earn a Certificate of Completion, participants must thoughtfully complete all assignments by stated deadlines and earn an average quiz score of 50% or greater.

TECHNOLOGY POLICY

The use of electronic devices in class is distracting, both for the user and for the rest of the class. Only non-programmable calculators can be used in the tests and exam. Any attempts to use cell phones and other electronic communication devices will be seemed as cheating. Laptops are discouraged, unless you use them for activities DIRECTLY related to the course (eg., note taking, reading course documents).

ACADEMIC INTEGRITY POLICY

Soochow University highly values the academic integrity and aims to promote the academic fairness, honesty and responsibility. Any academic dishonesty behaviors and any attempts to cheats and plagiarism will be reported to the university administration office. A written warning and the relevant penalties will be imposed. The record might be shown on the official university transcript.

DISABILITY ACCOMMODATION



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Soochow University is committed to maintaining a barrier-free environment so that students with disabilities can fully access programs, courses, services, and activities at Soochow University. Students with disabilities who require accommodations for access to and/or participation in this course are welcome.

Note:

Please contact the University Administrative Office immediately if you have a learning disability, a medical issue, or any other type of problem that prevents professors from seeing you have learned the course material.