

Speaking Notes
 PADM 5501
 Weeks 13 Notes
 Dr. Neubauer

WHERE WE ARE

- Discussion forum 4 is due this Sunday.
- The Activity assignment is due the following Sunday.
- The final exam is due Dec. 4.
- I will write the final exam and distribute to you soon. I think it will be similar in format to the midterm.
- We will probably meet via Zoom next week for opportunity for you to ask questions. I do not plan to present additional new material next week.
- The following week is Thanksgiving and we will not meet.

Week 13	Opportunity to redo and resubmit ACTIVITY Discussion 4A due 11/13	Monday Nov. 7	Sunday Nov. 13	Sunday Nov. 13
Week 14	ePortfolio assignment ACTIVITY assignment due	Monday Nov. 14	Sunday Nov. 20	Sunday Nov. 20
Week 15	THANKSGIVING WEEK	Monday Nov. 21	Sunday Nov. 27	
Week 16	FINAL EXAMS	Monday, Nov. 28	Last day of classes, Dec. 1	Sunday Dec. 4
Week 17	Final grades submitted to Registrar's Office Monday, Dec. 12	Monday, Dec. 5		

Discussion forum 4A	Identify and explain the two major models of the software development process and explain what it is about the iterative-incremental model is not well-aligned to the usual political requirement for government agencies to put specifications of a new software application out for
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	competitive bids.
Activity	<p>Group 1 Arline, Jordan E. Brown, Malachi L. Dipasalegne, Joslyn</p> <p>Group 2 Hutchinson, Rose G. Jones, Tiara R. Joseph, Shaqiria A. Keith, Kiasia D.</p> <p>Group 3 Leroy, Antonio J. Manning, Chavon M. Mccoy, Erin A. Redden, Cidney Z.</p> <p>Working alone: Henderson, Anjelicia</p> <p>Working in groups, select a kind of nonprofit or government organization and write the part of the new employee handbook that explains specific organizational policies related to information technologies. Divide your work into the following specific sections.</p> <ul style="list-style-type: none"> • Introduction (including the organization and the special aspects of the information it handles). • Social media policies as applied to employees and/or volunteers. • Use of personal computers (personal properties) and devices to conduct organizational needs by employees and/or volunteers. • Email and texting practices as related to employees and/or volunteers. • Inappropriate use of organizational computers and equipment.

	<ul style="list-style-type: none"> • Requirements for home offices for employees and/or volunteers authorized to work from home, including ergonomic expectations. <p>Designate one person in your group to submit the whole project as one Word or Adobe .pdf document into GeorgiaVIEW by the due date.</p> <p>Every student needs to put the group assignment into her or his assignment drop box in GeorgiaVIEW individually and include on the work the names of all the group members who participated. – added Nov. 10, 2022</p> <p>Provide me individual reports on roles within your group and the distributions of workload among all the members of your group.</p>
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“NEW MATERIAL”

The usual “wrap up” is some content on ethics and some anticipation of the future of organizations/democracy/society in light of continued rapid advancements in information technologies.

I don’t have anything to add regarding the ethical aspects of information technologies beyond this. Respect others and don’t exploit their information. Be careful what you share and with whom. Be mindful of the need to protect your organization’s technologies and data. “Think before you click.”

To me, the next “really big thing” is artificial intelligence (AI). Most present uses of AI in organizations right now is really, really primitive. It is often more “real aggravation” than it is artificial intelligence. But many really important physical systems are governed by automated systems (like power grids, nuclear reactors and so forth). It is not as if we can just, “pull the plug.”

There is a certain determinism to technology. If it can be done, it will be done, by someone, somewhere.

AI is not the same as natural intelligence (NI).

<https://mediachomp.com/theyre-made-out-of-meat-sci-fi-short-story/>

I do not believe that computer systems are sentient/conscious and I doubt that “they” can be. (But when they claim they are, we will believe them, I think.”

We have a huge capacity for anthropomorphism. And the fact that some people are purposefully creating robots/androids to have human appearances, furthers our propensity for anthropomorphism all the more.

<https://en.wikipedia.org/wiki/Anthropomorphism>

<https://www.livemint.com/news/world/your-favourite-instagram-face-might-not-be-a-human-how-ai-is-taking-over-influencer-roles-11659281081398.html>

I introduced the idea of the CONVERGENT ENGINEERING of modern organizations early in this course.

That is going to change to a whole new level soon.

What is LEADERSHIP in an organization in which distinctions between human roles and the roles performed by technologies are blurred?

Well, this sounds to me like TAYLORISM on steroids.

It suggests to me the extension of BUREAUCRACY to a fault.

I am not a Luddite.

<https://en.wikipedia.org/wiki/Luddite>

But when we “dance” with new technologies, let’s not lose ourselves in the dance.

This is a new dimension of DIVERSITY.

There are not simply different kinds of brains; there are different kinds of intelligences. This opens up whole new possibilities, perils and challenges.

I don’t want to try to venture far beyond this scope of this course. Let me conclude with two references.

This is an important YouTube video.

<https://www.youtube.com/watch?v=Am2mo7BhQrQ>

This is an important article on AI and the board game of Go.

<https://arstechnica.com/information-technology/2022/11/new-go-playing-trick-defeats-world-class-go-ai-but-loses-to-human-amateurs/>

The AI that learned to play the game was trained on data derived from observations of moves made by humans who were expert in the game of Go.

The AI can beat most or all human experts, but may lose to amateur human users because amateurs made “unexpected” moves the AI has not seen before.

[https://en.wikipedia.org/wiki/Go_\(game\)](https://en.wikipedia.org/wiki/Go_(game))

Imagine what may happen when AI programs learn by playing one another, millions and millions of times over. What strategies might they evolve?

And what are the implications of the fact that most AI programs cannot explain themselves to human minds?