A. Course Description

Credits: 4

Lab Hours/ Weeks: Corequisites: None

Lecture Hours/ Week :

MnTC Goals: None

In this course, students will learn the law relating to computer software, hardware, and the Internet. The areas of the law include intellectual property, cyberspace privacy, copyright, software licensing, hardware patent, and antitrust laws. Legislation and public policies on cyberspace technology, cryptographic method export controls, essential infrastructure protection and economic development are also discussed in class.

B. Course Effective Dates: 01/08/2007 - Present

C. Outline of Major Content Areas:

See Course Description for major content areas.

D. Learning Outcomes (General)

1. Demonstrate competency in professional written communications and formal oral presentations by creating appropriate documents and exhibits for use in court proceedings.
2. Identify and articulate the legal concepts and legal issues that may be relevant in a particular case involving use of computers.
3. Analyze a fact situation and apply the appropriate laws that apply to the appropriation of computers for forensic analysis.
4. Identify leadership characteristics.
5. Identify legal and ethical problems and their potential consequences, as well as propose and defend alternate resolutions.
6. Use team building and collaborative skills to accomplish group tasks.

E. Learning Outcomes (MN Transfer Curriculum)

This contains no goal areas.

G. Special Information

Prerequisites: Two semesters of computer related courses or instructor's consent.