

# How Innovation Affects Our Lives

## Journal Entry

List three questions you could ask to decide if an innovation is "ethical".

### *Objectives:*

Content: I will analyze the beneficial and harmful effects of computing.

Social: I will share with others what I find that is significant.

Language: I will read carefully for important information.

# Definition of Ethics



“an area of study that deals with ideas about what is good and bad behavior : a branch of philosophy dealing with what is morally right or wrong”

- Merriam Webster Dictionary

<http://www.merriam-webster.com/dictionary/ethics>

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# Legal vs. Ethical

Are legal and ethical the same?

VOTE



**Yes, everything that is legal is also ethical, and vice versa.**

**No, they are different.**

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# When considering the impact of an innovation, ask yourself...



1. How does the innovation benefit or harm you and/or others? (ethics)
2. How might the innovation affect people from a different
  - country?
  - culture?
  - socioeconomic background?

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# Example: Napster

Napster was a **peer-to-peer (P2P)** music file-sharing service founded in 1999.

## How Napster worked:

- A user downloaded software that connected their computer to a network of other Napster users.
- The user searched for a song, and Napster allowed the user to download an mp3 of the song from another user's computer containing the desired song. See below for more info:



<https://bit.ly/2CvSFot>



<https://bit.ly/2QdrktT>

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# Why was Napster such a big deal?



- At the time, online music stores were just beginning to be launched, before which, there was no widespread business model for purchasing online music. (The iTunes Store launched in 2003.)
- This was also before online streaming services that were able to pay record labels through adds or premium accounts that charge a monthly fee. (e.g. Pandora (2005), Soundcloud (2007), Spotify (2008, 2011 – US)).
- Napster gave people easy access to copyrighted songs that they could copy for free, making music piracy much easier than it had been in the past.

<https://edu.hstry.co/timeline/history-of-music-streaming>

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# What happened next?



- In 2000, several musicians (including Metallica and Dr. Dre) sued Napster after requests to keep their songs from being downloaded by Napster users were denied. (While Napster was able to find users who downloaded copyrighted music and block them, those people could just create another Napster account under a different username.)
- Shortly after, various recording companies sued Napster through the RIAA (Recording Industry Association of America) for enabling copyright infringement of copyrighted digital material, as specified under the **Digital Millennium Copyright Act**.  
<http://piracyweb.unc.edu/brief-history-of-online-piracy/>

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# What happened next? (cont.)

- The **Digital Millennium Copyright Act (DMCA)** was put into effect in 1998 and extended existing copyright law to copyrighted digital material (among doing other things).
- Napster argued that it should be protected by the DMCA because it did not have the copyrighted files on its servers and could not be held responsible if its users were downloading copyrighted materials. (The DMCA protects Internet service providers in this way.)
- The courts ruled in favor of the RIAA. Napster filed for bankruptcy and shut down in 2001 as a result of the rulings.
- Napster exists today as an online streaming service that requires a fee for usage.

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# Discussion: What were the beneficial and harmful effects of Napster?



## beneficial

allowed music access ~~✗~~  
infinite music software ~~✗~~  
helpful community created/innovated  
cultivates music taste  
↳ exposure to artists

made live music more enticing  
boosted sales

## harmful

artists (and others) lose money  
computer virus - makes your computer more available  
blurs intellectual property  
↳ justifies

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# Find My Friends App

find a secondary article

- Read the article: On the back of the provided worksheet, write down
  - Impacts of Find My Friends App
  - The people/groups of people who are affected by the impact and whether that impact is beneficial (+) or not (-)



<https://bit.ly/2MZvPKz>

start

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# Homework

Research the beneficial and harmful impacts of 3D printing.

Use at least one resource and write down the following information about it:

- Permanent URL
- Author
- Title
- Source (How Stuff Works, etc.)
- The date you retrieved the source
- The date the source was written/posted

Document your research by filling out the given

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