

Legal Topics for Computer Engineers

CSE 5821

Credit Hours:

3.00

Course Levels:

Undergraduate (1000-5000 level) Graduate (5000-8000 level)

Course Components:

Lecture

Course Description:

This course introduces students to areas of law that govern computer engineering and design. The goals of the course include mastery of a set of legal doctrines, as well as immersion in the legal method used by lawyers to analyze problems and by judges to decide cases. Students can expect to learn how to evaluate computer engineering methods and projects through the lens of legal analysis.

Prerequisites and Co-requisites:

Prereq: Philos 1338 or CSE 2501, and 3901 or 3902 or 3903; or Grad standing; or permission of instructor.

Course Goals / Objectives:

- Be competent in the identification of legal issues that arise in the development and application of computing technology in modern society
- Be competent in the ability to formulate and advocate for multiple points of view in analyzing legal disputes arising in the context of computing technology
- Be familiar with the larger legal, business, and societal contexts in which decisions are made regarding the creation, development, and use of computing technology
- Be familiar with weighing the potential costs and benefits of pursuing different legal strategies with respect to computing technology
- Be familiar with effective methods of written and oral communication
- Be exposed to legal issues that computing professionals may encounter as part of their practice

Course Topics:

Legal Topics for Computer Engineers - 2/2

Designation:

Elective