



COURSE OUTLINE: TNY130 - TECHNOLOGY/SOCIETY

Prepared: Rose Taylor

Approved: Martha Irwin - Dean

Course Code: Title	TNY130: TECHNOLOGY IN SOCIETY
Program Number: Name	2091: COMPUTER - PROG/ANAL 2095: COMPUTER PROGRAMMING 2096: COMP PROG ANALYSIS
Department:	COMPUTER STUDIES
Academic Year:	2025-2026
Course Description:	<p>This course will introduce students to the impact that technological change has on society. Illustrations and examples will be drawn from the students discipline. Potential topics include the social and economic impact of new technology, responsibilities and ethics, privacy, liability and technology-based crime, and emerging trends.</p> <p>It is designed to provide students from varied programs and backgrounds with a particularly relevant and timely appreciation of the impact technology and technological advances have made on every aspect of society. Technology and its implementation in society have strengths, weaknesses, opportunities and threats. This course investigates the social, legal, and ethical issues the use of technology raises.</p> <p>Open Educational Resources are being utilized for the content of this course. Several media types are used such as video, articles, URL Links, etc.</p>
Total Credits:	3
Hours/Week:	2
Total Hours:	28
Prerequisites:	There are no pre-requisites for this course.
Corequisites:	There are no co-requisites for this course.
Substitutes:	TNY120
Vocational Learning Outcomes (VLO's) addressed in this course:	2091 - COMPUTER - PROG/ANAL VLO 7 Use relevant methodologies, policies, and standards to develop integrated solutions. VLO 8 Apply knowledge of security issues in the analysis, design, and implementation of integrated solutions. VLO 10 Articulate, defend, and conform to workplace expectations found in information technology (IT) environments.
Please refer to program web page for a complete listing of program outcomes where applicable.	2095 - COMPUTER PROGRAMMING VLO 5 Communicate and collaborate with team members and stakeholders to ensure effective working relationships. VLO 8 Adhere to ethical, legal, and regulatory requirements and/or principles in the development and management of computing solutions and systems.



	<p>2096 - COMP PROG ANALYSIS</p> <p>VLO 5 Communicate and collaborate with team members and stakeholders to ensure effective working relationships.</p> <p>VLO 8 Adhere to ethical, social media, legal, regulatory and economic requirements and/or principles in the development and management of the computing solutions and systems.</p>
Essential Employability Skills (EES) addressed in this course:	<p>EES 1 Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience.</p> <p>EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication.</p> <p>EES 7 Analyze, evaluate, and apply relevant information from a variety of sources.</p> <p>EES 11 Take responsibility for ones own actions, decisions, and consequences.</p>
General Education Themes:	<p>Social and Cultural Understanding</p> <p>Personal Understanding</p> <p>Science and Technology</p>
Course Evaluation:	<p>Passing Grade: 50%, D</p> <p>A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.</p>
Other Course Evaluation & Assessment Requirements:	<p>A+ = 90-100%</p> <p>A = 80-89%</p> <p>B = 70-79%</p> <p>C = 60-69%</p> <p>D = 50-59%</p> <p>F < 50%</p> <p>Students are expected to be present to write all tests in class, unless otherwise specified. If a student is unable to write a test due to illness or a legitimate emergency, that student must contact the professor prior to class and provide reasoning. Should the student fail to contact the professor, the student shall receive a grade of zero on the test.</p> <p>If a student is not present 10 minutes after the test begins, the student will be considered absent and will not be given the privilege of writing the test.</p> <p>Students exhibiting academic dishonesty during a test will receive an automatic zero. Please refer to the College Academic Dishonesty Policy for further information.</p> <p>In order to qualify to write a missed test, the student shall have:</p> <ol style="list-style-type: none"> attended at least 75% of the classes to-date. provide the professor an acceptable explanation for his/her absence. be granted permission by the professor. <p>NOTE: The missed test that has met the above criteria will be an end-of-semester test. Labs / assignments are due on the due-date indicated by the professor. Notice by the professor will be written on the labs / assignments and verbally announced in the class. Labs and</p>

assignments that are deemed late will have the following penalty: 1 day late - 10% reduction, 2 days late, 20% reduction, 3 days late, 30% reduction. After 3 days, no late assignments and labs will be accepted. It is the responsibility of the student who has missed a class to contact the professor immediately to obtain the lab / assignment. Students are responsible for doing their own work. Labs / assignments that are handed in and are deemed identical or near identical in content may constitute academic dishonesty and result in a zero grade.

Students are expected to be present to write in-classroom quizzes. There are no make-up options for missed in-class quizzes.

Students have the right to learn in an environment that is distraction-free, therefore, everyone is expected to arrive on-time in class. Should lectures become distracted due to students walking in late, the professor may deny entry until the 1st break period, which is 50 minutes into the class or until that component of the lecture is complete.

The total overall average of test scores combined must be 50% or higher in order to qualify to pass this course. In addition, combined tests, Labs / Assignments total grade must be 50% or higher.

Course Outcomes and Learning Objectives:

Course Outcome 1	Learning Objectives for Course Outcome 1
1. Discuss technology and its role in the Technological Revolution.	1.1 Define technology 1.2 Describe the information and technological revolution 1.3 Differentiate between innovation representing a paradigm shift vs. innovation representing a refinement of existing technologies 1.4 Identify sources of innovation funding in Canada 1.5 Relate historical events to the development of various technologies 1.6 Cite various technological failures and how these failures have affected our use of technology 1.7 Evaluate the effectiveness of the media on perceptions of technologies 1.8 Discuss the difficulties in predicting the consequences of a new technology 1.9 Identify and research current and new technologies 1.10 Identify the reasons why people are often resistant to change 1.11 Define the following: Luddite, Neo-Luddite, Anarcho-Primitivists
Course Outcome 2	Learning Objectives for Course Outcome 2
2. Describe the social impact of technology and the role it plays in our daily lives.	2.1 Identify the factors that influence access to various technologies 2.2 Describe the digital divide and propose solution(s) 2.3 Discuss the advantages/disadvantages in the following: service economy, manufacturing economy, agricultural economy 2.4 Cite various businesses created out of technological advances 2.5 Discuss how various businesses have adapted to technological changes 2.6 Discuss the impact of technology on innovation and



	<p>employment</p> <p>2.7 Discuss the impact of technology on mental health</p> <p>2.8 Discuss the impact of and trends of social media in organizations and in society</p> <p>2.9 Discuss the innovations and trends in gaming</p> <p>2.10 Discuss the impact of gaming on mental health</p>
Course Outcome 3	Learning Objectives for Course Outcome 3
3. Discuss the legal and moral issues surrounding technology.	<p>3.1 Discuss the ways in which technology has changed the way we communicate</p> <p>3.2 Describe the various new forms of social interaction brought about through technology</p> <p>3.3 Discuss problems such as internet addiction, identity theft, and internet predators</p> <p>3.4 Cite legislation relating to the privacy and freedom of information</p> <p>3.5 Discuss the philosophical, legal, and economic issues of privacy versus freedom of information</p> <p>3.6 Analyze various techniques that can be applied to improve the reliability and safety of technology based systems</p> <p>3.7 Define intellectual property issues as well as copyright and patent laws in Canadian context</p> <p>3.8 Describe what software piracy is and its cost to society</p> <p>3.9 Define and describe various forms of technology based crime such as sabotage, fraud, and embezzlement</p> <p>3.10 Discuss computer hacking/cracking and crime laws</p> <p>3.11 Define professional liability and how it affects employers</p> <p>3.12 Differentiate between the Code of Conduct and General Ethics</p> <p>3.13 Define cybersecurity and discuss its impact on society and organizations</p>
Course Outcome 4	Learning Objectives for Course Outcome 4
4. Describe the use and impact of technology in education, science, medicine and entertainment.	<p>4.1 Discuss the use of technology (hardware/software) in the education of children</p> <p>4.2 Discuss the impact of technology on libraries</p> <p>4.3 Discuss the uses of technology in science and medicine</p> <p>4.4 Discuss the ethical issues relating to medical and scientific technologies</p> <p>4.5 Discuss the influence of digital technology in areas such as photography, music, movies, gaming and animation</p> <p>4.6 Discuss the impact of digital formats on television</p> <p>4.7 Discuss the predictions surrounding the effects of technology in the future and how it will change our lives</p> <p>4.8 Discuss the advancements of AI and its impact on society, organizations, people, and jobs</p>

Evaluation Process and Grading System:

Evaluation Type	Evaluation Weight
Assignments	40%
Quizzes	10%

	Test-1	25%
	Test-2	25%

Date: June 19, 2025

Addendum: Please refer to the course outline addendum on the Learning Management System for further information.