



ЦЕНТЪР ЗА ОБУЧЕНИЕ – БАН

1000 София
ул. „Сердика“ № 4
<http://edu.bas.bg>

email: tdc-phd@cu.bas.bg
тел.: 02 987 31 67
02 979 52 60

Basic Information:

Course Title: **Law and Ethics in Information Technology**

Lecturer: Prof. Stoyan Stavru

Phone: 0888280888

Email: stoyan.stavru@ips.bas.bg

Total Teaching Hours: 30 hours of lectures + 90 hours of independent work in the library and with resources on the conceptual project of the dissertation

Annotation (up to 150 words)

The course presents the legal and ethical dimensions of the issues raised by the development of information technologies, including digital media and games, virtualization, biotechnology and information management, authorship, "normative" technologies, cybercrime and artificial intelligence. The method used is interdisciplinary, combining the dogmatic approach of law with the striving for problematization characteristic of philosophy. Interactive approaches are preferred in the presentation and discussion of the course's issues.

Course content (brief description by topics or modules)

Topic 1: Law and Ethics.

Topic 2: Information and its rights. Infoproperty. Freedom and the right to be forgotten.

Topic 3: Protection and self-regulation. Ethics and etiquette.

Topic 4: Metalaw and infrapower.

Topic 5: Code as law (ethics), law (ethics) as code. Smart contracts.

Topic 6: Virtual realities and normativity. Intelligent normativity.

Topic 7: Moral machines. Self-driving cars.

Topic 8: Legal personality and artificial intelligence.

Topic 9: Authorship and anonymity in digital media and games.

Topic 10: Biological and digital memory. The right to be forgotten.

Topic 11: Malice and information technologies.

Topic 12: Cybercrimes and cybercrimes.

Teaching and assessment methods

Legal analysis of current Bulgarian legislation.

Conducting discussions and deliberations.

Independent research of problems.

Exam.

Competencies acquired as a result of training (3–5 points)

- competence to navigate the basic ethical and legal terminology and to use it when discussing the moral and legal characteristics of emerging problems in connection with new information technologies;



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- capacity to express an opinion on the main legal and ethical issues arising in the field of information technologies;
 - ability to work with legal texts, including: to interpret, apply and justify them.

Literature:

Festinger, J., C. Metcalfe, R. Ripley Video Game Law. Second Edition, 2011.

Handa, S. Video Game Law

Hildebrandt, M. Smart Technologies and the End(s) of Law. Novel Entanglements of Law and Technology. Edward Elgar Publishing. 2015.

Lee, E. Plato and the Nerd: The Creative Partnership of Humans and Technology (MIT Press). Cambridge. 2017.

Lipson, A., R. Brain Computer and Video Game Law: Cases and Materials (Carolina Academic Press Law Casebook). Durham, 2009.

Murray, A. Information Technology Law: The law and society. Oxford. 2010.

Rose, I., Jr. Owens Internet Gaming Law Second Edition Revised and Expanded Edition. NY, 2009.

Ставру, Ст. Интелигентните работи и светът на технологичната нормативност – В: Ставру, Ст., М. Станкова, П. Михова (съст.) Биоетика и биоправо – модерни практики и политики на бъдещето. Сборник доклади от IV Национална конференция 21-22 Октомври 2016 г. С., 2017, с. 21-32.

Ставру, Ст. Правото в нови територии. Правни и етични предизвикателства в ерата на свръхтехнологиите. Разговори с Ирина Недева. С., Нова звезда, 2016.

Additional information (optional) (e.g., special requirements, laboratory equipment, prior knowledge)

No