2027

TE KUNENGA KI PŪREHUROA
MASSEY UNIVERSITY
UNIVERSITY OF NEW ZEALAND

COLLEGE OF CREATIVE ARTS
TOI RAUWHĀRANGI

EXPLORE YOUR CREATIVE

PATHWAYS

TOI RAUWHĀRANGI COURSE GUIDE

EVERYTHING YOU NEED TO PLAN YOUR STUDY AND PROGRAMME.

CREATE YOUR FUTURE AT TOI RAUWHĀRANGI COLLEGE OF CREATIVE ARTS .

creative.massey.ac.nz

Nau mai Haere mai
Welcome to Toi Rauwhārangi College of Creative Arts

Aotearoa's largest creative community - where ideas spark, disciplines collide, and your people are waiting.

This course guide is here to help you plan your study journey with us. If you have any questions about your options please get in touch with the Academic Advice team.

Diploma in Creative Arts

Choose from first year courses across design, fine arts, screen arts and music. With this first taste of the Creative Arts, you can then move directly into Year 2 of one of our undergraduate degrees.

Honours

Establish yourself as a creative practitioner through the development and realisation of a research-led project.

Masters

Push the boundaries of your field with guidance and supervision from experts in the field.

Contents

Mātauranga Toi Māori 03

Design 15
Concept Design
Fashion Design
Industrial Design
Integrated Design
Photography
Spatial Design
Textile Design
Visual Communication Design

Fine Arts 25

Screen Arts 33
Animation
Documentary and Factual
Emerging Creative Technology
Film Production
Game Development
Visual Effects

Commercial Music 41
Music Industry
Music Performance and Composition
Music Technology

Interdisciplinary Pathways 48

Digital Worlds Pathway 50

Minors 52

Online Learning 54

Mid-Year Start 56

Summer School 57

Honours and Masters 58

Electives and Course Descriptors 65

Photo: Capture Studios

Mātauranga Toi Māori in Design, Fine Arts, Commercial Music and Screen Arts

The Mātauranga Toi Māori major enables you to engage Te Ao Māori creatively, conceptually, and critically. Whether you are steeped in your whakapapa, te reo Māori and culture, or you are wanting to start your journey, this major supports you to grow confident in your identity as an indigenous creative practitioner.

1	**GROUND YOUR CREATIVE DISCIPLINE**	Through a learning experience that weaves together people, purpose, knowledge, tikanga and skills.
2	**CONNECT IN A MĀORI ENVIRONMENT**	Develop life-long relationships with artists and ākonga from all creative disciplines.
3	**WĀNANGA AND CREATE TOGETHER**	On projects and initiatives across the landscape of toi Māori.
4	**THE HOME OF MĀTAURANGA TOI MĀORI IS TE RAU KARAMU MARAE**	Designed and created especially for the purpose of wānanga in the heart of the Pukeahu campus.

Pukeahu Wellington campus

Mātauranga Toi Māori

These courses create a whānau space, place, time and community while you weave and navigate your journey in Toi Rauwhārangi. Te Rau Karamu Marae will be your kāinga where you will be nourished by the mahi toi, kōrero tuku iho, karakia, waiata, and manaakitanga. Your experience in these courses will empower and connect you to becoming an indigenous creative practitioner.

Respected Māori artists, researchers and academics

Within the Mātauranga Toi Māori major you will learn from a faculty of exceptional Māori artists and academics including: Regan Balzer, Eugene Hansen, Hemi Macgregor, Kura Puke, Rachael Rakena, Dr Huhana Smith, Ngataiharuru Taepa, Shannon Te Ao, Kura Te Waru-Rewiri, Rongomaiaia Te Whaiti, Matt Tini, Dr Johnson Witehira, Israel Randell and Angela Kilford.

Want to find out more?

If you'd like to talk to someone about Mātauranga Toi Māori and decide if it's right for your study journey then please reach out to Academic Advice.

MAJOR IN
MĀTAURANGA TOI MĀORI

To see how your programme will look with a major or double major in Mātauranga Toi Māori, see:
Design: page 06
Fine Arts: page 08
Screen Arts: page 10
Music: page 12

Year 1

Mātauranga Toi Māori 1

298.160 Māori Practices as a Māori Creative Practitioner
In this course you will be introduced to the creative expression of mātauranga Māori within Te Rau Karamu Marae.

This introductory course provides students with a foundational understanding of customary practices and values within Te Ao Māori and their relevance in contemporary Māori creative practice. Through a combination of theoretical exploration and practical engagement, students will gain insights into the cultural context shaping Māori creative expression and its significance in fostering personal and communal growth.

Wānanga are co-delivered with Mātauranga Toi Māori 2

Year 2

Mātauranga Toi Māori 2

298.260 Māori Practices and Cultural Continuity
Building upon the foundational concepts introduced in Māori Practices as a Māori Creative Practitioner, this course delves deeper into the intricate relationship between Māori creative practices and cultural continuity within Te Ao Māori.

Through an advanced exploration of theoretical frameworks, hands-on creative projects, and community engagement, students will further refine their understanding of the nuanced role of Tikanga Māori in shaping contemporary Māori creative practice.

Wānanga are co-delivered with Mātauranga Toi Māori 1

Year 3

Mātauranga Toi Māori 3

298.360 Creative Innovation and Community Leadership
This course propels students into the realm of Māori Arts Innovation and Community Leadership. By synthesizing foundational knowledge with advanced theoretical frameworks, innovative artistic projects, and community leadership principles, students will refine their skills as Māori Arts Practitioners and actively contribute to the evolution of Māori arts practices within a contemporary context.

Wānanga are co-delivered with Toi Ātea 1 and Toi Ātea 2

Mātauranga Toi Māori Overview
Design

First year
Whakapapa

Semester 1
Weeks 1–12

298.160
Mātauranga Toi Māori 1
15 credits

SELECT YOUR MAJOR

Concept	296.157
Fashion	212.157
Industrial	198.157
Photography	221.157
Spatial	224.157
Textiles	223.157
VCD	222.157

15 credits

SELECT YOUR EXPLORATION

Generative Media Technologies	197.191
Digital Assets	198.124
Drawing	213.155
Image & Meaning	293.126
Materials & Making	197.124
Sound & Recording	133.185
Toi Auaha	293.128

15 credits

SELECT YOUR ELECTIVE
100 Level
15 credits

Semester 2
Weeks 1–12

298.100
He Ara Tuku Iho: Taonga
15 credits

SELECT YOUR MAJOR

Concept	296.158
Fashion	212.158
Industrial	198.158
Photography	221.158
Spatial	224.158
Textiles	223.158
VCD	222.158 or 222.159

15 credits

SELECT YOUR EXPLORATION

Colour & Context	293.127
Modelling	197.193
Narrative	293.125
Pacific Positionalities	293.124
Visualisation	197.123
Te Aho Pūoro Māori	293.129

15 credits

298.157
Toi Ātea 1 Whakapapa
15 credits

Second year
Te Tiriti

Semester 1
Weeks 1–12

298.260
Mātauranga Toi Māori 2
15 credits

SELECT 2 FOR YOUR MAJOR

Concept	296.263 296.264
Fashion	212.265 212.266
Industrial	198.263 198.264
Integrated	293.263
Photography	221.263 221.264
Spatial	224.263 224.264
Textiles	223.263 223.264
VCD	222.263 222.264 222.265

15 credits each

SELECT YOUR ELECTIVE
100 or 200 Level
15 credits

Semester 2
Weeks 1–12

298.200
He Ara Tuku Iho: Rangatiratanga
15 credits

SELECT 2 FOR YOUR MAJOR

Concept	296.265 296.266
Fashion	212.263 212.264
Industrial	198.265 198.266
Photography	221.265 221.266
Spatial	224.265 224.266
Textiles	223.265 223.266
VCD	222.266 222.267 222.268

15 credits each

298.263
Toi Ātea 2 Mana Motuhake
15 credits

Note: Electives are your choice of secondary studios, exploration courses or any other courses from the College or University.

Shared Core Courses · Core Major Courss · Exploration Courses · Elective Courses

Third year
Te Taiao

Semester 1
Weeks 1–12

298.330
Kōrero Tuku Iho: Cosmological Narratives within Māori Creative Expression
15 credits

SELECT 2 FOR YOUR MAJOR

Concept	296.367 296.368
Fashion	212.367 212.368
Industrial	198.367 198.368
Photography	221.367 221.368
Spatial	224.367 224.368
Textiles	223.367 223.368
VCD	222.367 222.368 222.369 222.372

15 credits each

298.358
Toi Ātea 3.2 Te Taiao
Double-Semester
30 credits

Semester 2
Weeks 1–12

298.360
Mātauranga Toi Māori 3
15 credits

SELECT YOUR MAJOR

Concept	296.358
Fashion	212.358
Industrial	198.358
Integrated	293.358
Photography	221.358
Spatial	224.358
Textiles	223.358
VCD	222.358

15 credits each

Honours year
He Toi Whakairo,
He Mana Tangata

Semester 1
Weeks 1–12

298.730
Māori Research Methodologies for Creative Practice
15 credits

197.753
Design Research Development
30 credits

298.753
Toi Ātea 4: Mana Whakaaturanga
15 credits

Semester 2
Weeks 1–12

197.830
Design Research Project: Honours
60 credits

Note: You can choose to continue to the honours year or exit with a Bachelors. Eligibility is subject to qualification completion regulations. Please ensure you discuss your options with an academic advisor before confirming your plans.

See page 54 for Courses Available Online

Mātauranga Toi Māori Overview
Fine Arts

First year
Whakapapa

Semester 1
Weeks 1–12

298.160
Mātauranga Toi Māori 1
15 credits

213.158
Fine Arts Studio 1.2: Media and Processes
15 credits

SELECT YOUR EXPLORATION

Generative Media Technologies	197.191
Digital Assets	198.124
Drawing	213.155
Image & Meaning	293.126
Materials & Making	197.124
Sound & Recording	133.185
Toi Auaha	293.128

15 credits

SELECT YOUR ELECTIVE
100 Level
15 credits

Semester 2
Weeks 1–12

298.100
He Ara Tuku Iho: Taonga
15 credits

298.157
Toi Ātea 1 Whakapapa
15 credits

SELECT YOUR EXPLORATION

Colour & Context	293.127
Modelling	197.193
Narrative	293.125
Pacific Positionalities	293.124
Visualisation	197.123
Te Aho Pūoro Māori	293.129

15 credits

213.157
Fine Arts Studio 1.1: Art Lab
OR ELECTIVE
100 Level
15 credits

Second year
Te Tiriti

Semester 1
Weeks 1–12

298.260
Mātauranga Toi Māori 2
15 credits

213.243
Fine Arts Studio 2.1: Project
15 credits

213.241
Fine Arts studio 2.3: Practice
Double-Semester
30 credits

SELECT YOUR ELECTIVE
100 or 200 Level
15 credits

Semester 2
Weeks 1–12

298.200
He Ara Tuku Iho: Rangatiratanga
15 credits

298.263
Toi Ātea 2 Mana Motuhake
15 credits

213.244
Fine Arts Studio 2.2: Exhibition
OR ELECTIVE
100 or 200 Level
15 credits

Note: Electives are your choice of secondary studios, exploration courses or any other courses from the College or University.

Shared Core Courses · Core Major Courses · Exploration Courses · Elective Courses

Third year
Te Taiao

Semester 1
Weeks 1–12

298.330
Kōrero Tuku Iho: Cosmological Narratives within Māori Creative Expression
15 credits

213.343
Fine Arts studio 3.1: Project
15 credits

213.341
Fine Arts studio 3.3: Practice
Double-Semester
30 credits

298.358
Toi Ātea 3.2 Te Taiao
Double-Semester
30 credits

Semester 2
Weeks 1–12

298.360
Mātauranga Toi Māori 3
15 credits

213.344
Fine Arts studio 3.2: Public Exhibition
15 credits

Honours year
He Toi Whakairo,
He Mana Tangata

Semester 1
Weeks 1–12

298.730
Māori Research Methodologies for Creative Practice
15 credits

213.729
Fine Arts Research and Development
30 credits

298.753
Toi Ātea 4: Mana Whakaaturanga
15 credits

Semester 2
Weeks 1–12

213.830
Fine Arts Research Project: Honours
60 credits

Note: You can choose to continue to the honours year or exit with a Bachelors. Eligibility is subject to qualification completion regulations. Please ensure you discuss your options with an academic advisor before confirming your plans.

See page 54 for Courses Available Online

Mātauranga Toi Māori Overview

Screen Arts

First year

Whakapapa

Semester 1

Weeks 1–12

298.160
Mātauranga Toi Māori 1
15 credits

SELECT YOUR MAJOR OR STUDIO

Film	289.112
Game	289.106
Visual Effects	289.104

15 credits

SELECT YOUR EXPLORATION

Generative Media Technologies	197.191
Digital Assets	198.124
Drawing	213.155
Image & Meaning	293.126
Materials & Making	197.124
Sound & Recording	133.185
Toi Auaha	293.128

15 credits

SELECT YOUR ELECTIVE
100 Level
15 credits

Semester 2

Weeks 1–12

298.100
He Ara Tuku Iho: Taonga
15 credits

SELECT YOUR MAJOR OR STUDIO

Animation	289.103
Documentary and Factual	289.117
Emerging Creative Technologies	289.116
Film	289.112

15 credits

SELECT YOUR EXPLORATION

Colour & Context	293.127
Modelling	197.193
Narrative	293.125
Pacific Positionalities	293.124
Visualisation	197.123
Te Aho Pūoro Māori	293.129

15 credits

298.157
Toi Ātea 1 Whakapapa
15 credits

Second year

Te Tiriti

Semester 1

Weeks 1–12

298.260
Mātauranga Toi Māori 2
15 credits

SELECT YOUR MAJOR

Animation	289.208
Documentary and Factual	289.217
Emerging Creative Technologies	289.216
Film	289.211
Game	289.210
Visual Effects	289.209

15 credits

289.220
Narrative for Screen
15 credits

SELECT YOUR ELECTIVE
100 or 200 Level
15 credits

Semester 2

Weeks 1–12

298.200
He Ara Tuku Iho: Rangatiratanga
15 credits

SELECT YOUR MAJOR

Animation	289.218
Documentary and Factual	289.227
Emerging Creative Technologies	289.226
Film	289.222
Game	289.230
Visual Effects	289.219

15 credits

YOUR CHOICE OF

3D Digital Arts	289.231
Audio Production	289.240

15 credits

298.263
Toi Ātea 2 Mana Motuhake
15 credits

Note: Electives are your choice of secondary studios, exploration courses or any other courses from the College or University.

Shared Core Courses · Core Major Courses · Exploration Courses · Elective Courses

Third year

Te Taiao

Semester 1

Weeks 1–12

298.330
Kōrero Tuku Iho: Cosmological Narratives within Māori Creative Expression
15 credits

289.303
Advanced Practice Exploration
15 credits

289.302
Development Lab
15 credits

298.367
Toi Ātea 3.1: Mana Whenua
15 credits

Semester 2

Weeks 1–12

298.360
Mātauranga Toi Māori 3
15 credits

289.333
Screen Arts Major Project
30 credits

289.323
Major Project: Production and Practice
15 credits

Honours year

He Toi Whakairo,
He Mana Tangata

Semester 1

Weeks 1–12

298.730
Māori Research Methodologies for Creative Practice
15 credits

289.701
Production Planning and Development
30 credits

298.753
Toi Ātea 4: Mana Whakaaturanga
15 credits

Semester 2

Weeks 1–12

289.803
Advanced Production
60 credits

Note: You can choose to continue to the honours year or exit with a Bachelors. Eligibility is subject to qualification completion regulations. Please ensure you discuss your options with an academic advisor before confirming your plans.

See page 54 for Courses Available Online

Mātauranga Toi Māori Overview
Commercial Music

First year
Whakapapa

Semester 1
Weeks 1–12

298.160
Mātauranga Toi Māori 1
15 credits

133.180
Professional Cultures in Commercial Music 1
15 credits

133.167
Introduction to the Music Business
15 credits

SELECT YOUR EXPLORATION
- Generative Media Technologies 197.191
- Digital Assets 198.124
- Drawing 213.155
- Image & Meaning 293.126
- Materials & Making 197.124
- Sound & Recording 133.185
- Toi Auaha 293.128
- Mus. & Stagecraft 133.175

15 credits

Semester 2
Weeks 1–12

298.100
He Ara Tuku Iho: Taonga
15 credits

133.150
Live Music Showcases
15 credits

SELECT YOUR COURSE
- Music Promotion and Marketing 133.168
- Intro to Music Tech 133.186
- Songwriting, Production & Composition 133.176

15 credits

298.157
Toi Ātea 1 Whakapapa
OR
293.129
Te Aho Pūoro Māori
15 credits

Second year
Te Tiriti

Semester 1
Weeks 1–12

298.260
Mātauranga Toi Māori 2
15 credits

133.280
Professional Cultures in Commercial Music 2
15 credits

133.267
Music Content Creation and Branding
15 credits

SELECT YOUR COURSE
- Live Event Promotion 133.260
- Live Visuals and Lighting 133.287
- The Recording Project 133.296
- Collaboation and Co-Writing 133.276
- Music for Screen Media 133.259

15 credits

Semester 2
Weeks 1–12

298.200
He Ara Tuku Iho: Rangatiratanga
15 credits

133.278
Music Revenue Streams
15 credits

SELECT YOUR COURSE
- The Music Release 133.295
- Sound Synthesis & Effects 133.281
- Live Music Technologies 133.288
- Music Performance Practice 133.275

15 credits

298.263
Toi Ātea 2 Mana Motuhake
OR
133.291
Whiria Te Ao Tahito ki Te Ao Hou: Creative Synthesis with Taonga Pūoro Māori
15 credits

Note: Electives are your choice of secondary studios, exploration courses or any other courses from the College or University.

Shared Core Courses | Core Major Courses | Exploration Courses | Elective Courses

Third year
Te Taiao

Semester 1
Weeks 1–12

298.330
Kōrero Tuku Iho: Cosmological Narratives within Māori Creative Expression
15 credits

SELECT YOUR COURSE
- Major Event 133.365
- Making Music Machines 133.381
- Advanced Recording & Mixing 133.389
- Artistry & Music Performance 133.375
- Music Production & Arrangement 133.376

15 + 15 credits

298.367
Toi Ātea 3.1: Mana Whenua
15 credits

Semester 2
Weeks 1–12

298.360
Mātauranga Toi Māori 3
15 credits

133.380
Professional Cultures In Commercial Music 3

133.378
Major Project
30 credits

Honours year
He Toi Whakairo,
He Mana Tangata

Semester 1
Weeks 1–12

298.730
Māori Research Methodologies for Creative Practice
15 credits

133.701
Prototyping and Development for Advanced Music Projects
30 credits

298.753
Toi Ātea 4 Mana Whakaaturanga
15 credits

Semester 2
Weeks 1–12

133.803
Advanced Music Research Project
60 credits

Note: At the end of your third year, you may choose to extend your studies by applying for an honours year. The honours year combines taught coursework and staff-supported student-led projects.

See page 54 for Courses Available Online

Bachelor of Design
Te tohu paetahi mō te hoahoa

BDes
BDes(Hons)

Explore design practice and its core concepts, methods and applications through hands-on projects. Work with techniques, skills and processes specific to your major. Mix, discuss and collaborate with other students across the creative arts.

PREPARE FOR INDUSTRY THROUGH ONE OF THE FOLLOWING MAJORS:

- Concept
- Fashion
- Industrial
- Integrated
- Photography
- Spatial
- Textiles
- Visual Communication Design

DOUBLE MAJOR IN MĀTAURANGA TOI MĀORI

You can take any of the majors above with Mātauranga Toi Māori to earn a double major.

For more details see page 03.

Pukeahu Wellington campus

First year
Introduction

We welcome you to the College of Creative Arts. Explore. Find your feet. Choose your path.

Semester 1
Weeks 1–12

197.190
Professional Cultures in Design 1
15 credits

SELECT YOUR MAJOR

Concept	296.157
Fashion	212.157
Industrial	198.157
Photography	221.157
Spatial	224.157
Textiles	223.157
VCD	222.157

15 credits

SELECT YOUR EXPLORATION

Generative Media Technologies	197.191
Digital Assets	198.124
Drawing	213.155
Image & Meaning	293.126
Materials & Making	197.124
Sound & Recording	133.185
Toi Auaha	293.128

15 credits

SELECT YOUR ELECTIVE
100 Level
15 credits

Semester 2
Weeks 1–12

197.139
Introduction to Design Localities in Aotearoa
15 credits

SELECT YOUR MAJOR

Concept	296.158
Fashion	212.158
Industrial	198.158
Photography	221.158
Spatial	224.158
Textiles	223.158
VCD	222.158 or 222.159

15 credits

SELECT YOUR EXPLORATION

Colour & Context	293.127
Modelling	197.193
Narrative	293.125
Pacific Positionalities	293.124
Visualisation	197.123
Te Aho Pūoro Māori	293.129

15 credits

SELECT YOUR ELECTIVE
100 Level
15 credits

Second year
Development

You become familiar with the protocols and processes of your particular major, in the broader context of design practice.

Semester 1
Weeks 1–12

197.290
Professional Cultures in Design 2
15 credits

SELECT 2 FOR YOUR MAJOR

Concept	296.263 296.264
Fashion	212.265 212.266
Industrial	198.263 198.264
Integrated	293.263
Photography	221.263 221.264
Spatial	224.263 224.264
Textiles	223.263 223.264
VCD	222.263 222.264 222.265

15 credits each

SELECT YOUR ELECTIVE
100 or 200 Level
15 credits

Semester 2
Weeks 1–12

197.239
Intersectional Design in Aotearoa
15 credits

SELECT 2 FOR YOUR MAJOR

Concept	296.265 296.266
Fashion	212.263 212.264
Industrial	198.265 198.266
Photography	221.265 221.266
Spatial	224.265 224.266
Textiles	223.265 223.266
VCD	222.266 222.267 222.268

15 credits each

SELECT YOUR ELECTIVE
100 or 200 Level
15 credits

Note: Electives are your choice of secondary studios, exploration courses or any other courses from the College or University.

Shared Core Courses · Core Major Courses · Exploration Courses · Elective Courses

Third year
Expansion

You extend your skills, connect and collaborate with other students, both within your major and across other design areas.

Semester 1
Weeks 1–12

197.339
Te Taiao and Design Discourses
15 credits

SELECT 2 FOR YOUR MAJOR

Concept	296.367 296.368
Fashion	212.367 212.368
Industrial	198.367 198.368
Photography	221.367 221.368
Spatial	224.367 224.368
Textiles	223.367 223.368
VCD	222.367 222.368 222.369 222.372

15 credits each

SELECT YOUR ELECTIVE
100, 200 or 300 Level
15 credits

Semester 2
Weeks 1–12

197.390
Professional Cultures in Design 3
15 credits

SELECT YOUR MAJOR

Concept	296.358
Fashion	212.358
Industrial	198.358
Integrated	293.358
Photography	221.358
Spatial	224.358
Textiles	223.358
VCD	222.358

30 credits

SELECT YOUR ELECTIVE
100, 200 or 300 Level
15 credits

Honours year
Innovation

You push the boundaries of design with a research-led body of work, and we celebrate your growth into a fully-fledged honours graduate.

Semester 1
Weeks 1–12

293.732
Creative Practice Research Methods
15 credits

197.753
Design Research Development
30 credits

SELECT YOUR ELECTIVE
400 or 700 Level
15 credits

Semester 2
Weeks 1–12

197.830
Design Research Project: Honours
60 credits

Note: You can choose to continue to the honours year or exit with a Bachelors. Eligibility is subject to qualification completion regulations. Please ensure you discuss your options with an academic advisor before confirming your plans.

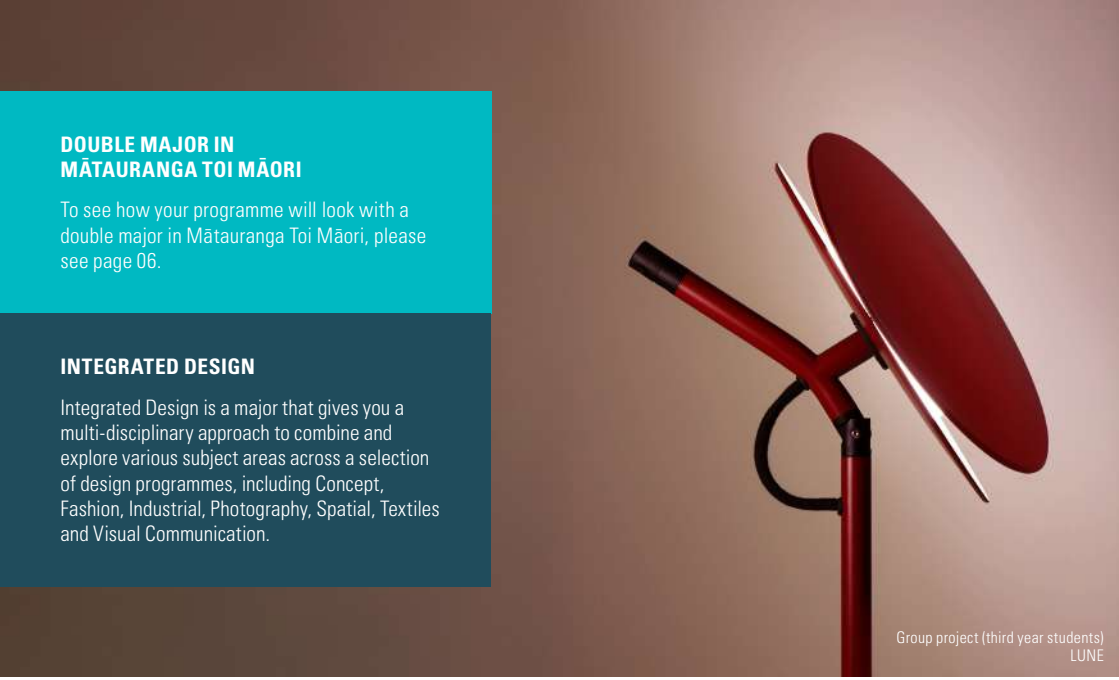
See page 54 for Courses Available Online

DOUBLE MAJOR IN MĀTAURANGA TOI MĀORI

To see how your programme will look with a double major in Mātauranga Toi Māori, please see page 06.

INTEGRATED DESIGN

Integrated Design is a major that gives you a multi-disciplinary approach to combine and explore various subject areas across a selection of design programmes, including Concept, Fashion, Industrial, Photography, Spatial, Textiles and Visual Communication.



Group project (third year students)
LUNE

Concept

First Year (at least one)	
Imagine	296.157
Worldbuilding	296.158

Second Year (at least four)	
Character and Environment	296.263
Prop and Creature	296.264
Visualisation	296.265
Design for Fabrication	296.266

Third Year (at least three)	
Design for Digital Engagement	296.367
Design for Physical Engagement	296.368
Developing Imaginary Worlds (30 credits)	296.358

Fourth Year	
Design Research Development	197.753
Design Research Project Honours	197.830

Fashion

First Year (at least one)	
Fashioning the Body	212.157
Intro to Fashion Practice	212.158

Second Year (at least four)	
Reimagined Fashion	212.265
Creative Contour and Drape	212.266
Inclusive Design	212.263
Digital Creation and Application in Fashion	212.264

Third Year (at least three)	
Industry, Markets and Processes	212.367
Tailoring Methods	212.368
Advanced Fashion Practice (30 credit)	212.358

Fourth Year	
Design Research Development	197.753
Design Research Project Honours	197.830

Industrial

First Year (at least one)	
Materialising Form	198.157
Furniture Design	198.158

Second Year (at least four)	
Experiential Design	198.263
Dynamic Workflows	198.264
Empathy, Impact and Consequence	198.265
Product Manufacturing	198.266

Third Year (at least three)	
Navigating Complexity	198.367
Future Industries	198.368
Cultivating practice (30 credit)	198.358

Fourth Year	
Design Research Development	197.753
Design Research Project Honours	197.830

Photography

First Year (at least one)	
What is Photography?	221.157
Intro to the Darkroom	221.158

Second Year (at least four)	
Attributes of Light	221.263
Fact and Fantasy	221.264
The Living Archive	221.265
Photography, Representation and the Gaze	221.266

Third Year (at least three)	
The Photobook and Narrative	221.367
Post Photography	221.368
Extended Photographic Practice (30 credit)	221.358

Fourth Year	
Design Research Development	197.753
Design Research Project Honours	197.830

Felix Jackson
Jill' for Bizarre Bazaar

Zak Komene
Intuit

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

Spatial

First Year (at least one)

Intro to Spatial Design	224.157
Immersive Experiences	224.158

Second Year (at least four)

Place and Community	224.263
Producing Atmospheres	224.264
Adaptive Interiors	224.265
Material Matters	224.266

Third Year (at least three)

Regenerative Practices	224.367
Spatial Agency	224.368
Advanced Spatial Practices (30 credit)	224.358

Fourth Year

Design Research Development	197.753
Design Research Project Honours	197.830

Textiles

First Year (at least one)

Interwoven Structures	223.157
Intro to Surface Design, Colour and Screen Print	223.158

Second Year (at least four)

Knitted Textiles	223.263
Print Colouration and Pattern	223.264
Woven Textiles	223.265
Digital Textile Print and Application	223.266

Third Year (at least three)

Advanced Textile Structures	223.367
Advanced Textile Print and Visualisation	223.368
Studio Collections (30 credit)	223.358

Fourth Year

Design Research Development	197.753
Design Research Project Honours	197.830

Visual Communication

First Year (at least one)

Intro to Graphic Design	222.157
Intro to Typography	222.158
Intro to UX Design	222.159

Second Year (at least four)

Type and Image Systems	222.263
Visualising Information	222.264
UX and Web Design	222.265
Brand Communication	222.266
Illustration Practice	222.267
Transmedia and Motion Graphics	222.268

Third Year (at least three)

Editorial Design	222.367
Brand Strategies and Systems	222.368
UX and Interaction Design	222.369
Visual Narrative	222.372
Design for Social Change (30 credit)	222.358

Fourth Year

Design Research Dev	197.753
Design Research Project Honours	197.830

Integrated

First Year

Any two studios from the other majors listed here

Second Year

Integrated Design Practice	293.263

AND

Any three studios from other majors listed here

Third Year

Integrated design studio (30 credit)	293.358

AND

Any two 15 credits studios from other majors listed here

Fourth Year

Design Research Development	197.753
Design Research Project Honours	197.830

Emma Stein

JJ du Plessis

Micah Tabak

VCD 3rd Year Branding

Visual Communication Design Key Learning Areas

Visual Communication Design has three key learning areas: Graphic Design (brand, editorial and illustration); Experience and Interaction; and Content, Story and Motion. Core courses in graphic design, typography and user experience sit alongside electives from across the college.

Our focus is on solving real-world problems and creating change: crafting messages and experiences that connect people with information, products and services, whether by guiding a user's journey, entertaining or educating. You'll work across print, typography, illustration, UX, motion, video, app and interaction design, all underpinned by a human-centred approach.

You'll learn by making, iterating and reflecting, with critique alongside peers and staff. This hands-on, studio-centred approach equips you to respond as a designer to the complex problems we all face in the twenty-first century.

Graphic Design Practice: Brand and Editorial Design

First Year

Intro to Graphic Design	222.157
Intro to Typography	222.158

Second Year

Visual Systems	222.263
Visualising Information	222.264
Brand Communication	222.266

Third Year

Editorial Design	222.367
Brand Strategies and Systems	222.368
Design for Social Change	222.358

Experience and Interaction

First Year

Intro to UX Design	222.159

Second Year

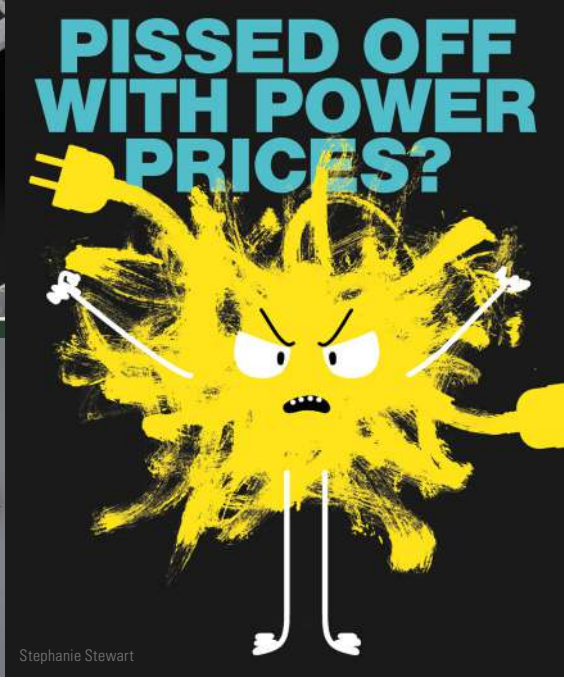
UX and Web Design	222.265
Visualising Information	222.264
Brand Communication	222.266

Third Year

UX and Interaction Design	222.369
Design for Social Change	222.358
Visual Narrative	222.372

VCD 3rd Year Branding

Tamon Smith

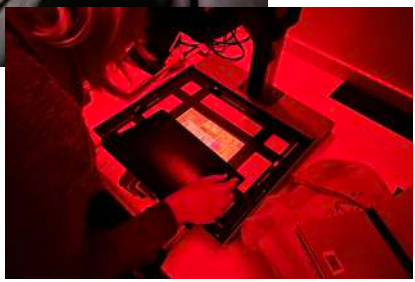


Stephanie Stewart

Content, Story and Motion

Second Year	
Illustration Practice	222.267
Transmedia and Motion Graphics	222.268

Third Year	
Visual Narrative	222.372
Design for Social Change	222.358



Nau mai, haere mai ki te

Ngā Pae Māhutonga School of Design

Your first year of study has four components:

1	**CRITICAL AND PROFESSIONAL COURSES**	Find your place as a maker within the world of creative arts
2	**CORE SUBJECT STUDIOS**	Develop more specialised knowledge and expertise
3	**EXPLORATION COURSES**	Foundational skills, practice and discovery
4	**ELECTIVES**	Try something new, further your interests or deepen your skillset

Professional Cultures in Design

Professional Cultures courses assist your transition from student to designer within the bicultural context of Aotearoa. Through a focus on whakapapa, Te Tiriti o Waitangi, and te taiao, you will develop complex understandings of a variety of professional practices and your relationship to them.

Professional Cultures in Design 1*

197.190

Professional Cultures in Design 2

197.290

Professional Cultures in Design 3

197.390

Critical Studies in Design

Critical studies courses hone students' skills in critical thinking, analysis, research and self-awareness. Through historical and contemporary contextualisation, students learn to critically examine their own practice and position their own work so that they can adapt to and transform our changing world.

Introduction to Design Localities in Aotearoa*

197.139

Intersectional Design in Aotearoa

197.239

Te Taiao and Design Discourses

197.339

***EXPLORE DIGITAL WORLDS**

Design and Screen Arts students can now choose to study the new Digital Worlds Critical Studies and Professional Cultures courses, designed to connect your creative practice with this exciting field. Check them out on page 52.

Bachelor of Fine Arts

Te tohu paetahi mō te toi ataata

BFA
BFA (Hons)

Explore art-making in an interdisciplinary studio environment and develop your own unique practice.

In year one, students are introduced to a variety of media and ways of making. From year two, students are able to make art in whatever media excites them in response to a broad theme. From year three, students take ownership of all aspects of their art practice and design their own brief. Honours students consolidate their art practice and research.

Critical Studies courses introduce students to contemporary art discussions of importance. Professional Cultures courses grow students understanding of exhibition contexts and give students the tools to navigate the art world

YOU CAN TAKE FINE ARTS AS A

- stand alone qualification
- with a major in Mātauranga Toi Māori

For more details see page 08.

Pukeahu Wellington campus

First year
Introduction

Explore. Find your Feet. Choose your path.

Second year
Development

You become familiar with the practices and processes of contemporary art production.

Semester 1
Weeks 1–12

213.170
Professional Cultures in Art 1
15 credits

213.158
Fine Arts Studio 1.2: Media and Processes
15 credits

SELECT YOUR EXPLORATION

Generative Media Technologies	197.191
Digital Assets	198.124
Drawing	213.155
Image & Meaning	293.126
Materials & Making	197.124
Sound & Recording	133.185
Toi Auaha	293.128

15 credits

SELECT YOUR ELECTIVE
100 Level
15 credits

Semester 2
Weeks 1–12

237.131
Art, Culture and Contexts
15 credits

213.157
Fine Arts Studio 1.1: Art Lab
15 credits

SELECT YOUR EXPLORATION

Colour & Context	293.127
Modelling	197.193
Narrative	293.125
Pacific Positionalities	293.124
Visualisation	197.123
Te Aho Pūoro Māori	293.129

15 credits

SELECT YOUR ELECTIVE
100 Level
15 credits

Semester 1
Weeks 1–12

213.270
Professional Cultures in Art 2
15 credits

213.243
Fine Arts Studio 2.1: Project
15 credits

213.241
Fine Arts Studio 2.3: Practice
Double-Semester
30 credits

SELECT YOUR ELECTIVE
100 or 200 Level
15 credits

Semester 2
Weeks 1–12

237.231
Critical Perspectives on Contemporary Art
15 credits

213.244
Fine Arts Studio 2.2: Exhibition
15 credits

SELECT YOUR ELECTIVE
100 or 200 Level
15 credits

Note: Electives are your choice of secondary studios, exploration courses or any other courses from the College or University.

Shared Core Courses · Core Major Courses · Exploration Courses · Elective Courses

Third year
Expansion

Your creative practice comes into view as you find sustaining themes and media

Semester 1
Weeks 1–12

237.331
Critical Understandings of Contemporary Art
15 credits

213.343
Fine Arts Studio 3.1: Project
15 credits

213.341
Fine Arts Studio 3.3: Practice
Double-Semester
30 credits

SELECT YOUR ELECTIVE
100, 200 or 300 Level
15 credits

Semester 2
Weeks 1–12

213.370
Professional Cultures in Art 3
15 credits

213.344
Fine Arts Studio 3.2: Public Exhibition
15 credits

SELECT YOUR ELECTIVE
100, 200 or 300 Level
15 credits

Honours year
Innovation

Push the boundaries of your art practice with a research-led body of work, and we celebrate your growth into a fully-fledged honours graduate.

Semester 1
Weeks 1–12

293.732
Creative Practice Research Methods
15 credits

213.729
Fine Arts Research and Development
30 credits

SELECT YOUR ELECTIVE
400 or 700 Level
15 credits

Semester 2
Weeks 1–12

213.830
Fine Arts Research Project: Honours
60 credits

Note: You can choose to continue to the honours year or exit with a Bachelors. Eligibility is subject to qualification completion regulations. Please ensure you discuss your options with an academic advisor before confirming your plans.

See page 54 for Courses Available Online

Luara Chalmers, BFA

Nau mai, haere mai ki te

Whiti o Rehua School of Art

The Bachelor of Fine Arts is a transdisciplinary qualification that allows students to explore a range of media and subject matter. Students often try a range of approaches to the production of art before finding the media and subject matter that truly fits.

We're the only art school with a tuakana-teina rōpū model where 2nd, 3rd and 4th year students work alongside and support each other. Additionally, our rōpū Māori provides a kaupapa-friendly space for Māori, Pacific Island and Tangata Tiriti students to engage in the Fine Arts curriculum.

Your Journey

Year 1 – Explore & Create

Experiment across creative disciplines and discover your strengths through studio and elective courses.

Year 2 – Develop Your Identity

Grow your artistic voice in transdisciplinary studios and collaborative critiques with your rōpu (group).

Year 3 – Hone Your Practice

Refine your craft, define your own brief, and publicly exhibit your work with expert support.

Further Study - Our first three years allow you to move directly into either:

Honours

Position yourself as an independent artist by developing, undertaking and exhibiting a significant research-led project of your choice.

Masters

Through course or thesis-based study, advance your expertise and define your position within the art world.

Note: See pages 56-61 for further information on Honours and Masters.

Your first year of study has four components:

1	**CRITICAL AND PROFESSIONAL COURSES**	Find your place as an artist within the world of creative arts
2	**CORE SUBJECT STUDIOS**	Develop more specialised knowledge and expertise
3	**EXPLORATION COURSES**	Foundational skills, practice and discovery
4	**ELECTIVES**	Try something new, further your interests or deepen your skillset

Evelina Milward, BFA

Vita McDouall
BFA Hons

Professional Cultures in Fine Arts

Fine Arts Professional Cultures courses work alongside the programme's studios to help students define, develop and articulate their artistic practice and its contexts. At year 1, students explore Te Whanganui-a-Tara and its many and various art galleries. In year 2, students move beyond the gallery model to consider some of the other ways artists share their work. In year 3, students articulate their own art practice and consider the application of this to various professional contexts (e.g. funding applications, exhibition proposals)

Professional Cultures in Art 1

213.170

Professional Cultures in Art 2

213.270

Professional Cultures in Art 2

213.370

MAJOR IN MĀTAURANGA TOI MĀORI

To see how the Fine Art programme will look with a major in Mātauranga Toi Māori, see page 08.

Critical Studies in Fine Arts

Critical Studies develop critical thinking through contemporary art concepts, exploring cultural, political, and ethical issues shaping art practice in bicultural Aotearoa and beyond. Students engage with diverse texts and examples to reflect on their creative values and situate their work within local and global shifts in cultural production.

Art, Culture and Contexts
237.131
Critical Perspectives on Contemporary Art
237.231
Critical Understandings of Contemporary Art
237.331

Studio and Exhibition Courses

In years 2 & 3, core studio are the year-long Fine Arts Practice courses (BFA-only), paired with Fine Arts Project and Exhibition courses. Fine Arts Practice encourages open-ended experimentation in a media of interest, whereas the Fine Arts Project and Exhibition courses ask for a response in a complementary media.

The Fine Arts Project and Exhibition courses are open to all students who have an interest in Fine Arts processes and/or exhibition contexts.

Electives

The elective offerings embrace a range of media and approaches from the digital to the hands-on, including our new Printed Matter, Drawing & Painting, Sculpture & Ceramics and Internship courses.

Your electives are your creative playground. Here's what you can do:

- Add a Minor to compliment your degree
- Follow a pathway to deepen your knowledge and develop creative responses to social and ecological issues
- Choose courses of interest from across the Creative Arts or other areas of Massey University

HDMI
DISPLAY

Bachelor of Screen Arts

BSA
BSA (Hons)

Gain the skills to realise your creative vision across a wide range of screen-based specialisations. With an emphasis on production, you'll take projects through development of initial concepts and narratives to a completed and distributable work. You'll respond to briefs that combine creative studio practice, storytelling, professional practice and portfolio development, using cutting-edge production facilities, studios and labs.

PREPARE FOR INDUSTRY THROUGH ONE OF THE FOLLOWING MAJORS:

- Animation
- Documentary and Factual
- Film Production
- Game Development
- Emerging Creative Technology
- Visual Effects

DOUBLE MAJOR IN MĀTAURANGA TOI MĀORI

You can take any of the majors above with Mātauranga Toi Māori to earn a double major.

For more details see page 03.

Pukeahu Wellington campus

First year
Introduction

Explore. Find your Feet. Choose your path.

Second year
Development

Become familiar with the skills, methods and processes of contemporary screen arts production.

Semester 1
Weeks 1–12

289.150
Professional Cultures in Screen Arts 1
15 credits

SELECT YOUR MAJOR OR STUDIO

Film	289.112
Game	289.106
Visual Effects	289.104

15 credits

SELECT YOUR EXPLORATION

Generative Media Technologies	197.191
Digital Assets	198.124
Drawing	213.155
Image & Meaning	293.126
Materials & Making	197.124
Sound & Recording	133.185
Toi Auaha	293.128

15 credits

SELECT YOUR ELECTIVE
100 Level
15 credits

Semester 2
Weeks 1–12

289.100
Screen Arts, Creativity and Critical Thinking
15 credits

SELECT YOUR MAJOR OR STUDIO

Animation	289.103
Documentary and Factual	289.117
Film	289.112
Emerging Creative Technologies	289.116

15 credits

SELECT YOUR EXPLORATION

Colour and Context	293.127
Modelling	197.193
Narrative	293.125
Pacific Positionalities	293.124
Visualisation	197.123
Te Aho Pūoro Māori	293.129

15 credits

SELECT YOUR ELECTIVE
100 Level
15 credits

Semester 1
Weeks 1–12

289.250
Professional Cultures in Screen Arts 2
15 credits

SELECT YOUR MAJOR

Animation	289.208
Documentary and Factual	289.217
Film	289.211
Emerging Creative Technologies	289.216
Game	289.210
Visual Effects	289.209

15 credits

289.220
Narrative for Screen
15 credits

SELECT YOUR ELECTIVE
100 or 200 Level
15 credits

Semester 2
Weeks 1–12

289.200
Screen Arts, Societies and Cultures
15 credits

SELECT YOUR MAJOR

Animation	289.218
Documentary and Factual	289.227
Film	289.222
Emerging Creative Technologies	289.226
Game	289.230
Visual Effects	289.219

15 credits

YOUR CHOICE OF

3D Digital Arts	289.231
Audio Production	289.240

15 credits

SELECT YOUR ELECTIVE
100 or 200 Level
15 credits

Note: Electives are your choice of secondary studios, exploration courses or any other courses from the College or University.

Shared Core Courses · Core Major Courses · Exploration Courses · Elective Courses

Third year
Expansion

Extend your experience and skills in bringing screen arts projects to life.

Semester 1
Weeks 1–12

289.300
Locating a Critical Screen Practice
15 credits

289.303
Advanced Practice Exploration
15 credits

289.302
Development Lab
15 credits

SELECT YOUR ELECTIVE
100, 200 or 300 Level
15 credits

Semester 2
Weeks 1–12

289.350
Professional Cultures in Screen Arts 3
15 credits

289.333
Screen Arts Major Project
30 credits

289.323
Major Project: Production and Practice
15 credits

Honours year
Innovation

Develop and realise a substantial screen project, bringing all of your specialiast knowledge and professional skills to bear.

Semester 1
Weeks 1–12

293.732
Creative Practice Research Methods
15 credits

289.701
Production Planning and Development
30 credits

SELECT YOUR ELECTIVE
400 or 700 Level
15 credits

Semester 2
Weeks 1–12

289.803
Advanced Production
60 credits

Note: You can choose to continue to the honours year or exit with a Bachelors. Eligibility is subject to qualification completion regulations. Please ensure you discuss your options with an academic advisor before confirming your plans.

See page 54 for Courses Available Online

Visual Effects

Animation

First Year

Intro: Animation	289.103

Second Year

Animation Production	289.208
Animation Project	289.218

Third Year

Advanced Practice Exploration	289.303
And	
Screen Arts Major Project	289.333

Fourth Year

Production Planning and Development	289.701
And	
Advanced Production	289.803

Documentary and Factual

First Year

Intro: Documentary and Factual Production	289.117

Second Year

Documentary and Factual Production	289.217
Documentary and Factual Project	289.227

Third Year

Advanced Practice Exploration	289.303
And	
Screen Arts Major Project	289.333

Fourth Year

Production Planning and Development	289.701
And	
Advanced Production	289.803

Emerging Creative Technologies

First Year

Intro: Emerging Creative Technologies	289.116

Second Year

Emerging Creative Technologies Production	289.216
Virtual Volume Project	289.226

Third Year

Advanced Practice Exploration	289.303
And	
Screen Arts Major Project	289.333

Fourth Year

Production Planning and Development	289.701
And	
Advanced Production	289.803

Film Production

First Year

Intro: Film Production	289.112

Second Year

Film Foundations	289.211
Film Project	289.222

Third Year

Advanced Practice Exploration	289.303
And	
Screen Arts Major Project	289.333

Fourth Year

Production Planning and Development	289.701
And	
Advanced Production	289.803

Little Looter Game Caption: Game Development

Visual Effects

Animation

Documentary and Factual Production

Game Development

First Year

Intro: Game Development	289.106

Second Year

Game Production	289.210
Game Project	289.230

Third Year

Advanced Practice Exploration	289.303
And	
Screen Arts Major Project	289.333

Fourth Year

Production Planning and Development	289.701
And	
Advanced Production	289.803

Visual Effects

First Year

Intro: Visual Effects	289.104

Second Year

Visual Effects Production	289.209
Visual Effects Project	289.219

Third Year

Advanced Practice Exploration	289.303
And	
Screen Arts Major Project	289.333

Fourth Year

Production Planning and Development	289.701
And	
Advanced Production	289.803

DOUBLE MAJOR IN MĀTAURANGA TOI MĀORI

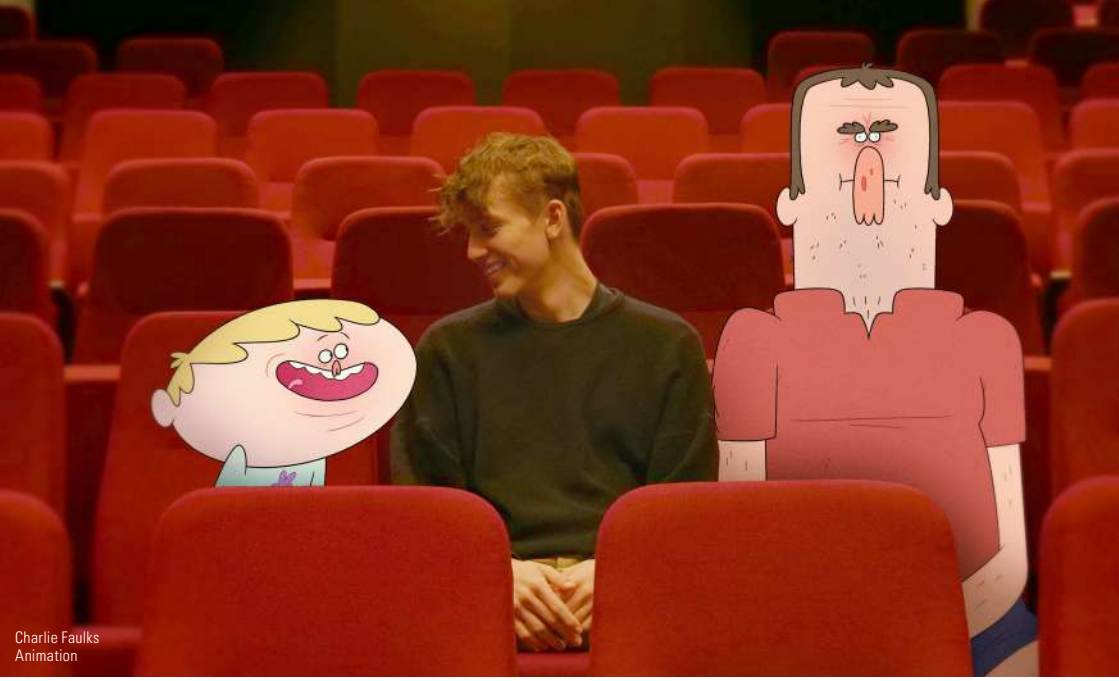
To see how your programme will look with a double major in Mātauranga Toi Māori, please see page 10.

Nau mai, haere mai ki

Te Rewa o Puanga School of Music and Screen Arts

Your first year of study has four components:

1	**CRITICAL AND PROFESSIONAL COURSES**	Find your place as a maker within the screen arts
2	**CORE SUBJECT STUDIOS**	Develop more specialised knowledge and expertise
3	**EXPLORATION COURSES**	Foundational skills, practice and discovery
4	**ELECTIVES**	Try something new, further your interests or deepen your skillset



Charlie Faulks
Animation

Professional Cultures in Screen Arts

Professional Cultures courses guide you through your journey in the Bachelor of Screen Arts, supporting both professional preparation and creative growth. As part of this, you'll engage with the realities of the screen industries in Aotearoa, which demand not only technical ability but also the soft skills and ethical awareness needed to collaborate effectively and navigate complex cultural environments.

Just as important is the cultivation of your own artistry. Professional Cultures supports you to define your creative identity, positionality, and voice, encouraging reflection on who you are as a practitioner, what values shape your work, and how you want to contribute to the world. By combining industry insight with critical reflection on your practice, Professional Cultures equips you to navigate both professional contexts and your personal creative journey with clarity and confidence.

Professional Cultures in Screen Arts 1*
289.150
Professional Cultures in Screen Arts 2
289.250
Professional Cultures in Screen Arts 3
289.350

Critical Studies in Screen Arts

The Screen Arts critical studies courses develop critical thinking, analysis, research and self-awareness. Through examination and dissection of a variety of media, the courses teach you about the ways that meaning is made on screen and how they can be manipulated. Students learn, through this process, to better craft their own practices and make creative decisions that support the purposes they aim for.

Screen Arts, Creativity and Critical Thinking*
289.100
Screen Arts, Societies and Cultures
289.200
Locating a Critical Screen Practice
289.300

***EXPLORE DIGITAL WORLDS**

Design and Screen Arts students can now choose to study the new Digital Worlds Critical Studies and Professional Cultures courses, designed to connect your creative practice with this exciting field. Check them out on page 52.

Bachelor of Commercial Music

Te tohu paetahi mō te pūoro pakihi

BCommMus
BCommMus (Hons)

Equip yourself for a great career in making, producing or promoting commercial music. Develop the skills and knowledge required for your minor, and work in mixed teams – as you will in the music business – to put on gigs, record and create media. Learn from people with decades of experience in performance, production and promotion.

PREPARE FOR INDUSTRY THROUGH ONE OF THE FOLLOWING MINORS:

- Music Industry
- Music Performance and Composition
- Music Technology

You can take commercial music as a standalone qualification or with a major in Mātauranga Toi Māori.

For more details see page 03.

Pukeahu Wellington campus

First year
Introduction

Explore. Find your Feet. Choose your path.

Semester 1
Weeks 1–12

133.180
Professional Cultures in Commercial Music 1
15 credits

133.167
Introduction to the Music Business
15 credits

SELECT YOUR EXPLORATION

Generative Media Technologies	197.191
Digital Assets	198.124
Drawing	213.155
Image & Meaning	293.126
Materials & Making	197.124
Sound & Recording	133.185
Toi Auaha	293.128

15 credits

ELECTIVE
100 Level
OR
133.175
Musicianship and Stagecraft*
15 credits

Semester 2
Weeks 1–12

133.154
Music, People, Places
15 credits

133.150
Live Music Showcases
15 credits

SELECT YOUR COURSE

Music Promotion and Marketing	133.168
Intro to Music Tech	133.186
Songwriting, Production & Composition	133.176

15 credits

ELECTIVE
100 Level
OR
293.219
Te Aho Pūoro Māori
15 credits

Second year
Development

You become familiar with the practices and processes of commercial music and begin to hone your skills.

Semester 1
Weeks 1–12

133.280
Professional Cultures in Commercial Music 2
15 credits

133.267
Music Content Creation and Branding
15 credits

SELECT YOUR COURSE

Live Event Promotion	133.260
Live Visuals and Lighting	133.287
The Recording Project	133.296
Collaboation and Co-Writing	133.276
Music for Screen Media	133.259

15 credits

SELECT YOUR ELECTIVE
100 or 200 Level
15 credits

Semester 2
Weeks 1–12

133.257
Music and Ethics
15 credits

133.278
Music Revenue Streams
15 credits

SELECT YOUR COURSE

The Music Release	133.295
Sound Synthesis & Effects	133.281
Live Music Technologies	133.288
Music Performance Practice	133.275

15 credits

SELECT YOUR ELECTIVE
100 or 200 Level
15 credits

***** Audition or portfolio required for this course.

Note: Electives are your choice of secondary studios, exploration courses or any other courses from the College or University.

Shared Core Courses · Core Music Courses · Exploration Courses · Elective Courses

Third year
Expansion

You push the boundaries in a major commercial music project, and we celebrate your growth into a fully-fledged commercial music graduate.

Semester 1
Weeks 1–12

133.350
Major Project Pre-Production
15 credits

SELECT TWO COURSES
- Major Event 133.365
- Making Music Machines 133.381
- Advanced Recording & Mixing 133.389
- Artistry & Music Performance 133.375
- Music Production & Arrangement 133.376

15 + 15 credits

SELECT YOUR ELECTIVE
100, 200 or 300 Level
15 credits

Semester 2
Weeks 1–12

133.380
Professional Cultures In Commercial Music 3
15 credits

133.355
Music, Politics, Economies
15 credits

133.378
Major Project
30 credits

Honours year
Innovation

You can realise your creative leadership by undertaking a self-determined year-long project. This is a separate 120 credit qualification.

Semester 1
Weeks 1–12

293.732
Creative Practice Research Methods
15 credits

133.701
Prototyping and Development for Advanced Music Projects
30 credits

SELECT YOUR ELECTIVE
400 or 700 Level
15 credits

Semester 2
Weeks 1–12

133.803
Advanced Music Research Project
60 credits

Note: At the end of your third year, you may choose to extend your studies by applying for an honours year. The honours year combines taught coursework and staff-supported student-led projects.

See page 54 for Courses Available Online

MAJOR IN MĀTAURANGA TOI MĀORI

To see how your programme will look with a major in Mātauranga Toi Māori, please see page 12.

Music Minors

The music minors consist of 60 credits, with at least 15 credits at 300 level.

When you enrol you may choose to select a minor, and use your options to ensure you complete all required courses.

Get in touch with Academic Advice if you have any questions.

Industry

First Year

Music Promotion and Marketing	133.168

Second Year

Live Event Promotion	133.260
The Music Release	133.295

Third Year

Music Major Event	133.365

Performance and Composition

First Year

Musicianship and Stagecraft	133.175
Songwriting, Production and Composition	133.176

Second Year

Music Performance Practice	133.275
Music Collaboration and Co-Writing	133.276
The Recording Project	133.296
Music for Screen Media	133.259

Third Year

Artistry and Music Performance	133.375
Music Production and Arrangement	133.376

Technology

First Year

Introduction to Music Technology	133.186

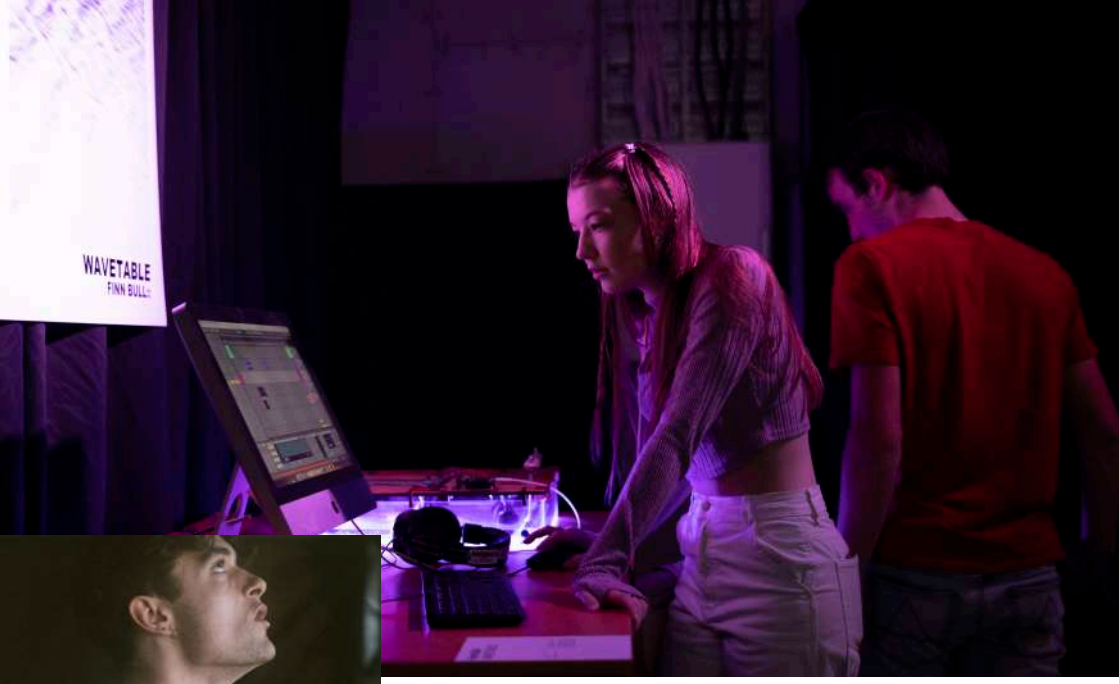
Second Year

Live Music Technologies	133.288
Sound Synthesis and Effects	133.281
Live Visuals and Lighting for Music	133.287
The Recording Project	133.296

Third Year

Advanced Recording and Mixing	133.389
Making Music Machines	133.381

Sofia Machray
Music Industry



Nau mai, haere mai ki

Te Rewa o Puanga School of Music and Screen Arts

Your first year of study has four components:

1	**CRITICAL AND PROFESSIONAL COURSES**	Focus on the creative arts within the world and your role as a maker
2	**CORE SUBJECT STUDIOS**	Develop specialised knowledge and expertise
3	**EXPLORATION COURSES**	Foundational skills, practice and discovery
4	**ELECTIVES**	Try something new, expand your creative practice, or begin a minor in one of the other music subjects

Professional Cultures in Music

Professional Cultures courses guide you through your university study and help develop the skills and knowledge required for the Music Industries in Aotearoa and abroad. Music industries require broad knowledge of the making, recording, promoting and distributing, all of which require skills in working with people, understanding different workplace and musical cultures, and maintaining professional connections. The courses focus on the bicultural context of Aotearoa's music scenes to guide you through your studies and into the industry.

Professional Cultures in Commercial Music 1
133.180
Professional Cultures in Commercial Music 2
133.280
Professional Cultures in Commercial Music 3
133.380

Critical Studies in Music

Critical studies courses in Music develop critical thinking, analysis, research and self-awareness. Through analysis of recorded music, case studies, scenarios and scholarly literature, you will gain a deeper understanding of the personal, social, political and economic impact of music. Through this process, you will gain insight into your own creative decisions.

Music, People, Places
133.154
Music and Ethics
133.257
Music, Politics, Economies
133.355

Interdisciplinary Pathways

At Toi Rauwhārangi we believe creativity can change the world. Our interdisciplinary pathways enable you to make an impact by diving deeper into big issues. They are informal study pathways that you can tailor to suit your interests, career goals or further study plans. The following provides an overview of pathway, as well as an indication of courses that you could take.

We suggest you take 45 credits worth of courses from the pathway area you are interested in.

Pleased note that all courses displayed here are 15 credits each.

Exhibition and Curation

Spatial Design 1.2: Immersive Experiences	224.158
Fine Arts Studio 2.2: Exhibition	213.244
Fine Arts studio 3.2: public exhibition	213.344
Exhibition and Curation	213.465
Professional Cultures in Art 1	213.170
Spatial Design: Producing Atmospheres	223.264
Professional Cultures in Art 3	213.370

Printmaking

Explorations in Drawing	213.155
Textiles 1.2: Intro to Surface Design, Colour and Screen Print	223.158
Textiles 2.2: Print, Colouration and Pattern	223.264
Creative Arts 2C: Printed Matter	197.228
Creative Arts 3A: Letterpress	197.332
Upskilling and Knowledge	197.442

Samuel Dunstall, Spatial Design

Sue Prescott, Southerly Change

Transformative Creative Studios

Toi Rauwhārangi third year transformative creative studios offer you space to operate independently within defined social, cultural and scientific contexts. Form your understanding, define responses, and activate them within specific communities from across Aotearoa.

TCP 1: Community Encounters

293.301

Engage in participatory design practices with proven community benefits and outcomes.

TCP 2: Climate Action

293.302

Through active encounters with te taiao and diverse ecologies across transition design and art, develop specific or speculative proposals that consider and promote how our communities may be assisted in their response to climate change.

TCP 3: Health and Wellbeing

293.303

Explore health and wellbeing through a life-centred approach that draws on creative practices of making, modelling, prototyping and trialling.

TCP 4: Material Innovation

293.304

Engage with the notion of 'material kinship' through exploration, research and technical learning about natural colorants, bio-materials, and foraged materials.

Nau mai, haere mai ki

Digital Worlds Pathway

Design worlds. Shape experiences. Create the future. Develop the creative and technical skills to build the digital environments transforming industries worldwide.

Digital Worlds is a new study pathway that brings together creativity, storytelling and cutting-edge technology. Learn how worlds are designed, built, and brought to life. Develop skills that can take you into industries ranging from concept, games and film to virtual production, simulation and emerging technologies.

Where Could Digital Worlds Take You?

Creative technologies are transforming the way we work, learn and create. As a Digital Worlds student, you'll learn by making—creating characters, environments, stories and interactive experiences using the tools shaping the future.

At Massey, you'll learn in Wellington's world-renowned creative ecosystem, building skills that can lead to careers in concept design, games, animation, visual effects, virtual production and beyond. As digital worlds become part of every industry, your creativity could help shape the future of entertainment, design, education, health and innovation.

Your First-Year Courses

Choose from the below:

Critical Studies in Digital Worlds 1	293.130
Professional Cultures in Digital Worlds 1	293.151
Concept Design 1.1: Imagine	296.157
Concept Design 1.2: Worldbuilding	296.158
Introduction to Animation	289.103
Introduction to Game Development	289.106
Introduction to Visual Effects	289.104
Digital Asset Creation	198.124

Eden Laing
Concept

STUDY DIGITAL WORLDS IN DESIGN OR SCREEN ARTS

Digital Worlds is available as a pathway within existing Massey qualifications, allowing you to study these exciting courses while enrolled in the Bachelor of Design or Bachelor of Screen Arts.

Professional Cultures in Digital Worlds

Professional Cultures courses guide you through your university study and help you develop the skills and knowledge needed to work in fields where concept, animation and world-building live. You'll explore how creative teams and industries work, develop skills in collaboration and communication, and learn about different professional practices and cultures. Across the three years, you'll build the confidence, connections and professional awareness to help you move from study into careers in concept design, game design, animation, visual effects, virtual production and emerging creative technologies.

Professional Cultures in Digital Worlds 1
293.151
Professional Cultures in Digital Worlds 2 *
293.251
Professional Cultures in Digital Worlds 3
293.351

*Available from 2028

Critical Studies in Digital Worlds

Critical Studies courses develop your critical thinking, research and analytical skills, helping you understand the ideas, histories and wider impacts of your practice. Through case studies, creative works and research, you'll explore how concept design, games, animation, visual effects and emerging technologies reflect and shape, society and culture. Across the three years, you'll deepen your understanding of the social, cultural and ethical contexts of your practice and use these insights to inform your own creative work.

Critical Studies in Digital Worlds 1
293.130
Critical Studies in Digital Worlds 2 *
293.230
Critical Studies in Digital Worlds 3 *
293.330

*Available from 2028

Photo: Capture Studios

FOR MORE INFORMATION ABOUT MINORS

Please contact an Academic Advisor (0800 Massey), or go into Student Central.

Minors at the College of Creative Arts

Minors offer you the opportunity to gain in-depth knowledge and skills within a second specialisation.

If you are interested in taking a Minor please talk to an Academic Advisor to ensure that you can undertake the courses required.

There are also a large number of Minors available across the University. See here for more details https://www.massey.ac.nz/minor-subjects/

Photography

Choose One

Photography Studio 1.1: What is Photography?	221.157
Photography Studio 1.2: Introduction to the Darkroom	221.158

Choose at Least One

Photography Studio 3.1: The Photobook and Narrative	221.367
Photography Studio 3.2: Post Photography	221.368

Choose Remaining Credits

Photography Studio 2.1: Attributes of Light	221.263
Photography Studio 2.2: Fact and Fantasy	221.264
Photography Studio 2.3: The Living Archive	221.265
Photography Studio 2.4: Photography, Representation and the Gaze	221.266

Textiles

Choose One

Textile Design 1.1: Interwoven Structures	223.157
Textile Design 1.2: Intro to Surface Design, Colour and Screen Print	223.158

Choose at Least One

Textile Design 3.1: Advanced Textile Structures	223.367
Textile Design 3.2: Advanced Textile Print and Visualisation	223.368

Choose Remaining Credits

Textile Design 2.1: Knitted Textiles	223.263
Textile Design 2.2: Print, Colouration and Pattern	223.264
Textile Design 2.3: Woven Textiles	223.265
Textile Design 2.4: Digital Textile Print and Application	223.266

Concept

Choose One

Concept Design 1.1: Imagine	296..157
Concept Design 1.2: Worldbuilding	296.158

Choose at Least One

Concept Design 3.1 Design for Digital Engagement	296.367
Concept Design 3.2: Design for Physical Engagement	296.368

Choose Remaining Credits

Concept Design 2.1: Character and Environment	296.263
Concept Design 2.2: Prop and Creature	296.264
Concept Design 2.3: Visualisation	296.265
Concept Design 2.4: Design for Fabrication	296.266

Photo: Capture Studios

Games

All students take

Introduction to Game Development	289.106
Game Production	289.210
Game Project	289.230

Screen Arts students take

Creative Arts Special Topic 3C	289.390

Other students students take

Advanced Practice Exploration	289.303

Animation

All students take

Introduction to Animation	289.103
Animation Production	289.208
Animation Project	289.218

Screen Arts students take

Creative Arts Special Topic 3C	289.390

Other students students take

Advanced Practice Exploration	289.303

Visual Communication

Choose One

VCD 1.1: Introduction to Graphic Design	222.157
VCD 1.2: Introduction to Typography	222.158
VCD 1.3: Introduction to UX Design	222.159

Choose at Least One

VCD 3.1: Editorial Design and Production	222.367
VCD 3.2: Brand Strategies and Systems	222.368
VCD 3.3: UX and Interaction Design	222.369
VCD 3.4: Visual Narrative	222.372

Choose Remaining Credits

VCD 2.1: Visual Systems	221.263
VCD 2.2: Visualising Information	221.264
VCD 2.3: UX and Web Design	221.265
VCD 2.4: Brand Communication	222.266
VCD 2.5: Illustration Practice	222.267
VCD 2.6: Transmedia and Motion Graphics	222.268

Note: Please note that all above courses are 15 credits each adds up to 60 credits for a complete Minor.

Online Study @ CoCA

Toi Rauwhārangi now offers a suite of creative courses online. These courses are designed for the online environment so that you can learn when and where suits you.

Available to students living in the Wellington region or anywhere in Aotearoa, the courses allow you to complete a Certificate or Diploma in Creative Arts or to use the credits towards your Bachelor's Degree in Fine Arts, Music, Design or Screen Arts.

Online courses in 2026

Semester 1

Explorations in Image and Meaning	293.126
Lens and Story (Creative Arts Special Topic 1B)	197.194
Screen Arts, Creativity and Critical Thinking	289.100
Intro to Typography	222.158

Semester 2

Songwriting, Production and Composition	133.176
Explorations in Narrative	293.125
Explorations in Materials and Making	197.124
Intro to Emerging Creative Technologies	289.116
Intro to Graphic Design	222.157

Summer School

Professional Cultures in Screen Arts (November-December)	289.150
Lens and Story (Creative Arts Special Topic 1B) (November-December)	197.194
Explorations in Narrative (January-February)	293.125

Diploma in Creative Arts

The Diploma in Creative Arts allows you to take up to 8 courses of your choice from the first years of our Bachelors of Commercial Music, Fine Arts, Design, and Screen Arts qualifications.

Requiring 120 credits, the Diploma can be completed in two semesters of full time study or part time to suit your schedule.

In our Diploma you'll study with design, screen, music and art degree students in a range of courses covering a broad range of creative arts subjects, studying in-person on our Wellington campus or via distance. Successful completion of this qualification can allow entrance directly into the second year of College of Creative Arts bachelor's degrees.

It's a flexible qualification with lots of choice. For students enrolled in our online offerings, your courses will be practical and involve a lot of making activities. You'll be introduced to the basics of creative arts:

- creative thinking
- visual communication
- specialist skills
- critical awareness

Certificate in Creative Arts

Like our Diploma in Creative Arts, the Certificate in Creative Arts opens up options from across our Bachelors of Commercial Music, Fine Arts, Design and Screen Arts qualifications. Requiring only 60 credits (or 4 courses), the Certificate can be completed in one semester of full time study or part time to suit your schedule.

You'll study with design, screen, music and fine arts students in a range of studio and lecture-based courses. These exciting options cover everything from critical studies, practical making in physical and digital realms, and professional creative arts studies.

Mid-Year Entry

Interested in starting mid-year? You can start any qualification at the College of Creative Arts in semester 2 (July) on the First Year Fast Track path. This allows you to "catch up" so that you can go directly into the full second year of your Bachelor degree in the next semester 1.

Fast Track mid-year entry follows a specific study plan that requires enrolment in four courses in semester 2 and also requires enrolment in two or more courses in the Summer semester.

If you'd like to find out more, please make an appointment with an Academic Advisor.

Apply by mid-June, start July.

Open entry (all majors and minors).

George Naylor
VCD

Summer School

Summer School is a great option to consider when planning your course selection.

Summer School courses at the College of Creative Arts typically run for six weeks in either Block 1 or Block 2. Block 1 occurs in November/December, and Block 2 in January/February.

Please check the dates for specific courses when you go to enrol.

Summer School Block 1 (SSB1)	
Social Interventions Through Design	197.471
Introduction to Ableton Live	133.178
Textile Design 1.2: Intro to Surface Design, Colour and Screen Print	223.158
Fine Arts Studio 1.2: Media and Processes	213.158
Colour Grading	289.292
Professional Cultures in Screen Arts 1	289.150
TCP 4: Material Innovation	293.304
Concept Design 1.1: Imagine	296.157

Course offering online

Summer School Block 2 (SSB2)	
Explorations in Image and Meaning	197.126
Explorations in Sound and Recording	133.185
Explorations in Drawing	213.155
Digital Asset Creation	198.124
Lens and Story (Creative Arts Special Topic 1B)	197.194

Course offering online

Honours

Both Honours and Masters students share the same first semester, during which you'll hone your research and practice skills and develop the project that will serve as the calling-card to your career.

Our curriculum allows you to transfer from Honours to Masters after the first semester of study, so that your projects and goals find the right place.

Honours study is available in:

- Design
- Fine Arts
- Screen Arts
- Commercial Music

Honours
(120 credits)

The Honours year enables you to position yourself as an independent design, screen arts, music or art practitioner by developing and undertaking a significant project of your choice.

Semester 1

293.732
Creative Practice Research Methods
OR
298.730
Māori Creative Practice Research Methodologies

15 credits

DEVELOPMENT

Design	197.753
Fine Arts	213.729
Screen Arts	289.701
Music	133.701

30 credits

SELECT YOUR ELECTIVE
400 or 700 Level

15 credits

Semester 2

HONOURS RESEARCH PROJECT

Design	197.830
Fine Arts	213.830
Screen Arts	289.803
Music	133.803

60 credits

Shared Core Courses · Project Courses · Research Courses · Elective Courses

Research
(120 Credit Thesis)

Advance your expertise in your chosen area by extending your study into Masters. Our programmes invite you to deepen your practice in Design, Music, Screen, or Art, or explore the spaces in between.

Research

Masters

180 credits
60 credits coursework +
120 credit thesis

The Research Masters is ideal for creatives who are ready to pursue a large-scale, self-directed project. You'll explore advanced methodologies and critical thinking, supported by expert supervision and world-class facilities.

The programme culminates in an advanced creative work accompanied by a written exegesis, offering space to deepen your practice and contribute original insights to your field

Masters available:

- Master of Design
- Master of Fine Arts
- Master of Screen Arts
- Master of Commercial Music

Semester 1	Semester 2	Semester 3
293.732 **Creative Practice Research Methods** OR 298.730 **Māori Creative Practice Research Methodologies** — 15 credits	MASTERS RESEARCH PROJECT PART 1 — 60 credits	MASTERS RESEARCH PROJECT PART 2 — 60 credits
DEVELOPMENT — 30 credits		
SELECT YOUR ELECTIVE 400 or 700 Level — 15 credits		

	MASTERS RESEARCH PROJECT PART 1	MASTERS RESEARCH PROJECT PART 2
Design	197.802	197.803
Fine Arts	213.811	213.812
Screen Arts	289.811	289.812
Music	133.811	133.812

	DEVELOPMENT
Design	197.753
Fine Arts	213.729
Screen Arts	289.701
Music	133.701

Note: We recommend you contact creative.postgrad@massey.ac.nz to discuss which programme of Masters study is best for you.

Taught/Research
(90 Credit Thesis)

Ideal for designers seeking to expand their creative thinking and apply it to contemporary social, cultural, or technological contexts.

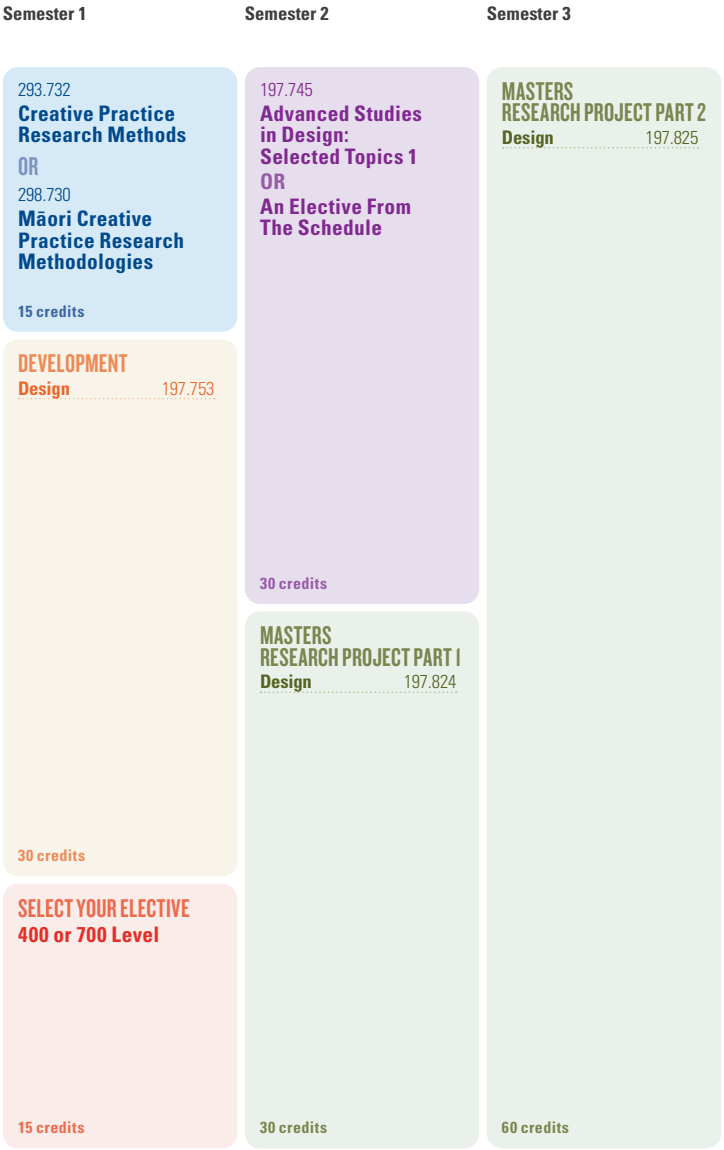
Taught/Research

Master of Design

180 credits
90 credits coursework +
90 credit thesis

This programme blends studio-focused coursework with a research project aimed at solving real-world design challenges.

You'll explore design-led methodologies while developing a significant practice-based inquiry supported by expert supervision.



Note: We recommend you contact creative.postgrad@massey.ac.nz to discuss which programme of Masters study is best for you.

Shared Core Courses · Taught Courses · Project Courses · Research Courses · Elective Courses

Taught
(180 Credit Coursework)

Transformative studio-based learning across thematic projects and a final capstone.

Taught

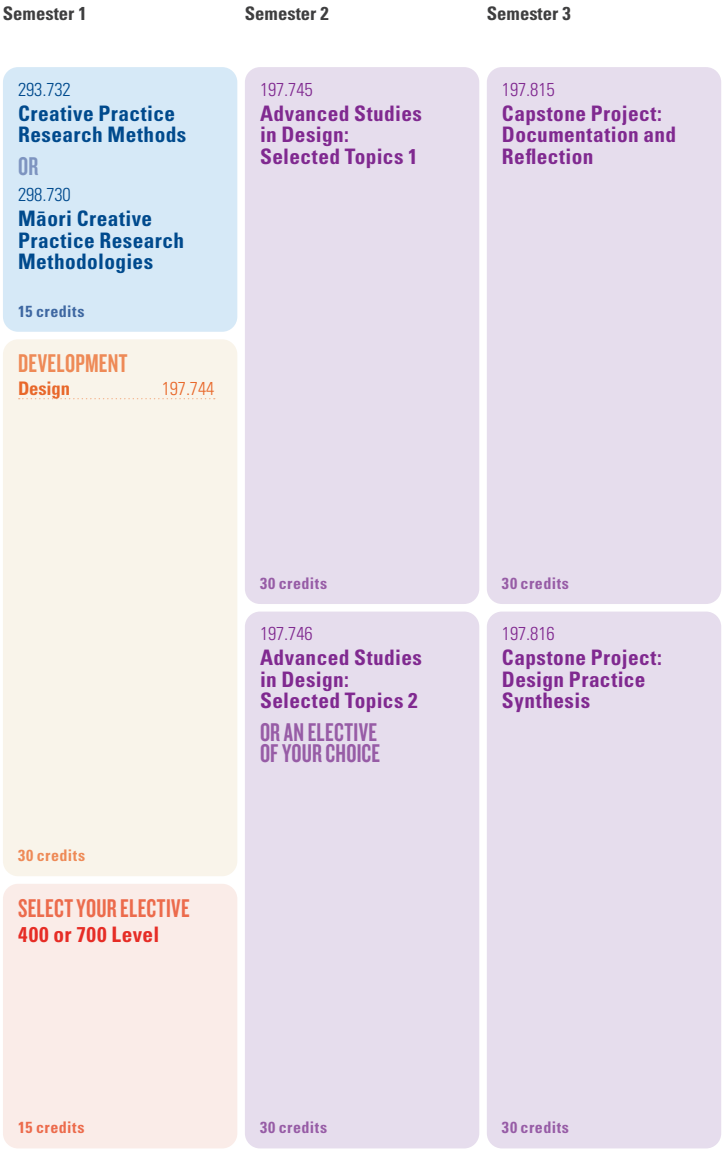
Master of Design

180 credits coursework

The Taught Master of Design offers transformative studio-based learning across thematic projects and a final capstone.

You'll build a strong portfolio while exploring topics like sustainability, emerging technologies, and social change.

Courses are led by experts in global design and Mātauranga Toi Māori, supporting your growth as a thoughtful, industry-ready designer.



Note: We recommend you contact creative.postgrad@massey.ac.nz to discuss which programme of Masters study is best for you.

Taught/Research
(90 Credit Thesis)

Refine your craft while exploring new directions in screen practice.

Taught/Research

Master of Screen Arts

180 credits
90 credits coursework +
90 credit thesis

This pathway combines studio-based learning with independent research, tailored for screen practitioners.

You'll develop a major screen project alongside taught courses that support post-production, distribution, and creative development.

Semester 1

293.732
Creative Practice Research Methods
OR
298.730
Māori Creative Practice Research Methodologies
15 credits

DEVELOPMENT
Screen Arts 289.701
30 credits

SELECT YOUR ELECTIVE
400 or 700 Level
15 credits

Semester 2

MASTERS RESEARCH PROJECT PART I
Screen Arts 289.820
60 credits

Semester 3

289.822
Project Distribution and Exhibition
30 credits

MASTERS RESEARCH PROJECT PART 2
Screens Arts 289.821
30 credits

Note: We recommend you contact creative.postgrad@massey.ac.nz to discuss which programme of Masters study is best for you.

Shared Core Courses · Taught Courses · Project Courses · Research Courses · Elective Courses

Master of Design
Supervised by Rodney Adank and Emma Fox

Sophie West

Arla Gen II
2026 National Winner - James Dyson Award

Arla Gen II is a portable cleaning and sterilisation system that makes reusable menstrual products easier, more hygienic, and more convenient to use anywhere.

atmate
at isn't useless

Electives and course descriptions

Elective courses are your opportunity to take subjects outside of your core studies. The courses in the following pages can be taken as elective options, provided you have the appropriate prerequisites. You can choose elective options from your year level or below. For example, year 3 students can choose courses from years 1, 2 or 3 for their elective options.

PREREQUISITE

A course or courses that you need to have successfully completed in order to enrol. If you do not have the prerequisite but have other experience that will help you succeed in the course, check with the Course Coordinator to see if you can be granted entry by special permission.

Details are correct at time of publication and may be subject to change.

Pukeahu Wellington campus

Electives

Your opportunity to take subjects outside of your core studies

Check out courses available online on page 54 and Exploration courses on page 80

100 level, Semester 1

Introduction to the Music Business

133.167 Semester 1
This course will introduce students to various aspects of the Music Industries from an Aotearoa New Zealand perspective. Students will also gain a basic understanding of entrepreneurial music industry projects.This course will introduce students to various aspects of the Music Industries from an Aotearoa New Zealand perspective. Students will also gain a basic understanding of entrepreneurial music industry projects.

Musicianship and Stagecraft

133.175 Semester 1
In this course students develop their music performance skills, through a focus on mixed ensemble groups, musicianship, and stagecraft.

Prerequisite: Audition or portfolio required.

Explorations in Sound and Recording

133.185 Semester 1
This course will introduce students to a practical knowledge of sound and apply this to recording studio environments. Applications include analogue and digital signal processing, microphone workings and placement, monitoring, and planning and operating music systems.

Explorations in Materials and Making

197.124 Semester 1
Gain hands-on technical knowledge and understanding of sustainable ecologies of materials. Through the exploration of materials, surfaces and structures, you will gain experience and skills to work with physical materials as part of your creative practice.

Explorations in Generative Media Technologies

197.191 Semester 1
Explorations in Generative Media Technologies explores how creative practitioners leverage computational concepts as creative tools. Students will acquire basic knowledge and foundational techniques that can be applied across creative practice contexts.

Explorations in Digital Asset Creation

198.124 Semester 1
Learn foundational skills for creating digital 3D assets. In this course, you will be guided through hands-on creative exercises to develop the skills and knowledge required to produce digital assets that can then be inputted into various software for object-building, world-building and character building across a variety of digital platforms. The approaches and outputs in this course will benefit any creative arts students working in digital technologies.

Product and Industrial Design 1.1: Materialising Form

198.157 Semester 1
Focused on the development of product through a sustainability context, shaped by materials exploration, this studio provides an introduction to product and industrial design practice. Students develop creative and analytical thinking, idea generation, visualisation and making, central to three-dimensional design practice.

Lens & Story (Creative Arts Special Topic 1B)

197.194 Semester 1, Summer School online only
Learn the fundamental skills and theory through a creative exploration of camera-work. In this course, you will develop a portfolio of still and moving images alongside critical reflection of your work and those of others. Recommended for students who plan to progress into film, photography or documentary and factual, the course will also be valuable for anyone wanting a deeper understanding of the language of images and how to practically employ these visual strategies within their own work.

Fashion 1.1: Fashioning the Body

212.157 Semester 1
Through practice, learn about the clothing design process, exploring various technical and conceptual skills to inform and support the creative process. You will explore the relationship between the body and cloth, and the role that clothing plays in constructing identity.

Details are correct at time of publication and may be subject to change.

Explorations in Drawing

213.155 Semester 1, Summer School
Learn foundational techniques and practices of observational drawing, drawing as thinking and drawing for ideation. Explorations in Drawing guides beginners and skilled practitioners alike through a variety of exercises, introducing students to practices from across the creative arts.

Fine Arts Studio 1.2: Media and Processes

213.158 Semester 1, Summer School
In this studio course you will be introduced to a range of art practices. Making artworks in relation to a prescribed project, you will explore art strategies and processes, idea generation and creative and analytical thinking.

Photography Studio 1.1: What is Photography?

221.157 Semester 1
How do we photographically 'see' the world?
How does photography function in your world and the wider culture you live within? Through an introduction to the fundamentals of photography you will consider these questions and acquire specific skills and processes in digital photographic image making.

Visual Communication Design 1.1: Intro to Graphic Design

222.157 Semester 1 in-person, or Semester 2 online
Learn fundamental graphic design principles, including rhetorical approaches to graphic design and building visual language. You will develop content and compositions that are compelling, persuasive and communicate a clear and engaging message for print-based, and dynamic interactive/motion graphic outputs.

Textile Studio 1.1: Interwoven Structures

223.157 Semester 1
In this studio course, students develop foundational weaving literacies, including structural techniques, fibre knowledge, yarn exploration, and loom equipment. Learning progresses from technical skill acquisition to exploratory innovation and contemporary practice research. The course grounds students interested in spatial, fashion, industrial, and textile design, and supports fine arts students pursuing craft-based practices through hands-on workshops and guided studio experimentation processes.

Spatial Design 1.1: An Introduction

224.157 Semester 1
Develop skills and processes to design physical, temporal, and digital spatial environments. You will explore core spatial design principles of site, time, light, and movement to create a digital spatial design.

Intro to Visual Effects

289.104 Semester 1
Be introduced to the principles and concepts of visual effects. Gain a creative and basic technical knowledge of the tools and techniques essential to the development and production of visual effects.

Intro to Game Development

289.106 Semester 1
Be introduced to the principles and technology required to develop video games. Understand design thinking and creative problem solving as it relates to game development. Learn introductory programming fundamentals, game design, interactive narrative, and game technology through project-based work.

Intro to Film Production

289.112 Semester 1
Be introduced to the principles, concepts and equipment of practical filmmaking. In project-based work students develop their creative and technical knowledge, working with film production tools and techniques across creative development, planning and production of narrative film projects.

Explorations in Image and Meaning

293.126 Semester 1, Summer School
online or in-person
Explore how creative practitioners capture, construct and manipulate two-dimensional imagery. In this course, you will learn foundational skills and techniques to construct and analyse two dimensional images.

Explorations in Toi Auaha – Paint and Creative Expression

293.128 Semester 1
Explore mātauranga Māori, cultural perspectives and indigenous ways of knowing as a foundation for creative expression through paint and multi-media. This course will enable you to develop your own practice in paint and extend this practice to explore multi-media artworks inspired by mātauranga Māori, cultural narratives and indigenous ways of seeing the world.

Concept Design 1.1: Imagine

296.157 Semester 1
Gain an introduction to creative and analytical thinking skills, idea generation and visualisation. In this course you will begin to acquire specific techniques, skills and processes for investigating and responding to imagined characters and stories through iterative drawing, referencing and digital painting.

100 level, Semester 2

Live Music Showcases

133.150 Semester 2
This course will introduce students to staging and promoting live music events through a series of showcase events.

Music Promotion and Marketing

133.168 Semester 2
This course will introduce students to promoting and marketing music events and releases.

Songwriting, Production and Composition

133.176 Semester 2 available online or in-person
This course will introduce students to songwriting, composition and music production. Students apply songwriting, composition, and production techniques as they gain practical knowledge of using DAWs (Digital Audio Workstations) to create their own music.

Introduction to Music Technology

133.186 Semester 2
This course will introduce students to a range of music hardware and software, and apply this knowledge to design and develop new musical instruments, controllers and experiences.

Explorations in Visualisation

197.123 Semester 2
Explorations in Visualisation explores how creative practitioners comprehend, generate, and communicate ideas. The course provides students with foundational skills and techniques for representing ideas in traditional and digital media. The course will be valuable for students from any creative area who want to communicate their work and thoughts visually.

Explorations in Materials and Making

197.124 Semester 2 online only
Gain hands-on technical knowledge and understanding of sustainable ecologies of materials. Through the exploration of materials, surfaces and structures, you will gain experience and skills to work with physical materials as part of your creative practice.

Explorations in Modelling

197.193 Semester 2
Gain three-dimensional literacy and confidence as you model, sculpt, 3D sketch and fabricate objects. Throughout the course you will experiment with a variety of iterative practices and processes, including sculpture and modelmaking, prototyping and testing.

Product and Industrial Design 1.2: Furniture Design

198.158 Semester 2
In this studio students will develop three-dimensional design skills in making, prototyping, materiality, ergonomics and user-experience as they design and make furniture. Students will gain an understanding of the theoretical, historical and practical applications of these skills by exploring the development and production of furniture as products in one-off, batch or mass production contexts.

Fashion 1.2: Introduction to Fashion Practice

212.158 Semester 2
Learn introductory patternmaking and garment construction skills to gain understanding of the garment development process for realising design ideas.

Fine Arts Studio 1.1: Art Lab

213.157 Semester 2, Summer School
In this studio you will be introduced to a range of art practices. Making artworks in relation to a prescribed project, you will explore specific techniques and processes, idea generation, and creative analytical thinking.

Photography Studio 1.2: Introduction to the Darkroom

221.158 Semester 2
Through experimentation with materials and engagement with the wider world you will develop a practical photographic project. You will be introduced to selected darkroom and wet-based analogue photographic techniques and consider how you will make them relevant to your practice.

Visual Communication Design 1.2: Intro to Typography

222.158 Semester 2 in-person, or Semester 1 online
Develop the foundational design skill of arranging type, exploring the interplay of content and meaning. You will gain an understanding of fonts, the language of letterforms and the power of structuring written words through developing layout systems and information hierarchies. This course will be instrumental for all creatives who deal with words and images for print, screen and beyond.

Visual Communication Design 1.3: Intro to User Experience Design

222.159 Semester 2
Through the design of user interfaces (UI) in a web context, you will be introduced to interaction design, and develop understanding of user experience design (UX). You will gain knowledge of prototyping and user testing practices through designing a digital interface, learning how information can be effectively communicated in online and digital media.

Details are correct at time of publication and may be subject to change.

Textile Studio 1.2: Intro to Surface Design, Colour and Screen Print

223.158 Semester 2, Summer School
This studio course introduces textile print processes and required inductions for access to the Textile Print studio. Students develop techniques through mark-making, colour, composition, and drawing for textile design and making. Emphasis is placed on discussion and evaluation of individual and peer work. Workshops support pre-requisites for Textile Studio 2.2 (223.264). Suitable for design and fine arts students expanding drawing-based practice.

Spatial Design 1.2: Immersive Experiences

224.158 Semester 2
Investigate the relationship between individual and collective rituals and the way they shape the interaction between people, places and objects. In a live-lab environment you will engage with moving image technologies, lighting, sound and material making towards the realisation of an immersive spatial experience.

Intro to Animation

289.103 Semester 2
Discover how animators create the illusion of life using animation principles, gesture and immersive realism. Use industry tools with traditional, 2D and 3D computer workflows. Explore and apply a variety of animation production skills. Gain the basic knowledge and techniques for your emerging animation practice.

Intro to Film Production

289.112 Semester 2
Be introduced to the principles, concepts and equipment of practical filmmaking. In project-based work students develop their creative and technical knowledge, working with film production tools and techniques across creative development, planning and production of narrative film projects.

Intro to Emerging Creative Technologies

289.116 Semester 2
Be introduced to artificial intelligence as a tool for creative expression across multiple disciplines. Explore how AI can generate and transform images, music, film, and spatial environments, while critically engaging with the cultural, ethical, and philosophical dimensions of machine-assisted creativity.

Intro to Factual and Documentary

289.117 Semester 2
Be introduced to the principles and concepts of factual production. Gain a creative and basic technical knowledge of the tools and techniques essential to the development and production of factual content.

Explorations in Pacific Positionalities

293.124 Semester 2
Explore the concept of Pacific Island diaspora within the context of Aotearoa. You will be introduced to a range of unique perspectives, experiences, and cultural identities that have been embodied, and disseminated through the Pacific arts in Aotearoa. The goal of this course is to develop a deeper understanding of diverse Pacific narratives through creative practice and storytelling.

Explorations in Narrative

293.125 Semester 2 online or in-person
Learn how to analyse, interpret and create stories that can then be used in a variety of creative practices. With the option of producing written or visual narratives, you will gain a foundation in storytelling that can be applicable across the creative arts.

Explorations in Colour and Context

293.127 Semester 2
Gain foundational knowledge and skills to understand and apply colour to your creative practice. You will experiment with developing and blending colour in analogue and digital environments and consider colour's cultural, communicative, and evocative potential.

Explorations in Te Aho Pūoro Māori – An Introduction and Insight into Traditional Māori Instruments

293.129 Semester 2
In this course you will be introduced to taonga pūoro Māori through hands on engagement coupled with an insight to tikanga and mātauranga connected to this practice. This course will encourage creative exploration with taonga pūoro, with potential to add another dimension to your creative practice. Through this mahi toi, you will gain greater connection and understanding of te ao Māori

Concept Design 1.2: Worldbuilding

296.158 Semester 2
Develop techniques, skills and processes for investigating and defining worldbuilding techniques through storytelling and the creative practice of iterative digital modelling, prototyping and digital matte painting.

Toi Ātea 1: Mana Whakapapa

298.157 Semester 2
Discover the perpetual rhythms and motions of kōwhaiwhai, contextualised within the whare whakairo and contemporary creative Māori practice. Anchored initially in the whare whakairo, Te Rau Karamu, you will develop a confident awareness of the visual and cultural value embedded in the practice of kōwhaiwhai. Through wānanga and weekly studio-based akoranga, you will respond with new creative works that activate your discipline.

200 level, Semester 1

Music for Screen Media

133.259 Semester 1
Gain an understanding of how to compose for screen-based media. Perspectives on how to analyse and score a scene, together with an understanding of theoretical concepts, will be covered alongside genre conventions.

Live Event Promotion

133.260 Semester 1
This course will provide students with experience promoting and staging live music events.

Prerequisite: 133.150

Music Content Creation and Branding

133.267 Semester 1
This course will explore how to create and build a music or artist brand.

Prerequisite: 133.167

Music Collaboration and Co-Writing

133.276 Semester 1
In this course, students engage in intermediate-level study of composition and production techniques for collaborative musical outcomes. Expanding on knowledge of composition, arrangement, and digital audio workstations (DAWs), students refine creative and technical skills. Students develop an intermediate level of composition and production skills suitable for collaborative commercial and experimental musical contexts.

Prerequisite: 133.176

Live Visuals and Lighting for Music

133.287 Semester 1
In this course students develop practical skills in lighting and real-time visual systems for live music performance. Students learn to design and operate lighting and visual setups, and explore the relationship between sound and image through VJ and lighting practices. Creative ideas are developed into audiovisual outcomes for live contexts.

Whiria Te Ao Tahito ki Te Ao Hou – Creative Synthesis with Taonga Pūoro Māori (Creative Arts Special Topic 2B)

133.291 Semester 1
For students with a musical background, we offer an advanced exploration of taonga pūoro Māori. In this course, you will investigate depth of story, composition, music and creative language from te ao Māori. You will investigate customary and contemporary expressions of taonga pūoro Māori. You will generate and explore a range of ideas in response to a provocation. You will develop an independent or collaborative project that extends your current practice, and creative expression with the art of taonga pūoro Māori.

Entry by permission of the course coordinator

The Recording Project

133.296 Semester 1
This course will take students through the process of producing recorded musical works ready for release, from songwriting to mastering.

Prerequisite: 133.185 or 133.176

Printed Matter (Creative Arts Special Topic 2C)

197.228 Semester 1
Engage in the creation of zines and hands-on experimentation with a range of printmaking techniques. Draw on these experiences to develop an artist's book incorporating print technologies of your choice.

Please note: Limited spaces available

Product and Industrial Design 2.1: Experiential Design

198.263 Semester 1
Successful design development requires the integration of individual features and functions to achieve higher levels of design integrity. In this studio course students will explore and articulate creative responses to design challenges through critical awareness of contextual issues, elevating user-experience and perceived user benefits. Students will develop and apply core techniques, skills and processes in Product and Industrial Design.

Product and Industrial Design 2.2: Dynamic Workflows

198.264 Semester 1
Students will gain knowledge, integrating digital and physical three-dimensional workflows for Product and Industrial Design, used in the visualisation, making and design of tangible products. Skills in CAD modelling, rendering, concept development, output methods and presentation are gained across a range of methods synthesising digital and physical contexts.

Prerequisite: 198.157 or 198.158

Fashion 2.1: Reimagined Fashion

212.265 Semester 1
Develop your critical inquiry and fashion design practise through the examination of historical and contemporary topics. We will focus on fashion research, consumer markets and idea generation processes through communication, drawing and sampling using woven fabrics.

Prerequisite: 212.157 or 212.158

Fashion 2.2: Creative Contour and Drape

212.266 Semester 1
In this studio course students will develop their technical design skills using pattern making and construction processes, through design refinement and applied fashion industry methods for woven fabrics.

Prerequisite: 212.157 or 212.158

Fine Arts Studio 2.1: Project

213.243 Semester 1
In this studio course you will explore new possibilities for the production of contemporary art. Through the investigation of ideas, processes, context and critical thinking you will develop an independent project that extends your current practice.

A first year course in fine arts is recommended

Sculpture & Ceramics (Creative Arts Project 2D)

213.262 Semester 1
This course introduces key ideas and practices in contemporary sculpture and ceramics. Through hands-on workshops, you will experiment with a wide range of materials and processes, developing both technical skills and creative approaches. Over the semester, you will produce a series of works that explore different methods of making. If you enjoyed the sculpture components of Explorations in Modelling, Art Lab, or Media & Processes, this course offers a deeper dive into those practices.

Photography Studio 2.1: Attributes of Light

221.263 Semester 1
By engaging with the attributes of light you will become articulate in understanding and influencing photographic meaning. You will develop skills in conventional and experimental photographic lighting technologies, within and beyond the lighting studio.

Prerequisite: 221.157 or 221.158

Photography Studio 2.2: Fact and Fantasy

221.264 Semester 1
Explore how ongoing developments in digital technologies within wider visual culture affect photography and lens-based practice. Working with Photoshop and related technologies, you will apply research and experimentation to your own and others' work.

Prerequisite: 221.157

Visual Communication Design 2.1: Type and Image Systems

222.263 Semester 1
Explore strategies for developing a visual language using type and image. In this course you will design a printed publication using flexible and cohesive graphic systems for the meaningful, logical and consistent organisation of information on a page. This course develops skills that can be applied to any aesthetic, project or media across print and digital outputs.

Prerequisite: One of 222.157, 222.158, 222.159

Visual Communication Design 2.2: Visualising Information

222.264 Semester 1
Learn narrative and data visualisation techniques to aid audience interpretation of information in compelling and accessible ways. In this course, you will consider different audiences and produce responses across multiple media. You will have an opportunity to apply and extend typographic, graphic design and illustration skills, and consider how interactivity and narrative can enhance the communication of complex information.

Prerequisite: One of 222.157, 222.158, 222.159

Visual Communication Design 2.3: User Experience and Web Design

222.265 Semester 1
In this course students will deepen their knowledge of web design and digital media concepts. Students will design a comprehensive website through a user-centred design practice, including developing information architecture appropriate to a large-scale website. Students will develop their user interface (UI) and user experience (UX) design skills further, integrating visual communication design principles into the online environment.

Prerequisite: 222.159

Textile Studio 2.1: Knitted Textiles

223.263 Semester 1, Winter School (June - July)
Gain knowledge in knitted textiles and co-creation concepts. Throughout the course you will develop a range of knitted samples and be introduced to dye techniques for wool yarns. If you are interested in constructed materials you will find that the course helps develop understanding of how interlocking loops can be manipulated for multiple applications.

Textile Studio 2.2: Print Colouration and Pattern

223.264 Semester 1
Students interested in process-based design develop skills translating ideas through sustainable and commercial screen-print processes. The course focuses on textile development through colouration and surface design, using classic repeat structures. It introduces practices relevant to fashion, film, interiors, and the arts, supporting conceptual development, technical proficiency, and informed experimentation within contemporary print and surface design contexts across diverse creative industries. This course is a pre-requisite to 223.368 Textile design studio 3.2.

Prerequisite: 223.158

Spatial Design 2.1: Place and Community

224.263 Semester 1
Explore and design spaces for communities through an adaptive reuse project. Learn about strategies for community engagement and urban experiences to begin to understand the importance of co-design and the shared nature of public places and facilities. You will be introduced to drawing and mapping techniques for spatial design practice including site analysis, architectural drawing conventions and 3D visualisations.

Prerequisite: 224.157 or 224.158

Spatial Design 2.2: Producing Atmospheres

224.264 Semester 1
Develop an understanding of the production of atmospheres and experiences through investigations of bodies, space and light in digital and physical- space. Using a live-lab environment, you will work between physical and digital modalities and apply immersive technologies to generate spatial installations.

Prerequisite: 224.157 or 224.158

Animation Production

289.208 Semester 1
Develop your understanding of industry tools and practices in animation. Learn about production pipelines. Expose yourself to developments that are enhancing animation workflow and its visual aesthetic. Extend your creativity and apply your new understanding of animation processes. Experiment, explore and create original animated works.

Prerequisite: 75 credits of 100 level courses from College of Creative Arts

Visual Effects Production

289.209 Semester 1
Further the application of industry standard tools for visual effects production. Gain extended creative and technical understanding of visual effects processes and develop knowledge and application of aesthetics and form.

Prerequisite: 75 credits of 100 level courses from College of Creative Arts

Game Production

289.210 Semester 1
Develop a deeper understanding of the pipeline and project planning around game development by using industry-specific language, game development pipelines, project scoping, pitching, and technical prototyping. Take a project from an idea to a clearly communicated and defined project.

Film Foundations

289.211 Semester 1
Obtain practical experience in film industry tools and processes in narrative film production. Working in teams, students are introduced to cinema workflows and advanced equipment and take a lead role in a short film production.

Prerequisite: 75 credits of 100 level courses from College of Creative Arts

Emerging Creative Technology Production

289.216 Semester 1
Expand on foundational creative tech knowledge and the immersive intersection of artificial intelligence and cross-reality (XR) environments. From intelligent virtual performers to generative architectural assistants, learn to design, train, and deploy agents tailored to specific datasets and creative intents.

Prerequisite: One of 289.116, 197.191, 198.124, 224.158, 159.101, 159.102, 159.223

Documentary and Factual Production

289.217 Semester 1
Further the application of industry standard tools for factual production. Gain extended creative and technical understanding of factual production processes and develop knowledge and application of aesthetics and form.

Prerequisite: 75 credits of 100 level courses from College of Creative Arts

Narrative For Screen

289.220 Semester 1
Analyse how storytelling functions across different screen media, examining both the shared foundations and unique affordances of each form. Drawing significantly from both Western narrative theory and Indigenous storytelling traditions, investigate diverse structural principles of narrative and their application across media.

Prerequisite: 75 credits at 100 level from College of Creative Arts

TV Live Production (Creative Arts Special Topic 2E)

289.291 Semester 1
This course offers students the opportunity to participate in a multi-camera, live, studio-based television show. Learn essential creative and technical skills to generate dynamic, informative and fun content. Students of this course will devise an original show that showcases contemporary subjects and local talent and will serve as a prototype that will become a regular show for an established New Zealand broadcaster. Scriptwriters, presenters, directors, camera operators, graphic artists, floor managers, art directors, and other technical skills intersect in this exciting live production course.

Please note: Limited spaces available

Integrated Design Practice

293.263 Semester 1
This studio-based course explores how interdisciplinarity - the interplay of knowledge and methods from different disciplines - might benefit the formation of independent creative practice. Students will develop systems and processes through the examination of social and creative practices that are revealed and sourced from within design and beyond.

Concept Design 2.1: Character and Environment

296.263 Semester 1
In this studio course, you will explore and articulate creative responses to design challenges through critical awareness of character and environment design, and production. You will develop and apply core 2D and 3D concept design skills, processes and techniques to create original character and environment designs for an entertainment license.

Prerequisite: One of 296.157, 296.158 or 289.103

Concept Design 2.2: Prop and Creature

296.264 Semester 1
Explore and articulate creative responses to design challenges through critical awareness of prop and creature design and production. In this course you will develop and apply core 2D and 3D concept design skills, processes and techniques to create original prop and creature designs for an entertainment license.

Prerequisite: One of 296.157, 296.158, 289.103 or by special permission

200 level, Semester 2

Music Performance Practice

133.275 Semester 2
In this course students engage in their musical practice through performance. Through a combination of instrument specific and mixed ensemble groups students are supported to gain a professional level of technical and artistic skill.

Prerequisite: 133.175 or Audition

Music Revenue Streams

133.278 Semester 2
This course will explore where revenue is generated and how different businesses are structured across the music industries.

Prerequisite: 133.167

Sound Synthesis and Effects

133.281 Semester 2
In this course students develop practical skills in physical computing and digital signal processing to design and build interactive music technologies. Students combine hardware and software to develop creative ideas into working prototypes.

Prerequisite: 133.186

Live Music Technologies

133.288 Semester 2
In this course students extend their knowledge and understanding of the principals of live sound. Students apply these principles to the setup, operation, and management of a live sound experience.

Prerequisite: 133.185

Malaga Sā (The Sacred Journey): Exploring Pacific Creative, Cultural, & Spiritual Navigation through Collaborative Creative & Performative Practices (Creative Arts Special Topic 2A)

133.290 Semester 1
You will embark on a captivating transformational journey to explore the cultural, spiritual, and creative dimensions of Pacific navigation through your chosen creative arts practice, exploring the rich histories, diverse cultures, and the politics of Oceania. This course culminates in a vibrant, collaborative, and collective performance/presentation which is Malaga Sā – with the aim to engage with Pacific communities.

Appraisal required.

The Music Release

133.295 Semester 2
This course will provide students with experience promoting and releasing recorded music.

Prerequisite: 133.168

Product and Industrial Design 2.3: Empathy, Impact and Consequence

198.265 Semester 2
Explore and articulate creative responses to design challenges through critical inquiry and responsible design, to examine contemporary issues relevant to industrial design in global contexts. You will develop and apply core design techniques, skills and processes, along with an understanding of consumer research and its consequence, within the design context.

Product and Industrial Design 2.4: Product Manufacturing

198.266 Semester 2
In this course you will move beyond designing product concepts to realisable manufactured batch production by articulating issues and considerations particular to developing products for manufacture. Considerations include robust design, design for recovery, costing, planning and manufacturing standards. Through a design and build project, explore and apply your individual and collaborative practices to develop a product within a user-experience context.

Prerequisite: 198.157 or 198.158

Fashion Design 2.3: Inclusive Fashion

212.263 Semester 2
You will use the unique qualities of stretch knit fabrics to generate and realise fashion design outcomes. Through critical analysis, design principles, drawing and sampling processes, you will develop creative responses to a brief.

Prerequisite: 212.157 or 212.158

Fashion 2.4: Digital Creation and Application in Fashion

212.264 Semester 2
You will learn fashion-industry methods of patternmaking and construction for stretch-knit fabrics. Through practice-based research and creative problem solving you will resolve design provocations.

Prerequisite: 212.157 or 212.158

Fine Arts Studio 2.2: Exhibition

213.244 Semester 2
In this course you will explore new possibilities for the production and exhibition of contemporary art. You will investigate ideas, processes, context and critical thinking to develop an independent project that extends your current practice and will present your work in a group exhibition.

A first year course in fine arts is recommended

Drawing & Painting (Creative Arts Project 2C)

213.258 Semester 2
This comprehensive studio course invites students to embark on an exploration of drawing and painting through diverse approaches and materialities. Beginning with broad investigations into traditional and experimental techniques, students will engage with a wide range of media, surfaces, and conceptual frameworks that challenge conventional boundaries between drawing and painting practices.

Photography Studio 2.3: The Living Archive

221.265 Semester 2
Through photographic experimentation and practice-based research you will explore the photographic archive as a cultural repository. Investigating social, political, personal, and historical uses of photography you will respond to an archive through a creative photographic project. Content includes principles of archival collection and management, film scanning and creative use of archival material.

Photography Studio 2.4: Photography, Representation and the Gaze

221.266 Semester 2
How can creative practitioners formulate positions on critical issues associated with photographic representation and agency? You will develop strategic and ethically-based explorations for a practical photographic outcome honouring the complexities of your chosen subject. You consider issues specific to making photographs in 21st century Aotearoa, including Te Tiriti, the gendered gaze and representation of people and whenua.

Visual Communication Design 2.4: Brand Communication

222.266 Semester 2
This course explores a designer's role in creating, developing, positioning and implementing a brand. Students will create a visual identity system applied across print, packaging and promotional touchpoints. Learn about brand positioning, audience profiling and persuasive strategies alongside processes for logo identity design.

Details are correct at time of publication and may be subject to change.

Visual Communication Design 2.5: Illustration Practice

222.267 Semester 2
In this course students will explore illustration as both art form and as a powerful medium for design communication and storytelling. Students will develop and apply techniques, skills and processes to create illustrations for a range of topics and audiences, which engage, inspire and provoke.

Prerequisite: One of 222.157, 222.158, 222.159

Visual Communication Design 2.6: Transmedia and Motion Graphics

222.268 Semester 2
In this course students will explore how visual language can be applied across different media to engage, inform and enable. Students will create a cohesive visual narrative to work across print and digital media. This will appeal to students interested in branding, marketing, transmedia narrative and motion design. It also provides excellent opportunities for innovative application of illustration and typographic design.

Prerequisite: One of 222.157, 222.158, 222.159

Textile Studio 2.3: Woven Textiles

223.265 Semester 2
Gain knowledge of fibre and yarn properties and create a range of woven textiles. Students interested in communicating through cloth will find that the course helps them to translate intangible resonances into textile designs.

Textile studio 2.4: Digital Textile Print and Application

223.266 Semester 2
Students interested in digital processes for textile design will be introduced to digital print, digital embroidery processes, advanced repeat systems for textile surface design and an introduction to industry trends, market and collection building.

223.264 is recommended but not a prerequisite.

Spatial Design 2.3: Adaptive Interiors

224.265 Semester 2
Investigate a range of adaptive reuse and spatial planning strategies through digital and physical modelling. Through studio work you will develop an understanding of the dynamic relationship between communities, built environments and their spatial requirements to design an interior architectural mixed-use space. You will gain knowledge of building materials, codes and structures alongside skills in creating architectural drawings.

Prerequisite: 224.157 or 224.158

Spatial Design 2.4: Material Matters

224.266 Semester 2
Investigate materials, how they matter and their application in the built environment. Through an exploration of materials and light you will develop processes and concepts for the creation of spatial experiences. Throughout the studio you will gain knowledge about material specification and detailing, surface finishes, architectural lighting codes, acoustics and the conventions employed to express and communicate these.

Prerequisite: 224.157 or 224.158

Animation Project

289.218 Semester 2
Further extend knowledge of industry standard tools for animation. Students will apply techniques, creative approaches, and methodologies to the production of a short animation project.

Prerequisite: 289.208

Visual Effects Project

289.219 Semester 2
Further extend knowledge of industry standard tools for visual effects production. Students will apply techniques, creative approaches, and methodologies to the production of a short VFX project.

Prerequisite: 289.209

Film Project

289.222 Semester 2
Further extend knowledge of industry standard tools for film production. Students will apply techniques, creative approaches, and methodologies to the production of a short film project.

Prerequisite: 289.211

3D Digital Arts

289.231 Semester 2
Build upon foundational 3D skills to develop proficiency in advanced techniques for game development, animation, spatial, concept and visual effects (VFX) for screen. You will deepen their understanding of 3D digital asset creation while working within industry-standard pipelines. The course emphasizes practical applications, creative problem-solving, and technical workflows to prepare you for professional projects in the creative technology industries.

Prerequisite: One of 198.124, 197.193, 289.104, 289.106, 289.103, 224.157, 296.157, 296.158, 289.116, 293.157

Audio Production

289.240 Semester 2
Gain a knowledge and understanding of industry standard tools for audio production. Students will also gain a creative and technical understanding of audio production processes and develop their knowledge and application of aesthetics and form.

Virtual Volume Project

289.226 Semester 2
Be introduced to the Virtual Volume as a multi-use creative space. Be encouraged to explore its possibilities for designing speculative environments, interactive soundscapes, and abstract visual systems.

Prerequisite: 75 credits at 100-level from the College of Creative Arts

Documentary and Factual Project

289.227 Semester 2
Develop skills essential for industry-relevant crew and content-makers. Intersect with documentary ethics and activism as you navigate stories and subjects for your group show.

Prerequisite: 75 credits at 100 level from College of Creative Arts

Game Project

289.230 Semester 2
Further extend knowledge of industry standard tools for game production. Students will apply techniques, creative approaches, and methodologies to the production of a short game project.

Prerequisite: 289.210

Concept Design 2.3: Visualisation

296.265 Semester 2
Collaborate to explore the relationship between narrative and design for an animation or game design context. You will engage critically through tone, genre and aesthetic studies to curate a presentation that considers audience, client and medium.

Prerequisite: 296.157 or 296.158

Concept Design 2.4: Design for Fabrication

296.266 Semester 2
Critically engage with the role of designer and fabricator using core concept design techniques, methods of manufacture, digital and physical fabrication techniques, and production drawings to communicate concept intention and realisation.

Prerequisite: 296.157 or 296.158

Toi Ātea 2: Mana Motuhake

298.263 Semester 2
Deepen your understanding of Te Tiriti o Waitangi and explore the role of creativity in activism and resistance. Develop creative works from your place, position and whakapapa in response to social, political and environmental justice within Aotearoa.

Prerequisite: 298.157 or special permission

300 level, Semester 1

Major Event

133.365 Double-Semester
In this course students produce a complex and significant public music event.

Prerequisite: 133.267 or 133.260

Artistry and Music Performance

133.375 Semester 1
In this course students engage in advanced study of their musical practice. Through a combination of instrument specific and mixed ensemble groups, students are supported in achieving an advanced level of technical and artistic skill. Musical materials will be delivered and appropriate to the students musical discipline and chosen genre(s).

Prerequisite: 133.275

Music Production and Arrangement

133.376 Semester 1
In this course, students engage in advanced study of composition and production, focusing on developing a musical voice within the field. Through an in-depth exploration of composition and production techniques, students refine their ability to craft compelling musical works. Students will undertake self-directed projects, engage with industry-standard workflows, and prepare musical work that reflects an advanced level of creative and technical proficiency for musical pursuits.

Prerequisite: 133.276

Making Music Machines

133.381 Semester 1
In this course students design and build mechatronic music systems and new musical instruments that use physical movement to generate sound. Students integrate electronics, programming, and mechanical actuation to develop and refine creative ideas into working prototypes.

Prerequisite: 133.281

Advanced Recording and Mixing

133.389 Semester 1
In this course students develop skills in advanced sound and music technologies that relate to studio performance settings. Students explore the creative potentials of advanced industry standard hardware and software by applying practical and theoretical skills in a range of relevant musical contexts. Both commercial and experimental applications are explored via inter-disciplinary group projects.

Prerequisite: 133.288 or 133.296

Malaga Sā (The Sacred Journey): Exploring Pacific Creative, Cultural, & Spiritual Navigation through Collaborative Creative & Performative Practices (Creative Arts Special Topic 3A)

133.390 Semester 1
You will embark on a captivating transformational journey to explore the cultural, spiritual, and creative dimensions of Pacific navigation through your chosen creative arts practice, exploring the rich histories, diverse cultures, and the politics of Oceania. This course culminates in a vibrant, collaborative, and collective performance/presentation which is Malaga Sā – with the aim to engage with Pacific communities.

Appraisal required.

Internship

197.383 Semester availability determined by project
In this course, and in partnership with the course coordinator, the student will identify an academic researcher, external group, mentor or professional to exercise and develop their creative practice while working within a direct collaborative relationship.

Prerequisite: One of 197.290, 213.270, 133.280, 298.260 or 289.250

Product and Industrial Design 3.1: Navigating Complexity

198.367 Semester 1
The landscape of Product and Industrial Design is broad in application and reach. Establishing project scope informs the development of expectations of salient outputs to a design enquiry. In this course you will establish a critical position through individual or collaborative exploration, with opportunities for varied contextual applications. Consolidate and expand design concepts, techniques, skills and processes in the production of your design.

Prerequisite: One of 198.263, 198.264, 198.265 or 198.266

Product and Industrial Design 3.2: Future Industries

198.368 Semester 1
In this studio you will negotiate a critical position through individual or collaborative professional practices, with opportunities to apply your specialist skills to a range of contexts. In addition to advancing product and industrial design concepts, techniques, skills and processes in the production of design work, you will develop and apply transferable skills relevant to professional and industry facing environments.

Prerequisite: One of 198.263, 198.264, 198.265 or 198.266

Fashion 3.1: Industry, Markets and Processes

212.367 Semester 1
In this course you will design a collection for a proposed brand and a specified consumer market, building on your fashion industry knowledge and production development skills.

Prerequisite: 15 credits of 212.___ courses at 200 level

Fashion 3.2: Tailoring Methods

212.368 Semester 1
In this course you will improve your structured garment skills through design refinement and tailoring methods to realise tailored garments.

Prerequisite: 212.264

Fine Arts Studio 3.1: Project

213.343 Semester 1
Explore new possibilities for the production of contemporary art through the further investigation of content, processes, context and critical dialogue. In this course you will develop a body of work that extends your current practice.

Prerequisite: One of 213.241, 213.242 or 213.244

Photography Studio 3.1: The Photobook and Narrative

221.367 Semester 1
In this course we investigate the photographic book as a vehicle for exploring visual narrative. You will develop a self-directed theme into a photographic project, experiment with materiality, and construct a photobook. Visual language will be informed by encounters with innovative published work and consideration of audience.

Prerequisite: 15 credits of 221.___ courses at 200 level

Photography Studio 3.2: Post Photography

221.368 Semester 1
Through experimentation and practice-based research you will extend photographic technologies and their possibilities. You will creatively engage with a self-selected photographic technology, considering both historical and current photographic approaches. Advanced analogue photography workshops will be delivered and students can use a broad range of techniques and technologies within their individual projects.

Prerequisite: One of 221.157, 221.158, 221.263 or 221.264

Sequential Art

222.326 Semester 1
Learn how to create visual narratives in sequential form. The emphasis will be on visual narrative construction for the picture book, with some contextual history of the genre. Production aspects include analogue and design techniques, continuity and image and text relationships.

Prerequisite: 45 credits of 200 level courses from College of Creative Arts

Visual Communication Design 3.1: Editorial Design and Production

222.367 Semester 1
In this course students will extend skills for managing complex editorial content for a curated reading experience. Students will find that this course helps them develop their skills in typographic detailing, document structure, grids and hierarchy, alongside hands-on format, print-finishing and binding techniques. This course will be valuable for students interested in book/publication design, and those wanting to advance their typographic skills for any medium.

Prerequisite: 15 credits of 222._ _ _ courses at 200 level

Visual Communication Design 3.2: Brand Strategies and Systems

222.368 Semester 1
Extend your understanding of the role of branding in the context of the overall marketing and communication mix. Working with a studio group, you will create a cohesive brand narrative and apply it across a comprehensive range of touchpoints. This will be of particular appeal to students interested in branding, marketing and transmedia narrative, with opportunities for detailed exploration and application of graphic design, typography, motion graphics, photography, illustration and video.

Prerequisite: 15 credits of 222._ _ _ courses at 200 level

Visual Communication Design 3.3: User Experience and Interaction Design

222.369 Semester 1
In this course students will extend their knowledge of web, service and experience design. Students will apply a robust user centred design process to create a comprehensive digital service through experience design. This course will be valuable to those interested in advancing their graphic design and service and experience design skills through digital media practice.

Prerequisite: 15 credits of 222._ _ _ courses at 200 level

Visual Communication Design 3.4: Visual Narrative

222.372 Semester 1
In this course students will expand their content creation practice. Explore professional ways of generating, translating and presenting ideas and narratives into expressive and engaging visual forms for specific audiences. Outputs may include analogue or digital responses, encompassing illustration, moving image, graphic design, and digital interactive interfaces.

Prerequisite: 15 credits of 222._ _ _ courses at 200 level

Textile Studio 3.1: Advanced Textile Structures

223.367 Semester 1
In this studio course you will extend your competency of textile structures through advanced digital and analogue technologies. Gaining knowledge of warp design and material testing, you will produce knitted and woven textiles to address current and future needs, problems or opportunities.

Prerequisite: 223.263

Textile studio 3.2: Advanced Print and Visualisation

223.368 Semester 1
You will gain advanced technical knowledge towards large-format printing and colouration processes while innovating existing knowledge on textile repeat structures. Additional learning will include an introduction to digital visualization using a variety of techniques.

Prerequisite: 223.264

Spatial Design 3.1: Regenerative Practices

224.367 Semester 1
Critically engage with spatial ecologies and regenerative practices through inquiry-based learning. You will explore the interconnected and relational condition of communities, the built environment and landscapes.

Prerequisite: 15 credits of 224._ _ _ courses at 200 level

Details are correct at time of publication and may be subject to change.

Spatial Design 3.2: Spatial Agency

224.368 Semester 1
In this advanced studio course you will critically engage with spatial ecologies and the formation of agency. Through inquiry-based learning you will explore the dynamic and relational condition of cultural, social and historical concerns in spatial design practice.

Prerequisite: 15 credits of 224._ _ _ courses at 200 level

Transformative Creative Practice 1: Creative Practice and Social Change

293.301 Semester 1 and 2
Undertake creative work that tackles real social issues with communities who are already making change happen. Whether you care about equity, accessibility, democracy, or other pressing challenges, you'll learn to create transformative solutions to complex social challenges. Grounded in Te Tiriti o Waitangi principles and community-led approaches, you'll learn hands-on skills in participatory arts and co-design for ongoing social change across Aotearoa New Zealand.

Transformative Creative Practice 2: Creative Practice and Climate Change

293.302 Semester 1 and 2
Should we stay on a human-centred path that continually alters and changes the planet? Or should we seek to create new behaviours and mitigation strategies that places life first and that helps to propose and assist how our communities respond to Climate Change? This course will engage in the formation of practice and communication strategies including behaviour change, regenerative, sustainable and transition design. Students will self-select and independently research a Climate Change topic that will result in a proposal that is speculative — or the foundation of ongoing creative practice, implementation and/or research.

Transformative Creative Practice 3: Creative Practice in Health and Well-being

293.303 Semester 1
Explore health and wellbeing issues through contemporary creative arts. You will work in small groups or individually to research a selected area/topic within Health and Well-being, while engaging with art and design researchers, health specialists and experts. Each project will involve a life/human-centred approach, exploring various methods, creating a comprehensive workbook of primary and secondary research, ideas, concepts and iterative developments for making, modelling, prototyping and trialling to invite feedback from those with lived experience and professional expertise.

Transformative Creative Practice 4: Creative Practices in Material Innovation

293.304 Semester 1
Explore current issues surrounding materiality to inform the development of sustainable and regenerative creative practice by engaging with the notion of 'material kinship'. You will consider materials innovation as an ecology through a combination of theoretical exploration, speculative research and technical learning about natural colorants, biomaterials, and foraged materials. You will document your work comprehensively and present your ideas, taking into account a range of perspectives. This course is suitable for anyone who wants to explore the wide-ranging impact of materials in their practice.

Concept Design 3.1: Design for Digital Engagement

296.367 Semester 1
Develop a proof-of-concept design proposal for a given text through the comparative lens of Concept Design for Animation and Game. Students will establish a critical position through individual and collaborative creative exploration and articulation to expand on concept design concepts, techniques, skills and processes in the production of their creative work.

Prerequisite: 15 credits of 296. _ _ _ courses at 200 level

Concept 3.2: Design for Physical Engagement

296.368 Semester 1
Develop a proof-of-concept design proposal for a given text through the comparative lens of Concept Design for live-action film and immersive experiences.

Students will establish a critical position through individual and collaborative creative exploration and articulation to expand on concept design concepts, techniques, skills and processes in the production of their creative work.

Prerequisite: 15 credits of 296. _ _ _ courses at 200 level

Toi Ātea 3: Mana Whenua

298.367 Semester 1
Observing the heliacal rise of Puanga and Matariki you will work across multiple disciplines, on the creation and presentation of new collaborative work in your community in response to Indigenous understandings of time and place. Acknowledging atua Māori, your projects will give expression to the changing of the season.

Prerequisite: 298.263

300 level, Semester 2

Art and the Body (Creative Arts Special Topic 3C)

213.356 Semester 2
The development of an individual project using the body as subject. Students will engage in experimentation and innovation within their practice and applied understanding of the representation of the human body.

Prerequisite: 75 credits at 200 level from College of Creative Arts

Fine Arts Studio 3.2: Public Exhibition

213.344 Semester 2
In this studio course students will situate their practice by investigating the relationship between the production and dissemination of art. They will develop artwork that extends their current practice and work in a collaborative group to present this work in a public exhibition.

Prerequisite: 213.241 or 213.243 or 213.244 or by special permission

Costume and Prop Design (Creative Arts Special Topic 3E)

197.331 Semester 2
Learn how to create costumes and props for film and location-based experiences. Explore the advancements in technology used within fabrication for the entertainment industries and how this enhances and builds upon traditional forms of costume and prop-making.

Appraisal required.

Letterpress (Creative Arts Project 3a)

197.332 Semester 2
In this hands on course, you will explore traditional and contemporary letterpress printing methods. Develop skills and techniques using vintage hand presses, historical metal type and wood type, and your own letterform printing blocks created using digital technologies. You will experiment with form, texture, technique and typographic craft while developing your own visual language. This course will be valuable for anyone interested in expanding their skills in analogue printmaking, as well as those interested in typography.

Limited space: Priority will be given to students who have taken Printed Matter

400 level, Semester 1

Please note: All 400 level electives have been developed with an interdisciplinary focus and are suitable for students across the college. If you don't have the stated pre-requisites you will need to enrol through special permission.

S1B1 Design Awards and Competitions: Play, Illustration and Typography

197.434 S1B1 Semester 1
Play awards and competitions extends exploration and application of tangible game and toy design processes, through playful methods and strategies.

You will explore ways in which Playful design can engage users to participate in the experience of other perspectives and challenge their worldview through active participation in a multidisciplinary Play scenario. The focus in 2026 will be design for nature advocacy and climate action. Recommenced for all CoCA students wanting to engage in physical game and toy production.

Contact: Tanya Marriott

Typographic design awards and competitions extends typographic design skills for both editorial design and expressive/interpretive typography. You will develop work to be considered for sub-mission to the external international assessment scheme of the International Society of Typographic Designers.

Predominantly for Visual Communication Design students, but students from other design disciplines with some prior learning in typography can be considered on a case-by-case basis.

Appropriate Prior Study: typography and editorial design. Contact: Jo Bailey

Illustration awards and competitions extends illustrative processes, methods and strategies. You will develop work to be considered for selected illustration competitions and assessment schemes. Pre-dominantly for Visual Communication Design and Concept Design students, but students from other disciplines with some prior experience will be considered on a case-by-case basis.

Appropriate Prior Study: illustration, sequential art, concept design. Contact: Donald Preston

Details are correct at time of publication and may be subject to change.

S1B2 Design Awards and Competitions: Textiles and Wearable Arts focus

197.434 S1B2 Semester 1
Sustainable Dye, The Society of Dyers and Colourists Competition: Students will learn skills for foraging local plant matter, infusing colour, and effective sustainable dye practices within an Aotearoa context. Students will develop work to contribute to the Society of Dyers and Colourists Competition, which awards the Australasia finalist a funded international trip to the industry award ceremony each year.

Predominantly for Textiles and Fashion Design students, but students from other creative arts disciplines who are interested in colouration can be considered on a case-by-case basis. Contact Amy Sio-Atoa.

Fashion Competitions, Awards and Exhibition: Enter World of Wearable Arts (WOW), Miromoda, Hand & Lock, ECC Student Craft Design Awards, or other approved fashion-focused competition/award opportunities to design and make a wearable outcome.

Predominately for Fashion and Textile Design students, but students from other creative arts disciplines may apply and will be considered on a case-by-case basis.

Appropriate Prior Study: 212.358 or 223.358. Contact: Sue Prescott.

Upskilling and Practice-based Knowledge

293.705 Semester 1, Semester 2
This course allows you to upskill in key curriculum areas from within the creative arts to support your creative practice as you develop your postgraduate project.

By special permission. Please contact the course coordinator with enquiries specific to your creative area.
Check out further course details on the massey website.

Creative Arts Internship

293.710 Semester 1
Learn about professional creative practice in an internship, alongside a creative professional, researcher, hapu/iwi or indigenous framework that you connect with.

Entry into the course is by special request in the student portal

Exhibition

213.465 Semester 1
In this studio-based course you will situate your creative practice through exhibition. You will work in collaborative groups to develop and realise an exhibition project. Through the experience, we grow your understanding of the reality of public presentation of the creative output. This advanced programme of study will encourage discussion and critical reflection on diverse approaches to the exhibition of creative work and its relevance for a range of academic and/or professional contexts.

Commercial Viability

293.702 Semester 1
Learn how to create an effective value proposition as part of your creative strategy. Through a range of strategies and methods, you will explore approaches to commercialisation that are intrinsic to professional practice in creative disciplines. By the end of the course you will be able to test market viability via practical and theoretical tools relating to new ideas and innovation.

Transformative Creative Practice

298.707 Semester 1 and 2

Explore how creative practice intersects with pressing social, cultural and environmental challenges. This course invites honours and masters students from all creative backgrounds to consider how their practice addresses these challenges. Topic selections for 2026 include Climate Crisis, Social Change, Health and Wellbeing and Material Innovation.

Toi Ātea 4: Mana Whakaaturanga

298.753 Semester 1
"He toi whakairo, he mana tangata"
"Where there is creative excellence, there is human dignity"
Piri John Ngarangikaunuhia Sciascia ONZM

Through direction, curation, construction and production your whakaaturanga (public presentation) provides a platform and context to elevate your creative practice. You will work in groups to produce a whakaaturanga for your mahi toi, giving expression to this whakatauāki.

This course is strongly recommended for students taking 298.730 Māori Research Methodologies for Creative Practice

Other recommended electives from the College of Humanities and Social Sciences

100 Level

Digital Content Creation

154.110 Semester 1
An introduction to producing digital media content using everyday and consumer-grade equipment. Material taught includes recording clear audio and video, principles and practices of basic editing, and the preparation of digital content to reach target audiences.

Media and Society

154.101 Semester 1
Build a solid understanding of how the media construct and reflect the world, so that you can develop a critical toolset to help you both understand the media landscape and create your own work.

Psychology as a Social Science

175.101 Semester 1 in person, or Semester 2 online
An introduction to psychology as the scientific study of human behaviour, with emphasis on individual differences and social influences. The course aims to develop an awareness of the issues, terminology, methods and techniques involved in the study of human behaviour.

Creative Writing I: Fundamentals of Language

299.101 Semester 1
Explore the processes involved in writing poetry and short stories. Learn the fundamental elements of craft, such as metaphor, structure and plot, through the close reading of published poetry and fiction, through your own practice as creative writers, and through providing and receiving workshop feedback.

Podcasting: Producing Audio Stories

139.111 Semester 2 online only
An introduction to the genre of audio storytelling with podcasts. Students will analyse the storytelling techniques employed in the narrative nonfiction podcast genre and use these techniques in the production of their own podcast episode.

The Past as Entertainment: History Through Movies, Mini-series and Games

148.143 Semester 2 online only
The ways in which popular culture shapes our understanding of the past are examined through recent movies, mini-series and games. The course explores the different ways historians and the makers of popular cultures interpret the past.

Psychology as a Natural Science

175.102 Semester 2 in person, or Semester 1 online
An introduction to methods and findings from the scientific study of psychology and its application to everyday human behaviour. Examination of basic behavioural, perceptual and cognitive processes and how these are influenced by biological mechanisms and cultural context.

Introduction to Indigenous Psychologies

175.103 Semester 2 in person, or Semester 1 online
The course provides foundational content of indigenous psychologies, including the rationale for their inclusion in the discipline of Western Psychology, as well overviewing their application across multiple domains (e.g., health, education, social, policy, etc) in Aotearoa New Zealand specifically, and more generally in other cultural contexts across the globe.

Creative Writing II: Fundamentals of Narrative

299.102 Semester 2
An introduction to the fundamental narrative elements of creative writing. Concepts such as structure, plot, point of view, character and dialogue are learned through close reading of texts drawn from fiction, creative non-fiction, drama and poetry, and applied through the creation of original creative texts and through workshopping and peer review.

Creative Communication

299.133 Semester 2
You'll get to craft a compelling scene, tell a stunning visual story and design a heart-stopping performance. We focus on image and narrative as crucial steps in building your storytelling skills across all three of creative writing, digital media production and theatre.

Details are correct at time of publication and may be subject to change.

200 Level

Advertising and Consumer Society

154.202 Semester 1
Advertising provides the money that funds our media society. Investigate advertising as a cultural form that intertwines capitalism and communication, and explore how it sits at the intersection of creativity, imagination, big business and politics.

Script Writing

299.208 Semester 1
An in-depth study of the skills, formats, technique and terminology of professional script writing, with emphasis on the adaptation of traditional approaches across the diversity of contemporary media.

Creative Non-fiction

299.280 Semester 1
Learn how to use voice, narrative, imagery, and point of view in creative non-fiction writing. Explore topics important to you in creative ways. Write about your city, about music, about the questions that puzzle and trouble you.

Popular Culture

154.203 Semester 2
A survey of cultural theories and debates in relation to modern mass media. A number of issues such as identity, representation and cultural politics will be considered in their historical contexts and in relation to a variety of texts from popular culture and the media.

Creative Activism Practices

299.218 Semester 2
This course explores public communication in service of the common good. Students will learn to navigate the dynamics of public discourse and to communicate impactfully, ethically, and constructively across diverse contexts.

Fiction Writing

299.285 Semester 2
Study the craft of fiction, investigating a range of forms by using creative production, workshopping and peer review. Learn about structure, voice, character, urgency, and style, as you write your own short fiction.

300 Level

Culture, Power and the Media

154.301 Semester 1
An advanced study of theoretical approaches to the study of media and popular culture, with particular emphasis on how media are involved in the contestation, negotiation and maintenance of power relations.

Creative Communication and Social Change Capstone Project

299.300 Semester 1
This capstone project integrates creative theory and practice in the design of innovative campaigns in collaboration with communities or social movements.

Creative Writing III: Starting Your Manuscript

299.380 Semester 1 online only
An advanced study of the process of writing that consolidates knowledge of creative writing craft, expands understanding of genre, and analyses aesthetic and/or cultural aspects of published manuscripts across genres. The first portion of an envisioned full-length creative manuscript will be drafted with an emphasis on the critical evaluation of its aesthetic and/or cultural implications.

Social Media and Digital Cultures

154.311 Semester 2

Explores how social media shapes identities, social relationships, work, politics and societies. From fake news to social media influencers, this course examines how digital technologies play a key role in shaping everyday life in the twenty-first century.**Culture-Centred Organising**

219.313 Semester 2
This course centres culture in organising strategy, teaching community-driven planning, resource mobilisation, and culturally-rooted direct action through real-time projects.

Writing the Environment

299.309 Semester 2 online only
A study of the relationships between creative writing and ecological concerns, covering a range of contemporary forms from eco-fictions, nonfictions, or poetry, to nature writing, to animal stories. It engages students in the workshopped production of original creative work.

Exploration courses

Learn foundational skills, practice and discovery

100 level, Semester 1

Explorations in Sound and Recording

133.185 Semester 1
This course will introduce students to a practical knowledge of sound and apply this to recording studio environments. Applications include analogue and digital signal processing, microphone workings and placement, monitoring, and planning and operating music systems.

Explorations in Materials and Making

197.124 Semester 1
Gain hands-on technical knowledge and understanding of sustainable ecologies of materials. Through the exploration of materials, surfaces and structures, you will gain experience and skills to work with physical materials as part of your creative practice.

Explorations in Generative Media Technologies

197.191 Semester 1
Explorations in Coding and Media explores how creative practitioners leverage computational concepts as a creative tool. In this course, you will acquire basic knowledge and foundational techniques that can be applied across the creative arts.

Explorations in Digital Asset Creation

198.124 Semester 1, Summer School
Learn foundational skills for creating digital 3D assets. In this course, you will be guided through hands-on creative exercises to develop the skills and knowledge required to produce digital assets that can then be inputted into various software for object-building, world-building and character building across a variety of digital platforms. The approaches and outputs in this course will benefit any creative arts students working in digital technologies.

Explorations in Drawing

213.155 Semester 1, Summer School
Learn foundational techniques and practices of observational drawing, drawing as thinking and drawing for ideation. Explorations in Drawing guides beginners and skilled practitioners alike through a variety of exercises, introducing students to practices from across the creative arts.

Explorations in Image and Meaning

293.126 Semester 1, Summer School
available online or in-person
Explore how creative practitioners capture, construct and manipulate two-dimensional imagery. In this course, you will learn foundational skills and techniques to construct and analyse two dimensional images.

Explorations in Toi Auaha – Paint and Creative Expression

293.128 Semester 1
Explore mātauranga Māori, cultural perspectives and indigenous ways of knowing as a foundation for creative expression through paint and multi-media. This course will enable you to develop your own practice in paint and extend this practice to explore multi-media artworks inspired by mātauranga Māori, cultural narratives and indigenous ways of seeing the world.

Details are correct at time of publication and may be subject to change.

100 level, Semester 2

Explorations in Visualisation

197.123 Semester 2
Explore the ways that creative practitioners comprehend, generate, and communicate ideas. You will gain foundational skills and techniques for representing ideas in traditional and digital media. The skillset you learn will be valuable for students from any creative area who want to communicate their work and thoughts visually.

Explorations in Materials and Making

197.124 Semester 2 online only
Gain hands-on technical knowledge and understanding of sustainable ecologies of materials. Through the exploration of materials, surfaces and structures, you will gain experience and skills to work with physical materials as part of your creative practice.

Explorations in Modelling

197.193 Semester 2
Gain three-dimensional literacy and confidence as you model, sculpt, 3D sketch and fabricate objects. Throughout the course you will experiment with a variety of iterative practices and processes, including sculpture and modelmaking, prototyping and testing.

Explorations in Pacific Positionalities

293.124 Semester 2
Explore the concept of Pacific Island diaspora within the context of Aotearoa. You will be introduced to a range of unique perspectives, experiences, and cultural identities that have been embodied, and disseminated through the Pacific arts in Aotearoa. The goal of this course is to develop a deeper understanding of diverse Pacific narratives through creative practice and storytelling.

Explorations in Narrative

293.125 Semester 2 available online or in-person
Learn how to analyse, interpret and create stories that can then be used in a variety of creative practices. With the option of producing written or visual narratives, you will gain a foundation in storytelling that can be applicable across the creative arts.

Explorations in Colour and Context

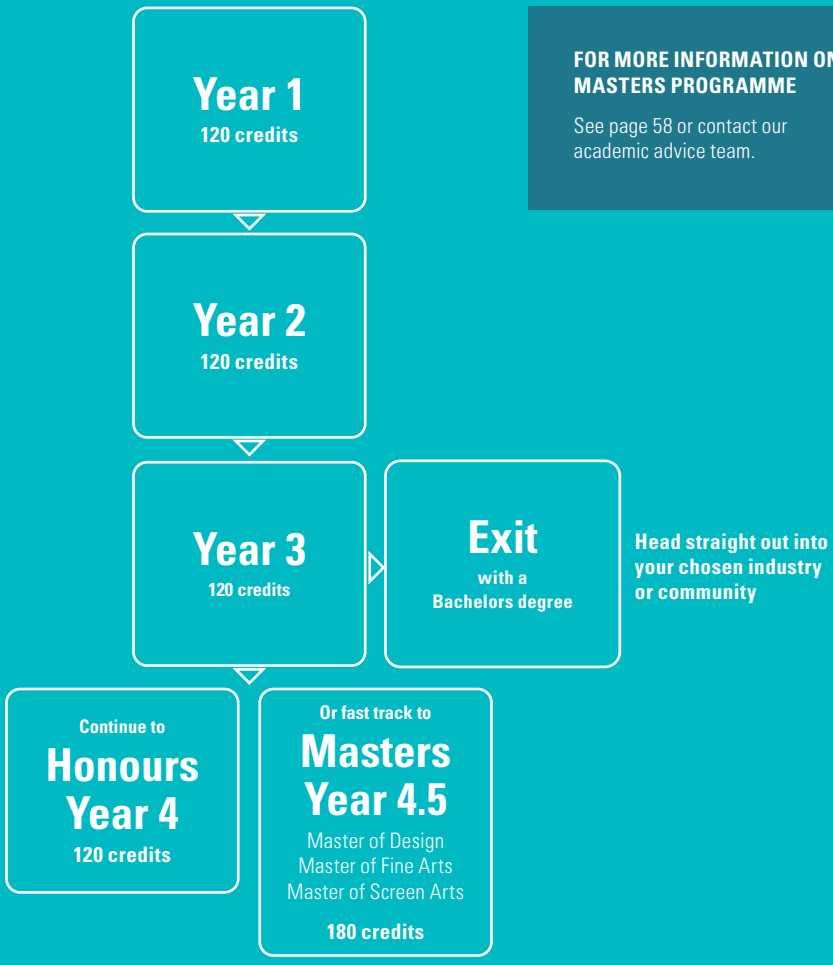
293.127 Semester 2
Gain foundational knowledge and skills to understand and apply colour to your creative practice. You will experiment with developing and blending colour in analogue and digital environments and consider colour's cultural, communicative, and evocative potential.

Explorations in Te Aho Pūoro Māori – An Introduction and Insight into Traditional Māori Instruments

293.129 Semester 2
In this course you will be introduced to taonga pūoro Māori through hands on engagement coupled with an insight to tikanga and mātauranga connected to this practice. This course will encourage creative exploration with taonga pūoro, with potential to add another dimension to your creative practice. Through this mahi toi, you will gain greater connection and understanding of te ao Māori.

Notes

How your degree works



FOR MORE INFORMATION ON THE MASTERS PROGRAMME

See page 58 or contact our academic advice team.

HOURS REQUIRED

Approximate hours of work recommended per credits, including class time and independent work:

60 credits	15 credit	15 credit	15 credit
Per semester, full-time	Standard course	Six week block course	Double semester course
40 hrs Per week	**10 hrs** Per week for one semester	**20 hrs** Per week for six weeks	**5 hrs** Per week for two semesters

CREATIVE.MASSEY.AC.NZ

For step-by-step instructions on how to complete your online course enrolment, call 0800 MASSEY or check out the College of Creative Arts Qualification Guide.

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TE KUNENGA KI PŪREHUROA
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TOI RAUWHĀRANGI