

CONTENTS



Preface	xxi
1 Introduction	1
Lessig's Four Modalities Analysis	6
Prophet and Loss: Failing to Foresee the Future	7
Information System Partition	8
The Law is an Ass	10
Globalization	12
The Digital Divide	13
Servant or Master: Computers Making Decisions	15
Discussion Topics	17
Can Laws Be Immoral?	17
Genetically Modified Food, Technologically Modified Humans	17
The Haves and the Have-nots	18
Related Reading	19
2 Emergence and Convergence of Technologies	21
Introduction	21
Emergence	23
The Rise of Print Media	23
The Rise of the Telegraph and the Telephone	24

The Rise of Broadcast Media	28
The Rise of the Computing Industry	31
The Rise of the Content Industry	33
The Rise of the Internet	35
Convergence	39
Content Producers and Distributors	39
Platform Producers and Content Producers or Publishers	41
Corporate Production vs Individual Creativity	43
Market Sector Integration	44
Digitization	48
The Big Challenges Ahead	55
Discussion Topics	56
Fit for Purpose?	56
E-Tax	56
Competing with Free Beer	58
Related Reading	60
3 Digital Entertainment	61
Introduction	61
The Effects of Digital Entertainment Technology	64
Digital Entertainment – Friend or Foe?	64
The Toy Town Divide	64
Boys and Girls Come out to Play: Stereotyping	66
Health-Related Issues	69
Curse of the Couch-Potato Children	69
Physical Problems	71
Digital Equipment – Part of the Modern Family	72
Does Television Cause Adverse Social Behaviour?	74
Creating Monsters – Do Computer Games Make People Violent?	76
Do Computer Games Fuel Addiction and Gambling?	80
Power to the Player – Benefits of Computer Games	84
Harnessing the Power of the Brain	84
Education and Learning	86

The Silver Gamers	88
Game Development Grows up – the Hidden Agenda	88
Discussion Points	91
Should Computer Games Be Regulated? Rated? Censored?	91
Couch-Potato Syndrome	92
Online Gambling: Menace or Natural Progression?	93
Related Reading	95
4 Censorship and Freedom of Speech	97
Introduction	97
Reasons for Censorship	100
Censorship by States	101
Censorship of Speakers by Governments	107
Censorship of Listeners by Governments	109
Censorship by Private Actors	111
Censorship of Speakers by Private Actors	111
Censorship of Listeners by Private Actors	113
Technology for Expression	114
Technological Developments with Expressive Power	114
Censoring Internet Content	115
Client–Server and Peer-to-Peer Architectures	124
Conclusion	125
Discussion Topics	126
Yahoo! France Nazi Memorabilia	126
ISP Liability for Content	127
BT and the IWF	129
Related Reading	130
5 Sex and Technology	131
Introduction	131
The Nature of Sexual Material	132
One Man’s Art. . .	132
The Medium and the Message	133

Use of Technology to (Re)Produce Sexual Material	133
Techno-Sex	134
Anonymity: Reality and Illusion	144
Anon Servers	146
Online Sex and Real Relationships	147
The Future of Online Sex: TeleDildonics?	148
Regulating Sex in Cyberspace	149
Not in Front of the Children: Protecting Children from Sex Online	152
Restricting Access to Broadcast Media	153
Surfing to a Naked Beach	154
'Satisfy Her in Bed': Sex Spam to Minors	157
Online Friendships	159
Child Pornography	161
Types of Material	162
Prohibition, Harm, Possession and Distribution	166
Jurisdictional Anomalies and Conflicts	168
Discovery, Defence and Mitigation	169
Discussion Topics	171
Freedom of Speech vs Censorship of Sexual Material	171
The Toby Studabaker Case	172
Related Reading	173
6 Governance of the Internet	175
Introduction	175
The Internet Protocols	176
The Origins of the Internet	178
Early Arguments	181
The Root of All Evil	185
Commercialization	185
Internet Corporation for Assigned Names and Numbers	186
ccTLDs	188
Alternative Root Servers	188

Commercialization, Ownership and Corporate Identity	189
Trade Marks	189
Trade Marks in Domain Names	191
The Uniform Dispute Resolution Process	196
The Nominet Dispute Resolution Process	198
Criticisms of Dispute Resolution	199
Do Trade Marks Matter in Domain Names or in URLs?	203
The Future of Internet Governance	204
ICANN, DoC, EU and ccTLDs	204
Wiring the World: Who Really Owns 'The Internet'?	205
Discussion Topics	206
Should Trade Marks Be Valid in Domain Names?	206
What Governance Should ICANN Have?	207
How Many Top-Level Domains Should There Be?	208
7 Privacy and Surveillance	211
Introduction	211
Cryptography and Steganography	212
Definition of Privacy	214
Communication Technology and Eavesdropping	215
Ways to Eavesdrop	215
Identity of Eavesdropper	217
Legality of Eavesdropping	218
The Whole Is Greater than the Sum of its Parts	220
Data Protection	222
Data Protection Issues in EU Law	223
Data Protection Issues in US Regulation	227
International Movement of Data	229
Data Protection, not an Impediment to Life	230
Big Brother is Watching You: Automated CCTV Processing	231
Privacy After 9/11	234
Technological Privacy and Surveillance	235

Discussion Topics	237
Leaving Little Trace: Anonymity in the Digital World?	237
Availability of Cryptography and Steganography	238
Data Retention by ISPs	239
Related Reading	241
8 Information Age Warfare	243
Introduction	243
History of Warfare	245
The Technology of War	248
War News	249
Cyber-Wars	250
Satellites – the View from Space	253
Star Wars Technology	254
Network-centric Warfare	255
The Battlefield	258
Robo-Soldier	258
Man or Machine?	259
The Unseen Enemy	260
Mobile Phones as Weapons	261
War Games	261
Information Dominance	263
Intelligence Gathering and Surveillance	265
Discussion Topics	267
Working for Arms Manufacturers	267
Cyberterrorism: Real Threat or Virtual Bogeyman?	268
Overall Benefit or Drain on Resources?	269
9 Technology and The Human Body	273
Introduction	273
Health Information Systems	275
Treatment	276
Electronic Patient Records	276

E-booking	278
E-prescribing	279
Intranets, the Internet and Call Centres	280
Factors for Success	281
Power to the Patient	283
The Internet and CDs	284
Television Programmes	286
Digital Television	287
Self-Diagnosis Kits	288
Online Pharmacies	290
Online Body Trafficking	291
Techno-Medicine	292
Telemedicine	293
Training and Supporting Nurses and Doctors	294
Virtual Therapy	297
Robots in Hospitals	298
Smart Monitoring	301
Computer Modelling	305
Assistive Technology and Rehabilitation	308
New Medical Technologies	309
Implants for Diagnosis and Healing	310
Implants and Prosthetics for Replacement and Reconstruction	311
Digital Flesh and Cyborgs	315
Discussion Topics	318
The Longevity and Social Justice Debate	318
Suggested Positions	319
Owning the Code of Life	319
What Is a Human?	320
Related Reading	321
10 Professionalism In IT	323
Introduction	323
Conduct	327

Practice	333
Whistleblowing	334
Vulnerability of E-mail	335
'Illegal' espionage	337
Consequences of 'Whistleblowing'	337
Due Diligence	338
Personal Responsibility	340
Discussion Topics	340
Self-Incrimination	340
Responsibility for DDoS Attacks	341
Whistleblowing Insecurity	343
11 Online Crime and Real Punishment	345
Introduction	345
A Brief History of Crime and Computers	347
Computer Fraud	348
Malware	351
A Taxonomy of Malware	351
Problems Caused by Malware	352
Malware Authors: Who, How and Why?	359
Hoaxes and Life Imitating Art	362
Computer Security: Cops and Robbers, Poachers and Gamekeepers	363
Historical Roots of Cracking	364
Who are the Crackers?	366
Vulnerability, Risk and Threat	370
Closed vs Open Security	373
Walking the Tightrope: Social Pressures on Security	379
How Much Security Is Necessary?	382
Poachers and Gamekeepers	386
Laws Against Computer Misuse	387
UK Computer Misuse Act	388
US Sequence of Laws	391

Council of Europe Convention on Cybercrime	393
The Growing Problem of Computer Crime	395
Discussion Topics	396
Grey Hat Cracking Should Be Legalized	396
Web Scrapers and Robot Denial Files	397
An Immune System for the Internet	399
Related Reading	400
12 Patents and Copyright	401
Introduction	401
Intellectual Property?	402
Trade mark	402
Patent	403
Copyright	404
The Philosophical Basis of Patents and Copyright	404
Patents	406
A Brief History of Patents	406
Modern Patent Systems	407
Business Methods and Software Patents	411
General Criticisms of Patents	414
Patent-Licensing Companies	417
Copyright	419
Origins and Development of Copyright	420
The Main Provisions of Modern Copyright Statutes	424
US Case Law for Copyright	428
The Current State of Play	434
The Music Industry and Higher Education	435
The Originator's Rights	436
Software Copyright	437
Copyright and the Architecture of Cyberspace	449
Free Culture	449
Discussion Topics	450

Is Copyright the Correct Way to Reward Artists? Does It Promote Artistic Activity?	450
Lack of Legitimate Downloads Caused the Rise of Peer-to-Peer File-Sharing	452
A New Basis for Copyright Law Is Required	453
Control and the Copyright Bargain	454
Related Reading	455
13 Unwanted Electronic Attentions	457
Introduction	457
Types of Unsolicited Communication	459
Static Visual Communication	459
Audio Communication	460
Types of Communication Media	461
Public Displays	461
Broadcast Non-Interactive Media	461
Broadcast Interactive Media	462
Telephonic Services	463
Internet Services	465
The Economics of Unsolicited Contacts	470
Sender Economics	470
Junk mail	471
Cold calling	472
Receiver Economics	474
Referral Economics	477
Social, Legal and Technological Discouragement	481
Malicious Unwanted Attentions	494
Online and Telephone Fraud	495
Electronic Stalking	496
Online Grooming	499
Discussion Topics	500
Tackling Spam at the Transport Layer	500

Opt-In, Opt-Out, Shake It All About	501
Freedom of Speech or Online Stalking	502
Related Reading	503
14 Education and Online Learning	505
Introduction	505
From the Chalkboard to the Virtual Classroom	507
Technology through the Years	507
Visual Aids to Learning	508
Audio Aids to Learning	510
Audio–Visual Aids to Learning	511
Developing E-Learning Environments	513
ICT and e-Learning in Further Education Colleges in England	515
e-Portfolio	516
Videoconferencing	517
Online Encyclopedia	518
Mobile Education (PDAs and Mobile Devices)	519
Electronic Books	521
Electronic Whiteboards	521
Online Marketing	522
Electronic Application and Admission Systems	523
Digital Library	523
Second Life	524
Web 2.0	525
Developing and Embracing e-Learning Resources	526
The Learner Perspective	527
The Teacher Perspective	529
Accessibility of Education in a Wired World	533
Cheating the System	535
Bogus Degrees	538
Discussion Topics	539
One Person’s Plagiarism Is Another’s Research	539

Overseas Education vs Distance Education	540
The Net of a Million Lies	542
Related Reading	543
15 Living and Working in a Wired World	545
Introduction	545
The Digital Lifestyle	547
Work, Skills and Roles	547
Teleworking	548
The Mobile Office: the 'Non-Office' Office Job	551
The New Role of the Office	552
Smarter Travel	552
Smarter Homes	555
Shopping	556
Buying Entertainment	561
The Sporting Life	562
Technology and the Individual	563
Education	563
Health	563
Crime	564
Religion	564
Communication	565
The Changing Face of Communication	565
The Global Village	573
The Digital Divide	574
The Digital Divide in the Industrialized World	577
E-Government	578
The Digital Divide Between the Nations	579
Discussion Topics	580
The Language of the Digital Age	580
Digital Relationships	581

Digital Divides	581
Related Reading	582
Appendix – Ethical Analysis	583
Introduction	583
Traditional Western Moral Philosophy	584
Rationalism	584
Locke vs Hobbes	585
Hume and Human Passion	587
Kant and the Categorical Imperative	587
Legality and Morality	587
Modern Ethical Theory	589
Utilitarian Ethics	589
Relativistic vs Universal Utilitarianism	590
New Utilitarianism: Singer	591
Computer Ethics	591
Metaphysical Foundations for Computer Ethics	593
Informed Consent Theory in Information Technology	594
Ethical Decisions: Using the Back of the Envelope	594
Information Ethics: ICT Professional Responsibility in the Information Environment	595
The Good Computer Professional Does not Cheat at Cards	596
Conclusion	596
Discussion Topics	597
General: The Death Penalty	597
ICT: Artificial Sentience Rights and Wrongs	598
General: Is Religion an Excuse for Discrimination?	599
ICT: Search Ethics	600
General: Lying to Tell the Truth?	601
ICT: Gender Presentation Online	601
General: Fair Fines	602

ICT: Should Internet Access be a Human Right?	603
General: Prediction of Harm	604
ICT: Programmer Responsibility	605
Related Reading	607
Index	609