Instructor: Dr. Eric Swedin  
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Office phone: 395-3553  
E-mail: eswedin@weber.edu or eswedin@gmail.com  
Web site: http://www.swedin.org/  
Office Hours: 3:00-5:30 Tuesday and Thursday at my Davis office.  
Other office hours are available by appointment.


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. The course also provides hands-on experience with a variety of Internet tools.

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:

<table>
<thead>
<tr>
<th>Component</th>
<th>Weight</th>
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<tbody>
<tr>
<td>Class Participation</td>
<td>10%</td>
</tr>
<tr>
<td>Assignments (5)</td>
<td>50%</td>
</tr>
<tr>
<td>Quizzes (5)</td>
<td>10%</td>
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<tr>
<td>Midterm</td>
<td>10%</td>
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<tr>
<td>Final Exam</td>
<td>20%</td>
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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 main 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.

**Exam Policy:**
Exams can be taken early, with arranged permission. Questions on all the exams will come from text readings, class lectures, and lab assignments. I intend to have at least one question from each reading 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. 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, 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, Antitrust, and so on. 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.

5. Do one of the following:
- Track three technology stocks during the semester and write an executive summary, describing the movement of the stocks and why they moved.
- Conduct research on an information technology event or issue that occurred in the national or local news during the semester and write an essay about it.
<table>
<thead>
<tr>
<th>Date</th>
<th>Schedule</th>
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<tbody>
<tr>
<td>August 30</td>
<td>Welcome to class; watch video</td>
</tr>
<tr>
<td>September 6</td>
<td>Module 1: Technorealism and the History of the Internet</td>
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<tr>
<td>September 13</td>
<td>Module 2: What is the Information Society?</td>
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<td><strong>Assignment 1 Due</strong></td>
</tr>
<tr>
<td>September 20</td>
<td>Module 3: E-commerce and the New Economy</td>
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<tr>
<td>September 27</td>
<td>Module 4: IT in the Workplace</td>
</tr>
<tr>
<td>October 4</td>
<td>Module 5. Online Communities and Social Behavior</td>
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<tr>
<td>October 11</td>
<td>Module 6: Legal Issues (including Copyright)</td>
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<tr>
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<td><strong>Assignment 2 Due</strong></td>
</tr>
<tr>
<td>October 18</td>
<td>Module 7: Hackers and Information Security</td>
</tr>
<tr>
<td>October 25</td>
<td>Module 8: Politics, Globalization and Technology</td>
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<td><strong>Midterm Exam</strong></td>
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<tr>
<td>November 1</td>
<td>Module 9: Education, Gender, Minorities, and IT</td>
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<tr>
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<td><strong>Assignment 3 Due</strong></td>
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<tr>
<td>November 8</td>
<td>Module 10: Entertainment and Simulations</td>
</tr>
<tr>
<td>November 15</td>
<td>Module 11. Science, Medicine, and the Internet</td>
</tr>
<tr>
<td>November 22</td>
<td>Module 12: Science Fiction</td>
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<td><strong>Assignment 4 due</strong></td>
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<tr>
<td>November 29</td>
<td>Module 13: The Future</td>
</tr>
<tr>
<td>December 6</td>
<td>Spare day</td>
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<td><strong>Assignment 5 Due</strong></td>
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<tr>
<td>December 13</td>
<td><strong>Final Exam</strong> (same time and same room as the regular class)</td>
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IS&T 1100 Readings

Readings:
Module 1. Technorealism and the History of the Internet
   Technorealism - http://www.technorealism.org/
   Short History of the Internet - http://w3.ag.uiuc.edu/AlM/scale/nethistory.html

Module 2. What is the Information Society?
   1. Five Things We Need to Know about Technological Change.
   2. Whom to Protect and How?
   16. Is That a Computer In Your Pants?
   21. Making Meaning: As Google Goes, So Goes the Nation
   22. The World According to Google
   Some Perspective 5 Years After Y2K - http://www.eweek.com/article2/0,1759,1747163,00.asp

Module 3. E-commerce and the New Economy
   One-Stop Returning - http://www.eweek.com/article2/0%2C1759%2C1746941%2C00.asp
   4. The Computer and the Dynamo
   5. The Productivity Paradox
   6. As Silicon Valley Reboots, the Geeks Takes Charge
   7. At Bell Labs, Hard Times Take Toll on Pure Science
   8. Playing the Search-Engine Game
   9. Free to Choose
   34. The Spam Wars
   35. Spammers Can Run but They Can’t Hide
   Tracking Fashion With RFID - http://www.rfidjournal.com/article/articleview/1235/1/1/

Module 4. IT in the Workplace
   11. Software
   12. Letter from Silicon Valley
   13. They're Watching You

Module 5. Online Communities and Social Behavior
   The Core Rules of Netiquette - http://www.albion.com/netiquette/corerules.html
   17. Dating a Blogger, Reading All About It
   19. The Lure of Data: Is It Addictive?
   20. Want to Rule the World?
Module 6. Legal Issues (including Copyright)
14. Security vs. Privacy
15. Searching for Answers
25. Bad Documents Can Kill You
The Digital Millennium Copyright Act - Overview -
http://www.gseis.ucla.edu/iclp/dmca1.htm
23. The Copyright Paradox
24. You Bought It. Who Controls It?
30. As Goes Software . . .
Sat Radio Recording Moves Ahead -
http://www.wired.com/news/print/0,1294,66156,00.html

Module 7. Hackers and Information Security
2004: Year of the Cyber-Crime Pandemic -
http://www.eweek.com/print_article2/0,2533,a=141647,00.asp
Cyber crime booms in 2004 -
http://news.bbc.co.uk/1/hi/technology/4105007.stm
31. Homeland Insecurity
27. Point, Click . . . Fire
28. The Doctrine of Digital War
U.S. Military’s Elite Hacker Crew -
http://www.wired.com/news/privacy/0,1848,67223,00.html?tw=wn_tophead_1
Wanted: Chief Espionage Officer -
http://www.baselinemag.com/print_article2/0,2533,a=140971,00.asp

Module 8: Politics, Globalization and Technology
38. The Quiet Revolution
37. Immigration and the Global IT Workforce
The Great Firewall (China and the Internet 2001) -
http://www.cpj.org/Briefings/2001/China_jan01/China_jan01.html
Blog reading explodes in America -
http://news.bbc.co.uk/1/hi/technology/4145191.stm
Mr. Gates Goes to Washington -
http://www.cio.com/archive/091504/microsoft.html/
Peer-to-Peer Politics 2008 -
http://www.baselinemag.com/print_article2/0,2533,a=138516,00.asp
Web Politics 2.0 -
http://www.cioinsight.com/print_article2/0,2533,a=138678,00.asp
Module 9. Education, Gender, Minorities, and IT
Browse The Digital Divide Network - http://www.digitaldividenetwork.org/
26. Why Women Avoid Computer Science
The Gender Gap in High Tech - http://www.computeruser.com/articles/1906,3,6,1,0601,00.html

Module 10. Entertainment and Simulations
Multimedia Timeline - http://www.wired.com/wired/archive/7.08/dl_timeline_pr.html
Pixar How We Do It - http://www.pixar.com/howwedoit/index.html#
Are poker 'bots' raking online pots? - http://www.msnbc.msn.com/id/6002298/
The Quest to End Game Addiction - http://www.wired.com/news/holidays/0,1882,48479,00.html
The War Room - http://www.wired.com/wired/archive/12.09/warroom.html
Liberated Games - http://www.liberatedgames.com/gamelisting.php

Module 11. Knowledge, Science, Medicine, and the Internet
The magic that makes Google tick - http://www.zdnet.com.au/insight/software/0,39023769,39168647,00.htm
What’s Next for Google - http://www.technologyreview.com/articles/05/01/issue/ferguson0105.asp?p=0
Shopping Around the Internet Today and Tomorrow: Towards the Millennium of Cybermedicine - http://bmj.bmjjournals.com/cgi/content/full/319/7220/1294
Module 12. Science Fiction
SciFi: Novel Inspiration -
   http://www.businessweek.com/magazine/content/04_41/b3903469.htm
The Incredible Shrinking Man -
   http://www.wired.com/wired/archive/12.10/drexler_pr.html

Module 13. The Future
42. Humanoid Robots
45. Kerzweil vs. Dertouzos
46. Hyperculture–Stress: How Fast Times Are Transforming America
Why The Future Doesn't Need Us -
   http://www.wired.com/wired/archive/8.04/joy_pr.html
Future Fetish -
   http://www.wired.com/wired/archive/11.04/fetishwish.html
TRN's Top Picks: Technology Research Advances of 2004 -
"Brain" in Dish Flies Simulated Fighter Jet -