

## **My confrontation with new challenges**

I pursue a computer science role in media informatics, including technologies such as virtual- and augmented reality and web or mobile apps developments. So, of course, I questioned what kind of challenge I would face in this career branch. Through this unit's reading part, I understood the importance of ethics in computer science.

First, due to my basic knowledge in this role, I have to learn many programming languages and the theory behind computer science. After that, to be an IT professional, I need to consider the law and rules behind my role. A code of conduct is a significant help to protect yourself from severe consequences in handling and protecting personal data. In addition, training on the code and conduct should be a must for an IT professional (Harvard University, 2014).

What challenges do I face working in virtual- and augmented reality? Whether in data visualization, for design or entertainment. The utilization and potential of these technologies are enormous; however, immoral activities are vast challenges in this field and, rightly, an ethical issue. For example, if a virtual character treats another character disrespectfully, it might cause psychological damage to this person. Therefore, the question of what is real and permissible is worth discussing (Slater et al., 2020: 1-6). Did you have any bad experiences? And what would you do to change it? I would appreciate it to discuss this issue.

## References:

Harvard University (2020) IT Professional Code of Conduct to Protect Electronic Information. Available from:

[https://alpha.huit.harvard.edu/files/huit20/files/it\\_professional\\_code\\_of\\_conduct.pdf](https://alpha.huit.harvard.edu/files/huit20/files/it_professional_code_of_conduct.pdf)

[Accessed 13 March 2022].

Slater, M., Gonzalez-Liencre, C., Haggard, P., Vinkers, C., Gregory-Clarke, R., Jelley, S., Watson, Z., Breen, G., Schwarz, R., Steptoe, W., Szostak, D., Halan, S., Fox, D., & Silver, J., (2020) The Ethics of Realism in Virtual and Augmented Reality. *Frontiers in Virtual Reality* 1(1): 1-13. Available from:

[https://www.researchgate.net/publication/339649700\\_The\\_Ethics\\_of\\_Realism\\_in\\_Virtual\\_and\\_Augmented\\_Reality](https://www.researchgate.net/publication/339649700_The_Ethics_of_Realism_in_Virtual_and_Augmented_Reality) [Accessed 13 March 2022].