CYBER ETHICS

INTRODUCTION

- IT can be used to achieve social progress and also to commit crimes and threaten social values.
- Standards or guidelines are important in this industry, because technology changes are outstripping the legal system's ability to keep up.

ETHICS

- Standards of moral conduct
- Ethics refers to the principles of right and wrong that can be used by individuals as free moral agents to make choices to guide their behavior.

CYBER ETHICS

- Cyberspace is a global community of people using computers in networks. In order to function well, the virtual communities supported by the Internet depend upon rules of conduct, the same as any society.
- Librarians and information technologists must be knowledgeable about ethical issues for the welfare of their organizations and to protect and advise users.

ETHICS AND THE INFORMATION AGE

- Every computer user should be aware of ethical matters, including how databases and networks are used and the major privacy laws.

ISSUES IN INFORMATION TECHNOLOGY

- Four primary issues:
  1. Privacy - collection and use of data about individuals
  2. Accuracy - responsibility of data collectors to ensure accuracy
  3. Property - data ownership and software usage rights
  4. Access - responsibility of data collectors to control access

DEFINING PRIVACY

Privacy has been conceived as an "inviolate personality", "personal autonomy", an "interest in preserving human dignity and individuality", a tort based upon distinct categories, intrusion, false light, and appropriation of the "the claim of individuals, groups, or institutions to determine for themselves when, how , and to what extent information about them is communicated to others."

ASPECT OF PRIVACY

- Information Privacy
- Bodily Privacy
- Privacy of Communications
- Territorial Privacy

CODES OF CONDUCT

Recognizing that individuals and organizations need specific standards for the ethical use of computers and information systems, a number of computer-related organizations have established codes of conduct, which are written guidelines that help determine whether a specific computer action is ethical or unethical.

MAJOR LAWS ON PRIVACY

LAW	SUMMARY
Fair Credit Reporting Act	Bars unauthorized credit sharing
Freedom of Information Act (FOIA)	Right to view government collected personal data
Privacy Act	Restrict federal agency data sharing
Right to Financial Privacy Act	Limits federal access to bank record
Computer Fraud and Abuse Act	Prosecution for unauthorized access
Electronic Communications Privacy Act	Privacy on public electronic mail systems
Computer Abuse Amendments Act of 1994	Amends 1984 act to include viruses and other harmful code

INFORMATIONS RIGHTS: PRIVACY AND FREEDOM IN AN INFORAMTION SYSTEM

- Privacy is the claim of individuals to be left alone, free from surveillance or interference from other individuals or organizations including the state. Claims to privacy are also involved at the workplace.

- Information sent over the network a can be collected by both internet service provider and the system operators of remote sites which a subscriber visits.

- Ethical standard should cover topics such as employee e-mail privacy, workplace monitoring, treatment of corporate information, and policies on customer information.

PROPERTY RIGHT: INTELLECTUAL PROPERTY

- Intellectual property is considered to be intangible property used by individuals or corporations.

- 3 different legal traditions to protect intellectual property: trade secret, copyright and patent law.

- Trade secrets – any intellectual work or product use for a business purpose. It grants monopoly on the ideas behind a product. Software that contains unique elements, procedures, or compilation can be considered as trade secret.

- Copyright – a statutory grant that protects creators of intellectual property against copy by others for any purpose for a period of 28 years.

- Patents – a legal document that grants the owner an exclusive monopoly on the ideas behind an invention for 17 years.

- Ethical standard should cover software licenses, software copyright, ownership of firm data and facilities, etc.