Digital Society: Issues and Regulation

ECTS credits
3 credits

Semester
Spring

In brief

Course langage: French

Presentation

Prerequisites

UE SHS

Learning objectives

* Understand the emergence of the Internet and the Web as a socio-historical construction.
* Understand the complexity of the issues raised by digital technologies in their ethical, social, political and legal dimensions, at the national and international levels.
* Identify the actors and the conflicts of norms associated with digital technologies.
* Know how to collect and analyze information with logic and method
* Understand the environmental issues associated with digital technologies

Description of the programme

This UE is deployed through a study project conducted through teamwork and chosen in consultation with the teaching team.
ETHICS :
* Research and analysis of the problems and issues raised by the technology
* Identification of the actors (companies, institutions, associations, groups...)
* Immersion in the work of the identified actors to understand their points of view, their actions and their effects
* Reflection/conclusion on the ethical issues highlighted

SOCIOLOGY :
General framing of the digital society, its genesis and its contemporary dynamics.

* Genesis of the Internet and the Web: mapping of actors, their values, and their ideals
* Study of the contemporary stakes of the Internet and the Web for democracy
* Illectronism and digital inequalities

LAW
* Regulation of digital actors: intellectual property, protection of privacy, regulation of contracts
* Legal regulation of issues related to digital content and flows

In addition, the teaching team provides keys to understanding the specific subjects dealt with by the student teams

Generic central skills and knowledge targeted in the discipline

* Formulate an ethical question associated with digital technologies.
* Identify the actors, their interests, their positions.
* Evaluate the societal, economic and legal impacts of digital technologies.
* Propose scenarios of regulation and conciliation of interests
* Position oneself as an actor (designer, user, citizen) in relation to the technical potentialities and societal impacts of digital technologies.
* Understand the main principles and rules of intellectual property
* Know the main principles and rules of privacy protection and fundamental freedoms

How knowledge is tested

100% continuous assessment: group work on a theme chosen in the ethics module
- submission of intermediate written work (reading notes, synthesis)
- oral defense

Bibliography

Dominique Boullier, Sociologie du numérique, Armand Colin / collection U, 2016.

Teaching team

- Edlira Nano
- Laetitia Piet
- Denis Roynard

Sustainable Development Goal

Digital Society: Issues and Regulation



Reduced inequalities



Sustainable cities and communities



Responsible consumption and production

Total des heures		**42h**
CM	Master class	10h
TD	Directed work	9h
TP	Practical work	23h

Useful info

Name responsible for EU

Lead Instructor

Laetitia Piet

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