

Description of Boyer's Scholarship Categories

Please read the following descriptions to assist placing your work within a scholarship context. The three categories are defined and examples provided. Please consult with a faculty member if you have difficulty determining the category within which your work falls. The following classifications are based on Ernest Boyer's (1990) *Scholarship Reconsidered: Priorities of the Professoriate*, for more detail please refer to the source directly and other resources cited at the end of the document.

Scholarship of Application applies *existing knowledge and theories* to make contributions that can be shared and evaluated. Application scholarship involves dynamic engagement, creativity, and practice applied to solving problems ranging from the micro (individual) to societal (macro) level (Hofmeyer, Newton & Scott, 2007). Applying expertise to the exploration of problems related to one's area of knowledge demands the same level of rigor and accountability as is associated with traditional research activity (Examples of Appropriate Scholarship and Creative Activity, n.d.).

Scholarship of Application Examples:

- **INTERIOR DESIGN:** Design projects often begin by examining previous design work and the evidence-based reports of other designers and researchers. A submission in this category would highlight how specific evidence drawn from the industry or academic study has improved the design solution.
 - Example: The design of a set of patient rooms in a healthcare setting that draws on evidence about care provider injuries, how access to daylight and nature views reduces patient use of pain medication, or specific material selections to reduce the spread of facility-borne pathogens.
- **APPAREL AND TEXTILES:** Scholarly projects often begin by examining previous academic and industry work and the evidence-based reports of other professionals and researchers. Such projects identify relevant problems or issues and then innovatively apply design, product development, and/or marketing knowledge and expertise to reveal viable solutions. A submission in this category would highlight how specific evidence drawn from the industry or academic study has improved the outcome and/or solution.
 - Example: Applying the elements and principles of design to develop aesthetically pleasing and functional product for a client/market and/or a visually appealing poster presentation.
 - Example: Addressing specific design or fit problem by using existing design theory, methods or techniques to generate satisfactory solution(s).
 - Example: Developing a viable business strategy in consideration of current and future market developments.

Scholarship of Integration seeks to interpret, synthesize, and bring new insight and meaning to existing original works. Synthesis strategies can integrate information from across disciplines, across topics within a single discipline, or across time. This category is about making connections and shaping a coherent and integrated use of knowledge. Integration work requires the student to creatively connect, critically evaluate, interpret and synthesize the research or creative work produced by others.

Scholarship of Integration Examples:

- **INTERIOR DESIGN:** Design projects may rely on in-depth analysis of previous design solutions (built or unbuilt). A submission in this category would analyze a precedent example (post-occupancy evaluation or case studies) to explain unexplored aspects of a solution, including (but not limited to) form, function, performance, or perception.
 - Example: A post-occupancy evaluation (POE) of an existing space providing a designer the opportunity to test and verify how a space is performing versus the original design intent.
 - Example: A precedent analysis of one or more historical design solutions used to identify and explain previously undiscussed theories about the designer's approach or characteristics of the designed solutions.
- **APPAREL AND TEXTILES:** Scholarly projects may require analysis of existing design and business practices and theories inside and outside the apparel and textile discipline, encouraging students to synthesize their understanding and make creative links that lead to new insights and outcomes. A submission in this category would analyze an existing example or practice and clarify unexplored or innovative aspects of a proposed solution.
 - Example: Analysis and synthesis of existing industry reports, designs, historical content, or publications to identify innovative strategies, designs, or forecast upcoming trends.
 - Example: Evaluate sustainability initiatives in other industries and apply to product development or operational processes used by AT firms.

Scholarship of Discovery utilizes original research/scholarship to expand or challenge current knowledge in the discipline. It advances knowledge by conducting a systematic series of activities, including stating the problem and documenting the process that will lead to measurable or meaningful outcomes. Discovery investigations create new knowledge by conducting original research projects and/or creating other types of original works.

Scholarship of Discovery Examples:

- **INTERIOR DESIGN:** The design disciplines are actively involved in exploring new ways to understand the world around us. A submission in this category would identify a targeted research question, collection of original data, analyze the data, synthesize results, and report new knowledge and perspectives about a singular topic. The submission will not be a design solution, but an explanation of information that may be used to inform future design work.
 - Example: A study of public perceptions about how interior design affects the quality of life for individuals living in long-term care centers. The study would survey residents and family members about the design (aesthetic and functional) of living spaces, reporting conclusions and offering suggestions for how interior designers may improve services for long-term care residents and market design services to this set of clientele.
 - Example: A study measuring quantity and quality of light in a dining space and comparing these measures against diners' perceptions of their hunger and the amount of food they consume. The study would make recommendations for how designers may influence user behavior through the manipulation of day and electric lighting.
- **APPAREL AND TEXTILES:** Submissions in this category address a stated problem by placing the problem in a context, collecting and analyzing data, synthesizing and reporting/exhibiting results that contribute to knowledge of the discipline.

- Example: A study that quantitatively compares post-treatments for colorfastness of natural dyes for use in home textiles. Findings analyze colorfastness data and may recommend acceptable treatments and offer recommendations to improve those that were unacceptable.
- Example: A study that investigates the influence of social media on college students' knowledge of ethically produced apparel. Contextual analysis of social media scenarios leads to findings which may offer recommendations for educational programming or industry strategies.
- Example: Investigation of approaches to zero waste design that result in a novel method of designing with outcomes of an artifact (physical design) and written report.

Boyer, E. L., (1990). *Scholarship reconsidered: Priorities of the professoriate*. San Francisco, CA: Jossey-Bass Publishers.

Examples of Appropriate Scholarship and Creative Activity. Retrieved December 11, 2017 available: <https://www.waldorf.edu/downloads/pdf/academics/appendix-n>

Hofmeyer, A., Newton, M., and Scott, C. (2007). Valuing the scholarship of integration and the scholarship of application in the academy for health sciences scholars: recommended methods. *Health Research Policy Systems*, 5(5). doi: 10.1186/1478-4505-5-5