Code of Ethics

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1. Work should be done with the intent to benefit society and contribute to the common good.
2. The possible impacts of one's work should always be considered; it is important to look past intended uses and consequences to discover potential ways in which one's work could harm others.
3. Treat the computing industry as a community and make a fair contribution by participating in open source projects and effectively collaborating with others in the industry.
4. When dealing with others' personal data, their privacy should be highly respected. They should have full knowledge of how their data is being used.
5. As AR and VR systems are becoming increasingly prevalent, users' sensitization and perception of reality should not be altered in any way that causes harm.
6. Write high quality and secure code, even when poorer quality code would suffice.
7. Be open to new ideas and willing to learn from others.
8. Demystify the industry through education; the computing industry should be accessible to everyone.
9. Do not work to develop technology with the underlying purpose of control over public. perception or well being society and contribute to the common good.