

Ethical Considerations for Software Engineering Faculty

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Membership in a Community Requires Obeying its Rules

- **What communities are you joining?**
- **What are the penalties for not obeying its rules?**
- **What are the rules?**
 - **Ignorance is no excuse**

Plagiarism

- **Putting your name on someone else's work**
- **This is theft of intellectual property**
 - **Intellectual property is all academics have**
- **Plagiarism is grounds for summary dismissal**
- **Situation may not be clear**
 - **Rights of individuals in multiple authorship**
 - **Better safe than sorry**

Authorship

- **Your name on a paper asserts that you were a substantial contributor**
- **All authors should agree on this**
 - **Discuss beforehand**
 - **Discuss again at the end**
- **You are responsible for all of it**
 - **If it is wrong, you are to blame (even if a coauthor made the errors)**
- **Never put someone's name on a paper until and unless they agree**

Conflict of Interest

- In reviewing papers, proposals, etc.
- Reviewer advantage must not be unfairly exploited
 - Money, other valuable considerations
 - Backscratching
 - Stealing of ideas, results
 - Giving advantage to your students
- Written rules (eg. NSF's) on when COI exists
 - Here too there are gray areas
- Rules on unfair advantage are much harder

Duplicate Submission

- **Having “the same” paper under review in more than one place at the same time**
- **A serious insult to the community**
- **Software Engineering journals and conferences are particularly sensitive to this**

Fairness to students

- **Don't stand in the way of a student**
- **Push and support students**
- **Show respect for student ideas**
 - **Even if they aren't great**
- **Be sure your assessments (eg. in letters) are fair**
 - **To the student**
 - **To the recipient**

Being a good colleague

- **Support the communities you are in**
 - **Committees**
 - **Energy**
 - **Sharing opinions**
- **Don't place inappropriate burdens on colleagues**