## Rubric for Professional and Social Responsibilities – SUMMARY PAGE Target skills: $\underline{x,y,z}$

PO-E: "An understanding of professional, ethical, legal, security and social issues and responsibilities"									
	Skill	Unacceptable (1 point)	Acceptable (2 points)	Excellent (3 points)	Comments	Grade			
1	Students will demonstrate understanding of intellectual property issues.	Students have no more than     a personal opinion regarding     intellectual property issues.	Students can cite a particular point-of-view relating to an intellectual property issue.	Students can articulate understanding of multiple points-of-view in an intellectual property issue.		(max 3)			
2	Students will demonstrate working knowledge of a code of ethics.	Students are unable to identify the ethical issues in a situation.	Students cite ad-hoc ethical standards or recognize elements of a code of ethics in reference to a situation.	• Students can identify and articulate appropriate elements of a code of ethics in reference to a specific situation.		(max 3)			
3	Students value fairness in making judgments involving discrimination between people and groups.	Students are unable to recognize a situation where discrimination is an issue.	Students can recognize situations where discrimination can arise.	Students can recognize biases in decision-making, and can justify an appropriate bias and avoid an inappropriate bias.		(max 3)			
4	Students appreciate the need for proper etiquette and proactive social behavior in professional situations.	Students cannot recognize activities which create a hostile work environment.	Students can recognize activities which create a hostile work environment.	Students can suggest remedies for specific situations which create a hostile work environment.		(max 3)			

PO-G: "An ability to analyze the local and global impact of computing on individuals, organizations, and society"									
	Skill	Unacceptable (1 point each)	Acceptable (2 points each)	Excellent (3 points each)	Comments	Grade			
5	Students will demonstrate understanding of various ways in which computing technology impacts individuals, organizations, and society.	<ul> <li>Given a scenario, student is not able to identify any key concepts or vectors of potential impact of computing on individuals and society.</li> <li>Supporting arguments are not based on facts or research.</li> </ul>	<ul> <li>Key concepts, definitions, and facts associated with positive and negative impacts of computer technology are adequately identified and described.</li> <li>Adequate attempts at supporting arguments based on facts or research</li> </ul>	<ul> <li>Key concepts, definitions, and facts associated with positive and negative impacts of computer technology are thoroughly identified and described.</li> <li>Significant facts and supporting details obtained through appropriate research and are effectively organized into supporting arguments.</li> </ul>		(max 6)			
6	Students will demonstrate ability to analyze and reason about the impact of advances in computer technology	<ul> <li>Identifies some relevant evidence.</li> <li>Uses unclear, inappropriate or incomplete critical thinking skills to analyze, evaluate and integrate evidence.</li> <li>Reaches incomplete or inaccurate conclusions based on the evidence.</li> </ul>	<ul> <li>Identifies and organizes most of the relevant evidence.</li> <li>Uses some critical thinking skills to analyze, evaluate and integrate evidence.</li> <li>Reaches informed conclusions based on the evidence.</li> </ul>	<ul> <li>Identifies and logically organizes almost all relevant evidence.</li> <li>Uses appropriate and comprehensive critical thinking skills to analyze, evaluate and integrate evidence.</li> <li>Reaches informed conclusions based on comprehensive evidence.</li> </ul>		(max 9)			
Skill		Unacceptable (1 point)	Acceptable (2 points)	Excellent (3 points)	Comments	Grade			
7	Students will demonstrate an understanding of the responsibilities of a computing technology professional with respect to individuals and society	Students cannot recognize scenarios involving computing technology which adversely affect users of computing technology.	<ul> <li>Students can recognize scenarios involving computing technology which adversely affect users of computing technology, but cannot come up with adequate plans to counter the effects.</li> </ul>	Students can recognize and suggest appropriate remedies for scenarios involving computing technology which adversely affect users of computing technology		(max 3)			