UNIVERSITI TEKNOLOGI MARA

CSC785: PHILOSOPHY OF COMPUTER SCIENCES

Course Name (English)	PHILOSOPHY OF COMPUTER SCIENCES APPROVED
Course Code	CSC785
MQF Credit	2
Course Description	Philosophy of Computer Science is a philosophical investigation at a level in which questions of knowledge (epistemology), existence (ontology), and value (ethics) are posed within the context of computer science. It seeks to address philosophical problems that arise from within the discipline of computer science. While real world processes amenable to modelling by computer are limitless, philosophy of computer science delineates the limits by putting forth models of human mind in terms of computer science.
Transferable Skills	1. Demonstrate ability to identify and articulate self skills, knowledge and understanding confidently and in a variety of contexts. 2. Demonstrate ability to manage personal performance to meet expectations and demonstrate drive, determination, and accountability. 3. Demonstrate ability to communicate clearly and confidently, and listen critically. 4. Demonstrate practical and contemporary knowledge of relevant professional, ethical and legal frameworks. 5. Demonstrate enthusiasm, leadership and the ability to positively influence others.
Teaching Methodologies	Lectures, Inquiry-based Learning, Reading Into Writing Task, Small Group Sessions , Self-directed Learning, Directed Self-learning
CLO	CLO1 Explain the significance of computability and computation in the context of philosophy of computer science. Test and quiz as required in MQF LOD 1. CLO2 Integrate values, attitude and profesionalism in discussing social and ethical issues in computer science. CLO3 Synthesize concepts, ideas, opinions and arguements in justifying positions in philosophy of computer science.
Pre-Requisite Courses	No course recommendations

Topics
1. PHILOSOPHY AND SCIENCE 1.1) n/a
2. PHILOSOPHY AND COMPUTER SCIENCE 2.1) n/a
3. METHODOLOGY OF COMPUTER SCIENCE 3.1) n/a
4. COMPUTABILITY THEORY 4.1) n/a
5. COMPUTATIONAL COMPLEXITY THEORY 5.1) n/a
6. PHILOSOPHY AND ARTIFICIAL INTELLIGENCE 6.1) n/a
7. COMPUTER ETHICS 7.1) n/a

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment

Assessment Type	Assessment Description	% of Total Mark	CLO
Discussion	Debate 1	20%	CLO2
Discussion	Debate 2	20%	CLO3
Test	Test	20%	CLO1
Written Report	Written Report 1	20%	CLO2
Written Report	Written Repory 2	20%	CLO3

Reading List

Reference Book Resources

- **Reynolds, G. 2014, *Ethics in Information Technology*, 5 Ed., Course Technology**
- **Colburn, T. 2000, *Philosophy and Computer Science*, Ed., , M.E.Sharpe Armonk, New York [ISBN:]**
- **Müller, V. C. 2015, *Computing and Philosophy: Selected Papers from IACAP 2014*, Springer**
- **Floridi, L. 2008, *Philosophy of Computing and Information*, Automatic Press/ VIP**
- **Dickerson, M. 2011, *Mind and the Machine: What It Means to Be Human and Why It Matters*, Brazos Press**

Article/Paper List: This Course does not have any article/paper resources

Other References: This Course does not have any other resources