Topics for
Term Paper
&
Final Project

Term paper

- Main component in the course, 20%
- There are three parts:
  - Draft paper (position paper)
  - Debate (Tuesday, 8/2)
  - Final paper

Potential debate (term paper) topics

1. Every undergraduate student should take a CS/IS course in order to graduate.
2. High schools should monitor and restrict students' Internet activity.
3. An employer should monitor all employee email.
4. National government should have the power to regulate the usage of the Internet in their country.
5. Government should restrict "Terms of use" to be short and easy to read.
6. A website should show visitors its privacy policy and offer "opt-in" rather than "opt-out"
7. Websites should present only facts and truths
8. Copyright length should be shorter than life+70yrs for private individuals
9. All music download should be charged
10. Quality of social interaction has deteriorated with increased usage of social networking sites
11. Patriot Act should be repealed.

"Mace-Paris" debate format modified

- Teams of 3 or 4
- Speaking order:
  - 1st proposition (up to 3 minutes)
  - 1st opposition (up to 3 minutes)
  - 2nd proposition (up to 3 minutes)   POI allowed during
  - 2nd opposition (up to 3 minutes)   the 2nd minute
  - 3rd proposition (up to 3 minutes)
  - 3rd opposition (up to 3 minutes)
  - Floor questions (up to 1 minute)
  - 4th proposition (up to 3 minutes)   No POI
  - 4th opposition (up to 3 minutes)
- Speaker does not have to accept request for Point of Information (POI).

Final project

- A creative project of your choice related to or informed by what we have studied
- A 3-minute presentation (last day of class)
- Submit a mini proposal along with list of references after library research session

- Computing in society? Technology? It's your choice!

Example topics for final project

- Computing with a cause—sustainability
- Important figure in the history of computing
- History of computing and predictions for the future
- Digital communities and politics
- Creativity and digital culture
- Gender and digital culture
- Digital divide
- Engineering a social network
- Cybernetics and society
- Cybernetics, cognitive science and neuro-robotics
- What's up with Watson?
- …