

ITLS 6255

Designing Ethical Technologies

This course is an invitation for students to imagine an ethical and sustainable future for technology. Technology has shaped, is shaping, and will continue to shape the way we experience the world. In this class, we will explore the responsibility of innovation with emerging technologies and beyond. Students will build their design capacities for designing ethical technology for learning across a range of contexts and cultures. As a class community, we will explore the what, why, and how of designing with emerging technologies and consider these questions in their historical, political, cultural, and social contexts. Through the course, students will identify and enact their own ethical convictions for the future of technology.

COURSE FORMAT

This is an online course where the majority of your participation will happen on Canvas (turning in assignments) and Slack (participating in discussions). This course also has four mandatory synchronous Zoom gatherings:

[Insert Dates]

COURSE DETAILS

The course is shaped by one overarching question: ***How do we design ethical technologies?*** Over the semester we break this overarching question into four big questions that will shape how we engage with and build an understanding of how people learn. These questions are:

Big Questions

1. What are ethical considerations in design?
2. What are ethical considerations in technology?
3. What does this mean for your ethics of how to design technology?
4. How do we become designers of ethical technologies?

Objectives

Course Objectives	IDEA* Objectives
Develop a holistic understanding of the theoretical foundations and contemporary conceptualizations of designing ethical technologies.	IDEA Objective 1: Gaining a basic understanding of the subject (e.g., factual knowledge, methods, principles, generalizations, theories). IDEA Objective 11: Learning to analyze and critically evaluate ideas, arguments, and points of view.
Express personal perspectives through constructively and critically engaging with peers around course material through discussion and reflective writing.	IDEA Objective 8: Developing skill in expressing myself orally or in writing IDEA Objective 11: Learning to analyze and critically evaluate ideas, arguments, and points of view.
Apply course theories and concepts through completing a design project with the goal of applying theories of how people learn.	IDEA Objective 3: Learning to apply course materials (to improve rational thinking, problem solving and decisions)

*IDEA is the name of the course evaluation system USU uses to evaluate courses. At the end of the semester, you will be asked to evaluate the course based on the above objectives.

Outcomes

This class is centered on designing ethical technologies and apply your own ethical stance to your own design work. We've designed this course toward three tangible outcomes that you can integrate in your own design portfolio. Outcomes include:

1. [Communication outcome] Provide a clear rationale informed by your own lived experiences about the connections you see between learning theory and design broadly.
2. [Design outcome] Discuss how your design product is theory-informed with specific ties between one or more learning theories and design features. This is a worked example of your own learning theory and design perspectives.
3. [Knowledge outcome] Ultimately the combination of the communication and design outcome will demonstrate your deep understanding of how people learn.