

Liability as the Golden Principle of Ethics in the Information Technology (IT) Realm

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Viewed as a self-constructive and self-deterrent concept, ethical liability is an essential guideline that protects the healthfulness of the information technology world and can be trained from childhood to adulthood.

Liability is a state that requires a person to accept the consequences of his/her behavior, which can be praise and admiration or blame and denunciation.

Ethical liability is a result of ethical duty. However, there exist different theories on the origin of this obligation. According to Durkheim's communitarianism, ethical liability has its roots in social pressure, while in Kant's view, human is naturally liable for rational rules and duties. Finally, the intra-religious view deems its originating from the human powerful inner force which is stems from the divine grace and help.

No matter which of the three foundations above are adopted, what is important is that when entering the IT world, the person thinks about his and others' health by such an inner obligation and does not leave ethics behinds the gates of IT world.

Liability can be divided into different types. In terms of the nature of relationships, it can be divided into liability for God, self, society and nature. What is more important with regard to the IT world is the scope of ethical liability, which includes liability for profession (e.g. supporting one's profession credibility), customer (e.g. respecting people's privacy), colleagues (e.g. accepting criticisms), and society (e.g. protecting public ethical healthfulness of the society).

Revolving around the general and golden principle of ethical liability and its various aspects, the study at hand tries to provide instruction and solutions proportionate to the existing harms in the realm of IT.

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