

**WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION**

COURSE TITLE: Cyber Law, Policy, & Ethics

COURSE NUMBER: SEC 314

Identify and Analyze Ethical Dilemmas in Cybersecurity: Students will learn to recognize ethical challenges related to privacy, security, and surveillance in both personal and professional cybersecurity scenarios.

3. Evaluate the Impacts of Cybersecurity Decisions on Society: Students will assess the broader societal implications of cybersecurity practices, including how they affect individual rights, corporate responsibilities, and government regulations.

4. Develop Responsible Cybersecurity Practices: Students will gain the knowledge to implement cybersecurity strategies that prioritize ethical considerations, ensuring that security measures do not infringe upon human rights or violate ethical principles.

5. Explore Legal and Regulatory Frameworks for Cybersecurity: Students will examine global and local laws, standards, and regulations related to cybersecurity, and how they intersect with ethical responsibilities in the field.

6. Promote Accountability and Transparency in Cybersecurity: Students will learn the importance of maintaining transparency and accountability in their professional conduct, particularly regarding data management, breaches, and the use of surveillance tools.

7. Cultivate Ethical Leadership in Cybersecurity: Students will develop leadership skills that emphasize ethical decision-making and the promotion of a culture of integrity within cybersecurity teams and organizations.

8. Understand the Role of Cybersecurity in Key Sectors: Students will explore the role of cybersecurity in sectors such as healthcare, finance, and utilities, balancing security with ethical responsibilities.

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class. Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.