

Creative Arts

Qualification guide

2024





TEARA HIGH

12

Creative Arts

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COVER IMAGE: IOLO ADAMS, BDES(HONS)
PHOTOGRAPHY, 2022,
WINDOWS TO YESTERDAY AND TOMORROW
INSIDE COVER: ORIENTATION 2018.
STUDENTS GRADUATED 2021.

Please note: 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 programmes 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 creative.massey.ac.nz

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

* Music, design, fine art and creative media production

– Graduate Destinations Survey 2020

QS WORLD UNIVERSITY RANKINGS

Ranked number one art & design school in Aotearoa. Top 150 for art and design for 7 years running.

RESEARCH (PBRF)

Across design and visual arts and craft, Toi Rauwhārangī 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.

AOTEAROA MUSIC AWARDS

AMA recognises the success of Aotearoa's behind-the-scenes music talent. For the eighth year running we will be celebrating the success of our students and alumni at the AMA Artisan Awards.



Rankings & Awards

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 programme, 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 programmes.

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.

Our programmes are based on a pōwhiri framework that acknowledges our distinct cultural and geographical location in Aotearoa New Zealand. This framework develops confident students who display *toi* (creativity), *mōhio* (virtuosity, skill), *mātauranga* (understanding), *mana* (autonomy), and *whānaungatanga* (connectedness).





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.



KAFA KOLLECTIVE PACIFIC MENTORS

Our Kafa Kollektive are a network of students and creative alum here to help you navigate University life.

📷 [kafakollektive](#)

TUKUTUKU, MĀORI MENTORS

We are a collective of Toi Rauwhārangī students from different majors who aim to enhance the University experience of fellow Māori Taurira.

📷 [tukutukumm](#)

**Kāhui
Irarau**

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](#)



Make & Create



KA MUA, KA MURI
XOĒ HALL

DEVELOP new knowledge, ideas and systems.

EXPERIMENT with new ways of seeing, making and doing.

LEARN from some of the best practitioners and researchers in the world.

EXPLORE what it means to be a creative person in Aotearoa New Zealand.

COLLABORATE AND CONTRIBUTE share ideas, make new work, and participate in real world projects that make a difference.





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

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.



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 students in India, 2019.



TRAVEL AND WORK ON MEANINGFUL PROJECTS

Producing VAKA, a climate change documentary, enabled students of Creative Media Production 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



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.



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.



Open Lab

Open Lab offers students the opportunity to gain real-life design experience by bridging the gap between academia and the design industry through paid internships and client work. Open Lab helps you build industry skills and knowledge while adding professional work to your portfolio.



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.





PHOTO: CRYSTAL RICHARDSON



MADELEINE ALDRIDGE
PHOTO: CAPTURE STUDIOS



PHOTO: CRYSTAL RICHARDSON



PHOTO: CAPTURE STUDIOS

Bachelor of Design with Honours

BDes(Hons)

Selected entry
Four years full time
Wellington

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

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.

In the course of your study you'll address local and global issues, producing inspirational design solutions for a rapidly changing world. 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 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 creative media production. Work individually as well as with peers and tutors to develop your own design voice.

Throughout your study you can choose electives that support your selected major, or allow you to branch out into other creative disciplines.

WHY FOUR YEARS?

Your fourth year is an opportunity to really extend your skills and push the boundaries of design innovation. You can choose between the more research-based honours programme or a project-based non-honours programme.

DESIGN MAJORS INCLUDE

- > Concept design
- > Fashion design
- > Industrial design
- > Integrated design
- > Photography
- > Spatial design
- > Textile design
- > Visual communication design

WHAT'S SPECIAL ABOUT DESIGN AT MASSEY?

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.

Pōwhiri framework

Experience learning through an integrated Pōwhiri 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.

CAREERS INCLUDE

Industrial 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.



■ GUS HUNTER

A visual communication and design graduate, Gus Hunter is now a senior concept designer at Weta Workshop. From an early age he knew he was interested in art. A keen drawer, he was enthralled by the drawings in Marvel, DC and Creepy comic books; films such as *Animal Farm*; and old master painters such as Michelangelo and Leonardo Da Vinci. His Pacific island heritage fueled his desire to give back to the community, and he has worked with local budding artists to illustrate children's stories for their own schools.

He was one of the lead concept designers on *King Kong* and also had a significant contribution to many of Weta Workshop's movies including the *Lord of The Rings* trilogy, *The Hobbit*, the *Narnia* films and *Avatar*. He also worked on the *Gallipoli: The Scale of Our War* exhibition at Te Papa Tongarewa. Gus was inducted into the Toi Rauwhāangi College of Creative Arts Hall of Fame in 2016.



FLETCHER BLAZEK
LUCID



MADELINE 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.

■ MADELINE 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
ZEROADITI 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.

ANNIE MAEVE GIBSON
SLOW FURNITURE



HAMISH MAUNSELL
AVI



OLIVER MORTIMER
RAYFLECT

Industrial Design

BDes(Hons) Major

As an industrial designer you'll develop aspirational and elegant objects, products and systems for our world. You'll design products and develop new-to-the-world ideas, for example a mountain bike helmet that can manage concussion, or a garment to help people deal with anxiety.

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, Formway, Macpac, Howard Wright, Gallaghers, Weta Workshop and phil&teds.

■ ANNIE MAEVE GIBSON, BDES(HONS) INDUSTRIAL DESIGN, 2022

Slow Furniture is a furniture piece influenced by the post-WW2 mid-century modern design art movement, which focuses on mixing art mediums and design. This link to mid-century design is reflected through mixing of materials (oak and tiles), colour palette, rounded edges, the angular form of the legs and underneath structure. Hand made clay tiles reflect the 'art' factor. Each tile has been handcrafted from New Zealand stoneware clay.

■ HAMISH MAUNSELL, BDES(HONS) INDUSTRIAL DESIGN, 2022

Avi is a backcountry ski pack that aids avalanche safety and performance skiing, designed as a concept proposal for a major alpine equipment brand.

■ OLIVER MORTIMER, BDES(HONS) INDUSTRIAL DESIGN, 2022

RayFlect aims to reduce radiation exposure to medical staff who use fluoroscopy machines. Fluoroscopy is essentially a video x-ray that allows staff to see movement inside the body. The process produces scatter radiation which hits staff members, and over a career can lead to brain cancer and cataracts. Using specific materials that attenuate radiation, this face shield is ergonomic, desirable and most importantly, protects from radiation exposure.



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 programme 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

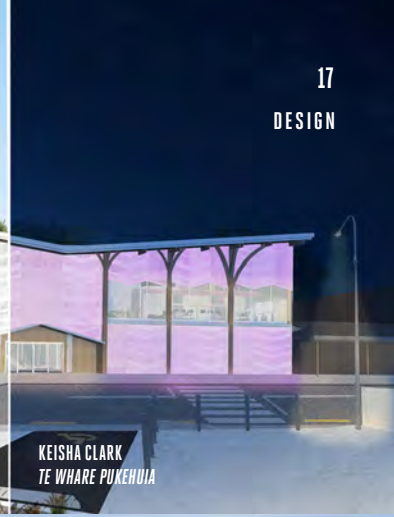
The Rogues Gallery is an assemblage of creative misfits, photographed to highlight the relationship between an individual and the creative impulse they are subject to. Each of these souls is a person who engages in a recognisably creative practice. Photographer and sitter have collaborated on a finished 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.



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.

■ CHARIS TEAL, BDES(HONS) SPATIAL DESIGN, 2022

Whenua Whakaora proposes a speculative alternative to the new Wellington's Children Hospital design. It imagines what might be possible if the narrative layer of Te Waonui (great forest of Tāne) holistically shapes the architecture. Critiquing current hospital design standards, the research investigates how space influences the emotional, psychological and social well-being of patients, families and staff, establishing a set of healing spatial criteria that inform the design of a hospital-as-landscape.

■ 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 co-habitation 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?

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 programme 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 journaling, 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



ZAK KOMENE
INTUIT



KERRY OWENS
KIT

VISUAL COMMUNICATION DESIGN PATHWAYS

Within the design degree you can combine a selection of electives which will give you a range of specialised skills and in-depth knowledge. Over the page you can see a variety of options provided currently in the Bachelor of Design with Honours and the Bachelor of Design.

These pathways are sets of electives from visual communication design that fit together well, sometimes in combination with electives from other creative arts disciplines including fine arts, screen arts, and commercial music. You can take these pathways even if VCD is not your 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.

■ KERRY 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.

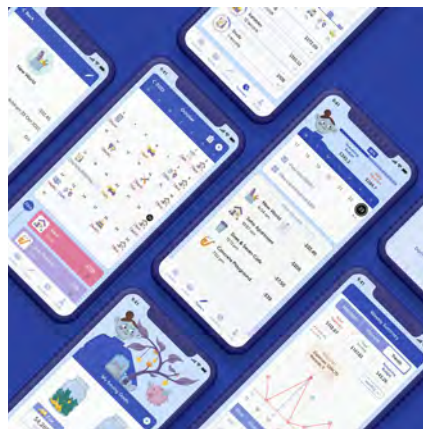


■ BRIANNA COX BDES(HONS) 2020

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
KĀWEI



MARGAUX FEBVRE-RICHARDS
DEAR LOVER,

Bachelor of Fine Arts with Honours

BFA(Hons)

Selected entry
Four years full time
Wellington

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

WHY FOUR YEARS?

Your fourth year is an opportunity to really extend your skills and push the boundaries of contemporary art practice. You can choose between the more research-based honours programme or a project-based non-honours programme.

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.

Pōwhiri framework

Experience learning through an integrated Pōwhiri 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.

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.



■ CIARAN BANKS, BFA (HONS) 2020

*What am I making? Where am I going?
What am I saying? No way of knowing.*

My curiosity about the nature of things has led me to a practice centred on questioning and manipulating materials. My exploration through the wider borders of painting and sculpture complements my background in street art, provisionality, and a destructive ethos to create paintings influenced by the contrast between improvisation and composition. These twin entities and my knowledge of industrial processes guides my engagement in the creation of art.



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.

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.

Shared Core Courses

There are two compulsory courses, Communication for Makers and Conversations in Creative Cultures, where we introduce you to ideas and people that shape the creative arts and develop skills for communicating your work. You discuss, blog, read, listen, and communicate in a whole range of ways.

Elective Courses

Examples include: fashion construction, printmaking, painting, contemporary sculpture, drawing the body, introduction to computer animation, photography as an agent of change and digital fabrication. You can also take electives from other parts of Massey.

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

Year One

Semester 1
Weeks 1–12

Semester 2
Weeks 1–12

Studio 1 S1B1 ____.157/8	Studio 1 S1B2 ____.157/8	Studio 1 S2B1 ____.157/8	Studio 1 S2B2 ____.157/8
Select one Art Lab Dress Imagine Lens Material Screen Type	Select one Art Lab Dress Imagine Lens Material Screen Type	Select one Art Lab Dress Imagine Lens Material Screen Type	Select one Art Lab Dress Imagine Lens Material Screen Type
6 weeks 15 credits	6 weeks 15 credits	6 weeks 15 credits	6 weeks 15 credits
Communication for Makers 237.130		Conversations in Creative Cultures 237.131	
12 weeks 15 credits		12 weeks 15 credits	
Elective 100 level		Elective 100 level	
12 weeks 15 credits		12 weeks 15 credits	



TOIHOHO KI ĀMŪTI FACILITIES



TE HAANA PAEWAI (BMVA 2020)
KAWAKAWA PRINT #4



SHAYNA PAKU-RIMENE, 2013

Toioho Ki Āpiti Bachelor of Māori Visual Arts BMVA

Selected entry
Four years full time
Palmerston North, Manawātū

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 Manawātū campus in Palmerston North. The programme 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 BACHELOR OF MĀORI VISUAL ARTS, 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 programme. Dr Terri Te Tau of Rangitāne ki Wairarapa engages in major research projects, whilst Bridget Reweti, of Ngāti Ranginui and Ngāi Te Rangī 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 programme 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.

Elective

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.

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

Year One

Semester 1
Weeks 1–12

Semester 2
Weeks 1–12

<p>Mata Puare Studio IA 150.107</p> <p>12 weeks 30 credits</p>	<p>Mata Puare Studio IB 150.108</p> <p>12 weeks 45 credits</p>
<p>Ngā Hanga Whakairo 150.106</p> <p>12 weeks 15 credits</p>	
<p>Te Reo Whakahoahoa 300.110</p> <p>12 weeks 15 credits</p>	<p>Te Reo Kōnakinaki 300.111</p> <p>12 weeks 15 credits</p>



FILM AND TELEVISION



VISUAL EFFECTS

Bachelor of Screen Arts with Honours

BSA(Hons)*

Open entry
Four years full time
Wellington

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 new 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.

The Bachelor of Screen Arts with Honours develops on the Bachelor of Creative Media Production and offers the addition of a fourth year Honours, along with multiple exit points throughout the degree so you can engage with your studies at a pace that suits you best.

BSA HONS MAJORS INCLUDE:

- > Animation
- > Factual Production
- > Film Production
- > Game Development
- > Immersive Media
- > Media Technology
- > Visual Effects

GET CAREER READY

Immerse yourself in the screen industries. Assemble a robust and diverse portfolio. Develop a unique production through a mentored final-year project, with an opportunity to have your work seen by the screen industry sectors.

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.

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.



■ ALICE TOOMER, BCMP FILM & TELEVISION, 2018

Filmmaker alumni Alice Toomer has won 2 silver awards for short film 'Raspberry and Coke' from the New Zealand Cinematographers Society Awards and a Best Design Award. She also travelled to Madrid with Massey to film a documentary at the COP25 United Nations Climate Change Conference.

Alice's passion for her craft has led her to work on the latest Avatar films 2 & 3 as a video assistant in the Camera and Electrical Department at Weta Digital. Alice also worked on Apple TV+ American TV series Mr Corman which was produced at Avalon studios and shot a music video for Wellington Commercial Music graduate Riiki Reid.



LIAM BANKS



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 course 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.

Staff Info

Andrew Kunzel has 27 years of experience in Animation and Visual Effects, winning AFI, Kidscreen, and Atom Awards as well as various award nominations in his role as an animation supervisor and lead animator. Recently, Andrew has worked in the Games Industry as a Senior Artist, as well as many years with Peter Jackson's Weta Digital as a Modeler and Concept Artist. Films include Lord of the Rings: The Return of the King, I Robot, King Kong, Avatar 2, The BFG, War for the Planet of the Apes, Maze Runner, Alita Battle Angel, Mortal Engines, The Avengers plus many more.

■ 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.



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, 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.

Staff Info

BSA Major coordinator and lecturer **Gwen Isaac** has won awards for the short documentary, *Siouxie & the Virus* (www.loadingdocs.net/Siouxie) and for *Where There is Life* (feature doc) London Independent Film Awards (best first time director) and NZIFF selection.

■ FAU, BCMP FILM, 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.



RASPBERRY AND COKE



RASPBERRY AND COKE



RASPBERRY AND COKE



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, 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.

Staff Info

Jonathan King – writer and director of films such as *Black Sheep* and *Under the Mountain*.

Mathew Knight – award-winning cinematographer and camera operator who has worked with *Daffodils*, *Poppy* and *The Hobbit*.

Sean O'Donnell – director, editor and cinematographer.

■ FRANCESCA SEWELL, BCMP FILM PRODUCTION, 2021

Francesca is an emerging writer, director and editor and recently graduated as a part of the Bachelor of Creative Media Production's second cohort.

Fresh from wrapping her directorial debut, she is currently working as a freelance short film and commercials editor, and 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.

Facilities

Students have access to top-of-the-line workstations, consoles, and XR devices. Learning Unity and Unreal.

Staff Info

Jeremy Cameron is a game developer and researcher. He has worked across various games and interactive experiences such as *Shadow Work*, *Raise Ravens*, *Black Channel*, *Eros*, *Dreams*, *Glistening Waters*, and his notable contribution to games research the Ludo-narrative Holistic Design Framework. Jeremy is Co-Founder and Director of Studio 8 Track, Wellington based games studio, and is also currently working towards a PhD in game design focused around emotionally dynamic game characters and emotional affordances.

■ 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.

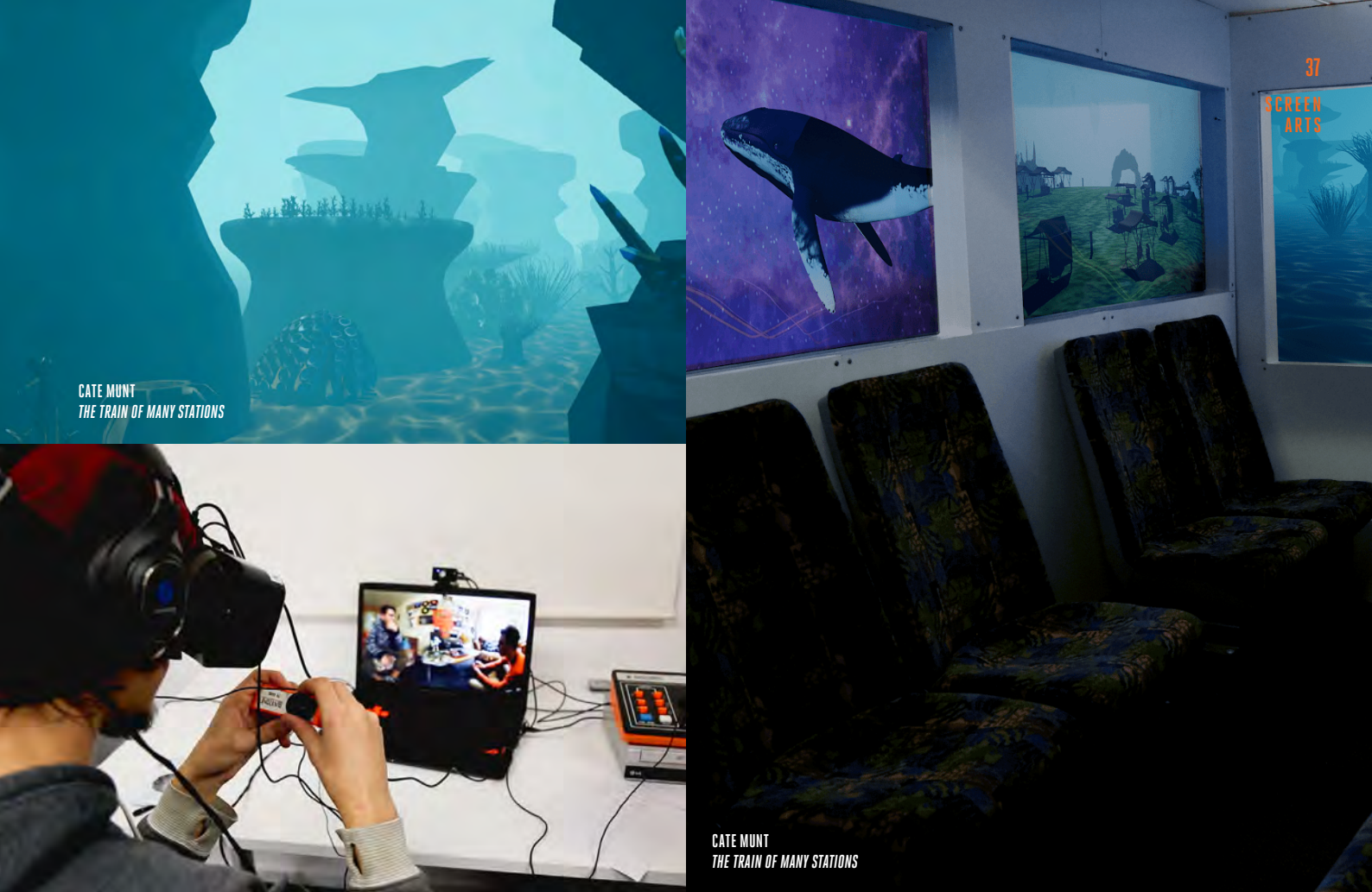
Staff Info

Maddy King is an enthusiastic teacher of VR and AR. She is passionate about using education to dismantle oppressive power structures and to grow diverse builders and makers. Her background is in web development, digital marketing and non-profit project management. Maddy was part of the team Te Mārama who won Act In Space for their start-up idea that will reduce the amount of repairs that humans do in space by cost effectively using VR to control repair robots remotely.

■ 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 has 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.

Staff Info

Blake Johnston is a sound artist, technologist, academic, and composer from Aotearoa. His practice sits at the intersection of experience design and emerging forms of technology, synthesising these fields to explore the perception of the audience. Blake specialises in teaching music technology, preproduction, prototyping, project development, installation, and composition.

■ CATE MUNT, BCMP MEDIA TECHNOLOGY, 2021

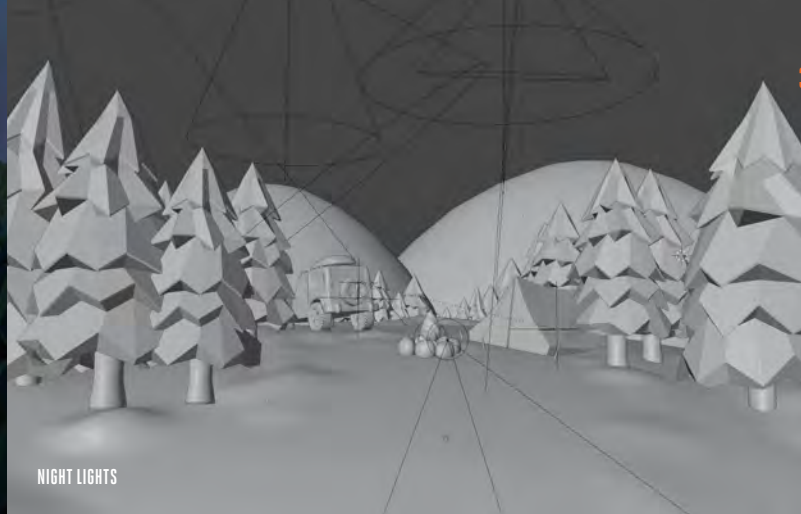
Graduate Cate Munt completed her BCMP with a major project in Creative Technologies with the successful project *Train of Many Stations*, a multi-disciplinary project that perfectly blends technology and creativity. The team created a life size train carriage for visitors to climb inside and view virtual 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 the BCMP".



NIGHT LIGHTS



NIGHT LIGHTS



NIGHT LIGHTS



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 courses 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.

Staff Info

Taylor Carrasco forged his career developing early F2P mechanics in FarmVille and Mafia Wars and was an animation technical director on over 20 feature films at Weta Digital. He has formed several successful startups in film, emerging tech, post production and narrative. His research is focused on a range of subjects from spatial and motion data-driven development and decentralised assets.

■ 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.

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.

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

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.

Intro Courses

In these courses you are introduced to the key skills, techniques, tools and software as you start your creative journey as a screen artist.

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

You may be interested in other courses offered by Toi Rauwhārangī College of Creative Arts or from other parts of Massey.

Year One

Semester 1
Weeks 1–12

Semester 2
Weeks 1–12

Professional Cultures 1 289.150 12 weeks 15 credits	
Intro: Media Technology 289.113 Intro: Game Development 289.106 Intro: Factual Production 289.117 Intro: Visual Effects 289.104	Intro: Animation 289.103 Intro: Film Production 289.112 Intro: Immersive Media 289.116
12 weeks 15 credits each	12 weeks 15 credits each
Another Intro course (From above) OR Visualisation for Media Production 289.102 12 weeks 15 credits each	Another Intro course (From above) OR Working with Scripted Material 289.120 12 weeks 15 credits each
	Intro: Screen Arts 289.100 15 credits
Elective 100 level 12 weeks 15 credits	Elective 100 level 12 weeks 15 credits



PHOTO: CRYSTAL RICHARDSON



PHOTO: CAPTURE STUDIOS



PHOTO: CRYSTAL RICHARDSON



PHOTO: CRYSTAL RICHARDSON

Selected entry
Music Practice

Open entry
Music Industry
Music Technology

Three years full time
Wellington

Bachelor of Commercial Music

BCommMus

The Bachelor of Commercial Music degree is the most progressive music programme 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.

There are three majors:

- > Music Practice
- > Music Technology
- > Music Industry

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 music video production and online and media skills, organise and promote music events and experiences, and make and release recordings. The critical content of the programme 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, from iconic bands like Fat Freddy's Drop and The Chills.

Tech specialists

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

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.

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 programme, go to the Postgraduate section on page 47.



SOFIA MACHRAY,
RŪI THE TŪI

Music Industry

BCommMus Major

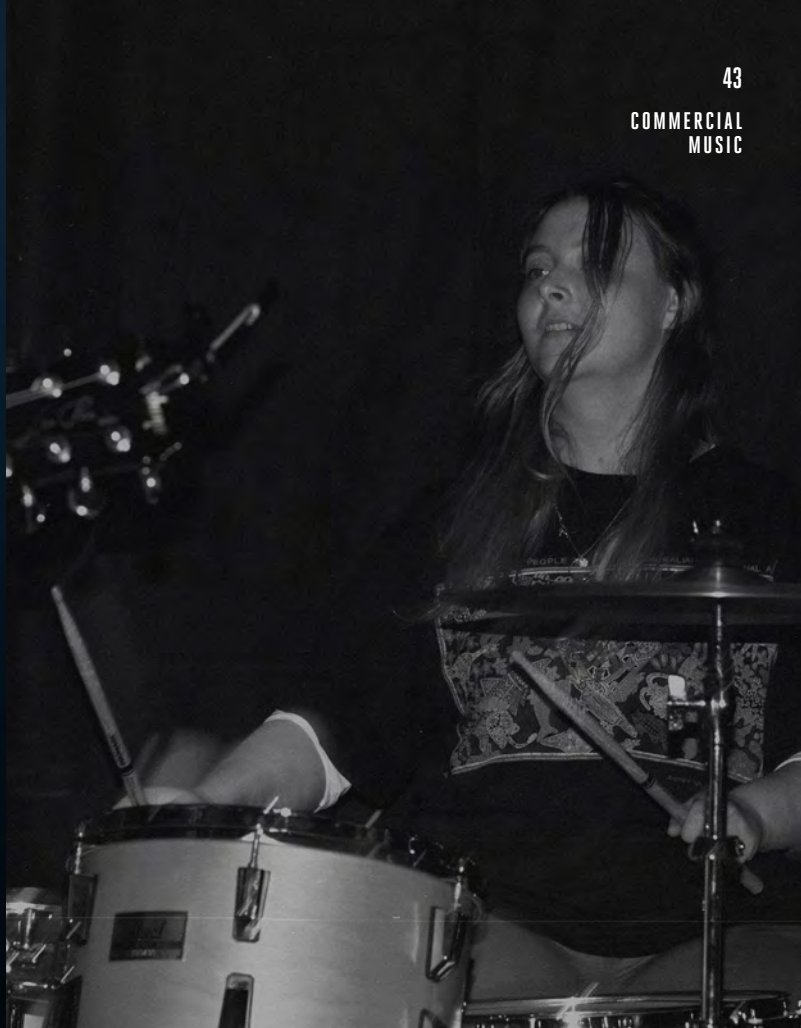
Music industry practitioners are innovators and entrepreneurs, who seek out and develop new ways to commercialise music in a rapidly changing digital environment.

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, BACHELOR OF COMMERCIAL MUSIC, 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, BACHELOR OF COMMERCIAL MUSIC 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
ARCOMIDIJAEDYN 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, BACHELOR OF COMMERCIAL MUSIC, 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, BACHELOR OF COMMERCIAL MUSIC, 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.

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

Core 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.

Contemporary Musicology

In this course you'll be introduced to a number of established theoretical approaches and perspectives on contemporary musicology.

Music Media 1

Explore and develop your creative and technical knowledge of industry standard content production tools and environments used in the production of music related media.

Music Project 1

You'll apply creative and practical skills to create live experiences and works. You'll develop technical expertise and creative narrative skills, as well as explore social, cultural and economic trends affecting the music industry in Aotearoa and internationally.

Elective

Examples include: vocal performance, sound engineering, introduction to Ableton Live, artist development, media technology, fashion construction, photography as an agent of change. You can also choose electives from other parts of Massey.

Year One

Semester 1
Weeks 1–12

Semester 2
Weeks 1–12

<p>Select Your Major:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Industry 133.167 <input type="checkbox"/> Practice 133.175 <input type="checkbox"/> Technology 133.185 <p>12 weeks 15 credits</p>	<p>Contemporary Musicology 133.154</p> <p>12 weeks 15 credits</p>
<p>Your Major:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Industry 133.168 <input type="checkbox"/> Practice 133.176 <input type="checkbox"/> Technology 133.186 <p>12 weeks 15 credits</p>	<p>Music Media 1 133.152</p> <p>12 weeks 15 credits</p>
<p>133.1— Other Music Course Music Course</p> <p>12 weeks 15 credits</p>	<p>Music Project 1 133.153</p>
<p>Elective 100 level</p> <p>12 weeks 15 credits</p>	<p>12 weeks 30 credits</p>

Foundation Certificate

Certificate in Foundation Studies (CFS) and Certificate of University Preparation (CUP)

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

There are two pre-degree programmes 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 programme and don't meet the entry requirements, you will be offered a place in one of these programmes 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 programme 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 programmes 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 programmes 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

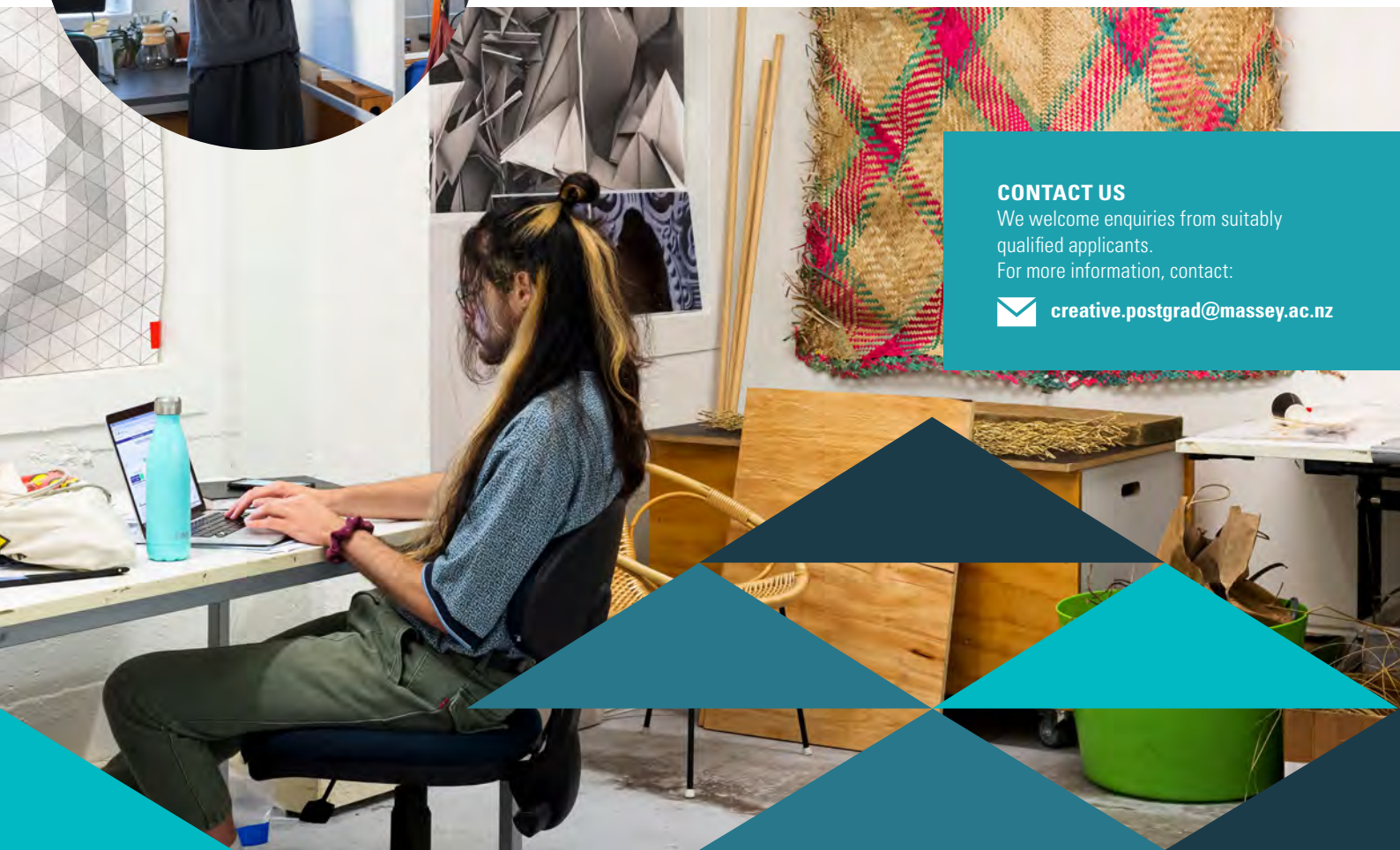
Study Skills and Strategies 192.042
Critical Academic Skills 192.043
Creative Pathway Course
Creative Pathway Course

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 Creative Enterprise
- > Master of Design
- > Master of Fine Arts
- > Master of Māori Visual Arts
- > PhD



CONTACT US

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



creative.postgrad@massey.ac.nz



Postgraduate Diploma in Māori Visual Arts

PGDipMVA

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.

Duration 1 year full time.
Available part time.

Location Available on the Manawatū campus

and by distance.

Master of Māori Visual Arts

MMVA

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 programme is especially strong in its ability to embrace customary practice from carving to weaving alongside contemporary practice from painting to moving image.

Duration 1 year full time.
Available part time.

Location Available on the Manawatū campus and by distance.



RHYANA MCNAB
RESPONSIBILITY – THE NEW SUSTAINABILITY?

Master of Creative Enterprise

MCE

The Master of Creative Enterprise is a unique postgraduate degree for creative practitioners to explore domestic and international market opportunities and the commercial applications of ideas. You'll focus on developing a sustainable career through your artistic practice.

The programme is open to makers across the creative sector, including but not limited to film, TV, music, games, fine art, fashion, industrial design and creative technologies such as AR/VR, hardware and software development. We're also interested in hearing from applicants with creative propositions for events, publishing, curation, promotion and distribution.

You will be mentored closely by academics and industry leaders. The applied research and commercialisation components of the programme are aligned with your practice-based courses.

Driven by innovation and creativity, project development models are iterative in their approach, and are career focused.

You will also have access to a range of world-class facilities including fabrication, recording, film, electronics, motion capture and immersive tech studios and labs to develop prototypes and work.

Duration 12 to 18 months full time, or part time over a longer period.

Entry MCE 120 credit: you'll need to submit a portfolio of your creative work, a research proposal and attend a consultation.

MCE 180 credit: you'll need to submit a portfolio of your creative work, an expression of interest, and attend a consultation.

Location Wellington, New Zealand

■ RHYANA MCNAB RESPONSIBILITY – THE NEW SUSTAINABILITY?, 2022

Responsibility – The New Sustainability? demonstrates circular fashion practices suited for a start-up business. The collection addresses overproduction and consumption in the fashion industry by making scarcity the core business model. Only producing what is desired through a design–sell–make model, which differs from the traditional design–make–sell model. The collection comprises 100% natural [organic where possible] materials that can be recycled or returned to land post-use.



CONNOR TAUMOPEAU
BACHELOR OF COMMERCIAL MUSIC



GEORGE BULLEID
OLD FLAMES

Bachelor of Commercial Music (Honours)

BCommMus (Hons)

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 programme 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 Rauwhāangi 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. You'll produce an exegesis to critically situate your independent project.

Duration 1 year full time.
Available part time.

Location Wellington, New Zealand.

■ CONNOR TAUMOPEAU BACHELOR OF COMMERCIAL MUSIC (HONOURS), 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

PGDipDesign

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 programme 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.

Duration 1 year full time.
Available part time.

Location Wellington, New Zealand.



SYMONE ROBSON
WHERE THE HEART BREATHES
PHOTO: RYAN GREER



JACK BRONSWIJK
THE PLAGUE

Master of Design

MDes

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. The Master of Design is 1 year full-time (part-time study may be negotiated).

- Duration** 12 to 18 months full time, or part-time over a longer period (by negotiation).
- Entry** MDes 120 credit: you'll need to submit a portfolio of your creative work, a research proposal and attend an interview.
MDes 180 credit: you'll need to submit a portfolio of your creative work, a research statement and attend an interview.
- Location** Wellington, New Zealand.
- Starts** MDes 120 and 180 in February, July.
- Application** Due 30 November (February start), 15 May (July start).

■ SYMONE ROBSON MASTER OF DESIGN, 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 MASTER OF DESIGN, 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

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

The programme 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.

Duration	1 year full time. Available part time.
Starts	February
Location	Wellington, New Zealand.

Master of Fine Arts

MFA

The Master of Fine Arts (Art or Design) 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 and design expertise.

Duration	2 years full time, or 3–4 years part-time study.
Starts	February or July.
Location	Available on the Wellington campus, and by distance with permission.

■ WARREN MAXWELL (NGĀTI WHARE / NGĀI TE RIU / NGĀTI RĀKAIPAACA / NGĀI TŪKAIRANGI) MASTER OF FINE ARTS 2019

Recording 'Bebop Flags' on the Ross Ice Shelf – Antarctica, 2016. Image courtesy of Jason O'Hara.

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) MASTER OF FINE ARTS 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

PGDip ScreenArts

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.

Duration	1 year full time. Available part time.
Starts	February
Location	Wellington, New Zealand.

PhD

At Toi Rauwhāngi College of Creative Arts 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, creative media production, 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 programme 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.

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.
Doctoral Scholarship	1 April 2022 for a Semester 2, 2022 start, and 1 October 2022 for a Semester 1 2023 start.
Location	Wellington, Manawātū, and by distance within New Zealand.

■ 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, Hoody 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

Bachelor programme	Years	Semester 1 February start	Semester 2 July start	Fast Track Includes compulsory Summer School
Design	4	✓	✓	3.5
Fine Arts	4	✓	✓	3.5
Screen Arts	4	✓	OR ✓	2.5
Commercial Music	3	✓		
Māori Visual Arts	4	✓		

0 **Years to complete**
The number of years to complete the particular bachelor programme.

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 programme will not only enable you to gain university entrance, but will also prepare you for undergraduate study. Check our more information on page 41.

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.

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:

SEMESTER 1 START 2024

30 NOVEMBER 2023

SEMESTER 2 START 2024

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:

- A** It's good to provide notes about the ideas behind your work and how these ideas were translated into their final form.
- B** Please do not include items such as art history assignments, research assignments or testimonials in your application.
- C** 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**

**APPLYING TO STUDY
ALL SELECTED
ENTRY PROGRAMMES
(DESIGN, FINE ART,
MĀORI VISUAL ARTS)
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.

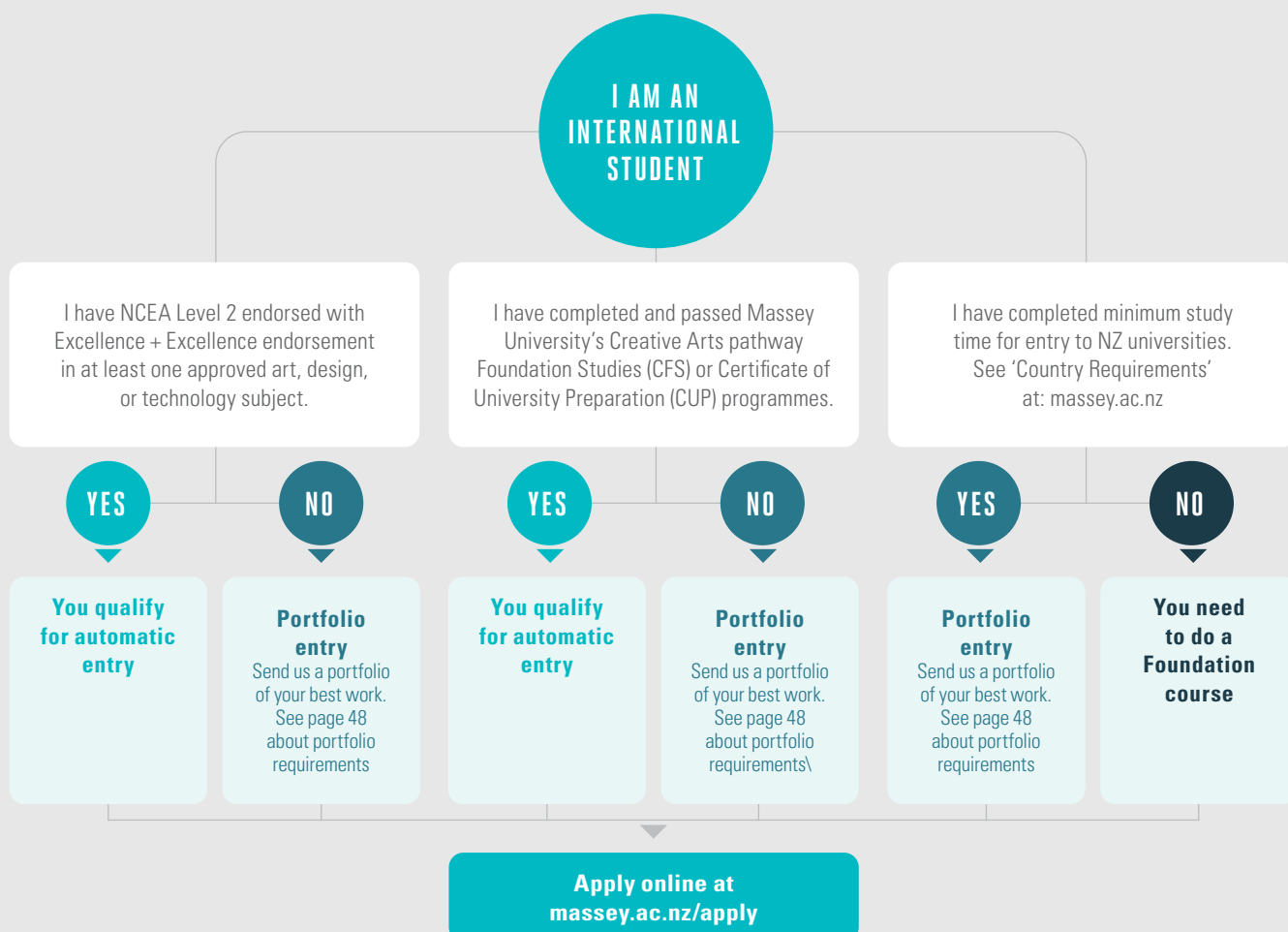
If you have not completed enough study time you will need to take a Foundation Studies course.

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





Scholarships

UNDERGRADUATE SCHOLARSHIPS

TOIOHO KI ĀPITI MĀORI VISUAL ARTS UNDERGRADUATE SCHOLARSHIPS

For students studying towards the Bachelor of Māori Visual Arts.

\$ 5 awards of up to \$3000 each

MASSEY UNIVERSITY PACIFIC SCHOLARSHIP FOR FIRST YEAR UNDERGRADUATE STUDIES

For domestic students of Pacific origin starting their first degree, demonstrating good character and community participation.

\$ 5 awards of up to \$3000 each

MASSEY UNIVERSITY UNDERGRADUATE FIRST YEAR SCHOLARSHIPS – SCHOOL LEAVERS

For high achieving school leavers undertaking university study for the first time.

\$ 100 awards of up to \$3,000 each

COMMERCIAL MUSIC SCHOLARSHIP

For a student studying towards the Bachelor of Commercial Music.

\$ 1 award of up to \$10,000

SCREEN ARTS SCHOLARSHIP

For a student studying towards the Bachelor of Screen Arts.

\$ 1 award of up to \$10,000

COMMERCIAL MUSIC & SCREEN ARTS MĀORI SCHOLARSHIPS

For a Māori student studying towards the Bachelor of Screen Arts or Bachelor of Commercial Music.

\$ 1 award of up to \$10,000

COMMERCIAL MUSIC & SCREEN ARTS PACIFIC SCHOLARSHIPS

For a Pacific student studying towards the Bachelor of Screen Arts or Bachelor of Commercial Music.

\$ 1 award of up to \$10,000

PROFESSOR TONY PARKER SCHOLARSHIP IN INDUSTRIAL DESIGN

For promising students majoring in industrial design at undergraduate level or in industrial design and its related fields at postgraduate level.

\$ 1 award of up to \$5,000

KEN AND ELIZABETH POWELL BURSARY

For candidates who are committed to advancing the benefits of technology. You will be one of the following: a Bachelor of Engineering with Honours student, a Bachelor of Design with Honours student, or a postgraduate student undertaking a project within areas of engineering or design.

\$ 1 award of up to \$10,000

POSTGRADUATE STUDENTS

MASSEY UNIVERSITY DOCTORAL SCHOLARSHIPS

For domestic and international students, including scholarships for Māori and Pacific students.

\$ Multiple awards of up to \$90,000 stipend, plus tuition fees, each

MASSEY UNIVERSITY PACIFIC SUCCESS FOR DOCTORAL STUDENTS

For Pacific students enrolled in doctoral programmes at Massey.

\$ 5 awards of up to \$10,000

MASSEY UNIVERSITY PACIFIC POSTGRADUATE STUDENT SCHOLARSHIPS

For students of Pacific origin enrolled in postgraduate study.

\$ 4 awards of up to \$4,000

COLLIN POST MEMORIAL SCHOLARSHIP IN SCULPTURE

For an undergraduate or postgraduate student with a strong interest in sculpture as a medium. Postgraduate applicants must be enrolled in the Master of Fine Arts or Master of Māori Visual Arts.

\$ 1 award of up to \$25,000

MASSEY UNIVERSITY MASTER'S RESEARCH SCHOLARSHIPS

For candidates enrolled in the research component of a Master's degree.

\$ Multiple awards of up to \$15,000 each

SIR ALAN STEWART POSTGRADUATE SCHOLARSHIP

For graduates from a New Zealand university who are entering postgraduate level study for the first time

\$ up to \$4,000 per annum towards fees

ALEXANDRA COLLINSON SCHOLARSHIP

For a visual communication design student progressing into postgraduate study.

\$ 1 award of up to \$7,500

PETER TURNER SCHOLARSHIP IN CONTEMPORARY PHOTOGRAPHY

For a promising fourth-year photography student progressing to the Master of Fine Arts or Master of Māori Visual Arts.

\$ 1 award of up to \$5,000



FOR THE FULL LIST OF SCHOLARSHIPS, BURSARIES, AWARDS, CLOSING DATES AND APPLICATION INFORMATION VISIT massey.ac.nz/scholarships



Events

EXPERIENCE DAY FRIDAY 9 JUNE

A taster day across all subjects, for Year 12 and Year 13 students.

WELLINGTON OPEN DAY FRIDAY 25 AUGUST

See our facilities and talk to our staff about studying creative arts at Massey Wellington.

MANAWATŪ OPEN DAY WEDNESDAY 2 AUGUST

Tour Toioho ki Āpiti Māori Visual Arts on our Manawatū campus.

AUCKLAND OPEN DAY FRIDAY 11 AUGUST

Visit us at our stand for portfolio reviews and course information.

EXPOSURE GRADUATE EXHIBITION 11–24 NOVEMBER

Come and see what our graduating students have achieved, from Bachelor through to Masters degrees, and across all subject areas. The two week exhibition across three buildings includes music performances, film screenings, art exhibitions and fashion shows.

Have a look at student work from Exposure 2022 at exposure2022.massey.ac.nz

CAMPUS TOURS 2023 TOUR DATES

- > 21 April
- > 19 May
- > 23 June
- > 7 July
- > 21 July
- > 18 August
- > 22 September
- > 6 October
- > 20 October
- > 17 November
- > 8 December

EXPOSURE EXHIBITION TOURS

Tours of the exhibition are offered weekdays during the exhibition.

Please register to attend at creative.massey.ac.nz/visit/tours or contact our Future Students Advisors at contact@massey.ac.nz



Fees & Accommodation

FEES

To find out if you are eligible for first year free fees, go to: feesfree.govt.nz

Fees vary depending on your course of study. For creative arts, a full-time undergraduate workload in 2021 costs about \$6,975 plus non-tuition-related fees and/or student allowance.

If you need a student loan, apply here: studylink.govt.nz

For more information go to: massey.ac.nz/fees

OUR HALLS

A range of supervised student accommodation is available in Wellington and Manawatū, including student units, homestay and halls of residence. Our monthly college tours can include a visit to accommodation in Wellington.

Applications are due by 1 October.

For more information go to: massey.ac.nz/accommodation

MASSEY CONTACT

 0800 MASSEY

 Text 5222

 contact@massey.ac.nz

College of Creative Arts,
Massey University, Private
Box 756, Wellington 6140

creative@massey.ac.nz
[creative.massey.ac.nz](https://www.creative.massey.ac.nz)



@toi_rauwharangi



Support

We have a range of advisors available including international, domestic, Māori and Pacific Student Advisors.

TUKUTUKU MĀORI MENTORING KAUPAPA

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.

@tuktukumm
tuktukumentoring@gmail.com

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

KAFA KOLLECTIVE PACIFIC MENTORING PROGRAMME

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

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



massey.ac.nz

