Ethical Considerations for Software Engineering Faculty

A Panel Session
Lee Osterweil (Chair)
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
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
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)
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 (e.g. 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