



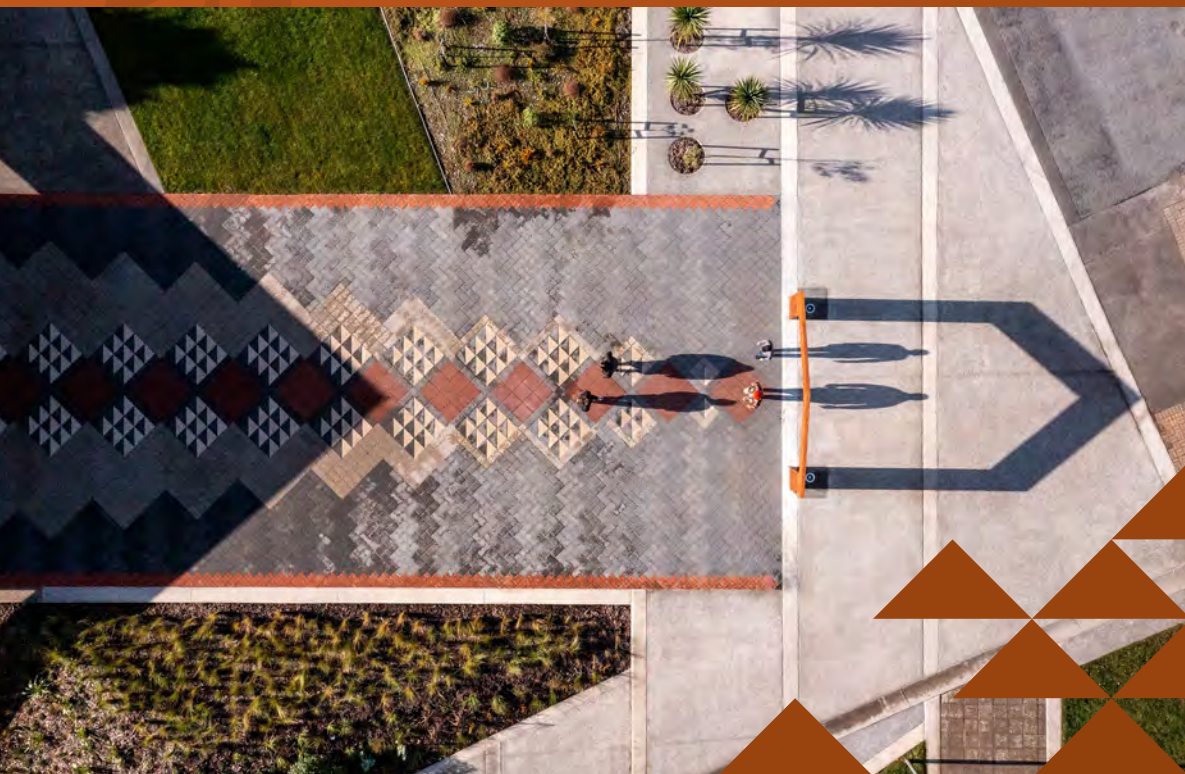
TE KUNENGA | MASSEY
KI PŪREHUROA | UNIVERSITY
UNIVERSITY OF NEW ZEALAND

THAT MOMENT

CREATIVITY

IMPACTS

THE WORLD,
AOTEAROA AND YOU





Creative Arts

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COVER IMAGE

Photographer Russell Kleyn

INSIDE COVER

Orientation 2020. Students graduated 2023.

UPDATED MARCH 2024

The information contained in this publication is indicative of the offerings available in 2024 and subsequent years. This information may be subject to change. While all reasonable efforts will be made to ensure listed qualifications are offered and regulations are up to date, the University reserves the right to change the content or method of presentation, or to withdraw any qualification or part thereof, or impose limitations on enrolments. For the most up to date information please go to massey.ac.nz



Rankings & Awards

OUR GRADUATES ARE SOUGHT AFTER BY EMPLOYERS, WITH 77% OF ALL GRADUATES FROM OUR BACHELOR DEGREE QUALIFICATIONS* IN FULL OR PART-TIME EMPLOYMENT WITHIN SIX MONTHS OF GRADUATING

– Graduate Destinations Survey 2020

* Music, design, fine art and screen arts

QS WORLD UNIVERSITY RANKINGS

Ranked number one art & design school in Aotearoa. Top 150 for art and design for eight years running.

RESEARCH (PBRF)

Across design and visual arts and craft, Toi Rauwhāangi College of Creative Arts comes out on top, with the largest number of top-rated researchers of all tertiary institutions in New Zealand.

RED DOT

Ngā Pae Māhutonga Wellington School of Design has ranked in the Asia Pacific top 3 in the annual International Red Dot Awards for eight years in a row, the only school in Australasia to place in the top 15.

DINZ BEST AWARDS

In 2022 Massey graduates made up a third of all student finalists across all categories, a pattern that has been consistent over the past 20 years of the award.

JAMES DYSON

Massey grads have won the National Dyson Award for 19 of the 20 years of this award. In 2022, Master of Design student Sarah Lakomy was named the New Zealand winner for her product Hatch, and fellow graduates Thomas Mackisack's Spot Check and Jillian Miller's product Somnum were both named runner-up.

WALTERS ART PRIZE

For the first time New Zealand's most prestigious contemporary art prize was awarded to a collective – Maureen Lander and the Mata Aho Collective. The collective comprises four graduates from Massey's Toioho ki Āpiti Māori Visual Arts qualification, Bridget Reweti, Erena Arapere, Sarah Hudson and Terri Te Tau.

ECC NZ STUDENT CRAFT / DESIGN AWARDS

In 2021 there were six Massey graduate projects selected as finalists, resulting in awards for Surface Design (Laura Graham), Product Design (Thomas Mackisack) and Lighting Design (a group project including Keely Harman, Courtney Mcleod, Josh Collins, Oliver Mortimer, Nick Holland, Winston Brinsley, Oliver Williams, Kareena Annan, Ali Antaqi, Hamish Maunsell, Hanne Lillt, Annie-Maeve Gibson, Dan Clutterbuck, Ameka Weston, Liam Gosford, Courtney Drake and Koko Andrews).

GOOD DESIGN AWARDS

Industrial Design student Zené Krige was awarded a Next Gen Accolade in the Australian Good Design Awards for her design TRAX, an autonomous herbicide robot, alongside final year student Thomas Mackisack who is a finalist for his Aquastack childrens' toy.

VAKA DOCUMENTARY SUCCESS

A partnership with Massey, New Zealand Ministry of Foreign Affairs and Trade and the Tokelau Government, VAKA tells an extraordinary story of the resilience of the Tokelauan people in the face of climate change. Produced in 2019 by Massey graduates Kelly Moneymaker, Rebecca Curtis-Motley, Jessica George, Ben Dickens and Mason Rudd, VAKA has won a range of accolades, nominations and awards in 2021 including: the Sydney Short Film Festival, Climate Action Film Festival, Toronto International Women Film Festival, World Distribution Awards, New York Indie Shorts Awards, London Mountain Film Festival, Houston Asian American Pacific Islander Film Festival, Environmental Film Festival Australia, and BlackStar Film Festival. VAKA were invited to showcase at the Better Cities Film Festival as part of the 2021 UN-Habitat World Cities Day Reel.

Nau mai Haere mai

WELCOME TO THE COLLEGE OF CREATIVE ARTS

Toi Rauwhārangī College of Creative Arts is New Zealand's leading university in creative arts, offering comprehensive, internationally benchmarked, future-focused qualifications.

Our studio-based learning environment creates innovative thinkers and makers. World-class, industry-connected academic staff provide an inspiring and supportive culture that will give you the knowledge and skills you need to succeed in all creative industries.

We offer internationally acclaimed degrees in Design, Māori Visual Arts, Fine Arts, Commercial Music and Screen Arts.

With an excellent reputation for innovative creative arts research and practice, Toi Rauwhārangī is New Zealand's oldest and most comprehensive creative arts school.

At Toi Rauwhārangī you will work across disciplines and on collaborative projects that develop leadership skills and foster lifelong connections. Our courses are often based on live briefs and projects, giving you real world understanding and connections with people in the industry. You'll develop both critical thinking and technical expertise that prepares you well for a creative career.

Our degrees place our graduates well ahead in the increasingly competitive global job market, where entrepreneurial attitudes and creative problem-solving skills are highly sought by employers.

Toi Rauwhārangī staff are recognised in Aotearoa, the Pacific and internationally for their distinctive contribution to indigenous art practice. We're dedicated to Māori achievement in teaching, research and learning, and committed to the success of Māori and Pacific students.





Photo: Johnny Hendrikus

Pōneke Wellington

**PŌNEKE IS A CREATIVE,
FRIENDLY, AND SAFE
CITY TO LIVE IN**

**Our campus is centrally located,
within walking distance from the
thriving city centre.**

Wellington is compact, accessible and vibrant, and there's always something happening. The centre of government and business in Aotearoa, Wellington is also home to our world-class film industry, top design firms, tech hubs, Te Papa Tongarewa and a flourishing art scene.

Surrounded by lush green hills and a diverse coastline, Wellington is full of walks and places to explore. The city is famous for a vibrant creative culture fuelled by great food, coffee and craft beer.

Massey's campus is not far from the entertainment, nightlife and vibrant music culture of Cuba Street and Courtenay Place, with excellent transport links, as well as the beautiful waterfront. Everything is within easy walking distance so that both work and play are right on your doorstep.



Photo: Jeff McEwan



Student Life

WE WELCOME DIVERSITY, WITH CLUBS, GROUPS AND CULTURAL NETWORKS TO HELP YOU FIND YOUR PLACE AND MAKE NEW CONNECTIONS.

Our campus offers plenty of resources to inspire and enhance your study and creative practice.

TUKUTUKU, MĀORI MENTORING

First and second year Māori students are encouraged to engage with our mentors in a collaborative and supportive environment that celebrates cultural knowledge and understanding.

tukutukumentoring@gmail.com

📷 [tukutukumm](#)

TE RAU TAUAWHI – MĀORI STUDENT CENTRE

Founded on tikanga Māori principles of whānau manaakitanga, whanaungatanga and mātauranga, the centre is based in T18 and provides a range of general and pastoral care services to help prospective and current Māori students and their whānau to engage with the University.

Contact: Awhina Wakefield
A.Wakefield@massey.ac.nz

📷 [terautauawhi](#)

KAFA KOLLECTIVE PACIFIC MENTORS

This Pacific mentoring programme is named after the kafa/afa (sennit) which is used in the ancient Pacific art of sennit lashing, used in the construction of canoes and houses. Our senior Pacific students are the kafa for new College of Creative Arts Pacific students navigating this new environment. The Kafa Kollektive mentors work alongside students as well as assisting them with projects, events and outreach activities.

Contact: Belinda Weepu
B.weepu@massey.ac.nz

📷 [kafakollektive](#)

PASIFIKA FALE BILONG LUMI

The Wellington campus Fale is located in T33 and is designed to be a space for Pacific students to study and relax in, as well as connect with our Pacific staff and student learning support services.

Contact: Ruth Laulu, Senior Pacific Advisor,
R.laulu@massey.ac.nz

**Kāhui
Kāfau**

The Kāhui Irarau social hub connecting takatāpui and rainbow communities provides initiatives and content created by and for takatāpui, rainbow communities, whānau, and allies.

📷 [kahui_irarau](#)

Opportunities

WHEN YOU STUDY CREATIVE ARTS AT MASSEY, YOU BECOME PART OF A DIVERSE CREATIVE COMMUNITY. WE OFFER LOTS OF EXTRA OPPORTUNITIES TO HELP YOU FIND YOUR WAY.

EXHIBIT, PROMOTE OR PERFORM YOUR WORK ON AND OFF CAMPUS

Exposure, the final year exhibition for graduating students, is a must-see event held at the beginning of November each year.



SOMETHING SOMETHING

Something Something is a dedicated student-led creative industry organisation providing a platform for emerging creative personalities. From musicians through to fashion fanatics, the aim is to connect creative beings with each other!

MEET AND MAKE NEW BUSINESS

The college has partnered with MBIE, DIA, MPI, Callaghan, Te Papa, Cuba Dupa, WREDA, WOW, Alexander Turnbull Library and Agribusiness New Zealand.

GO ON AN INTERNATIONAL STUDY TOUR

Fashion and Creative Media Production (now Screen Arts) students in India, 2019.



TRAVEL AND WORK ON MEANINGFUL PROJECTS

Producing VAKA, a climate change documentary, enabled students of Creative Media Production (now Screen Arts) to film on location in Tokelau, with assistance from the Ministry of Foreign Affairs and Trade.



STUDY ABROAD AT ONE OF MASSEY'S WORLD-CLASS PARTNER UNIVERSITIES

Clara Gan, BDes(Hons) Industrial Design, studied at Munich University, Germany in 2019.

MAKE GREAT WORK

Our students win awards at national and international competitions.



red dot



New Zealand Institute of Professional Photography

JOIN CLUBS AND COLLECTIVES THAT CONNECT YOU WITH PEOPLE WHO SHARE YOUR PASSIONS AND INTERESTS

Banter and Brews, a student initiative focused on supporting the transition from study to work.



MAKE & CREATE

- Develop new knowledge, ideas and systems.
- Experiment with new ways of seeing, making and doing.
- Learn from some of the best practitioners and researchers.
- Explore what it means to be a creative person in Aotearoa New Zealand.
- Collaborate, contribute, share ideas, make new work, and participate in real world projects that make a difference.



OUR STUDENTS SPEND MOST OF THEIR TIME MAKING AND THINKING IN STUDIOS, WORKSHOPS AND MEDIA LABS. TYPICALLY, AT LEAST TWO-THIRDS OF YOUR CLASSES WILL BE HANDS-ON.

**fab lab
wgtn**

Access Fab Lab Wgtn
Use all the tools and workshop facilities here at the college, including digital and fabrication resources at Australasia's first Fab Lab.



Mātauranga Toi Māori*

Woven within Design, Screen Arts, Commercial Music and Fine Arts

Ground your creative discipline in Mātauranga Toi Māori through a learning experience that brings together purpose, knowledge, methods and skills across the creative arts.

The Mātauranga Toi Māori major enables you to engage creatively, conceptually and critically within your chosen discipline and specialisation. You will develop the knowledge, skills, values and attitudes necessary to encourage the potential of Mātauranga Toi Māori within the landscape of the creative arts.

Learn in an environment where staff and students work together on research-centred teaching and learning initiatives with a tuakana-teina model. This major offers culturally grounded experiences and outcomes that will provide you with opportunities to connect with other taura as well as with Māori academic staff from across the College. Whether you are steeped in your whakapapa, Te Reo Māori and culture, or you are wanting to start your journey, this major supports you to grow confident in your identity as a toi Māori practitioner.

THE MĀTAURANGA TOI MĀORI MAJOR WILL BE AVAILABLE WITHIN ALL CREATIVE ARTS BACHELOR DEGREES ON THE PUKEAHU CAMPUS.

It is designed to ground taura in mātauranga Māori so that they can integrate it within their chosen specialisation and creative practices.

Available as a double major in:

- Bachelor of Design with Honours
- Bachelor of Screen Arts with Honours
- Bachelor of Commercial Music

As a major within:

- Bachelor of Fine Arts with Honours.





Taura Māori Pōwhiri 2024. Te Rau Karamu Marae. Photo by Keelin Bell



MĀORI ACADEMICS AND RESPECTED ARTISTS

Within the Mātauranga Toi Māori major you will learn from a faculty of Māori staff including leading artists and academics Professor Ngataiharuru Taepa, Associate Professor Kura Puke, Associate Professor Hemi Macgregor and Associate Professor Rachael Rakena.

You will be guided through critical engagement, studio experiences and courses specifically centred on kaupapa Māori, tikanga and mātauranga Māori. This approach will be fostered through a relationship with Te Rau Karamu Marae, a space where staff and taura can gather for teaching-learning initiatives, hui and wānanga. In your experience you will engage with this embodiment of Te Ao Māori in the heart of Pukeahu Campus which will both enhance and enrich your studies.



Circle image: Ngā Rā-a-Kupe Wānanga – Māori students and lecturers hearing local narratives from mana whenua for a collaborative project with local hapū.

* Subject to regulatory approval.



Photo: Crystal Richardson



Photo: Capture Studios



Photo: Jack Young



Photo: Capture Studios

Bachelor's degree with honours
 NZQF level 8 | Undergraduate study
 4 years full-time (480 credits)



Bachelor of Design with Honours

BDes(Hons)

Find your design strengths in New Zealand's most comprehensive design qualification.

Ngā Pae Māhutonga Wellington School of Design was established in 1886, and continues a tradition of research-led, innovatively taught design education that has produced some of the world's most respected and successful designers.

The BDes(Hons) offers majors in photography, concept design, fashion design, textile design, spatial design, industrial design, integrated design and visual communication design.

During your study you'll address local and global issues, producing inspirational design solutions for a rapidly changing world, and from 2025, a double major opportunity in Mātauranga Toi Māori.* For example, through design, how do we encourage more young people to vote, our consumer practices to be more sustainable, our services more efficient or our environments healthier?

The first semester of your first year explores design practice and its core concepts, methods and applications through hands-on projects. You'll be introduced to a range of disciplines and the principles of design through investigation, concept development and making. You'll mix, discuss and collaborate with other students across art, design, music and screen arts. Work individually as well as with peers and tutors to develop your own design voice.

Throughout your study you can choose electives that allow you to branch out into other creative disciplines.

Vibrant studio environments

Collaboration drives your creative development.

World-class facilities

Gain practical skills using industry-standard digital tools and production and fabrication equipment.

Shared briefs across majors

Designers work in multi-disciplinary teams as well as on individual projects.

Design thinking

Create systems and experiences as well as products.

Interdisciplinary framework

Experience learning through an integrated Interdisciplinary framework, which incorporates Māori perspectives and guides you through four years of supportive learning.

Office hours

Seek advice from any academic staff member, not just your own lecturers.

Graduate job-ready

Emerge well-prepared for a creative career anywhere in the world.

DESIGN MAJORS INCLUDE

- Concept design
- Fashion design
- Industrial design
- Integrated design
- Photography
- Spatial design
- Textile design
- Visual communication design
- Double major opportunity with Mātauranga Toi Māori*

WHY FOUR YEARS?

Your fourth year is an opportunity to really extend your skills and push the boundaries of design innovation.

For those of you wanting to go even further, the fourth year of study with us can also be a fast-track into our Masters Programme.

If you're looking to head into industry sooner, there is a 3 year exit opportunity for you to discuss with your lecturers.*

CAREERS INCLUDE

Industrial designer, product designer, documentary photographer, graphic designer, fashion designer, textile or surface designer, service designer, spatial designer, advertising executive, brand manager, information designer, commercial photographer, transport designer, interaction designer, concept designer, entertainment designer, pattern-maker, user experience (UX) designer, fashion stylist, typographic designer, freelance design contractor, design researcher, illustrator, business owner, and many more.

* Subject to regulatory approval.



Fletcher Blazek
Lucid



Madeleine Aldridge
Identity: to scale



Max Malpass
Spore

Concept Design

BDes(Hons) Major

Create concept design in both 2D and 3D for entertainment and education within film, animation, television, gaming, and location-based experiences. Design stunning visuals and concepts for imaginary worlds, compelling characters, engaging environments, and incredible stories.

Apply these skills as you explore storytelling through idea creation, drawing, explorative design, modelling and sculpting to realise the design of environments, props, characters and costumes.

Concept design is about visualising and developing the ideas behind film, television, gaming, performance, or interactive experiences. In concept design you'll use traditional art forms like drawing and sculpting 3D models, as well as making digital plans and renders, to communicate your concepts for new objects, characters or environments.

You could be designing characters, creatures, props, vehicles and machines, all the way to building entire worlds to form the foundations of feature films, theme parks, events, toys or exhibits.

Concept design is one of the first stages in every design process, and concept designers create the basis for further production and development, rather than finished products.

In this major you'll study in courses focused on drawing, prototyping and rigorous conceptual development of characters, environments, costumes and creatures.

**Fletcher Blazek, BDes(Hons)
Concept Design, 2022**

Lucid explores how concept art can be used to show the altering of identity across realities – how someone's identity changes when no restrictions are in place and they are free to express themselves as they truly wish.

**Madeleine Aldridge, BDes(Hons)
Concept Design, 2022**

Identity: to scale explores how characters in film can be represented through set-design of their personal spaces. How decorations, objects and personal belongings allow an audience to understand the person who inhabits it. The bedroom is crafted entirely by hand and is designed with a specific character in mind, it is also accompanied by a book detailing the process of making this model, in order to help other designers.

**Max Malpass, BDes(Hons)
Concept Design, 2022**

Spore imagines a world where instead of steam or coal igniting a human industrial age, it is fungi. *Spore's* medium is a Virtual Reality open world game, explored through an art book and an immersive Virtual Reality key scene. The art book looks at the thought processes behind the designs that visualise this world.



El Reilly
Zero



Aditi Tiwari
Best of Both Worlds

Fashion Design BDes(Hons) Major

We consume fashion daily; it constantly shapes us and is shaped by us. The global impact of this multi-billion-dollar industry is challenging future fashion thinkers and makers to explore new directions and make changes to create a more sustainable future in fashion.

You will explore and develop fashion design concepts for international markets as well as Aotearoa New Zealand, through garments, accessories and systems that respond to the times. Learn skills in idea generation, fashion communication, pattern making, construction, materials, historical and contemporary fashion analysis and critical thinking, challenging how things are done through fashion practice. Think broadly and push boundaries, exploring anything from a 3D printed open-source garment design, to a gender-neutral collection that questions ideas of gender and identity.

Our facilities and staff offer almost unlimited possibility. You may find your work on the catwalk following in the footsteps of alumni like Kate Sylvester and Kathryn Wilson; you may develop new sustainable fashion systems taking fashion towards a more responsible future.

There are also opportunities for internships, and for students to collaborate internationally with other fashion design schools and present collections at New Zealand Fashion Week and other Fashion Weeks around the world. Our graduates have a long history of success in design competitions such as WOW, iD Emerging Designer Awards, Hokonui Fashion Design Awards, Miromoda Fashion Design Awards; including Sean Kelly, winner of Project Runway (USA) 2014 and Bradley Smit winning a Silver Award at the Best Awards 2019.

El Reilly, BDes(Hons)
Fashion Design, 2022

Zero is a collection challenging sustainable design tropes, by exploring playful and contemporary silhouettes through a youthful lens. Using zero-waste pattern-making methods, textile waste is completely avoided during production, meaning no fabric waste goes to landfill. *Zero* offers exciting colour combinations with transparent production methods; zero to future, sustainable fashion for the future.

Aditi Tiwari, BDes(Hons)
Fashion Design, 2022

Best of Both Worlds is an empowering fashion styling series inspired by Indian culture, and challenges western media representations of South-east Asian fashion. This slow-fashion project focuses on culture, tradition, fusion fashion, and gender fluidity in clothing and promotes the re-use of clothing and upcycling. This project is focused on fusion fashion looks to be featured in fashion media opportunities.

Lucy Grunfeld
Comfi



Thomas Mackisack
Aqua Stack



Product development third year students,
group project
LUNE



Industrial Design

BDes(Hons) Major

As a contemporary industrial designer you have the ability to influence and effect the material world. Contemporary industrial designers use an approach that integrates both planetary and human need to design aspirational and meaningful objects, products and systems that really matter. You'll design products and develop new-to-the-world ideas, for example a mountain bike helmet that can manage concussion, a 3D printed ceramic tea-set, a garment to help people deal with cancer recovery or a piece of transformable furniture.

You'll learn how to meet the social, cultural, economic, and environmental needs of people through innovative thinking and creative application of new technologies, defining the world for future generations. As an industrial design student you'll learn how to manipulate the material world using both physical and digital processes. Through studio-based classes you'll learn about idea generation, materials, processes, human experience, ergonomics, visual communication, modelling and production.

You'll work in our state-of-the-art studios, workshops and digital fabrication facilities including Australasia's first Fab Lab.

Our industrial design graduates win national and international awards for their work, including Red Dot, Dyson, Electrolux, Sony, LG, Designer's Institute Best Awards, and the ECC NZ Student Craft / Design Awards.

Our alumni can be found in design roles with Apple, Ducati, Nike, Fisher and Paykel, Honda, Formway, Macpac, Howard Wright, Good Nature, Gallaghers, Weta Workshop and phil&teds.

Lucy Grunfeld, BDes(Hons) Industrial Design, 2021

Comfi is a postoperative bra designed to offer improved aftercare by prioritising comfort and a positive experience. *Comfi* reduces unnecessary trauma by accommodating each breast separately, with adjustable compression inserts targeted only to required areas.

Thomas Mackisack, BDes(Hons) Industrial Design, 2020

Aqua Stack is a children's toy that combines the traditional block building toy with water play. It offers endless potential for all little builders through a multi-functional design that grows with the child in scale and complexity.

Product development third year students, group project, BDes(Hons) Industrial Design, 2023

LUNE is designed to adjust its light quality to reflect the phases of the lunar cycle, changing in form and intensity by the user through an intricate and iteratively developed joint detail. *LUNE* is the result of a group project anchored in batch production and lighting design, meaning students engage with manufacturing to make a class set of their own designs.



Tracey Guieb
BenifiSense: A Sensory Jacket for Individuals with SPD



Integrated Design

BDes(Hons) Major

In the past decade, designers have had to become agile and multidisciplinary in order to respond to the speed of change in the world around them. The distinction between different fields of design has blurred, as the demand for proactive, versatile, flexible and curious designers has increased.

Integrated design allows you to include design studio courses from two design majors. Choose from concept, fashion, industrial, photography, spatial, textile and visual communication design. You could explore the intersection of photography and fashion, or textile design with an industrial application, or any other design combination that appeals to you.

You'll begin by exploring famous and well-understood models of design from over the past century. As you progress, you'll integrate a variety of techniques and strategies in your design practice, considering perspectives that include a diversity of people, their needs and desires, cultures and contexts, and points of view.

Integrated design offers a new way for you to approach a design career and form your own solutions to the challenges that emerge from contemporary design practice. With the Wellington School of Design's traditions and expertise, integrated design will encourage you to form your own creative, professional and consultative methods.

Tracey Guieb, BDes, 2020

BenifiSense: A Sensory Jacket for Individuals with SPD. BenifiSense is a jacket that aims to prepare adults with Sensory Processing Disorder (SPD) for environments where they may be prone to experience sensory overload.

It does this by catering for the senses in a discrete and non-disruptive way, allowing the user to interact with the jacket when and how they want, depending on their individual sensory needs.

This project was developed within a 4th year industrial design brief.



Amber-Jayne Bain
The Rogues Gallery



Hunter Stoneman-Boyle
Calm Amongst Chaos



Samson Dell
in our spring garden

Photography BDes(Hons) Major

Photographers help people to see the world in new ways, using both critical understanding and highly developed technical skills with the ability to use a range of communication modes.

Massey has the longest running photography qualification in New Zealand and is led by some of Aotearoa's most distinguished contemporary photographers, including Caroline McQuarrie, David Cook, Shaun Waugh and Emerita Professor Anne Noble.

You'll be introduced to a range of technologies while developing a social and cultural understanding of photography's place in society. There are well-equipped studios, colour-managed digital photography computer suites and high quality digital print facilities, as well as wet-based darkrooms and specialist labs.

As the course progresses your work will embrace longer-term, often self-directed projects dealing with ideas and issues of real relevance within your personal and professional life. You can choose to develop expertise in commercial, art-based or documentary photography, with access to a wide range of cameras and capture systems to realise your dreams.

When you graduate, you'll join Massey alumni whose careers span the range from fine art to commercial, photojournalism, fashion photography, content creation for digital media, and work within the gallery/museum sectors.

Amber-Jayne Bain, BDes(Hons) Photography, 2022

The Rogues Gallery is an assemblage of creative misfits, photographed to highlight the relationship between an individual and the creative impulse they are subject to. Each of these souls is a person who engages in a recognisably creative practice. Photographer and sitter have collaborated on a finished set of portraits, layering meaning through photographic interventions within the studio, symbolic uses of light and colour, and expressive pose.

Hunter Stoneman-Boyle, BDes(Hons) Photography, 2022

Calm Amongst Chaos is an investigation of the ocean, exploring the complexity of water and light while documenting its intimidating strengths and delicate fragility. The work looks into the ocean being portrayed as a living and breathing being, depicting a contrast from the ocean's inhospitable turbulence to its ever-changing form through the involvement of light. The work features a selection of large scale prints, along with a smaller series depicting different the moods of the ocean.

Samson Dell, BDes(Hons) Photography, 2022

in our spring garden is a photographic project that extends upon the recordings of queer gender and subcultures within visual history. Through poetic and lyrical forms of documentary photography, this work presents non-binary identity without performance or expectation of education on queerness. *in our spring garden* creates a space where we can be seen for who we are, beyond a set of pronouns, sexual partners, and the binary.



Nina Cole
Living with Water



Keisha Clark
Te Whare Pukehuia



Alicia Adamson
The Multispecies Community

Spatial Design

BDes(Hons) Major

Spatial designers shape the environments that we inhabit and the ways we experience them. Spatial design provides educational experience in new and emerging spatial practices and professions, while maintaining a foundation in traditional design such as interior architecture, landscape and urban design. It explores temporary spaces like exhibitions and performances, and digital spaces including online environments, virtual reality and mixed reality.

Rethink built and virtual spaces in ways that are innovative, speculative, and mindful of the wellbeing of people and the planet. You'll learn to understand, represent and create spaces, working between studios, workshops and site-specific environments. Learn technical drawing skills, rendering software and video editing skills to create, imagine and represent spaces.

You will discover ways to imagine and construct engaging environments in both physical and digital space, from the big picture right down to the detail of construction and materiality. You'll explore light, surfaces and materials, and consider the way people interact with spaces, in different social, cultural and historical contexts.

Our graduates find exciting jobs as spatial designers, interior designers, architectural designers, digital designers, performance designers, landscape designers, web designers, digital FX artists, and interaction and experience designers. New types of jobs are constantly emerging.

Nina Cole, BDes(Hons)
Spatial Design, 2022

Living with Water engages with water sensitive design and nature based solutions to re-imagine Grey Lynn park as a resilient public amenity. Through strategies of daylighting, constructed wetlands, and a built structure, curiosity is encouraged around natural water processes and reintroduces swimming opportunities while protecting local ecologies. *Living with Water* is thoughtfully designed to benefit human and more than human wellbeing for harmonious coexistence with water.

Keisha Clark, BDes(Hons)
Spatial Design, 2022

Te Whare Pukehuia is a place for Newlands rangatahi to "simply hang out". The project responds to the exclusion of youth in the urban landscape, going beyond inclusion to support, empower, and reflect the specific needs and aspirations of young people, as gathered from the Wellington City Council's youth survey. An extension of Pukehuia Park, the complex offers youth a safe space for unstructured activity, encouraging informal connections with one another and the wider community.

Alicia Adamson, BDes(Hons)
Spatial Design, 2022

The Multispecies Community investigates how more-than-human theory addresses the importance of designing beyond an anthropocentric view. Derived from vernacular architecture, the design of the community space responds to the current environment and inhabitants of the Lake Ōhau environs. By facilitating the cultivation of native flora and cohabitation of the site's multispecies, the space allows residents to support the regeneration of the post-fire-damaged landscape to aid in the healing of shared ecological trauma.

Abby Brown
Chroma



Jessie Brown
Tide Lines



Ti Ko Hempel
beautiful, isn't it? to craft oneself



Textile Design

BDes(Hons) Major

Textiles design spans everything from fashion and interiors, to industrial products and exhibitions. Push the boundaries of surface, texture and material, in a qualification that prioritises design for sustainability.

The textile design major focuses on the creation of new textiles, materials and surfaces for a diverse range of applications including fashion, product, interiors and art. You will develop specialist skills in print, weave, knit, embroidery, dye and materials through learning traditional textile techniques and working with state-of-the-art digital technologies.

We encourage you to harness the potential that textiles and materials have to make a positive impact in the world, while considering sustainability in your approach. Engage with the history of traditional textiles in Aotearoa New Zealand and globally, and combine conventional methods with high-tech approaches like VR, bio-design and material-driven innovation.

Textile design graduates have gone on to work around the globe in areas including textile design for fashion and interiors; product development for multiple industries like sport, health care and travel; materials research and development; illustration and surface design; as well as art.

Our students regularly enjoy success in a range of national and international competitions including Best Awards, Red Dot, The Society of Dyers and Colorists, the ECC New Zealand Student Craft / Design Awards and The Surface Design Association.

Abby Brown, BDes(Hons)
Textile Design, 2022

Chroma is a collection exploring the relationship between colour and tactility, analysing how these elements interconnect with one another in the physical world. Derived from the ideas of colour theorist Johannes Itten and his seven colour contrasts, *Chroma* focuses on rebelling against the flatness of colour in today's digital society and reintroduces the three dimensional form of colour. Using colour theory and Itten's colour contrasts, this collection generates diverse perceptions of colour which encourage the user to interact with the surfaces of the sensory textiles.

Jessie brown, BDes(Hons)
Textile Design, 2022

Tide Lines celebrates the beauty and complexity of the local coastal environment of Te Whanganui-a-Tara, and explores our responsibility to look closely, consider, and show appreciation for and find connection with the natural world around us.

Ti Ko Hempel, BDes(Hons)
Textile Design, 2022

beautiful, isn't it? to craft oneself, explores an emotive and exploratory journey of relationships. Relationships of queer and craft, trans-ness and society, body and faulty binaries. Through the practices of journalling, hand-dyed rugtufting, weaving, knitting, embroidery & faggoting, Ti Ko crafts their queer into a political, maximalist & abstract self portrait. Their soul is here and they invite your soul to be here too.



Shikahn Raemaki
Thank You, Virgil Abloh



Kerryn Owens
KIT



Zak Komene
Intuit

VISUAL COMMUNICATION DESIGN

Over the page you can see a variety of areas you can expect to engage with in the Visual Communication Design Major.

Visual Communication Design

BDes(Hons) Major

Visual communication design (VCD) is at the heart of how we experience the world; guiding, informing, educating and inspiring us every day. This major spans print and editorial design, illustration, brand communication, motion graphics, video, information design, AR and VR, and mobile application and web.

As a VCD student you'll learn to become an independent creative and critical thinker and maker, developing innovative responses to address complex issues facing our world.

In the first two years of the VCD major you'll gain confidence and proficiency with technical skills across the discipline, and learn processes for developing ideas.

Our visual communication design students and graduates excel nationally and internationally in the Best Awards, Red Dot Design Awards, and are recognised by the International Society of Typographic Design.

There is a growing demand for graduates who can apply design thinking at a strategic level in business, government and within social and civic enterprises. VCD graduates also go on to work as creative directors, interactive designers, graphic designers, user experience (UX) designers, typographic designers, advertising executives, brand managers, publishers, web designers, and illustrators

Shikahn Raemaki, BDes(Hons)
Visual Communication Design, 2022

After discovering Virgil Abloh's "FREE-GAME" in 2022, I embodied his methods and ideologies to create the streetwear brand SHIKAGO™. Creating a brand is a journey of self-discovery that helps designers develop and define their creative identity. This project looks at my process of creating a brand, and the transition from myself to the Designer "SHIKAGO."

THANK YOU, VIRGIL ABLOH.

Kerryn Owens, BDes(Hons)
Visual Communication Design, 2022

Students are a vulnerable group who are unprepared for when an earthquake strikes. *KIT* is a survival starter kit designed to enable students living in the Wellington region to prepare for a major earthquake, in an easy to follow, achievable manner. Given out by university student associations, *KIT* includes some essential preparedness items, along with simple ways for users to plan ahead and expand their survival kit.

Zak Komene, BDes(Hons)
Visual Communication Design, 2022

Intuit is a graphic novel/artist book that explores the expansive and powerful mechanism of a human's intuitive sense. Through illustration, the phenomenon that is intuition is thrust into a tangible light as we follow Isla on a journey of self discovery, as she redefines the importance of intuition and the impact it can have in our everyday lives.

GRAPHIC DESIGN

Shape the way people see the world. Graphic Design is one of the most prevalent forms of communication and can be utilised across a broad range of media and outputs. Hone your skills in successfully conveying ideas through the arrangement of words and images. This pathway enables students to develop conceptual thinking and technical skills.



Thomas Cumming & Krista Barnaby
BDes(Hons), 2021

A Book With No Orientation is a collaborative exploration into the potential deconstruction and reconstruction of a 21st century reading experience. Through a series of experimental volumes, elements of the traditional book are pulled apart to be examined, questioned, and challenged.

BRANDING

Brand design provides students with a range of critical and practical skills for engaging with marketing, service and experience design thinking. From designing logos to staging transformational experiences, this pathway will equip you for these exciting and growing areas of design practice.



Connor Ferguson
BDes(Hons), 2020

This project is a culmination of a personal journey of healing over the course of my degree. My purpose in design has always come from an inherent calling to give voice to marginalised peoples. These photographic works explore empowerment through vulnerability in inspiring queer resonance. Regardless of adversity in diversity, we will see ourselves reflected in the world, find validation, and share our stories of how we did it.

MOVING IMAGE

Encompassing diverse practices such as motion graphics, animation, video, generative digital media, immersive media and projection mapping, the skills you will deepen in this pathway are in increasing demand in multiple sectors. You will learn how to persuade, inform and engage using moving image, and create compelling visual narratives using industry-standard technology.



Lilly Overton
BDes(Hons), 2022

The Pain Gap is an audio-visual installation that uses metaphor to highlight experiences of endometriosis; a common but debilitating gynaecological condition. Real stories are brought to life through moving images, typography, light and sound to create an immersive experience. The project aims to spark meaningful conversations about reproductive health while challenging harmful stigmas surrounding period pain.

ILLUSTRATION PRACTICE

Explore illustration as both art form, and as a medium for design communication. This entails developing industry level illustration skills for print and online platforms including: text analysis, conceptual development, visual representation, drawing and rendering, traditional and digital media explorations, visual style and storytelling.



Sophie Hooper
BDes(Hons), 2022

Children diagnosed with Type 1 Diabetes and their parents are sent home after diagnosis with limited knowledge of the condition and often experience grief symptoms such as shock, denial, and depression. *Tūi Talks* is a koha given to families, guiding them through digestible chunks of information needed for the child's immediate survival. It also provides moments where families can come together to maximise purposeful, supportive learning in a safe environment.

SERVICE AND EXPERIENCE DESIGN

How can you tackle pressing social, environmental and economic issues? And how can you use your design skills to motivate and enable positive attitudes and behaviours in people's daily lives? You'll be introduced to a range of methods and tools that will help you answer these questions. In addition, you'll gain a deep understanding of human-centred design processes and how these can be applied to develop innovative practical ideas and strategic design responses.

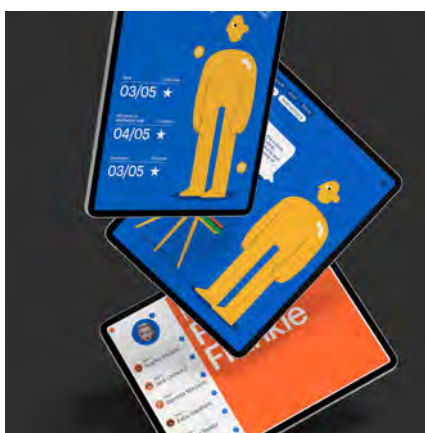


Gemma Morpeth
BDes(Hons), 2020

Martian Mates is a board game for 9–11 year olds, that facilitates perspective taking (stepping into someone else's shoes) and creativity in the classroom. It utilises the reciprocal relationship between perspective taking, creativity and collaboration. Three mini-game modes that focus on perspective taking, convergent thinking and divergent thinking all feed into the overall game, where the Martian Mates are preparing to take a trip to Earth.

INFORMATION DESIGN

Learn how to transform complex data and information into impactful messages. In a world that is increasingly built on information and facts, information design takes these elements and makes them accessible and entertaining. As you progress through this pathway you'll explore how to translate data into clear communication, engaging stories, and finally into meaningful interactions. You'll become a storyteller of data, unlocking the skills to engage users and change minds.

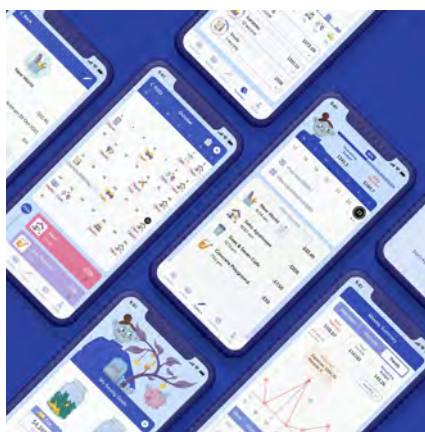


Brianna Cox
BDes(Hons), 2020

Stroke is Aotearoa's second biggest killer. Kiwis over 25 have a one-in-four chance of experiencing a stroke. At-home rehabilitation is tedious. Hard work like this needs to be fun and engaging. On Your Marks is a digital tool enabling young stroke patients to help themselves in their own homes, at times that suit them, and at their own pace. Personalised by the physiotherapist, facilitating communication that wouldn't be possible otherwise.

INTERACTION DESIGN

Explore how humans interact with objects, spaces, and technology. You'll develop skills in user experience (UX) and information architecture (IA) as well as a wide range of media and user scenarios. This pathway covers areas such as designing website and app interfaces, exhibitions, interactive installations, and exciting emerging technologies like virtual and augmented reality.



Tina Zeng
BDes(Hons), 2022

Trackit is a budgeting and expense tracking app designed for young New Zealanders. It automatically syncs with your bank account and sorts your daily expenses based on the categories you define. With an embedded calendar system, it has never been easier to manage your upcoming bills and create flexible budgets. *Trackit* also visualises your savings progress and provides personalised insights to help you better understand your financial situation.

TYPOGRAPHY

Explore typography from the fundamental principles of letterforms and legibility through to systems to structure complex information and narratives. This pathway develops skills from interpreting simple concepts through to complex self-directed research projects with an advanced level of craft and conceptual thinking that can be applied to the design of publications, digital outputs and spaces.



Eliza Rodgers
BDes(Hons), 2022

The Threads of Time aims to empower internationally adopted young adults to reconnect with their culture of origin. As an adoptee from China, I have explored how my past experiences can inspire me to continue to learn about my ethnic heritage. *The Threads of Time* documents the past and records my recent discoveries in the lifelong journey of understanding where I came from.



Toni Lane
Self-Portrait: Hang out to dry



Ange Oliver
Kawai



Margaux Febvre-Richards
Dear Lover

Bachelor's degree with honours
 NZQF level 8 | Undergraduate study
 4 years full-time (480 credits)



Bachelor of Fine Arts with Honours BFA(Hons)

Establish your place in the art world with some of the finest artists in New Zealand.

Be the commentator, the activist, the narrator or the storyteller to transform perceptions, express a point of view or make a political comment.

Work across sculpture, painting, drawing, performance, installation, moving image, sound, photography, printmaking, site-responsive work, curatorial activities and art writing.

At Whiti o Rehua School of Art you'll learn from leading artists, including Walters Art Prize winner Shannon Te Ao, Fulbright-Wallace Arts Award recipient Simon Morris, and Best Award-winning Mana Moana team Rachael Rakena and Michael Bridgman.

This contemporary art qualification fosters a critical understanding of the place of art in today's world. Your learning will be hands-on, working in an interdisciplinary open-plan studio surrounded by other students from all year levels.

Develop your own unique art practice, voice and confidence as an artist in a culturally diverse environment.

You can also choose to major in Mātauranga Toi Māori.*

You'll be exhibiting your work from your second year, on campus and eventually in exhibitions in galleries and public spaces around Wellington.

WHAT'S SPECIAL ABOUT FINE ARTS AT MASSEY?

A cross-media art school

Experiment with different modes of art-making.

Define the future of art

Explore sound, moving image, online art and other emerging fields of practice.

Vertically streamed classes

Second, third and fourth-year students share studio spaces and classes.

Freedom to try things

An open, friendly culture that encourages diversity and individuality.

Gallery spaces

A contemporary art gallery on campus and a variety of spaces to show your work.

Interdisciplinary framework

Experience learning through an integrated framework, which incorporates Māori perspectives and guides you through four years of supportive learning.

Office hours

Seek advice from any academic staff member, not just your own lecturers.

Know who you are as an artist

With a fine arts degree you'll graduate as an inventive, dedicated thinker and maker, able to define your future career in a broad spectrum of creative fields.

WHY FOUR YEARS?

Your fourth year is an opportunity to really extend your skills and push the boundaries of contemporary art practice.

For those of you wanting to go even further, the fourth year of study with us can also be a fast-track into our Masters Programme.

If you're looking to head into professional practice or industry sooner, there is a 3 year exit opportunity for you to discuss with your lecturers.*

CAREERS INCLUDE

Sculptor, painter, photographer, performance artist, conceptual artist, digital media artist, curator, art writer, gallery assistant, gallery director, gallery owner, gallery public programmer, gallery publicist, teacher, historian, archivist, gallery technician, videographer, film director, scriptwriter, illustrator, editor, stylist, publisher, filmmaker.

* Subject to regulatory approval.



Rachael Rakena
Mana Moana



Rachael Rakena
Ngāi Tahu, Ngā puhi, Associate Professor,
Whiti o Rehua
School of Art

Rachael Rakena from Whiti o Rehua School of Art uses the term 'toi rerehiko' to describe her practice, meaning 'art that employs electricity, movement and light'. It claims and names digital arts for Māori by centring the concepts of 'space between', 'fluidity', 'immersion' and 'continuum' within a Māori paradigm, and combines notions of continuum with interdisciplinary and collaborative practice. 'I make art that usually involves video and is often collaborative. I've been exploring themes around identity and water for many years, always with an indigenous focus.'

Rakena co-leads the Mana Moana project, a collaboration between Māori and Pasifika musicians, artists, writers and choreographers. It is a series of short art films, fusing poetry, dance, song, painting, photography and animation. Instead of projecting on a traditional film screen, Mana Moana explores themes of ocean, climate change and diaspora on a screen of projected water.

manamoana.co.nz

Design and Fine Arts Degree Structure

You are automatically enrolled in a BDes or BFA Honours degree at Massey (four years). This gives you a competitive edge in a world where having initiative and confidence are an advantage, and where new careers continue to be invented.

If you're looking to get out into industry and professional practice earlier, from 2025 you will have the option to exit the qualification with a three-year Bachelors degree.

INTRODUCTION

100 level

Explore what it means to be a university student. Find your feet. Choose your path.

DEVELOPMENT

200 level

Become more familiar with the practices and processes of design or contemporary art production. Experiment.

EXPANSION

300 level

Extend your art and design practice and hone your critical skills further.

INNOVATION

400 level (Hons)

Push the boundaries of your design process or art practice with a significant research-led independent body of work, and celebrate your growth into a fully-fledged creative arts graduate.

YOUR FIRST YEAR

The University year is divided into two 12-week semesters from February–November, with mid-semester as well as mid-year breaks. Please check online for a full calendar of important dates and university holidays.

In your first year, you will take 8 courses, each worth 15 credits. That is 120 credits in total, which is full time at Massey. Full-time study equates to about 40 hours per week, including class time and independent work.

Core Major Courses

Depending on the course, you might create site-specific art, photographic images, objects, garments, performances, new materials, video or graphics.

Interdisciplinary Studio Courses

In these courses you will be introduced to the breadth of creative practices across Toi Rauwhāangi as well as gaining a range of foundational skills relevant across creative practices.

Elective Courses

Throughout your study you can choose electives that allow you to branch out into other creative disciplines.

UNDERGRADUATE COURSE GUIDE

The Creative Arts Undergraduate Course Guide provides more details about all degree content and elective options, download it from: creative.massey.ac.nz/apply

If you are wondering which core studio courses are right for you check out our two-minute videos about each first year studio course options: massey.ac.nz/papervideos



Toioho ki Āpiti facilities



Te Haana Paewai (BMVA 2020)
Kawakawa print #4



Shayna Paku-Rimene, 2013

Bachelor's degree
 NZQF level 7 | Undergraduate study
 4 years full-time (480 credits)



Toioho Ki Āpiti Bachelor of Māori Visual Arts BMVA

Immerse yourself in the only university-based four year degree in Māori Visual Arts in Aotearoa.

Staff and students engage creatively in a culturally rich environment where te reo, tikanga and whanaungatanga are fundamental to growing creative processes and practices in toi Māori. Students will have access to staff who are acknowledged Māori artists, both nationally and internationally, in their areas of expertise.

Established in 1995 by Professor Robert Jahnke ONZM, Toioho ki Āpiti (Māori Visual Arts) is based at Te Pūtahi-a-Toi on the Manawatū campus in Palmerston North. The qualification caters for all levels of proficiency in te reo whether you have grown up through kōhanga and kura or are an absolute beginner.

Students and staff start each study year with a stay on a marae where whakawhanaungatanga begins, and continues to be fostered through collective experiences throughout the degree. Exposure to contemporary visual arts, both mainstream and indigenous, is facilitated through visits to galleries, hui, wānanga and exhibition openings. Previously this has included travel to marae and exhibitions in Sydney, Melbourne, Venice, Tokyo, Korea, Hawai'i, Paris, Tahiti, as well as New Zealand.

The Toioho ki Āpiti community has extensive professional relationships with curators, public and commercial galleries, and artist networks both nationally and internationally. You will be able to access and develop connections with these networks to help further their chosen career in the arts.

WHAT'S SPECIAL MĀORI VISUAL ARTS AT MASSEY?

This four-year degree is kaupapa Māori-based. Engage in te reo Māori, tikanga and whanaungatanga, and become a conceptual and critical thinker and creative maker.

MANA WHAKAPAPA

1st year

Open your senses to Māori visual culture and explore your identity through a Māori worldview. Become part of the whānau.

MANA TIRITI

2nd year

Awaken your responsibility to Te Tiriti o Waitangi. Become aware and engage with the political context.

MANA WHENUA

3rd year

Carve your own pathway within the landscape of contemporary Māori art.

MANA TANGATA

4th year

Take leadership and responsibility for your creative practice. Pursue artistic excellence. He toi whakairo, he mana tangata!

CAREERS INCLUDE

Artist, designer, academic/researcher, curator, museum and art gallery collections manager, gallery director, gallery assistant, iwi development officer, Māori cultural adviser, teacher, lecturer, archivist, historian.



Images: National Art Gallery of Canada



Puawai Taiapa-Aporo BMVA, 2015

Puawai says her BMVA gave her the confidence to express herself and has helped take her to places not even she imagined at the beginning of her studies. "When I started I was really passionate about painting but the course offers other art forms like photography and media studies. Over the years my passion changed as I started creating videos."

After graduating Puawai became one of the presenters on iconic youth TV show Pūkana and has a growing online audience for her Hey Puawai videos. She credits her success to the course that awakened her passion for performance art.

"The amazing lecturers have open minds about different whakaaro, different types of work and you're appreciated for your ideas. I wouldn't be where I am today without the BMVA... the skills to express myself and the confidence and passion I've gained in my art and in where I come from, in my pepeha."

A woman of many talents, Puawai was one of the artists involved in the hit te reo song Maimoatia which pushed Justin Timberlake off the top of the NZ iTunes chart in 2016, and also performed at the national kapa haka championships with the Hatea team from Whangārei.

Mata Aho Collective

The Mata Aho Collective is a group of four Māori women artists who produce large scale fibre based works, under a single collective authorship.

They are 2022 Arts Foundation Te Tumu Toi Arts Laureates, recipients of the Walters Prize in 2021, and have shown at many major global/international art events since 2016.

Three of the artists were alumni of Toioho ki Āpiti Māori visual arts. Erena Arapere, of Te Atiawa ki Whakarongotai and Ngāti Toa Rangātira is a leading photographer teaching on the qualification. Dr Terri Te Tau of Rangitāne ki Wairarapa engages in major research projects, whilst Bridget Reweti, of Ngāti Ranginui and Ngāi Te Rangi has been a Francis Hodgkins Fellow, Whiti o Rehua School of Art graduate Sarah Hudson, of Ngāti Awa and Ngāi Tūhoe leads Kauae Raro Research Collective, an artist's group who work with earth pigments.

They credit Toioho ki Āpiti as giving them a foundation of visual arts practice. "It helped Māori in the work we create for the current contemporary art landscape and to push for innovation within our work.

AKA is a 14m high hand-woven work made from 25mm thick marine rope, situated in the rotunda of the National Gallery of Canada.

Māori Visual Arts Degree Structure

YOUR FIRST YEAR

Mana Whakapapa

As part of the Toioho ki Āpiti Māori Visual Arts whānau, you will participate in a range of collective activities such as kapa haka, exhibitions and wānanga. The qualification aims to encourage and challenge you to push the boundaries of contemporary Māori art.

The University year is divided into two 12-week semesters between February and November, with mid-semester and mid-year breaks. Please check online for a full calendar of important dates and university holidays.

In your first year, you will take five courses that add up to 120 credits, which is full time at Massey. Full-time study equates to about 40 hours per week, including class time and independent work.

Mata Puare Studio

You will spend two full days a week in the studio making, experimenting, discussing and developing ideas. All lecturers are exhibiting artists and so depending on their experience and skills you might create a conventional or unconventional painting, sculpture, photographic or design work, video or performance piece or a mixed media installation.

Te Reo Whakahoahoa

Take a language paper at the level appropriate to you. You may also choose to do the next level in semester two.

Ngā Hanga Whakairo

An introduction to the scope of Māori art with a view to recognising traditional elementary forms and their significance. Social and cultural dimensions will be considered and Māori art forms from pre-contact times to the present will be examined within the context of a dynamic and changing society.

Te Reo Kōnakinaki

This course extends listening, speaking and writing competency to enable students to express themselves in Te Reo on a wide range of topics at an introductory level. Emphasis is on spoken and written Māori as a language of communication and interaction.

Courses

You may be interested in other courses offered by Toi Rauwhārangī College of Creative Arts, the School of Māori Studies, or from other parts of Massey. Examples include digital fabrication, fashion construction, printmaking, painting, contemporary sculpture and drawing.

Year One

Semester 1

Weeks 1–12

Semester 2

Weeks 1–12

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
Mata Puare Studio IA 150.107 12 weeks 30 credits	Mata Puare Studio IB 150.108 12 weeks 45 credits
Ngā Hanga Whakairo 150.106 12 weeks 15 credits	Te Reo Kōnakinaki 300.111 12 weeks 15 credits
Te Reo Whakahoahoa 300.110 12 weeks 15 credits	Te Reo Kōnakinaki 300.111 12 weeks 15 credits

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Open Day 2023. Photo: Abner Altiora



Bachelor's degree with Honours
 NZQF level 8 | Undergraduate study
 4 years full-time (480 credits)



Bachelor of Screen Arts with Honours

BSA(Hons)

Future-focused, this degree emphasises originality, innovation and critical thought, and is led by practising academics and industry experts.

The BSA(Hons) aims to give you the skills and creativity to realise your vision across a wide range of screen-based specialisations. This four-year Honours qualification also has an exit point at third year for students who wish to graduate with a Bachelor of Screen Arts. With an emphasis on production, you'll take projects through development of initial concepts and narratives to a completed and distributable work. Using industry-standard production facilities, studios and labs, you'll respond to briefs that combine creative studio practice, storytelling, professional practice and portfolio development.

You will be supported by a series of core Professional Culture courses designed to help you to develop your professional skills. Through these courses you will gain an understanding of screen cultures, economies and working practices, both in Aotearoa New Zealand and internationally as well as prepare yourself to compete in one of the most exciting sectors in the creative industries.

As part of the new National Academy of Screen Arts, the BSA(Hons) qualification gives you access to cutting edge technologies to tell your story. Its new virtual production volume is the largest permanently installed volume in Aotearoa. The emphasis is on innovation and originality, allowing you to become an author of your own times.

WHAT'S SPECIAL ABOUT SCREEN ARTS AT MASSEY?

Learn from the experts

Developed and taught by award-winning industry professionals and academics, who've worked on projects including Avatar, The Hobbit, Iron Man 3, Planet of the Apes, Babe, Ocean Girl, 20,000 Leagues Under the Sea, Daffodils, Lord of the Rings and Avengers.

Industry connections

Staff are well connected in the screen industry, and include former staff of Weta Digital, Weta Workshop, Park Road Post, TVNZ, SKY, Mediaworks, TV3 and the BBC.

Cross-discipline collaboration

Embedded in an internationally recognised art and design college, which fosters creativity and innovation.

Graduate job-ready

Builds on Massey's strong track record of training graduates for successful careers in the screen sectors.

MAJORS INCLUDE:

- Animation
- Factual Production
- Film Production
- Game Development
- Immersive Media
- Media Technology
- Visual Effects
- Double major opportunity with Mātauranga Toi Māori*

CAREERS INCLUDE

Producer, director, visual effects producer, special effects technical director, virtual producer, sound designer, sound recording engineer, camera operator, lighting technician, editor, media technologies developer, TV producer, broadcast content developer, concept artist, storyboard artist, art director, animator, 3D modeller, rigger, games art director, games developer, games producer, VR/AR developer, audio producer, CG artist, motion capture animator, digital effects artist.

* Subject to regulatory approval.



Hans & Tweet



Hans & Tweet

Animation BSA(Hons) Major

Animation is a huge industry, found in games, film, television, augmented reality, and in almost all the visual media we consume. This major caters for those interested in joining the industry but also provides pathways for students wishing to explore the medium as independent film makers.

The Animation major is hands on. Our focus is on traditional skills using sophisticated, industry-standard 3D and 2D software to greatly enhance workflow. By becoming artistically and technically competent, students can work smarter instead of harder, freeing them to enjoy their craft as capable animators within a variety of team-based production environment.

In this major students will learn how to animate, focusing on principles developed primarily in traditional character and creature animation. The process will be demystified, and students will be encouraged to experiment and practice. There will be opportunities to develop story telling skills too. Students will learn how to model, texture and light 3D assets, as well as illustrate and draw in 2D. There will be opportunities to work in team-based production environments as well as personal art projects.

Facilities

Animation students will have access to world-leading- and cutting-edge hardware and software, including Autodesk Maya, Toon Boom Harmony, Adobe Substance Painter & Designer, Pixologic ZBrush, Adobe Photoshop, Adobe After Effects etc.

Jing Jing Ke, Tony Matich, Saina Filipo, Niamh O'Connell, BCMP Animation & VFX, 2021

Students Jing Jing Ke, Tony Matich, Saina Filipo and Niamh O'Connell created *Hans & Tweet*, a pioneer production as the first stop motion film of its kind at Massey University.

Hans & Tweet is a children's television series about a red panda and an egg who dream of becoming great supervillains. The students' aim was to bring awareness to both adults and children about taking care of the Earth and its residents, but to also teach positivity, the value of believing in yourself, the joy of chasing big dreams, and to show what a true and dedicated friendship looks like. *Hans & Tweet* was picked up by TVNZ platform HeiHei and was a finalist in the Best Design Awards for Student Moving Image in 2021.



Subject to Change



FAU



FAU



Amiria Ranfurly

Factual Production

BSA(Hons) Major

Story telling is the basis for all human connection, and stories that tell us about real people, situations and issues are compelling touchstones in relating to our fast-changing times. True stories shape our identity and reflect our world back to us. Commonplace across all major broadcasters and platforms is the audiences desire to consume factual series, bite-size web content and formatted shows from around the world.

You will go on a journey of the compelling and real world of true stories and real characters lighting the screens of Aotearoa, as well as the international market. This deep dive into factual development, production and post-production reveals the mechanisms of fun and formatted, multi-camera, studio shows all the way to long-form storytelling around the big issues of the day and character-based features. At the core of this exploration is human relationships and ethical research practices. We will traverse writing skills that best convey your vision on paper, introducing you to the language of screen production at all stages. We will investigate how the story or character define the best approach to making the content and crew, alongside explorations to discover your unique, authorial voice. Students will also be working with clients throughout their degree generating online content.

Facilities

Facilities for Factual Production include multi camera broadcast studio, cameras, lenses and lighting, sound studios, motion capture and green screen. Post-production facilities for Factual also include edit suites, computer labs and a dubbing theatre.

FAU, BCMP Film Production, 2021

FAU is a live stream talk show to empower, discuss and inform the Pasifika community, by young Pasifika adults.

FAU was created by second and third-year students, a collective of hard working individuals who are passionate about telling indigenous stories and learning new skills.

As a live stream show, the audience participate by having the opportunity to view their opinions and questions for the hosts and guests on the show. Think elements of late night talk shows, comedic monologues, a Pasifika house band and different segments similar to a formatted TV show.

In Samoan, FAU can mean to build, create and build, and that's the aim for this show: to build and create a platform for young Pasifika adults to discuss, inform, empower, debate, connect, show real action, and find solutions for issues and problems within the Pasifika community.



Stills from *Raspberry and Coke*

Film Production BSA(Hons) Major

The major in Film Production offers comprehensive, practical film making, covering all aspects of film production including creative development, pre-production, production and post-production. A feature of the course is regular access to leading industry-standard cinema production equipment and the opportunity to work in industry specific film crew roles on your own project.

Students have the opportunity to gain practical experience in a wide range of roles, before specialising in an area of their choosing and collaborating with their peers on independently developed productions.

Facilities

Our facilities include well-resourced technology and equipment, a brand new virtual production volume, leading-edge sound and post-production facilities, studio space for traditional as well as motion capture and green screen production, including our dubbing theatre, edit suites, cameras, lenses and lighting as well as sound studios.

Francesca Sewell, BCMP Film Production, 2021

Fresh from wrapping up her directorial debut, Francesca is a freelance writer, director and editor who is collaborating with like-minded creatives to develop and share New Zealand-focused stories.

Francesca's major project *Raspberry and Coke* is a short Kiwi drama, a melancholic slice of New Zealand life which she co-wrote, directed and edited.

Raspberry and Coke has recently been featured in the official selection of four international film festivals and has won awards at the California International Short Film Festival and the Independent Shorts Awards. Mentored by US/Kiwi Writer/Director and Producer Casey Zilbert (*Ash vs Evil*; *Hangtime*; *Born to Dance*), *Raspberry and Coke* and its success has been an amazing springboard project for Francesca and her team.



Molly Buglass-Clapham



Mara & Blu



Black Channel



Mara & Blu

Game Development BSA(Hons) Major

Game is the medium of the new millennium. Encompassing a broad range of disciplines, including game design, art, audio, coding, and production, game development is a field that truly embraces modern media.

Through this major you will develop skills in critical thinking, logic, design, 3d modelling and texturing, animation, and team-based production while building fun, engaging, and challenging worlds, experiences, and adventures

Students will be ideating, designing, and developing digital as well as tabletop games. Using industry-standard engines and techniques, students will work through game design, art and aesthetics, and programming to create unique and original experiences for desktop, console and mobile platforms.

Each year the Gaming students actively participate in the New Zealand Game Development Conference, Aotearoa’s premier gaming event, where they display their work, discover new trends, and connect with industry professionals.

Facilities

Students have access to top-of-the-line workstations, consoles, and XR devices, as well as industry-standard software such as Unity and Unreal.

Molly Buglass-Clapham, BCMP Game Development, 2020

Graduate student Molly Buglass-Clapham completed her degree with a focus on Game Development. Molly worked on the game *Black Channel* for her major project. As the producer, writer, and creative director for *Black Channel*, she was excited to help bring the cassette futurism sci-fi horror game to life. She wore several other hats as well, including creating concept art, illustrations and 3D models and textures for the game. “Working on *Black Channel* was a huge learning experience for me, and I’m ready to get out into the industry and see what I can do.” Molly is now working for game company PikPok as a Concept Artist.



Thomas Williams



Immersive Media

BSA(Hons) Major

Virtual and Augmented Realities (VR and AR) allow new ways for us to blend the physical and digital worlds, creating uncharted possibilities for the future. Study at the frontier of immersive media development.

Gain skills working with industry-standard software, VR/AR, and capture hardware, to develop and produce a range of immersion-based projects. Blend digital technology with real-world experiences. You don't need to have used or worked with these tools before — just bring your eagerness to explore the tools and applications of this exciting new area of practice. Explore immersion as a creative concept. Learn introductory skills for working with immersive tools and understand the current state and future potential of immersive tech in industry.

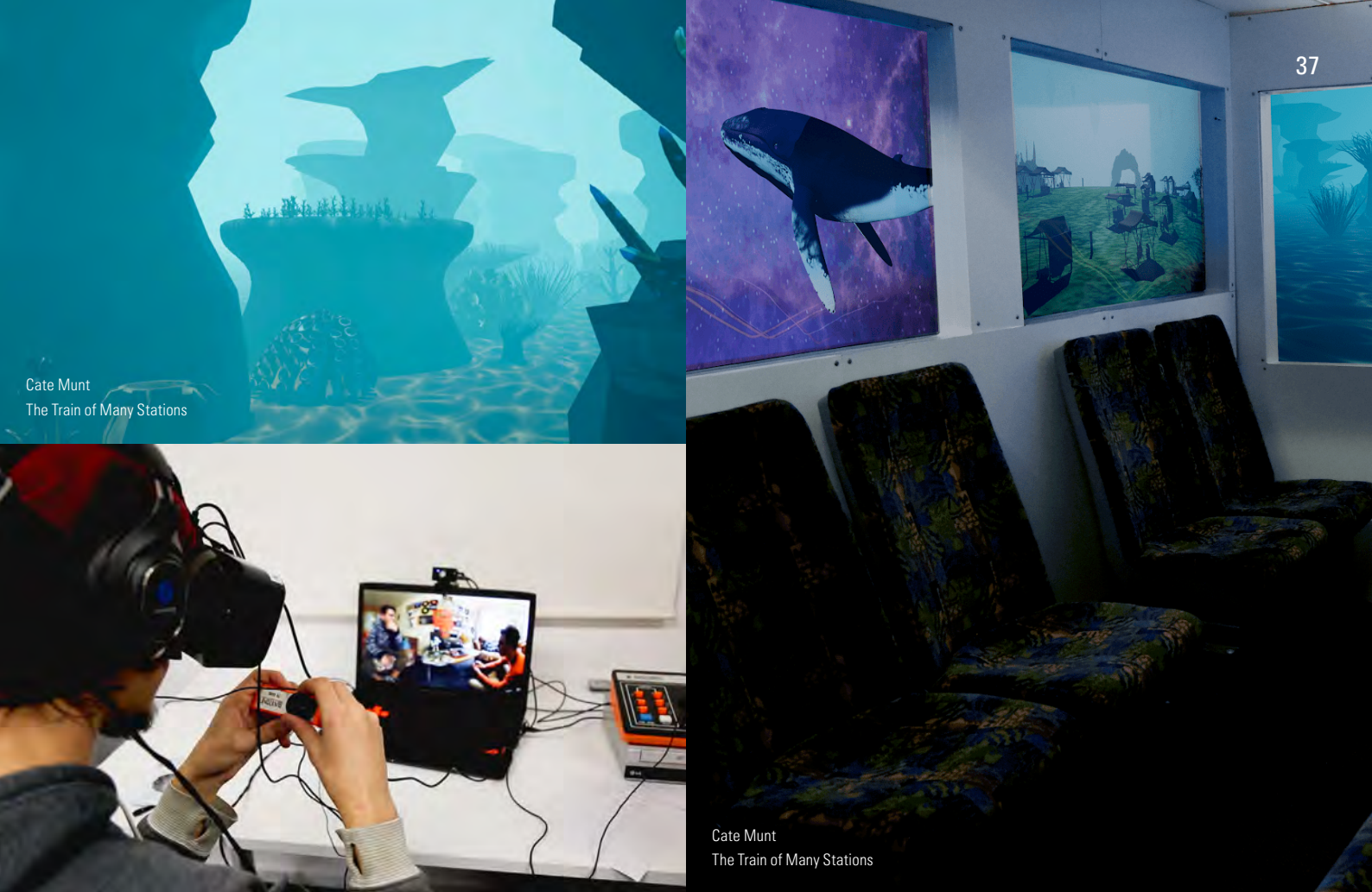
Facilities

Students will use our Emerging Tech Lab and Motion Capture Studio, along with VR Headsets Oculus Rift, Oculus Quest, 2HTC Vive/Vive Pro, HP Virtual Reality. AR equipment includes iPad Pro, Samsung Galaxy Tab S7 and other immersive equipment: Depth Cameras, Handheld 3D Scanner and software such as 3D Game Engines, Unity and Unreal.

Thomas Williams, BCMP Immersive Media, 2021

Thomas Williams was part of the team who created *The Train of Many Stations*, an interactive installation created by third and second-year students at Massey University. It's a new piece of art that combines technology, animation and physical production to create an experience that has never been seen before!

Thomas returned to Massey to complete a Master of Creative Enterprise to further develop his ideas.



Cate Munt
The Train of Many Stations

Cate Munt
The Train of Many Stations

Media Technology BSA(Hons) Major

The evolution of media and screen production driven by digital innovation is offering new ways of working and developing content. Real time game environments, VR/AR, software and hardware capture technology for example are being developed to provide innovative solutions in virtual production to benefit film making. In this major you will have the opportunity to be at the forefront of creating and developing new ideas for both producing and consuming media across a range of technology platforms.

You will be given the opportunity to gain and apply practical skills in developing inventive software and hardware solutions with a view to developing innovative products for the media and screen sector.

You will gain an understanding of prototyping skills and how to develop ideas through to producing final projects such as online distribution, lighting systems, game interfaces, performance capture technology, production workflow solutions, special audio systems, media installation etc.

Facilities

Students have access to a broad range of facilities that were custom designed for the teaching and learning of visual and audio technology development. Students have access to studios, motion capture stage, immersive technology lab, electronics labs, digital and physical fabrication spaces (3D printers, laser cutters etc), high end computer labs with industry standard production software.

Cate Munt, BCMP Media Technology, 2021

Cate Munt specialised in blending technology and creativity with the successful multi-disciplinary project *Train of Many Stations*. The team created a life size train carriage for visitors to climb inside and view virtual worlds pass by from the windows.

Cate immensely enjoyed constructing an interactive and immersive experience to expose the audience to a unique adventure when they came on board the train.

"I love Creative Technologies, and I am now working for an Australian tech company enjoying learning new skills to accompany those I have gained through studying at Massey".

Stills from *Night Lights*

Visual Effects BSA(Hons) Major

The Visual Effects program is designed to provide students with expertise in directing visual effects. The VFX major will teach you the skills to create a professional portfolio of work that you can carry into your Visual Effects career.

Create both procedural and keyframed motion through chaos. Design and control destruction, explosions, fluids — you name it — and fully integrate your visual effects into live action footage from concept to post-production.

Facilities

Gain skills that will help you create fantastic characters and scenes using traditional techniques and advanced technology. Study character design, 3D modelling, texturing and rigging, storyboarding, compositing, particle generation and dynamics. Work with motion capture and a green screen stage. Learn industry software such as Houdini, Maya, Nuke, and Blender.

Lianna Shaw, BCMP Animation & VFX, 2021

Graduate Lianna Shaw completed the VFX pathway working on the project *Night Lights*, a 3 minute stylised 3D short film which has been entered into several international film festivals.

Lianna directed, wrote, animated, rigged, and was a story artist on *Night Lights*. She says "It was so great to experience all areas of production and I was grateful to make my own project, I had so much fun getting to lead a group of talented creatives, an invaluable experience." Lianna has secured a role at Weta Digital as an Assistant Technical Director.

Screen Arts

Degree Structure

YOUR FIRST YEAR

The Bachelor of Screen Arts (Hons) four-year qualification emerged as a result of extensive industry, educational and community consultation and is designed to best prepare you for an exciting career in the fast evolving worlds of screen arts practices. The BSA(Hons) replaces our previous qualification, the Bachelor of Creative Media Production, and offers exciting new opportunities for Aotearoa New Zealand's emerging Screen Artists. Because we emphasise cross-disciplines, in the first year you'll choose to supplement your own major with introductory courses from the other BSA(Hons) majors. This breadth of creative skills will serve you well as you progress through your degree and into industry.

The University year is divided into two 12-week semesters from February – November, with mid-semester as well as mid-year breaks. Please check online for a full calendar of important dates and university holidays. In your first year, you will take 8 courses, each worth 15 credits. That is 120 credits in total, which is full-time with Massey. We expect you to spend 40 hours per week on your studies, including class time.

Professional Cultures 1

In this course you will learn a wide range of skills, from how to succeed in the university environment through to managing creative collaborations and developing a career as a screen artist in Aotearoa New Zealand.

Interdisciplinary Studio Courses

In these courses you will be introduced to the breadth of creative practices across Toi Rauwhāangi as well as gaining a range of foundational skills relevant across creative practices.

Intro: Screen Arts

In this course, you'll be introduced to the challenges and responsibilities facing you in the creation of screen arts productions. You will gain a greater understanding of your own values and processes as a creative practitioner.

Elective Courses

Throughout your study you can choose electives that allow you to branch out into other creative disciplines.

UNDERGRADUATE COURSE GUIDE

The Creative Arts Undergraduate Course Guide provides more details about all degree content and elective options, download it from: creative.massey.ac.nz/apply



Photo: Crystal Richardson



Photo: Capture Studios



Photo: Crystal Richardson



Photo: Crystal Richardson

Bachelor's degree
 NZQF level 7 | Undergraduate study
 3 years full-time (360 credits)



Bachelor of Commercial Music BCommMus

The Bachelor of Commercial Music degree is the most progressive music qualification in New Zealand. It is future-focused, technology-driven and industry-engaged, with a faculty that includes some of New Zealand's top music industry professionals.

Choose whether you want to make and perform new music, engineer live and studio sound and design new music technology, or immerse yourself in the business of music entrepreneurship including artist development and events promotion. You'll become a successful practitioner, media-savvy artist, developer, engineer, entrepreneur, or performer. Learn to use and develop new production tools, processes, technology, and distribution networks.

The BCommMus has a strong emphasis on popular music genres, new technologies, innovation, and commercialisation. You'll consider the role of streaming and digital media in the music industry and explore how to disrupt and operate in new and future business models.

In the BCommMus core courses you'll join with students in all majors to learn content creation, online and media skills, organise and promote music events and experiences, and make and release recordings. The critical content of the qualification spans new musicology, free culture, the political economy of music, and music philosophy. All majors foreground music as the primary discipline, whether explored through a creative, critical, technical, or commercial context.

WHAT'S SPECIAL ABOUT COMMERCIAL MUSIC AT MASSEY?

Look to the future

Future focused and cross-genre, this degree emphasises creativity, innovation, and the latest industry models.

Popular music focus

All content is based firmly in popular music, covering a wide range of genres.

Learn from the experts

Music Practice is taught by practicing international and award-winning professionals, and contemporary composers and performers.

Tech specialists

Music Technology is taught by pioneering music software and hardware developers, sound engineers, lighting and stage designers.

Industry connections

Music Industry is taught by professional industry experts who have decades of experience working with both major and independent labels, as well as major music festivals and international artists.

MAJORS

- Music Practice
- Music Technology
- Music Industry
- Double major opportunity with Mātauranga Toi Māori*

CAREERS INCLUDE

Music producer, promoter, music performer, songwriter, film and media composer, music software and new technology designer/developer, event manager, event promoter, musician, DJ, producer, label manager, music marketer, artist manager and developer, studio engineer, live sound engineer, lighting engineer, label manager, music marketer.

HONOURS

Extend your study, develop your research and advance your skills in music practice, technology or industry. For more information about the Honours qualification, go to the Postgraduate section on page 50.

* Subject to regulatory approval.



Sofia Machray,
Rūi the Tūi

Music Industry BCommMus Major

Music industry practitioners are innovators and entrepreneurs, who seek out and develop new ways to commercialise music in a rapidly changing digital environment.

In the music industry major you'll study artist development and management, label and distribution networks, music publishing and one-off and large-scale live events. Learn skills in new media and develop an essential understanding of emerging and future business models that challenge traditional industry conventions.

You'll learn from staff with experience working for major festivals and events, and with international touring and record label and artist management backgrounds. Classes are group-oriented and designed for you to develop both practical and theoretical skills and apply these to real-world situations.

**Sofia Machray,
BCommMus, 2020**

Rūi the Tūi is a picture and songbook based around New Zealand's native birds. The storyline of *Rūi the Tūi* follows Rūi on an adventure through the forest while she's trying to find a spot to sing. Along the way, she bumps into other bird species such as Tony the Takahē, Murray the Morepork, and Kevin the Kākāpō. My aim for the project was to explore ways music can act as a learning tool and how music instruction with literature could benefit children in their engagement with literacy education. The book is accessible to all learning styles such as visual, auditory, and reading. On my website you can experience the story by either singing along to the song, following with narration, or reading an online version. Throughout the musical aspects of the works, I've incorporated samples of bird sounds, forest ambiance, and facts about each species of bird with the aim that children would become more familiar with New Zealand native birds. In the future I hope that my songbook is published and available for purchase in stores across New Zealand.



ANNA WILD
Wool



Music Practice

BCommMus Major

Music practitioners are artists who push creative boundaries and foster a sense of community and identity among audiences.

Study popular musicianship and performance. Whether you're a singer, DJ or in a band, Music Practice will give you the skills and confidence to take risks and make it in the music industry.

Learn songwriting, composition, musicianship and performance from some of New Zealand's top musicians and professionals.

You'll develop your writing and performing craft in your instrument or interface of choice—that could be an instrument, your voice or your computer. Learn to produce and compose music with industry-standard software and hardware, in some of the best facilities in the Southern Hemisphere.

Work in ensembles and respond to briefs designed to develop artistry in an environment that encourages creative risk-taking. You'll learn to be a working musician with industry-ready practical skills, connections and experience.

Anna Wild,
BCommMus, 2020

Anna is establishing herself in the music industry as a versatile and reliable musician within live and recorded performances. Her debut project *WOOL* is a self directed visual EP which explores an abstract perspective on Endometriosis and other conditions which affect a person's motherhood. She explores the sonic templates through analog synths, drums and percussion, all performed by her. Anna also performs and records as a session drummer for local artists.



Baxter Perry
Arcomidi



Jaedyn Randell
Jaedyn Randell

Music Technology BCommMus Major

Music technologists drive disruption and change in the music industry. They use and develop new technologies that change both the way musicians create, and the way consumers share and engage with music.

In the music technology major you'll study new interface and instrument design, development and electronics alongside audio engineering, recording and editing technologies, and live lighting and sound.

Master microphone techniques and sound design. Learn how to operate industry-leading equipment, work with musicians to capture great recordings, and develop mixing and mastering techniques to produce professional quality recordings.

You'll also learn live light and sound skills, including how to operate small and large scale PAs, design and programme advanced lighting and projection rigs. We'll teach you about all aspects of live, venue-based industry requirements.

**Baxter Perry,
BCommMus, 2020**

Arcomidi is a midi keyboard, built and developed by me to replicate/imitate string and breath-controlled instrument expressivity. I wanted to create a slick, industry standard midi controller that provides a tactile response, enabling the user to play notes in the fashion that they want to. I have used clothes pegs for their spring action and joysticks to convert this motion into midi.

**Jaedyn Randell,
BCommMus, 2021**

Jaedyn's major project was a five-track EP in Te Reo Māori and English that highlights significant moments in her life. As a proud wahine Māori, she set out to promote and celebrate her language and culture through her music. The EP was self-recorded using Audient consoles where Jaedyn recorded the instrumentalists, her own vocals and mixed in her waiata. She aims for *Jaedyn Randell* to contribute to the growth of Māori Music in an encouraging way.

Commercial Music Degree Structure

YOUR FIRST YEAR

The university year is divided into two 12-week semesters from February–November, with mid-semester as well as mid-year breaks. Please check online for a full calendar of important dates and university holidays.

In your first year, you will take 7 courses, worth 120 credits in total, which is full time at Massey. Full-time study equates to about 40 hours per week, including class time and independent work.

Major courses

If you're majoring in Industry, you'll be introduced to the music industry from a New Zealand perspective, and the concept of artist development, management, content creation and distribution.

For Practice, you'll be introduced to production and composition techniques, and develop your music practice technical and artistic skills.

Technology will introduce key concepts, techniques and principles of sound, and you'll develop an understanding of how we interact with a range of music hardware and software.

There is also a double major opportunity with Mātauranga Toi Māori.*

Core courses

Students from all majors come together in the core courses to work in multi-disciplinary teams.

The courses teach group work, professional skills, and critical thinking. Students prioritise applying the knowledge gained from their majors by engaging in commercial and creative projects that simulate what happens in the industry.

Elective

Throughout your study you can choose electives that allow you to branch out into other creative disciplines.

UNDERGRADUATE COURSE GUIDE

The Creative Arts Undergraduate Course Guide provides more details about all degree content and elective options, download it from: creative.massey.ac.nz/apply

* Subject to regulatory approval.

Foundation Certificate

If you don't meet the entry requirements for a Bachelor's (undergraduate) degree, you can complete a pre-degree qualification (also known as a foundation qualification).

There are two pre-degree qualifications with creative arts pathways: the Certificate of University Preparation (CUP) and Certificate in Foundation Studies (CFS). If you apply for entry to a Bachelor's degree qualification and don't meet the entry requirements, you will be offered a place in one of these qualifications based on your education background and experience. If you already know you don't meet the entry requirements, get in touch with us and we can guide you to the right pre-degree qualification for you.

The creative arts pathways in both CUP and CFS include three creative arts courses that introduce you to a world of making, drawing, thinking and creating, with supporting courses in core academic writing and study skills.

Massey offers the only on-campus, university-taught pre-degree creative arts qualifications in New Zealand. You'll study with Massey staff on campus, using the College of Creative Arts facilities in Wellington.

CERTIFICATE IN FOUNDATION STUDIES (CFS)

Guided entry
Two semesters full time
Wellington

You will be offered a place in the Certificate in Foundation Studies if you don't meet the entry requirements for admission to the University.

CERTIFICATE OF UNIVERSITY PREPARATION (CUP)

Guided entry
One semester full time
Wellington

You will be offered a place in the Certificate of University Preparation if you *narrowly miss* meeting the entry requirements for admission to the University.

PATHWAY TO BACHELOR'S STUDY

Once you successfully complete the Certificate of University Preparation or Certificate in Foundation Studies you will gain admission to Massey's unrestricted undergraduate qualifications and be prepared for undergraduate study. You will need to apply online again for admission to a Bachelor's degree.

If you complete the creative arts pathway you will be able to use your coursework as your portfolio to gain entry to the Bachelor of Design with Honours, Bachelor of Fine Arts with Honours or Bachelor of Māori Visual Arts.

Completing the creative arts pathway will give you entry to the Bachelor of Screen Arts, and the Bachelor of Commercial Music majoring in Music Technology or Music Industry. For entry to the Bachelor of Commercial Music majoring in Music Practice, you will also need to pass an audition.

Certificate in Foundation Studies

CFS is 120 credits of study over two semesters

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
Academic Language and Writing 1 192.040	Academic Language and Writing 2 192.041
Study Skills and Strategies 192.042	Critical Academic Skills 192.043
Foundation Drawing 293.001	Foundation Māori Culture 150.001 or Foundation Communication 192.011
Foundation Sound and Image 293.002	Foundation Fabricate 293.003

Certificate of University Preparation

CUP is 60 credits of study over one semester

Semester 1 or 2 Weeks 1–12
Study Skills and Strategies 192.042
Critical Academic Skills 192.043
Creative Pathway Course
Creative Pathway Course



Certificate/Diploma in Creative Arts

If you are excited about studying in the creative arts, but are unsure about committing to a full degree, you can apply for the Certificate (6-months fulltime) or Diploma (12-months full-time) in Creative arts.

These qualifications offer maximum flexibility and allow you to pick and choose your courses from across the entire first year offering.

That includes courses from music, screen arts, fine arts, design and Māori visual art.

You'll be introduced to the basics of art and design:

- Creative thinking
- Making
- Visual communication
- Specialist skills
- Critical awareness
- No portfolio is required, just passion.

FURTHER STUDY

Studying courses in the Certificate or Diploma in Creative Arts can be a good way to develop your portfolio for entry into one of the Bachelors qualifications, or as a way to enhance your own bespoke creative career.

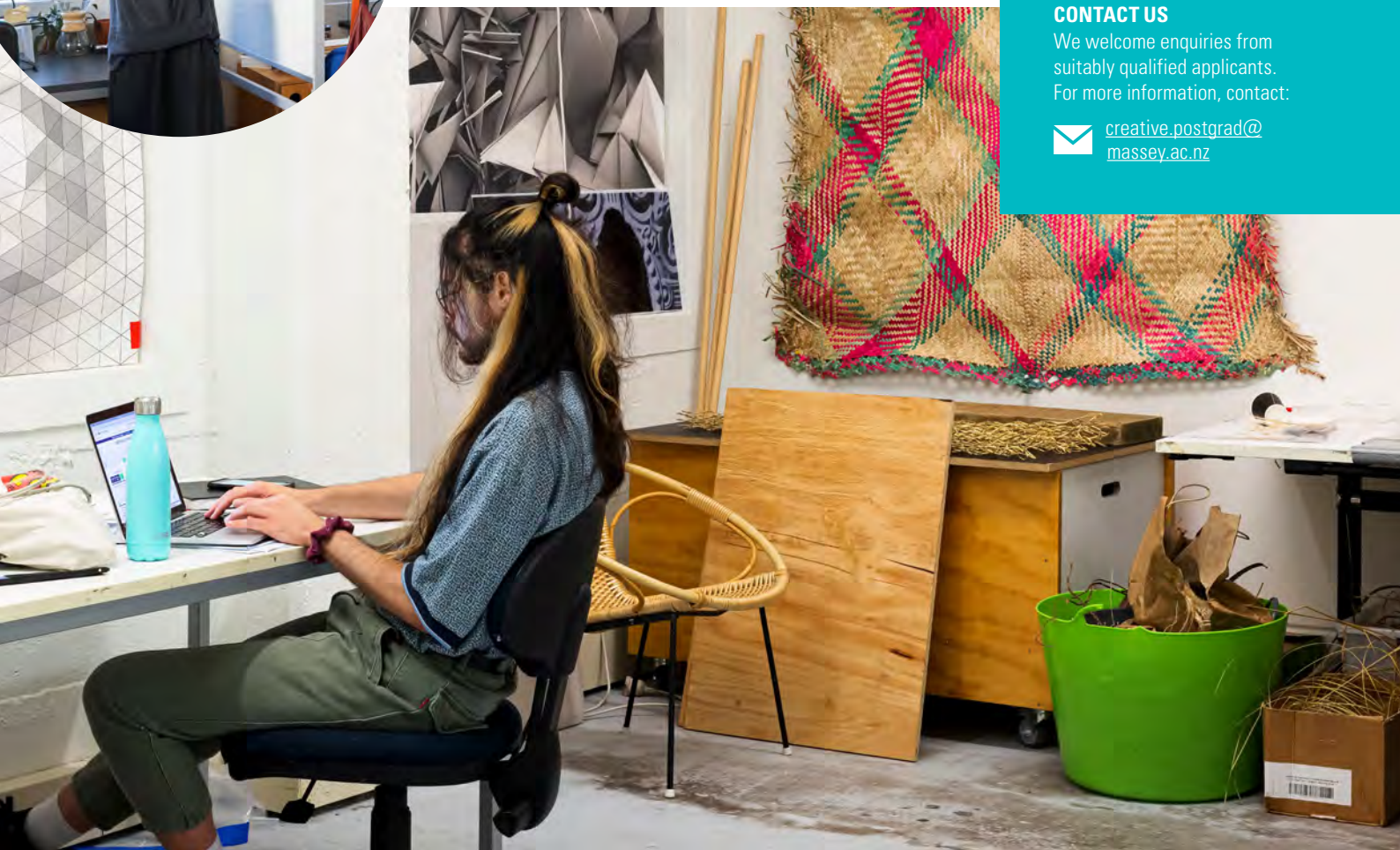
Postgraduate Study

The College of Creative Arts offers a suite of internationally recognised postgraduate qualifications, which can advance your career and invigorate your creative practice. Once you've completed your Bachelor's degree you may wish to dig deeper into subject-specific research.

OUR POSTGRADUATE DEGREES INCLUDE:

- Postgraduate Diploma Design
- Postgraduate Diploma Fine Arts
- Postgraduate Diploma Māori Visual Arts
- Postgraduate Diploma Screen Arts
- Bachelor of Commercial Music (Honours)
- Master of Screen Arts*
- Master of Commercial Music*
- Master of Design
- Master of Fine Arts
- Master of Māori Visual Arts
- PhD

* Subject to regulatory approval.



CONTACT US

We welcome enquiries from suitably qualified applicants. For more information, contact:



creative.postgrad@massey.ac.nz



KEZIA WHAKAMOË
Mataatua

Postgraduate Diploma in Māori Visual Arts

PGDipMVA

Duration 1 year full time.
Available part time.

Location Available on the Manawatū
campus and by distance.

You will balance independent creative work in the studio with learning in Māori studies or museum studies. You will spend most of your time making art. If you have over ten years of exhibition practice you can apply to do a studio-only postgraduate diploma—talk to us about your situation.

Master of Māori Visual Arts

MMVA

Duration 1 year full time.
Available part time.

Location Available on the Manawatū
campus and by distance.

Toioho ki Āpiti Māori Visual Arts is the leading provider of advanced indigenous visual arts education in New Zealand, and has an unparalleled list of significant New Zealand artists amongst its alumni.

In the Master of Māori Visual Arts you are encouraged to ground your practice within a kaupapa Māori paradigm. International students from other indigenous cultures are encouraged to engage in research and applied practices relevant to their individual cultural contexts. The qualification is especially strong in its ability to embrace customary practice from carving to weaving alongside contemporary practice from painting to moving image.



Photo: Capture Studios

Master of Commercial Music*

MCommMus

Duration 18 months full time (180 credits) or, the fast tracked 12 months full time (120 credits). Part time study will be approved by negotiation.

Entry To be eligible to apply for the fast track 120 credit Masters qualification you need to have completed an Honours qualification (or equivalent) with a B+ GPA requirement. Accepted applications will be based on a combination of portfolio of work, a research proposal and an interview.

Location Wellington

Starts February

Application Due 30 November

The MCommMus will be part of a new suite of high quality Master's qualifications that are part of distinctive and flexible learning trajectories.

It will be Industry aligned and enable high quality, creative research pathways, that are student responsive, grounded within Aotearoa and connected with global discourses and fields of enquiry.

The structure of the qualification will support connections and partnerships with industry, sector and community to enable research pathways and externally funded projects.

Graduates will have the ability to work across many mediums and apply conceptual, theoretical, and commercial music strategies. They will be curious and adaptable, with a clear understanding of their positionality within Aotearoa and Internationally and will be highly capable of undertaking advanced independent creative practice research.

Students in the MCommMus will have access to state-of-the art facilities for music innovation. These include fully equipped recording and production studios, rehearsal studios, immersive and emerging technology labs, post-production suites, a cinema with dolby atmos and much more.

Employment pathways include solo or band artists, music production, song writing, composition for games and screen-based media, music publishing, marketing and concert promotion, stage and artists management, new and social media PR management, content acquisition, sound engineering and production, film, broadcast and new media, corporate events, sound design, location recording, live monitor and FOH engineering, music software and hardware development, interface and interaction design and development, music systems development, music industry research.

Currently students graduating with the Bachelor of Commercial Music and BCommMus(Hons) are also employed in many of above pathways, with the industry noting a need for graduates with a higher level of study to fill more complex roles.

* Subject to regulatory approval.



Photo: Jack Young

Master of Screen Arts*

MSA

Duration	18 months full time (180 credits) or, the fast tracked 12 months full time (120 credits). Part time study will be approved by negotiation.
Entry	To be eligible to apply for the fast track 120 credit Masters qualification you need to have completed an Honours qualification (or equivalent) with a B+ GPA requirement. Accepted applications will be based on a combination of portfolio of work, a research proposal and an interview.
Location	Wellington
Starts	February
Application	Due 30 November

The MSA will be part of a new suite of high quality Master's qualifications that are part of distinctive and flexible learning trajectories.

It will enable high quality, creative research pathways, that are student responsive, grounded within Aotearoa and connected with global discourses and fields of enquiry. Work with highly experienced industry practitioners and academics from the screen sector. Our academic and technical staff are award winning both globally and within Aotearoa.

The structure of the qualification will support connections and partnerships with industry, sector and community to enable research pathways and externally funded projects.

The Master of Screen Arts provides opportunity for students to be guided and supported towards developing increasingly complex and multi-disciplinary projects within the scope of their studies. These projects will reflect current and anticipated conditions within the wider screen sector, where technological convergence and the proliferation of platforms increases the need for skilled graduates.

Students will have access to state-of-the-art facilities including a large-scale virtual production volume, a range of industry standard cameras and production equipment, immersive media labs, a newly installed cinema with dolby atmos, post-production facilities and much more. Beyond the screen employment pathways of film and television, game design and development, animation and visual effects, new growth sectors in immersive and interactive production mean that graduates of the Master of Screen Arts will be valuable contributors both to a range of storytelling practices as well as to diverse fields and in the service of their communities.

* Subject to regulatory approval.



Connor Taumoepeau
Bachelor of Commercial Music



George bulleid
Old Flames

Bachelor of Commercial Music (Honours)

BCommMus(Hons)

Duration 1 year full time.
Available part time.

Location Wellington

The Bachelor of Commercial Music (Honours) is a one-year qualification for students with a Bachelor of Commercial Music (BCommMus) or other three-year music degree. Entry to the qualification is available to students who achieve a B grade average in their third year of study. As a Bachelor of Commercial Music (Honours) student you'll have access to Toi Rauwhārangī College of Creative Arts' state-of-the-art facilities, including world-class recording facilities and technology labs as well as a range of immersive media technologies. Learn from well-connected academics working in the industry with extensive research and performance expertise.

Start in Semester 1 by conceptualising and developing your independent project through research and prototyping while engaging with the important contemporary issues of your discipline.

Then in Semester 2 you'll focus on realising your project with academic mentors. Your creative practice will be research-driven, as you critically explore your place in the complex, ever-changing music industry.

Connor Taumoepeau
BCommMus(Hons), 2020

Frame of Mind is an audiovisual project exploring self-reflection. The fifteen-minute work features four new audiovisual compositions that seek to express a specific emotion, felt during the creation of the track.

George Bulleid
PGDipDes, 2022

Old Flames is an exploration of local histories through the ephemeral object. Using a collection of matchbooks as the point of investigation, this publication resurrects people, places and events from our past. The forgotten daily object becomes a lens to celebrate the ordinary and overlooked stories which gave colour to our local communities.

Postgraduate Diploma in Design

PGDipDes

Duration 1 year full time.
Available part time.

Location Wellington

Extend your design speciality or explore new horizons. You'll have the opportunity to specialise in fashion design, industrial design, photography, spatial design, textile design or visual communication design.

This qualification will give you an introduction to postgraduate research processes and contemporary design theory. You'll push the boundaries of your design practice with a research-led independent project. You'll also have elective courses focused on creative entrepreneurship, exhibition or writing in the creative arts.



Symone Robson
Where the Heart Breathes
Photo: Ryan Greer



Jack Bronswijk
The Plague

Master of Design MDes

Duration 18 months full time (180 credits) or, the fast tracked 12 months full time (120 credits). Part time study will be approved by negotiation.

Entry To be eligible to apply for the fast track 120 credit Masters qualification you need to have completed an Honours qualification (or equivalent) with a B+ GPA requirement. Accepted applications will be based on a combination of portfolio of work, a research proposal and an interview.

Location Wellington

Starts February

Application Due 30 November

The Master of Design is an advanced design research qualification, closely aligned to industry, society and the environment. The course of study is concentrated. It provides opportunity for focused and self-directed students to independently interrogate a self-selected issue through targeted design research methodologies, methods, techniques and processes. Through this interrogation, you'll develop mastery of critical and innovative design thinking and making. In some instances, projects involve collaboration with industry mentors and partners, or key communities.

**Symone Robson
MDes, 2022**

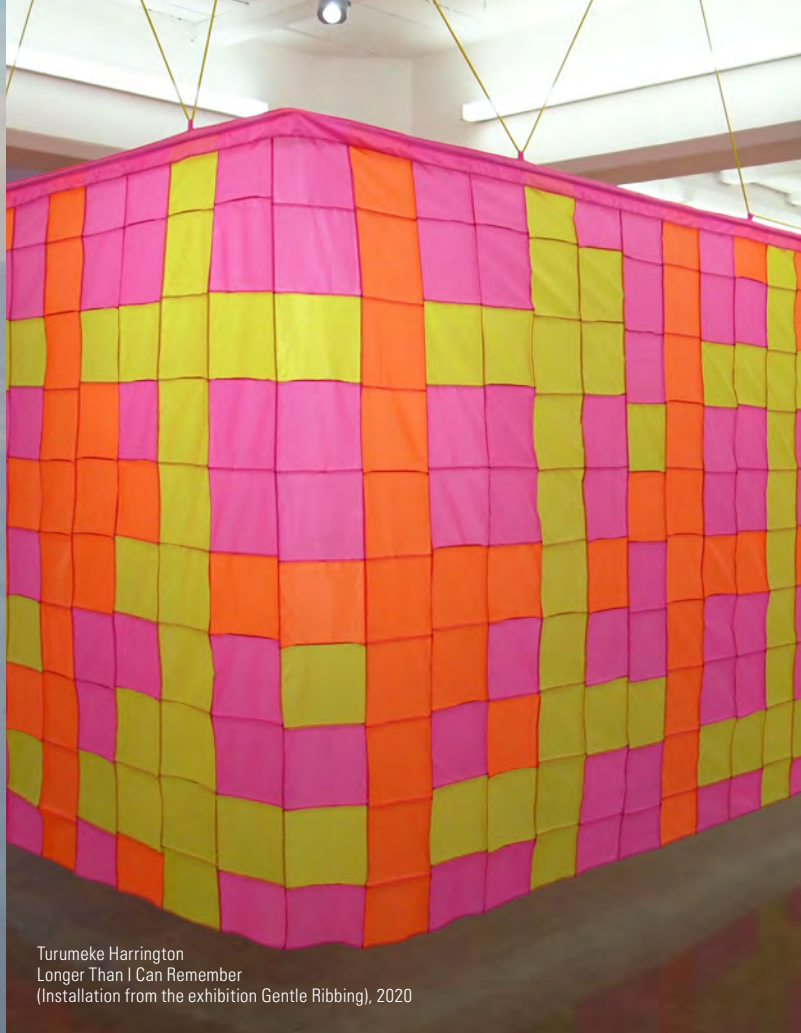
Where the Heart Breathes explores how furniture can facilitate feelings of emotional comfort and safety to create a space where a user can separate themselves from their work and give themselves permission to rest.

**Jack Bronswijk
MDes, 2022**

This project aimed to explore visual media's potential for meaningful allegory by pre-visualising a film adaptation of Albert Camus' 1947 book *The Plague*. The intention was to understand the use of allegory in visual art, through the lens of mid-twentieth-century existentialist philosophy, and then incorporate these techniques into a practical framework for designing key scene illustrations and conceptual design work.



Warren Maxwell
Image courtesy of Jason O'Hara



Turumeke Harrington
Longer Than I Can Remember
(Installation from the exhibition *Gentle Ribbing*), 2020

Postgraduate Diploma in Fine Arts

PGDipFA

Duration 1 year full time.
Available part time.

Starts February

Location Wellington

The Postgraduate Diploma in Fine Arts gives you the opportunity for advanced study in contemporary art.

The qualification combines theoretical inquiry with studio-based practice. It focuses on identifying, exploring and developing research methods that are relevant to current art practices and enquiry.

Master of Fine Arts

MFA

Duration 18 months full time (180 credits) or, the fast tracked 12 months full time (120 credits). Part time study will be approved by negotiation.

Entry To be eligible to apply for the fast track 120 credit Masters qualification you need to have completed an Honours qualification (or equivalent) with a B+ GPA requirement. Accepted applications will be based on a combination of portfolio of work, a research proposal and an interview.

Location Wellington

Starts February

Location Wellington

The Master of Fine Arts emphasises independent learning punctuated by shared community critiques, masterclasses and lectures led by a team of international invited

guests and academics that are expert creative practice researchers. It is geared toward the production of research-driven, critically engaged, expertly realised and highly innovative original creative work. It supports trans-, multi- or cross-disciplinary practices and media while also endorsing the development of specific art expertise.

Warren Maxwell (Ngāti Whare / Ngāi Te Riu / Ngāti Rākaipaaka / Ngāi Tūkairangi), MFA, 2019

Recording 'Bebop Flags' on the Ross Ice Shelf – Antarctica, 2016.

Re-connecting with Te Taiao via a site specific presence, directs and underpins these works.

They encourage the participant to sit and feel a place, and then be immersed in it.

Turumeke Harrington (Ngāi Tahu) MFA, 2021, Collin Post Memorial Scholarship Recipient

Longer Than I Can Remember (Installation from the exhibition Gentle Ribbing), 2020
Nylon, steel installation 15,000mm x 1800mm

Gentle Ribbing is a birth, a coming into being with a lifetime ahead. The exhibition of sculpture and major installation features a huge, brightly coloured quilt. Much like birth itself, the quilt represents hours of labour, boredom, procrastination and a triumphant finish.



Photos by Judith Beyer of fashion at the Gucci Museum, Italy.

Postgraduate Diploma in Screen Arts

PGDipScreenArts

Duration	1 years full time, Available part time
Starts	February
Location	Wellington

The Postgraduate Diploma in Screen Arts gives you the opportunity to further your skills and training in the development and production of a significant screen arts project.

PhD

Duration	3–4 years full time, or 5–6 years part time
Entry	Selected entry—you'll need to submit a portfolio of your creative work, a research proposal and Curriculum Vitae.
Scholarships	Massey Doctoral Scholarship applications due 1 July for a Semester 1 start the following year. Massey University Alumni Doctoral Scholarship due 1 February for a start by 1 June.
Location	Wellington, Manawatū, and by distance within New Zealand.

Candidates for PhD are expected to produce a sustained piece of advanced research work in one of these areas; design, fine arts, Māori visual arts, Indigenous visual arts, music, screen arts, visual and material culture, or across disciplinary areas.

The doctoral thesis may either involve creative practice work with a substantial piece of academic writing (approx. 30,000–40,000 words), or a wholly written thesis (up to a maximum of 100,000 words). The PhD requires an original contribution to the field.

Applicants should preferably have a Master of Fine Arts, Master of Design, Master of Music, Master of Māori Visual Arts (or equivalent), with a high research concentration and an A- grade point average. Outstanding candidates with an Honours qualification will also be considered.

International PhD students accepted into the qualification need to be based in New Zealand. You would pay the same fees as domestic students and are eligible to apply for Massey University Doctoral Scholarships.

Judith Beyer, PhD 2020

Gender fluidity plays an increasing role in today's fashion industry. This project focuses on the incorporation of non-binary fashion in contemporary fashion design. Drawing from Judith Butler's notion of gender performativity, and troubling gender, this study investigates how contemporary fashion design can challenge and critique norms of gender identities and their representation. The research looks at fashion as a system of signification, analysing contemporary fashion imagery and design via a critical and textual analysis through a multiple case-study approach, discussing four contemporary designers – Gucci, Hoodly Air, Vetements, Blindness – and their potential to challenge, blur and critique traditional gender boundaries in the context of fashion and culture.

Domestic students Admission and enrolment

ENROLLING IS A TWO-STEP PROCESS

1 APPLY TO STUDY

Apply to study at Massey University and you will receive a student ID number. Once your application is complete the university will notify you by email.

2 ENROL IN YOUR COURSES

Course enrolment opens from 1 October; you will be emailed information about how and when to do this after you have been provisionally accepted to study at the university.

MAKE THE MOST OF OUR FLEXIBLE START DATES

Qualification	Years to complete	Semester 1 February start	Semester 2 July start	Fast Track Includes compulsory Summer School
Bachelor of Design with Honours	4	✓	✓	3.5
Bachelor of Fine Arts with Honours	4	✓	✓	3.5
Bachelor of Screen Arts with Honours	4	✓	OR ✓	3.5
Bachelor of Commercial Music	3	✓		
Bachelor of Māori Visual Arts	4	✓		

SELECTED ENTRY

BACHELOR OF DESIGN WITH HONOURS

BACHELOR OF FINE ARTS WITH HONOURS

DUE DATE

SEMESTER 1 30 NOVEMBER
SEMESTER 2 28 JUNE

BACHELOR OF MĀORI VISUAL ARTS

DUE DATE

SEMESTER 1 30 NOVEMBER

There are three main ways to apply for selected entry degrees:

1 AUTOMATIC ENTRY

If you are still at secondary school or left secondary school with NCEA and have achieved NCEA level 2 or level 3 with Merit or Excellence overall and a Merit or Excellence endorsement in an approved art, design or technology subject, you have *automatic entry*, and will *not* need to submit a portfolio.

This also applies to students achieving Cambridge International AS grade A or B in an approved art, design or technology subject. When you apply online and you are prompted to upload a portfolio – please either:

A Upload a copy of your NCEA level 2 or 3 results

OR

B Upload a note (handwritten is OK) stating “I qualify for Auto Entry” and we will verify this with NZQA.

2 PORTFOLIO PRE-APPROVAL ENTRY

You can show ‘work in progress’ to a Toi Rauwhāangi College of Creative Arts staff member during a visit to a school, at a Massey Open Day or at another arranged event. Staff will look at examples of your work with you, on digital platforms like Instagram, or in workbooks and folders, and if this shows the creative potential we are looking for they will sign a Portfolio Pre-Approval letter, which you can then upload with your online application – a final portfolio will not need to be submitted after this.

If you would like to speak to someone about Portfolio Pre-Approval visit: creative.massey.ac.nz/apply/portfolios

3 PORTFOLIO ENTRY

A portfolio is a selection of your creative work that demonstrates your creative potential. It can include examples from school or your own personal projects at home or in the community. See the next page for portfolio requirements.

30 November – Due date for selected entry course applications and portfolios.

ALTERNATIVE ENTRY

We also welcome applications from people who do not have a standard secondary school art or design background; people who have not had the opportunity to take NCEA subjects in art or design; and people who, for good reason, have not had the opportunity to complete a portfolio by the due date.

To discuss alternative ways of demonstrating your desire and potential in these subject areas please contact us at: contact@massey.ac.nz

UNIVERSITY ENTRANCE

If you have not met the academic requirements for admission to University, you can apply to enrol in a Foundation Certificate. This qualification will not only enable you to gain university entrance, but will also prepare you for undergraduate study. Check our more information on page 48.

LATE APPLICATIONS

Late applications to study may be considered, subject to available spaces.

OPEN ENTRY

BACHELOR OF SCREEN ARTS WITH HONOURS

DUE DATE

SEMESTER 1 13 JANUARY
SEMESTER 2 28 JUNE

BACHELOR OF COMMERCIAL MUSIC

DUE DATE

SEMESTER 1 13 JANUARY

SCREEN ARTS WITH HONOURS

Open entry for all majors, which means all you need to do is apply online at: massey.ac.nz/apply

COMMERCIAL MUSIC

Apply online at: massey.ac.nz/apply

You will receive an email to confirm that Massey has received your application.

Technology and Industry majors

You will be invited to a consultation with staff to ensure the course is right for you.

Practice major

You will be invited to an audition. You must pass your audition to enter into the Music Practice major.

If you have any questions please contact: commercialmusic@massey.ac.nz

ENROLMENT ENQUIRIES

 0800 MASSEY

 Text 5222

 contact@massey.ac.nz

PORTFOLIO ENQUIRIES

[creative.massey.ac.nz/
apply/portfolios](https://creative.massey.ac.nz/apply/portfolios)

APPLY ONLINE

massey.ac.nz/apply

BACHELOR OF
**DESIGN WITH
HONOURS**

BACHELOR OF
**FINE ARTS WITH
HONOURS**

BACHELOR OF
MĀORI VISUAL ARTS

PORTFOLIO ENTRY

A portfolio is a selection of your creative work that demonstrates your creative potential. It can include examples from school or your own personal projects at home or in the community.

DUE DATES

The university due date for all applications for:
2024 SEMESTER 1

30 NOVEMBER 2023

2024 SEMESTER 2

28 JUNE 2024

Applications received after the due date will be accepted subject to places being available.

FORMAT

Your portfolio can be supplied to us in either:

1 PDF UPLOAD THROUGH YOUR ONLINE APPLICATION

This can be A4 or A3 and should contain 12–24 pages. Please ensure the file is no larger than 20MB. You are able to upload multiple documents if needed.

2 DIGITAL LINK SHARED IN YOUR ONLINE APPLICATION

If you have your portfolio in a website, Google Doc or other online platform, please send us the live link in a PDF or Word document.

3 PORTFOLIO PRE-APPROVAL

You can meet with our staff, either on campus or over Zoom, to review your portfolio at any point during the year. If successful, you will be given a portfolio pre-approval certificate, which you upload in place of a portfolio when you submit your online application.

Portfolio requirements



YOU CAN ENQUIRE ABOUT PORTFOLIO PRE-APPROVAL OR APPLY WITH YOUR PORTFOLIO AT ANY TIME DURING THE YEAR IF YOU HAVE WORK READY TO SHOW US.

PORTFOLIO CONTENT

The work in your portfolio should tell us something about you and how you...

- generate, explore and develop creative ideas
- experiment with different media, materials, techniques and technologies
- use these methods to transform your ideas into creative works
- think in innovative and contrasting ways
- show originality and inventiveness

EXAMPLES OF WHAT YOU CAN INCLUDE IN YOUR PORTFOLIO

- Drawings
- Sketches
- Paintings
- Photographs
- Prototypes
- Mock-ups and 3D models
- Videos of performance art
- Graphic design
- Sculpture or installations
- Fashion, sewing, patterns and textiles
- Developmental work, such as copies of workbook pages or journals
- Digital or conventional photographic contact sheets
- Screen captures in the case of digital work
- Links to work on digital platforms

TIPS

Things to make your portfolio stand out:

- 1 It's good to provide notes about the ideas behind your work and how these ideas were translated into their final form.
- 2 Please do not include items such as art history assignments, research assignments or testimonials in your application.
- 3 If you are providing links to your work that is online, please include live links within your PDF.



ENROLMENT ENQUIRIES

 0800 MASSEY

 Text 5222

 contact@massey.ac.nz

PORTFOLIO ENQUIRIES

[creative.massey.ac.nz/
apply/portfolios](https://creative.massey.ac.nz/apply/portfolios)

APPLY ONLINE

massey.ac.nz/apply



International students Applying and enrolling

**BACHELOR OF
DESIGN WITH
HONOURS**

**BACHELOR OF
FINE ARTS WITH
HONOURS**

**BACHELOR OF
MĀORI VISUAL ARTS**

**BACHELOR OF
SCREEN ARTS
WITH HONOURS**

**BACHELOR OF
COMMERCIAL MUSIC**

**APPLYING TO STUDY
ALL SELECTED
ENTRY QUALIFICATIONS
(DESIGN, FINE ART,
MĀORI VISUAL
ARTS, SCREEN ARTS,
COMMERCIAL MUSIC)
IS THE SAME AS FOR
DOMESTIC STUDENTS.**

ENGLISH ENTRY REQUIREMENTS

International students whose first language is not English need to fulfil the University's English entry requirements.

For more information see:
massey.ac.nz/massey/international

1 STUDYING NCEA IN NEW ZEALAND

If you are studying NCEA in NZ and qualify for automatic entry go straight to massey.ac.nz/apply and follow the prompts.

If you do not meet automatic entry criteria you will need to upload a portfolio.

2 STUDYING FOUNDATION STUDIES AT TAYLORS COLLEGE (AFY)

If you are studying Foundation Studies at Taylors College (AFY) and have earned 270 in your top four subjects, including at least 65 in English and 65 in Art, you will qualify for automatic entry.

Go straight to massey.ac.nz/apply and follow the prompts. If you have not earned 65 for Art (or did not take Art at Taylors) you will need to upload a portfolio.

3 FOUNDATION STUDIES OR PATHWAY PROGRAMME

If you are planning to study Foundation Studies (FCS), Certificate of University Preparation (CUP), or a Pathway programme before enrolling at Massey University in a select entry programme, you will need to upload a portfolio as part of your application.

4 SUBMITTED A PORTFOLIO

If you have submitted a portfolio, which has been approved by the College, but still need to take Foundation Studies (FCS) or Certificate of University Preparation (CUP), you need to apply for FCS / CUP, but you do not need to submit your portfolio again.

5 MINIMUM STUDY TIME REQUIRED FOR ENTRY TO NEW ZEALAND

If you are studying in your home country and have completed the minimum study time required for entry to New Zealand university, go to massey.ac.nz/apply and upload a portfolio of your work.

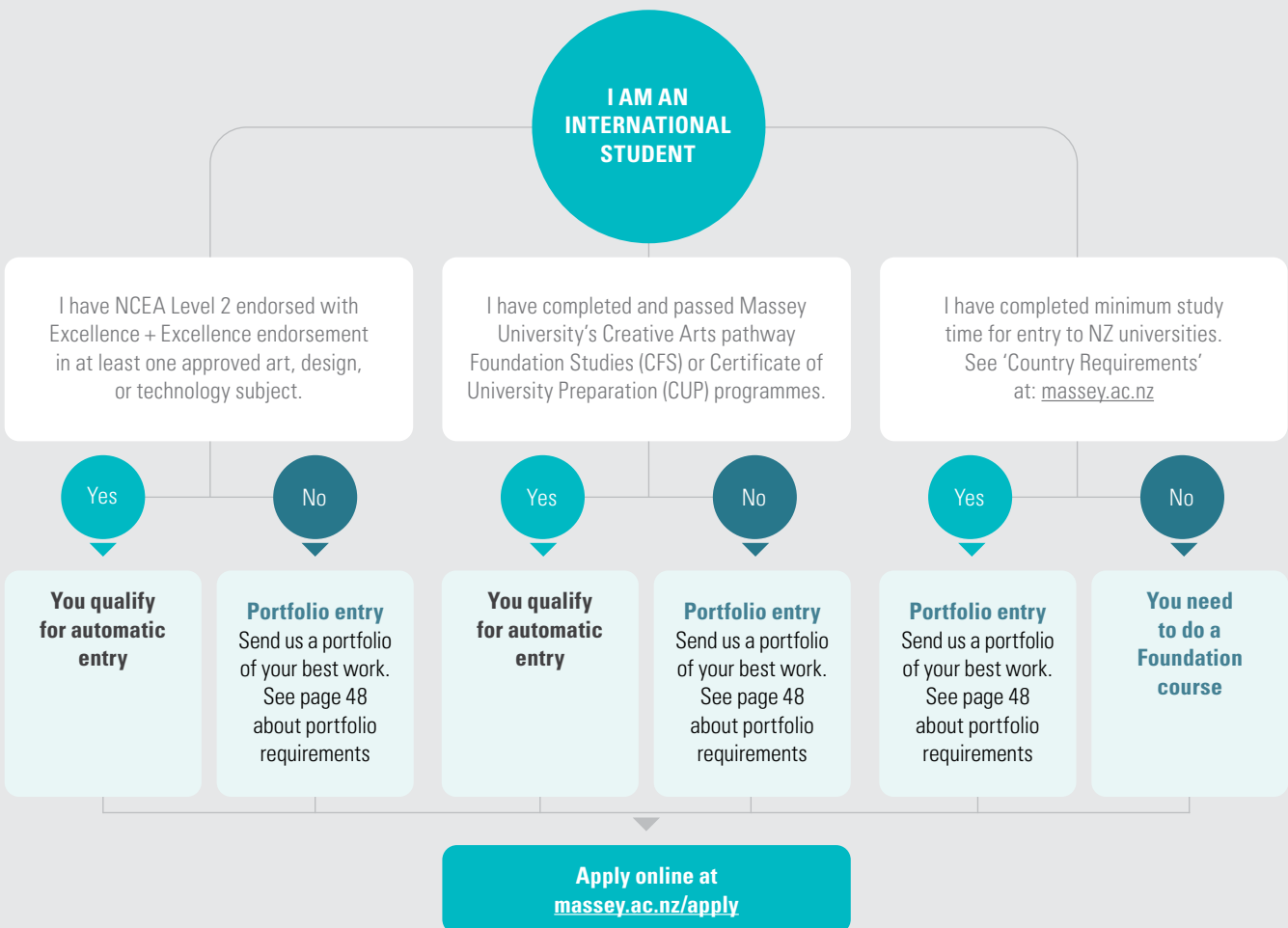
If you have not completed enough study time you will need to take a Foundation Studies course.

FOUNDATION STUDIES

Find out more at massey.ac.nz/apply

POSTGRADUATE PROGRAMMES

If you wish to study one of our postgraduate programmes please go directly to: massey.ac.nz/apply





CONTACT US

If you'd rather speak to a real person, feel free to give our friendly contact centre staff a call on 0800 627 739.

If you'd like to actually see a real person, drop in to our campuses in Auckland, Palmerston North, or Wellington.

Email contact@massey.ac.nz

STUDENT ADVISERS

We understand it's a big decision. We have heaps of people available to answer any questions you may have about studying with us.

Dedicated international, Māori and Pacific student advisers are also available.

EVENTS

We host a variety of exciting events. Please visit massey.ac.nz/events for details. We also have stands at various career and tertiary education expos held all over New Zealand (and beyond). Feel free to contact us if you want to find out when and where.

INTERNATIONAL STUDENTS

The International Recruitment team is the first point of contact for prospective students. If you are considering studying at Massey we welcome your enquiry, and look forward to helping you join us.

Phone +64 6 350 5701

Email international@massey.ac.nz

Web massey.ac.nz/international

SOCIAL MEDIA

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