Instructor: Dr. Eric Swedin
Office: DV137L (at Davis campus)
Office phone: 395-3553
E-mail: eswedin@weber.edu or eswedin@gmail.com
Web site: http://www.swedin.org/
Office Hours: 4:30-5:30 on Tuesday and Wednesday, and 2:30-5:30 on Thursday.
Other office hours are available by appointment.

Text:
Thomas L. Friedman, *The World is Flat: A Brief History of the Twenty-First Century* (Updated and Expanded, 2006).

Class Description:
The explosive growth of information technologies in general, and the Internet in particular, has irreversibly changed the way we work and play. This course prepares students to be knowledgeable citizens of cyberspace. It reviews our social institutions and how they are being impacted by information technology as well as the ways in which technology has been shaped by our social institutions.

Class participation and discussion are expected. While some lecture might be presented, for the most part, the class will focus on the discussion of the assigned topics and readings.

Grading Policies:
Grades will be determined on the following basis:

- Class Participation: 20%
- Assignments (4): 40%
- Quizzes (5): 20%
- Midterm: 10%
- Final Exam: 10%

Grades: A: 90 - 100%    B: 80 - 89%    C: 70 - 79%    D: 60 - 69%    E: 0 - 59%

Students with Disabilities:
Any student requiring accommodations or services due to a disability must contact Services for Students with Disabilities (SSD) in Room 181 of the Student Service Center on the Ogden campus. SSD can also arrange to provide materials (including this syllabus) in alternative formats if necessary.
Cheating Policy:
Cheating and deceit are not accepted in the Goddard School of Business and Economics. Cheating on an exam or assignment, or turning in someone else’s work as your own, will result in an E for the class. You may work together on your assignments, but you must turn in your own work. If you quote from a book, article, or web site, you must properly quote and cite your work. Avoid even the appearance of cheating or plagiarism.

Quizzes:
There will be six quizzes, on random days. Each quiz will be based on the readings that you were given for that day. Only five quizzes will be counted, so that the lowest quiz score may be dropped.

Articles:
Each member of the class must bring an article to class each week. The article may be from a newspaper, magazine, the web, or other journalistic source. If called upon, the student will summarize the article, and then the class will discuss the content of the article. These articles must relate to class content, but that is very broadly defined: computers or networks, as well as the business, social, political, and cultural issues related to computers or networks. Students are excused for two classes with regards to needing to bring articles.

Advice on how to evaluate web sites:

Exam Policy:
Exams may be taken early, with arranged permission. Questions on all the exams will come from text readings and class lectures. I intend to have at least one question from each day’s readings on an exam.

Assignment Policy:
Assignments are due the day shown in the schedule. You may turn them via e-mail or by hand. Late assignments are docked ten percent each week that they are overdue.
IS&T 1100 Assignments

All assignments are to be three pages long, double-spaced, printed out from a computer or emailed to me. I expect good English grammar and spelling and will dock more than one mistake in either. Make your essay logical and interesting to read. Use the campus Writing Center to help you with your writing.

1. Web Site Review
Select an interest or hobby. Find and describe five web sites on that particular interest or hobby.

2. IT Job
Conduct research on a job connected with computers or networks, including a personal interview with someone who does that job. Describe the job in your paper.

3. Education Essay
Write a personal essay on how computers have been used in your education in some personally relevant way.

4. Film Review
Watch a computer-related film, such as Wargames, the Matrix, the Net, and so on. Do not use the movie Antitrust. Describe how computers and networks are used in the film; is the use of computers realistic, probable, or ridiculous; and what social or cultural issues are raised by the film?
## Schedule:

<table>
<thead>
<tr>
<th>Date</th>
<th>Tuesday</th>
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<tbody>
<tr>
<td>August 29</td>
<td>Welcome to class; watch Games video in class</td>
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<tr>
<td>September 5</td>
<td>Friedman, ix-76</td>
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<td>September 12</td>
<td>Friedman, 76-167 &lt;br&gt; <strong>Assignment 1 Due</strong></td>
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<td>September 19</td>
<td>Friedman, 167-300</td>
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<td>September 26</td>
<td>Friedman, chapters 3 &amp; 4</td>
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<td>October 3</td>
<td>Friedman, chapters 5 &amp; 6</td>
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<td>October 10</td>
<td>Friedman, chapters 7 &amp; 8 &lt;br&gt; <strong>Assignment 2 Due</strong></td>
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<td>October 17</td>
<td>Friedman, chapters 9 &amp; 10</td>
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<tr>
<td>October 24</td>
<td>Friedman, chapters 11 &amp; 12 &lt;br&gt; <strong>Midterm Exam</strong></td>
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<td>October 31</td>
<td>Friedman, chapters 13 &amp; 14</td>
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<td>November 7</td>
<td>Friedman, chapter 15 &lt;br&gt; <strong>Assignment 3 Due</strong></td>
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<tr>
<td>November 14</td>
<td>Science Fiction; watch <em>Antitrust</em> DVD in class</td>
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<td>November 21</td>
<td>Science Fiction; read &lt;br&gt; <a href="http://www.baen.com/chapters/W200506/0743499107___2.htm">http://www.baen.com/chapters/W200506/0743499107___2.htm</a></td>
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<tr>
<td>December 5</td>
<td>Spare day &lt;br&gt; <strong>Assignment 4 Due</strong></td>
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<tr>
<td>December 12</td>
<td><strong>Final Exam</strong> (same time and same room as the regular class)</td>
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