

Chapter 17: The Ethics of Cyber Conflict

Amazon Link: http://www.amazon.com/Handbook-Information-ComputerEthics/dp/0471799599/ref=sr_1_1?ie=UTF8&s=books&qid=1269175801&sr=8-1

Quote: "The law of international conflict is designed to promote peace and minimize the adverse effects of war on the world."

What I expect to learn: What I expect to learn from this chapter is the definition and the issues regarding Cyber Conflict.

Review: The chapter talks about Cyber Ethics which is the study of the ethics in the internet and modern world. Where many people are doing this like kids and teenager they are doing this by playing games through internet and many more. The issues of this chapter relies on if this Cyber World is good for everyone or not or if it is a good influence and if it's wrong or not, if it is ethical or not and if it is moral and immoral. At the negative side we can say that Cyber World is wrong because this cyber world where is gaming gives children and users the idea on how to kill someone because this gaming is all about killing someone and something for you to win this cyber games can be sometimes a bad influence to the kids because this involves crimes and violation of the law. That is why many parents are prohibiting their children to use this kind of things because of the issues that surrounds around cyber gaming. But on the positive side cyber gaming can be a good thing because it can relax our mind and we can meet different people online, we can also earn money by selling something that you have online because of this game you can earn money in just a minute and you can have many friends from different parts of the world example of these are like in South Korean which cyber games are very famous even old people and middle aged people are playing this kind of games because it is very relaxing and they can meet many people online.

What I have learned:

1. Cyber ethics is the study of the world of Cyber Gaming.
2. It analyzes the negative and positive effects of the cyber world to young ones.
3. There are also adult people who play cyber games because it is very relaxing.
4. Cyber gaming can be a bad influence to children because they might do these things to harm others.
5. Cyber Gaming is popular especially in South Korea, because they have their own championship live.

Integrative Questions:

1. What is the relation of the chapter to ethics?
2. What is the relation of the chapter to information technology?
3. Why is it unethical?
4. What are the good and bad effects of cyber gaming to young people?
5. What are the possible solutions to lessen the addiction of cyber gaming?