1.6
ETHICAL, LEGAL, CULTURAL
AND ENVIRONMENTAL
IMPACTS OF DIGITAL
TECHNOLOGY
TOPIC WISE EXAM QUESTIONS





1.6 – Ethical, legal, cultural and environmental impacts of digit	tal technology			
Sub topic	Guidance			
1.6.1 Ethical, legal, cultural and environmental impact				
Impacts of digital technology on wider society including:  Ethical issues  Legal issues  Cultural issues  Environmental issues  Privacy issues  Legislation relevant to Computer Science:  The Data Protection Act 2018  Computer Misuse Act 1990  Copyright Designs and Patents Act 1988  Software licences (i.e. open source and proprietary)	Required  ✓ Technology introduces ethical, legal, cultural, environmental and privacy issues  ✓ Knowledge of a variety of examples of digital technology and how this impacts on society  ✓ An ability to discuss the impact of technology based around the issues listed  ✓ The purpose of each piece of legislation and the specific actions it allows or prohibits  ✓ The need to license software and the purpose of a software licence  ✓ Features of open source (providing access to the source code and the ability to change the software)  ✓ Features of proprietary (no access to the source code, purchased commonly as off-the-shelf)  ✓ Recommend a type of licence for a given scenario including benefits and drawbacks			



The artist is working with a programmer on the development of a new piece of software.

The software will allow users to edit images on devices such as mobile telephones.

They are considering releasing the software as open source instead of proprietary.

(1)	proprietary.	ients to the arti	st and progra	ammer of relea	asing the softw	are as
	1					
	2					
						[4]
	D	C1 1 11				
ii)	Describe one ber		·	-	•	
						[2]

A shopping centre has a security system that includes CCTV cameras to record activities in the centre. The security system is being upgraded to include the use of facial recognition to identify, track the movements of and record individuals throughout the shopping centre.

Discuss the positive and negative impacts of this upgrade including:

	:	ethical issues privacy issues				
	•	legal issues				
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#### 2022

4\* Social networking websites use artificial intelligence (AI) to monitor posts from users.

Discuss the positive and negative uses of AI by social networking websites including:

- Legal issues
- Ethical issues
- Privacy issues

8 marks

(c) Tick (✓) one box on each row to identify the legislation that would cover each of the given events.

Event	The Data Protection Act (2018)	Computer Misuse Act (1990)	Copyright Designs and Patents Act (1988)
A company transmits personal data to another company without the individual's permission.			
A school accidentally publishes their students' addresses on the school website.			
The interface for a piece of software is replicated by a rival company.			
A user leaves a computer logged on and another person leaves them a message on their desktop.			
A student guesses their teacher's password and accesses their computer account.			

[5]

# SAMPLE

(d) Fig. 2 lists some actions that may take place in the law company's office. Tick (✓) one box in each row to show which legislation applies to each action.

Action	Data Protection Act 2018	Computer Misuse Act 1990	Copyright Designs and Patents Act 1988
Using a picture for the law company's new logo without the original creator's permission.			
A secretary accessing a lawyer's personal email account without permission.			
Making a copy of the latest Hollywood blockbuster movie and sharing it with a client.			
Storing customer data insecurely.			
A lawyer installing a key logger on the secretary's computer.			
Selling client's personal legal data to a marketing company without their permission.			

Fig. 2



*	People often want to buy the most up-to-date smartphones, even though the smartphone they own still works.	
	Discuss the impact of people wanting to upgrade to the latest smartphone.	
	In your answer, you might consider the impact on:	
	<ul> <li>smartphone users</li> <li>cultural issues</li> <li>ethical issues</li> <li>environmental issues.</li> </ul>	
	rg	

## 2021

(c)	When Layla has finished her educational game, she is going to release it as open source.
	Give one benefit and one drawback of Layla releasing her game as open source.
	Benefit
	Drawback
	[2]
A te	chnology company brings out new, updated devices twice a year.
(a)	Describe the environmental impacts of the company bringing out new devices twice a year.
	[2]
(b)	Describe the cultural impacts of the company bringing out new devices twice a year.
	[2]

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A school asks its students to bring in their own electronic devices (e.g. tablets, laptops, mobile phones) to use in lessons instead of purchasing new equipment. Discuss the issues surrounding students bringing their own devices. Include in your discussion: ethical issues legal issues privacy issues.

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Identify the legislation that relates to the following scenarios:		
A programmer wants to protect their work from being copied or distributed.		
A person logs into a computer without permission by guessing the password.		
A person makes a request to view financial information held by a public authority.		
A hacker gains access to a company's files over a network without permission.		
A company collects data that it does not need about its customers.		
	[5]	



Daniel is a medical researcher trying to find a cure for a disease. He has a team of hundreds of people carrying out medical testing.

Recent developments in Artificial Intelligence (AI) mean that a computer program could do the work of dozens of researchers in a much shorter time. Daniel decides to increase his use of Artificial Intelligence.

Discuss the issues surrounding this decision. Consider the following in your answer:

ethical issues

·	legal issues cultural issues	[8]

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#### 2019

Fiona is a software engineer. She is creating a new version of a computer game she released three years ago.

Fior	Fiona is considering selling the game online and not making	it available physically in shops.
(a)	(a) Describe the environmental impact of Fiona's decision.	
		[2]
(b)	(b) Fiona releases her game under a proprietary licence.	
	Explain why a proprietary licence is a more appropriate	choice than open source.
		[2]

# If you found this useful, drop a follow to help me out!

**THANK YOU!** 

GGST