

The Intersection of Curiosity, Research, and Innovation

Dr. Melanie Spence-Ariemma,

Vice-Provost and Chief Academic Officer of Guelph-Humber

The creation of places to learn is fundamental to evolution. This cannot be considered as one-dimensional. Instead, a place of learning should inspire curiosity, research, and innovation. It should nurture the minds of those who are curious and promote opportunities to explore innovations and support the systematic study of a question.


Curiosity is defined as the “desire to know”¹. Curiosity drives the desire to explore, to ask questions, to learn, to cultivate new ideas and perspectives, be open to new experiences and to find answers and solutions to problems. Research is defined as the “studious inquiry or examination; the collecting of information about a particular subject; to search or investigate exhaustively”². Research leads to finding solutions to problems, understanding relationships between things, seeing the world in a new way, developing new products and technologies, advancing fields of study, and finding new treatments. To innovate is defined as “to make changes: do something in a new way”³. Innovation encourages experimentation, promotes change, supports relevancy and currency, and inspires the growth, evolution, and implementation of new ideas.

The Journal of Innovation in Polytechnic Education is a publication to promote curiosity, explore innovation, and support research. The articles in this issue highlight the richness and diversity of topics, support learning in multiple fields of study while expanding upon and building

new knowledge in specific disciplines of study. Topics include how polytechnic institutions are leading the way through sustainability, how to improve academic integrity through consistent training for invigilators, how to rebuild a sustainable future for chefs and how to protect academic integrity through planning. These articles demonstrate the richness and diversity of ideas, thoughts, and findings that are invaluable in building upon existing bodies of work, advancing fields of study and positively impacting post-secondary education.

Author Note

Dr. Melanie Spence-Ariemma is Vice-Provost and Chief Academic Officer of Guelph-Humber.

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- 1 Merriam-Webster. (n.d.). Curiosity. In Merriam-Webster.com dictionary. <https://www.merriam-webster.com/dictionary/curiosity>
- 2 Merriam-Webster. (n.d.). Research. In Merriam-Webster.com dictionary. <https://www.merriam-webster.com/dictionary/research>
- 3 Merriam-Webster. (n.d.). Innovate. In Merriam-Webster.com dictionary. <https://www.merriam-webster.com/dictionary/innovate>