Foundational (1) vs. Applied (7)

Purely Foundational: All knowledge gained is for the purpose of simply having more knowledge or better understanding other knowledge. E.g. philosophy of science

Mostly foundational: While knowledge can be applied to industry etc., the express purpose of the subject is to give knowledge to students, e.g. biology

Somewhat foundational: The knowledge of the course often is and perhaps should be applied, but application requires a strong foundational knowledge. E.g. bioinformatics, computational biology

Middle: The discipline can be either foundational or applied, it depends on the discretion of the student, e.g. music

Somewhat applied: While a strong basis of knowledge is required for these disciplines, their express purpose is to solve problems outside of academia, e.g. biotechnology.

Mostly applied: It is useful to have a foundational background, but the primary utility of the field is to solve problems outside of academia and it is not necessary to have a foundational background on everything studied (utilization of black boxes), e.g. bioengineering

Purely applied: While some students might have some foundational knowledge, none is required in this field per se, and the discipline focuses exclusively on designing, building, or otherwise solving problems outside of academia, e.g. software engineering

Hard (7) vs. Soft (1)

This dichotomy is defined by the amount of consensus between individuals in one field as to what questions must be asked and what methods can be used to answer these questions. Also hard is more likely to be quantitative.

Pure Hard: Very well-designed processes for investigation/building. Few people, if any, deviate from the accepted paradigm in this discipline, e.g. Engineering

Hard: Those in this discipline focus on a set of questions/ways to answer these questions in a quantitative way, but there is some room for considering things holistically and finding new questions/methods, e.g. biology

Slightly Hard: The questions raised by this discipline are generally related to a well-defined topic and are answered using quantitative data, but there can be more holistic thinking and a wider variety of questions to answer, e.g. environmental science.

Middle: These disciplines can often incorporate information from both very hard and very soft disciplines in order to inform their work, e.g. art and design

Slightly Soft: These disciplines to do not rely on quantitative data heavily and is more likely to consider worldwide applications of research, e.g. psychology.

Soft: Students in this discipline rarely deal with quantitative data and there is little consensus on the best methods of research and how to answer a wide array of questions pertinent to the discipline, e.g. law.

Pure soft: In this case, members of this discipline almost never use quantitative data and investigate effectively all questions that could be sought to be answered. The qualitative findings and discussion are typically put into the context of the world in general, e.g. philosophy.

Life (7) vs. non-life (1)

Pure life: All knowledge obtained in this discipline relates directly to a living organism(s) or information surrounding living beings, e.g. biology.

Life: Living things or systems found in living things are primarily the focus of this discipline, but knowledge of non-life information is required to become an expert in this field, e.g. biochemistry.

Some life: A knowledge of life/life science is useful in these fields, but the primary focus of these areas does not always directly tie back to living things, e.g. biotechnology.

Middle: Both a knowledge of life and non-life information is required to master these fields, e.g. biophysics.

Mostly non-life: The knowledge in these disciplines is just as likely to be applied to further studies related to living things as it is likely to be applied to study of phenomena completely independent from living things, e.g. chemistry.

Non-life: These disciplines in no way involve the study of life, but knowledge/products gained from these disciplines can directly benefit the study of life, e.g. mechanical physics.

Pure non-life: There is effectively no way to make a direct connection between these disciplines and knowledge that will directly apply to the study of living things, e.g. software engineering.