

LAWS 7050 DESIGNING LAW APPS FOR ACCESS TO JUSTICE

Credit Points 10

Legacy Code 201065

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Description This unit will teach students how to design and build an application using expert system software. This unit will provide students with a clinical legal experience by providing access to a community based client to ascertain their needs and undertake collaborative work to provide a solution that requires applied legal research, teamwork, innovative and creative design thinking, and the capacity to manage a project. This unit will teach students how to identify, design and build appropriate legal information systems for use in generating legal documents from precedents and assisting users to navigate solutions to legal problems. Students will be exposed to a variety of automated legal tasks and various legal and practical issues associated with their use, including issues of professional regulation. This will include guest lectures from those working on legal expert systems and related technologies. After learning the necessary skills, students will work in small groups to design and build a legal information system. This unit does not require students to have any pre-existing skills or experience in expert systems or computer programming. Instead, the unit itself includes instruction on how to use an expert system software.

School Law

Discipline Law, Not Elsewhere Classified.

Student Contribution Band HECS Band 4 10cp

Check your HECS Band contribution amount via the Fees (https://www.westernsydney.edu.au/currentstudents/current_students/fees/) page.

Level Postgraduate Coursework Level 7 subject

Restrictions

Students must be enrolled in a postgraduate program. Admission is by invitation only. Enrolment numbers are strictly limited and will be subject to competitive entry so as to ensure enrolment is limited to the best performing cohort. Students must have completed at least 80 credit points of 2826 Juris Doctor core subjects to be considered for admission into this subject.

Learning Outcomes

On successful completion of this subject, students should be able to:

1. Critically assess the limitations and implications of automated legal services in enhancing community access to legal information and services;
2. Collaborate with community partners to obtain instructions, isolate legal problems, and design creative and innovative solutions;
3. Design and build a basic automated legal information system to solve a real world problem;
4. Work constructively as a member of a self-managed team on an extended automated legal service project;
5. Present the automated legal solution clearly and persuasively;

6. Critically reflect on the complex impact of technology in providing legal services within community contexts.

Subject Content

- Working with community partners
- Overview of legal service applications
- how to build and use A legal application
- principles of programming ? including precision, modularity, efficiency, maintainability, scalability, provability, user engagement, effectiveness, testing, debugging
- design thinking for The new future: case-by-case analysis, aggregated data, data visualization, insights
- teamwork and Project collaboration
- work-based Project management
- Presenting Project solutions to clients

Prescribed Texts

- Kevin D Ashley, *Artificial Intelligence and Legal Analytics: New Tools for Law Practice in the Digital Age* (Cambridge University Press, 2018).
- Joanna Goodman, *Robots in Law: How Artificial Intelligence is Transforming Legal Services* (ARK Group, 2016).
- Richard Susskind, *Tomorrow's Lawyers: An Introduction to Your Future* (Oxford University Press, 2nd ed, 2017).
- Additional Prescribed Resources will be provided on vUWS

Teaching Periods