



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

THAT MOMENT

CREATIVITY

IMPACTS

THE WORLD,
AOTEAROA AND YOU





Creative Arts

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INSIDE COVER

Orientation 2021. Students graduated 2024.

UPDATED JANUARY 2025

The information contained in this publication is indicative of the offerings available in 2026 and subsequent years. This information may be subject to change. While all reasonable efforts will be made to ensure listed qualifications are offered and regulations are up to date, the University reserves the right to change the content or method of presentation, or to withdraw any qualification or part thereof, or impose limitations on enrolments. For the most up to date information please go to massey.ac.nz



Rankings & Awards

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

— Graduate Destinations Survey 2020

* Music, design, fine art and screen arts

QS WORLD UNIVERSITY RANKINGS

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

RESEARCH (PBRF)

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

RED DOT AWARDS

Ngā Pae Māhutonga Wellington School of Design is ranked second in Asia Pacific in the annual International Red Dot Awards and the only school in Australasia to place in the top 15.

DINZ BEST AWARDS

Massey graduates have consistently made up a third of all student finalists across all categories over the past 20 years of the award.

JAMES DYSON

Massey graduates have won the National Dyson Award for 20 of the 21 years of this award. In 2024, Bachelor of Design with Honours student Jack Pugh was named the New Zealand winner for his product Cap Snap.

GOLDEN LION, VENICE BIENNALE

Art collective Mataaho were awarded the prestigious Golden Lion, top prize of the 2024 Venice Biennale, for their installation *Takapau*.

A collaboration between three Toioho ki Āpiti and one Fine Arts alumni, Bridget Reweti, Erena Arapere, Sarah Hudson and Terri Te Tau, the collective have been working together since 2012.

In 2022 they were awarded Arts Foundation Te Tumu Toi Laureate, and in 2021, collaborating with Maureen Lander, they were the first collective to be awarded the Walters Prize.

WALTERS PRIZE

In 2024 New Zealand's most prestigious contemporary art prize was awarded to Fine Arts alumni Ana Iti for her work *A resilient heart like the mānawa*. Previous winners include the Mataaho Collective in 2021, and Fine Arts lecturer Shannon Te Ao in 2016.

GOOD DESIGN AWARDS

Industrial Design student Zené Krige was awarded a Next Gen Accolade in the Australian Good Design Awards for her design TRAX, an autonomous herbicide robot, alongside final year student Thomas Mackisack who won Gold for his Spot Check personal skin cancer detection system.

VAKA DOCUMENTARY SUCCESS

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

ECC NZ STUDENT CRAFT / DESIGN AWARDS

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



Nau mai Haere mai

WELCOME TO THE COLLEGE OF CREATIVE ARTS

Toi Rauwhāangi College of Creative Arts at Massey, New Zealand's leading university in creative arts, offers comprehensive, internationally benchmarked, future-focused qualifications.

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

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

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

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

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

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

No. 1

Art & Design University in Aotearoa

2024 QS World University Rankings.





Photo: Johnny Hendrikus

Pōneke Wellington

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

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

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

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

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



Photo: Jeff McEwan



Student Life

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

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

TE RAU TAUAWHI – MĀORI STUDENT CENTRE

Founded on tikanga Māori principles of whānau manaakitanga, whanaungatanga and mātauranga, the centre is based in Nau Mai, Level B, Block 9 (above Tussock Cafe), and provides a range of general and pastoral care services to help prospective and current Māori students and their whānau to engage with the University.

Contact: Caleb Matthews
C.Matthews@massey.ac.nz

📷 [te_rau_tauawhi](#)

KAFA KOLLECTIVE PACIFIC MENTORS

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

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

📷 [kafakollektive](#)

PASIFIKA FALE BILONG LUMI

The Wellington campus Fale is located at Level B, Block 9 (above Tussock Cafe) and is designed to be a space for Pacific students to study and relax in, as well as connect with our Pacific staff and student learning support services.

Contact: Sosefina Filo,
 Pacific Creative Navigator
S.Filo@massey.ac.nz



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

At the 2024 Rainbow Excellence Awards, Massey University was awarded both the Partners Life Supreme Award and the Simpson Grierson Impact Award, recognising the significant strides made through the design and delivery of Kāhui Irarau, the implementation of rainbow wellbeing services and the introduction of paid Rainbow Massey Guides. The establishment of a dedicated rainbow room on each physical campus was also recognised.

📷 [kahui_irarau](#)

Opportunities

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

EXHIBIT, PROMOTE OR PERFORM YOUR WORK ON AND OFF CAMPUS

Exposure, the final year exhibition for graduating students, is a must-see event held at the beginning of November each year. Throughout the year, students exhibit at galleries on campus and across Wellington.

GO ON AN INTERNATIONAL STUDY TOUR

Fine Arts students in Mexico, 2024.



SOMETHING SOMETHING

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

MEET AND MAKE NEW BUSINESS

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

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

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



TRAVEL AND WORK ON MEANINGFUL PROJECTS

Producing *Subject to Change*, a documentary on the impact of climate change on a small island community, enabled Screen Arts students to film on location in Fiji, with assistance from the Ministry of Foreign Affairs and Trade.

MAKE GREAT WORK

Our students win awards at national and international competitions.



JOIN CLUBS AND COLLECTIVES

Connect with people who share your passions and interests. Make new friends and try new things.



MAKE & CREATE

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



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

**fab lab
wgtm**

Access Fab Lab Wgtn

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



Mātauranga Toi Māori

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

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

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

Learn in an environment where staff and taira work together on research-centred teaching and learning initiatives with a tuakana-teina model. 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 practitioner.

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

It is designed to support you to ground your chosen specialisation in mātauranga Māori.

Available as a double major in Design, Screen Arts and Commercial Music, or as a major in Fine Arts.





Samuel Dunstall (Hāmuera Hemi)
Te Papa Noho-a-Kupe, 2023



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

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

MĀORI ACADEMICS AND RESPECTED ARTISTS

Within the Mātauranga Toi Māori major you will learn from a faculty of Māori staff including distinguished artists, musicians and academics Hemi McGregor, Horomona Horo, Dr Huhana Smith, Israel Randell, Dr Johnson Witehira, Kura Puke, Kura Te Waru Rewiri, Matt Tini, Ngataiharuru Taepa, Rachael Rakena, Regan Balzer, and Shannon Te Ao.

You will be guided through critical engagement, studio experiences and courses centred on kaupapa Māori, tikanga and mātauranga Māori. In your experience you will engage with an embodiment of Māori visual culture in Te Rau Karamu Marae which will enhance and enrich your studies.

Samuel Dunstall (Hāmuera Hemi), Ngāti Tūwharetoa, Ngāti Kahungunu BDes(Hons), Spatial Design, 2023

Ngā Rā-a-Kupe—the sails of Kupe—rise from the South Wairarapa coastline of Mātakitaki-a-Kupe. This kaupapa Māori research project responds to Ngāti Hinewaka's call to imagine a place for manaakitanga, kōrero and wānanga on their wāhi tapu. Nestled amongst a māra rākau tīpuna, the material language of the proposed whare and boardwalk embody the whakapapa of the site, connecting to the waka voyages of our tīpuna and the vitality of our mana and mātauranga.



Photo: Crystal Richardson



Photo: Capture Studios



Photo: Jack Young



Photo: Capture Studios

Bachelor of Design
NZQF level 7 | Undergraduate study
3 years full-time (360 credits)

Bachelor of Design with Honours
NZQF level 8 | Undergraduate study
4 years full-time (480 credits)



Bachelor of Design

BDes
BDes(Hons)

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

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

The three-year BDes offers majors in photography, concept design, fashion design, textile design, spatial design, industrial design, integrated design, visual communication design, and a double major opportunity in Mātauranga Toi Māori.*

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

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

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

WHAT'S SPECIAL ABOUT DESIGN AT MASSEY?

Vibrant studio environments

Collaboration drives your creative development.

World-class facilities

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

Shared briefs across majors

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

Design thinking

Create systems and experiences as well as products.

Interdisciplinary framework

Experience learning through an integrated interdisciplinary framework, which incorporates Māori perspectives and guides and supports you through your years of learning.

Office hours

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

Graduate job-ready

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

DESIGN MAJORS INCLUDE

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

Alongside these majors, a number of minors are available across Toi Rauwhāangi. Please see our Undergraduate Course Guide for more details.

WHY HONOURS?

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

You will gain a competitive edge in a world where having initiative and confidence are an advantage, and where new careers continue to be invented.

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

CAREERS INCLUDE

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

* Please see pages 8 and 9.



Josh-Hua Terei and Jason Tam
Reverence



Maya Louw
The Magic of Lamasia



Genevieve Fulton
Mycohaven

Concept Design Major

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

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

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

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

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

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

Josh-Hua Terei and Jason Tam, BDes(Hons) Concept Design, 2022

Reverence explores the interaction and abstraction of scientific metaphors to enhance character-driven storytelling. Following a technological disaster, civilisation has been plunged into madness by a reality-warping anomaly. In this game, a young technician and his robot companion roam through an exotic blend of dystopic environments and enemies to find their missing sister and unravel the mystery behind this fractured reality.

Maya Louw, BDes(Hons) Concept Design, 2023

The Magic of Lamasia is a 2D animated television series for ages 11+ about the parallel journeys of twin sisters from entirely different worlds. It has themes of belonging, acceptance and a found family. Maya's research focused on diverse character designs and fat representation in children's animated media.

Genevieve Fulton, BDes(Hons) Concept Design, 2024

Mycohaven is a 2D Virtual World game that focuses on the environment and sustainable practices through Loamshire's harvest and cooking village. Players are encouraged to explore and collaborate while discovering how they want to contribute to the ecosystem. Young people engage with the game online and offline by using a figurine that allows access to the world and a small pedometer device that helps children "forage" for in-game rewards to exemplify the importance of post-digital imaginative play, holistic world-building and ecology.



El Reilly
Zero



Quinn Kueppers
Dauerhaft



Quinn Kueppers
Dauerhaft

Fashion Design Major

We engage with fashion daily; it shapes us as we shape it. This multi-billion-dollar industry challenges future fashion innovators to explore bold directions and drive meaningful change, paving the way for a more sustainable and responsible future in fashion.

As a fashion student, you will gain the skills to become an independent creative designer, blending innovative ideas with critical thinking to respond to contemporary challenges and opportunities. You will develop innovative and sustainable fashion design concepts for both international markets and Aotearoa New Zealand.

Through a sustainable lens, students design garments, accessories or fashion systems that redefine the future of fashion. You will develop skills in idea generation, design development, fashion communication, pattern making, garment construction, material exploration, and historical and contemporary fashion analysis. Sharpen your critical thinking as you push creative boundaries to create experimental ideas with anything from 3D printed garments to hand crafted tailoring. Take advantage of internships, international collaborations, and opportunities to present your work at New Zealand Fashion Week.

Graduates frequently secure exciting jobs in research, design and production with companies like Nike, Simone Rocha, Erdem, Proenza Schouler, Karen Walker, and Kowtow. Students and graduates also enjoy success in international and national competitions including WOW, iD Emerging Designer Awards, Hokonui Fashion Design Awards, Miromoda, Red Dot, and the Best Awards. Notable alumni include Kathryn Wilson, Kate Sylvester, Sean Kelly (Project Runway USA winner, 2014) and Bradley Smit (Best Awards Silver, 2019).

**El Reilly, BDes(Hons)
Fashion Design, 2022**

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

**Quinn Kueppers, BDes(Hons)
Fashion Design, 2024**

Dauerhaft is a collection that explores the intersection of authoritarianism and LGBTQ+ self-expression in socialist East Germany during the 1970s-80s. It reimagines traditional East German tailoring, queering form and silhouette to reflect the enduring spirit of alternative identities. Inspired by resilience, the collection embodies "Dauerhaft", the German word for enduring, as a tribute to the perseverance of queer self-expression under oppression.

Lucy Grunfeld
Comfi

Thomas Mackisack
Aqua Stack

Product development third year students,
group project
LUNE

Industrial Design Major

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

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

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

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

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

Lucy Grunfeld, BDes(Hons) Industrial Design, 2021

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

Thomas Mackisack, BDes(Hons) Industrial Design, 2020

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

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

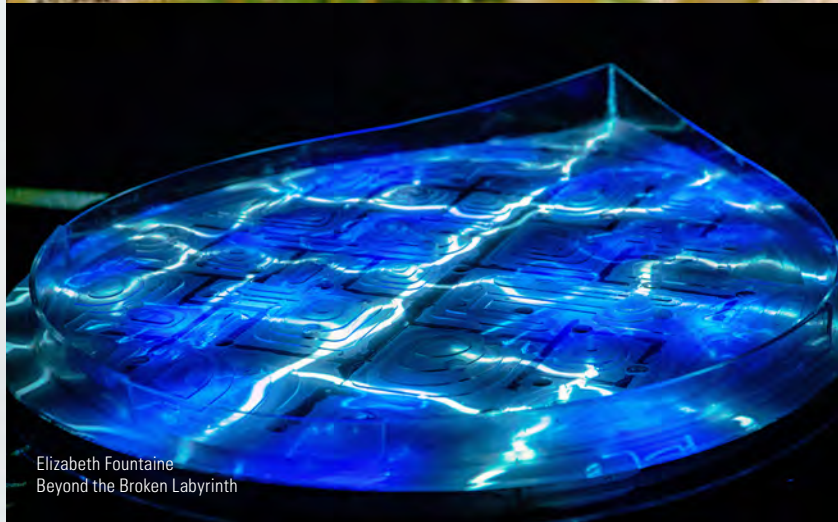
LUNE is designed to adjust its light quality to reflect the phases of the lunar cycle, changing in form and intensity by the user through an intricate and iteratively developed joint detail. *LUNE* is the result of a group project anchored in batch production and lighting design, meaning students engage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



Benji Stewart
The Champ



Liliana Cahill
Woven Soil



Elizabeth Fountaine
Beyond the Broken Labyrinth

Integrated Design Major

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

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

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

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

Elizabeth Fountaine, BDes(Hons) Integrated Design, 2024

Beyond The Broken Labyrinth is a multi-user installation that encourages participants and viewers to consider their personal and collective relationship with water within the region of Te Whanganui-a-Tara Wellington. This prototype interactive is designed for ultimate installation in a public space within a museum, or at a council event to generate discussion and understanding.

Liliana Cahill BDes(Hons) Integrated Design, 2024

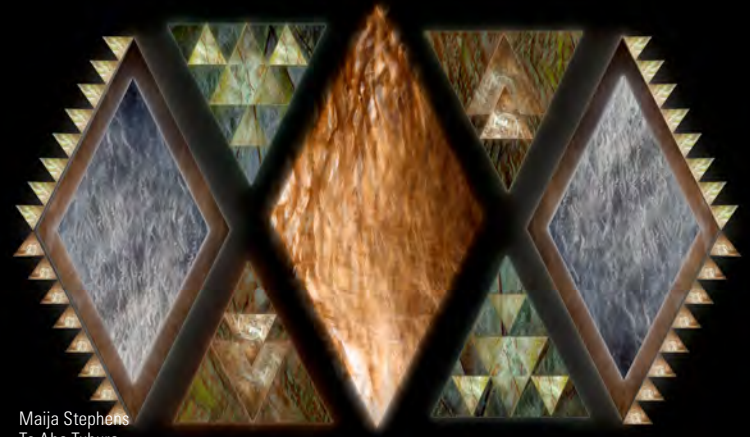
Woven Soil is a ground breaking material that seeks to challenge and explore our relationship with plants within the design and construction of human-centric environments. Alongside simple deployment of plant-life in new and existing spaces, *Woven Soil* also aims to offer opportunities to potentially 'grow' new forms of architecture that will come to challenge our concept of where natural spaces may occur.

Benji Stewart, BDes(Hons) Integrated Design, 2024

The Champ is a tramping pack designed for people who work full time in the city but love to get outdoors on the weekend. The design of this pack questions the contemporary tramping pack design — why can't a pack transform to fulfil different roles during a hike? Why does a pack have to be one thing to all people? *The Champ* offers unmatched versatility to those that love the outdoors.



Michael Madden
Square Eyes



Maija Stephens
Te Aho Tuhura



Keelin Bell
Wūru Paraikete

Photography Major

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

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

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

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

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

Keelin Bell, Ngāti Maniapoto, Ngāti Porou, Ngāpuhi, BDes(Hons) Photography, 2024

Wūru Paraikete responds to an examination of 19th century portraits of Māori and reflecting on their intentional exoticisation for Western audiences. My constructed photographs show the relationship between people, landscape, and growing colonial disruption. Manipulation of the whenua and the implementation of non-native plants & invasive species have reformatted the landscape, making people appear distant from the context in which they exist. *Wūru Paraikete* unites the series in a specific context, that of the trading era.

Michael Madden, BDes(Hons) Photography, 2024

Square Eyes reflects on a childhood set at the dawn of the smartphone era; a childhood that floated seamlessly between physical and digital experiences. Madden acknowledges the pervasive role of technology in children's lives and the connections forged with transient playscapes; particularly as their memory begins to fade in the wake of digital obsolescence.

Maija Stephens, Ngāti Kahungunu ki Heretaunga, Rongomaiwahine, Ngāti Rangi, BDes(Hons) Photography, 2023

Aho is the name for the weft or cross-thread of weaving. Aho means line of descent. Aho means radiant light. Guided by Hine Turama (atua of stars) and Hineteiwaiwa (atua of weaving, cycles of the moon, and childbirth), I have explored how to collaborate light and harakeke through wānanga to indigenise my photographic practice. Experience a cosmic interpretation of te whare pora (the house of weaving) made tangible by the light which reveals.



Kate Jowsey
The Manaaki Basket

1. Gabled Roof Pitches
2. Exposed Timber Framing
3. Honest Materials
4. Neutral Colours



Annie Sansom
Beyond the Fence



Josef Belton
New Smart City

Spatial Design Major

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

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

You will discover ways to imagine and construct engaging environments in both physical and

digital space, from the big picture right down to the detail of construction and materiality. You'll explore light, surfaces and materials, and consider the way people interact with spaces, in different social, cultural and historical contexts.

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

Annie Sansom, BDes(Hons) Spatial Design, 2023

Like many cities, Wellington has suffered from biodiversity loss as a result of human settlement and unchecked urban expansion. Grey, impermeable surfaces have replaced native habitats, contributing to the decline of many species. This urban design intervention proposes an ecological solution, in which identified derelict sites are regenerated into natural stepping-stones, aiding in species migration and climate resiliency. The aim is to weave these sites through the urban environment, forming a pathway that extends to protected species in Te Māra a Tāne Zealandia Reserve. It is a symbiotic urban narrative, where non-humans can co-exist harmoniously with humans beyond the fence in a revitalised urban topography.

Kate Jowsey, BDes(Hons) Spatial Design, 2023

The Manaaki Basket is a holistic approach to reducing food waste and establishing strong connections between local growers and their communities. Food and living costs within New Zealand are at an all-time high, and the demand for fresh produce is rapidly increasing, rising costs increase the risk of unhealthy food behaviours. This project explores the role of materials, senses, lighting, and openings' in embodied experiences of space to inform five educational programmes that target specific audiences within our communities to connect us with our food better.

Josef Belton, BDes(Hons) Spatial Design, 2024

New Smart City responds to the digital twin of Wellington City. A digital twin is made to reveal, visualise or summarise the huge amounts of data or information generated from a 'smart' physical entity. Through interactive and multimedia scenographies these processes are encountered and demystified, responding to the twin's original purpose. This composition physically and digitally renders the chaotic, complex, incredible, terrifying and overwhelming process behind the cumulative digitisation of our environment, and of our lives.



Lisa Martell
Threatened Species: The Story of Loss & Hope



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

Textile Design Major

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

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

We encourage you to harness the potential that textiles and materials have to make a positive impact in the world, while considering sustainability in your approach. Engage with the history of traditional textiles in Aotearoa New Zealand and globally, and combine conventional methods with high-tech approaches like VR, bio-design and material-driven innovation. Textile design graduates have gone on to work around the globe in areas including textile design for fashion and interiors; product development for multiple industries like sport, health care and travel; materials research and development; illustration and surface design; as well as art.

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

Lisa Martell, BDes(Hons) Textile Design, 2024

Imagine a country where the unique native flora and fauna thrive abundantly and are safe from extinction, just as it was 800 years ago. I am advocating for threatened native species in Aotearoa through visual storytelling and surface pattern design, to emphasise the loss of at-risk or extinct native species and illustrate how a sense of hope is fostered through a collective approach from the volunteer community. Working together towards Predator Free 2050 will help protect our precious taonga for future generations to enjoy.

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

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



Shikahn Raemaki
Thank You, Virgil Abloh



Kerryn Owens
KIT



Zak Komene
Intuit

VISUAL COMMUNICATION DESIGN

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

Visual Communication Design Major

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

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

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

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

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

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

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

THANK YOU, VIRGIL ABLOH.

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

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

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

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

GRAPHIC DESIGN

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



Thomas Cumming & Krista Barnaby
BDes(Hons), 2021

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

BRANDING

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



Connor Ferguson
BDes(Hons), 2020

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

MOVING IMAGE

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



Lilly Overton
BDes(Hons), 2022

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

ILLUSTRATION PRACTICE

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



Sophie Hooper
BDes(Hons), 2022

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

SERVICE AND EXPERIENCE DESIGN

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

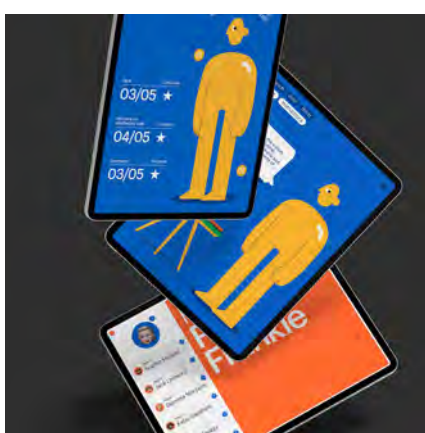


Gemma Morpeth
BDes(Hons), 2020

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

INFORMATION DESIGN

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

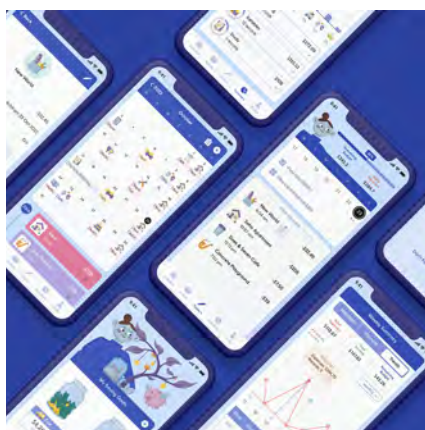


Brianna Cox
BDes(Hons), 2020

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

INTERACTION DESIGN

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



Tina Zeng
BDes(Hons), 2022

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

TYPOGRAPHY

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



Eliza Rogers
BDes(Hons), 2022

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



Sue Prescott
Southernly Change
Photo: Apela Bell



Sue Prescott at Open Day



Angela Kilford
Senior Lecturer,
Ngā Pae Māhutonga School of Design

Based on her previous research, School of Design Senior Lecturer Angela Kilford's research project Te Rangianiwaniwa a Te Harakeke – The Harakeke's Rainbow was awarded \$59,912 from Ngā Pae o Te Māramatanga's Matakiteanga Research Fund to establish laboratory-scale methods to develop novel dyes for muka (extracted fibre from harakeke - Phormium tenax).

Angela will be using local native plant-based materials to advance fibre technology and mātauranga Māori by testing their methods on by-products from industry in collaboration and wānanga with Iwi weavers. Angela's long-term aim is to achieve commercial production of natural dyes for muka, offering Māori weavers an alternative to synthetic dye products.

Based in Mātauranga Māori, this study brings together textile researchers, Māori practitioners, and scientists to advance knowledge of native plant dyes and fibres from many iwi. With science Angela's research will complement the values of iwi partners Ngāti Tukorehe (Kuku, Horowhenua), ensuring that research outputs will benefit iwi economically and environmentally and respect mana whenua.

Many synthetic textile dyes are toxic and take several years to breakdown after disposal.

Some Māori weavers use synthetic dyes that are toxic, displacing sustainable customary preparation and colouring techniques. Pre-colonial customary plant dyes and new generation substantive dyes offer sustainable alternatives, are safer to use and less toxic to the people and their environment, which offers the opportunity to develop safer sustainable natural dyes for muka to advance fibre technology and mātauranga Māori.

Sue Prescott
Senior Lecturer,
Ngā Pae Māhutonga School of Design

Sue Prescott won the Material Innovation Award at the 2024 Mindful Fashion Circular Design Awards, presented at a gala in Auckland.

Sue Prescott's entry Southernly Change is a raincoat crafted from 95% locally sourced sailcloth waste, designed to offer protection from Wellington's famously unpredictable weather. Infused with tales of maritime adventures, this garment ages gracefully as its fabric transitions to a kinder, land-based life. Making use of two old racing spinnakers that had reached the end of their viable life as sails, the design confronts the ubiquitous nature of the raincoat and creates a protective garment that speaks to the materials' original life while offering protection and joy through use of colour and silhouette.

Design Degree Structure

You can enrol in either the BDes (three years) or BDes with Honours (four years) degree at Massey. If you're looking to get out into industry as soon as possible, the three year BDes will set you up for success. It will also enable you to move into professional qualifications, for example in teaching.

The four year BDes with Honours gives you the opportunity to extend your skills and push the boundaries of design innovation to gain a competitive edge in a world where having initiative and confidence are an advantage, and where new careers continue to be invented.

INTRODUCTION

100 level

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

DEVELOPMENT

200 level

Become more familiar with the practices and processes of design and gain the specialist skills associated with your major. Experiment.

EXPANSION

300 level

Extend your design practice, hone your critical and practical skills further and become an industry ready graduate.

INNOVATION

400 level (Hons)

Push the boundaries of your design process with a significant research-led independent body of work, and celebrate your growth into an innovative creative arts practitioner.

YOUR FIRST YEAR

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

Major studio courses

These courses introduce you to your major and enable you to dive deep into your area of interest. You can also try out other majors to ensure you are on the right path or to work towards a minor. Please see our Undergraduate Course Guide for more details.

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

Exploration courses

In these courses you will be introduced to the breadth of practices, facilities and learning opportunities across Toi Rauwhārangi as well as gaining a range of foundational skills relevant across creative practices.

Professional Cultures and Critical Studies

These courses are designed to assist you in your transition from a student entering university to a creative arts practitioner as well as enabling you to develop the critical thinking skills that characterise high-level creative work.

Elective courses

Throughout your study you can choose electives that allow you to branch out into other creative disciplines. You can use your electives to gain a minor in a specialisation that complements your major.

Year one

Semester 1 Weeks 1–12

Professional cultures
15 credits

Major studio
15 credits

Exploration
15 credits

Elective
15 credits

Semester 2 Weeks 1–12

Critical studies
15 credits

Major studio
15 credits

Exploration
15 credits

Elective
15 credits

Mātauranga Toi Māori double major

Semester 1 Weeks 1–12

Mātauranga Toi Māori 1
15 credits

Major studio
15 credits

Exploration
15 credits

Elective
15 credits

Semester 2 Weeks 1–12

Ngā Hanga Whakairo
15 credits

Major studio
15 credits

Toi Ātea 1
15 credits

Exploration
15 credits



Tara Luty
Stulp, 2023



Jack Ellery and Elvis Booth-Claveria
The Shining Cuckoo Lays in Spring, 2024

Bachelor of Fine Arts
NZQF level 7 | Undergraduate study
3 years full-time (360 credits)

Bachelor of Fine Arts with Honours
NZQF level 8 | Undergraduate study
4 years full-time (480 credits)

Bachelor of Fine Arts



BFA
BFA(Hons)

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

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

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

The 3-year BFA contemporary art qualification fosters a critical understanding of the place of art in today's world. At Whiti o Rehua School of Art you'll learn from leading artists, and your learning will be hands-on, working in an interdisciplinary open-plan studio surrounded by other students from all year levels.

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

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

You can take a minor in another creative discipline from across Toi Rauwhāangi. Please see our Undergraduate Course Guide for more information.

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

WHAT'S SPECIAL ABOUT FINE ARTS AT MASSEY?

A cross-media art school

Experiment with different modes of art-making.

Define the future of art

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

Vertically streamed classes

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

Freedom to try things

An open, friendly culture that encourages diversity and individuality.

Gallery spaces

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

Interdisciplinary framework

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

Office hours

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

Know who you are as an artist

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

MAJORS

— Mātauranga Toi Māori*

A number of minors are available across Toi Rauwhāangi. Please see our Undergraduate Course Guide for more details.

WHY HONOURS?

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

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

CAREERS INCLUDE

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

* Please see pages 8 and 9.



Raul Ortega Ayala, *The Zone-Chernobyl* exhibition view.
Courtesy of Proyectos Monclova Gallery



Whiti o Rehua School of Art is led by distinguished practicing artists and researchers from Aotearoa and beyond, including Simon Morris, Richard Reddaway, Jennifer Gillam, Bryce Galloway, Emma Febvre-Richards, Marcus Moore, Martin Patrick, Kingsley Baird and Raul Ortega Ayala.

Their multiple areas of expertise include painting, ceramics, sculpture, sound art, installation, photography, moving image, participatory work, memory studies, research-based practice, performance, happening, art critique and writing.

See page 24 for some examples of the work that recent graduates have made.

Tara Luty, BFA(Hons), 2023
(image on page 24)

My practice celebrates the entanglement of humans with their environments by prioritising creative collaboration with and in the natural environment. This process bridges the separation of culture and nature, and fosters deeper connections between myself, my art, and the world I inhabit. What is our position, relationship, and responsibility to the Land? *Glistening* investigates constructions of Landscape and wilderness in collaboration with the wetlands of Wairarapa Moana.

Elvis Booth-Claveria & Jack Ellery
BFA(Hons), 2024 (image on page 24)

Elvis and Jack's collaborative art practice explores queer identity, body-environment relationships and organic materiality through choreographed performance-based video, sculpture and installation. Through an animistic and embodied process, they seek to find a non-hierarchical lens that explores their colonial and queer identity.

Their most recent work reflects on the personal sensitivity, physical presence and atmospheres and their role in traditional expressions and expectations of place and identity.

Fine Arts

Degree Structure

You can enrol in either the BFA (three years) or BFA with Honours (four years) degree at Massey. If you're looking to get out into practice as soon as possible, the three year BFA will set you up for success. It will also enable you to move into professional qualifications, for example in teaching.

The four year BFA with Honours, gives you the opportunity to extend your skills and push the boundaries of contemporary art production to gain a competitive edge in a world where having initiative and confidence are an advantage, and where new careers continue to be invented.

INTRODUCTION

100 level

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

DEVELOPMENT

200 level

Become more familiar and experiment with the practices and processes of contemporary art production.

EXPANSION

300 level

Extend your art practice and hone your critical skills further to become a Fine Arts graduate ready for the art world and creative industries.

INNOVATION

400 level (Hons)

Push the boundaries of your art practice with a significant research-led independent body of work, and celebrate your growth into an independent creative arts practitioner.

YOUR FIRST YEAR

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

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

Fine Arts studio courses

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

Exploration courses

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

Elective courses

Throughout your study you can choose electives that allow you to branch out into other creative disciplines. You can use your electives to gain a minor in a specialisation that complements Fine Arts.

Year one

Semester 1 Weeks 1–12

Professional cultures
15 credits

Fine Arts studio
15 credits

Exploration
15 credits

Elective
15 credits

Semester 2 Weeks 1–12

Critical studies
15 credits

Fine Arts studio
15 credits

Exploration
15 credits

Elective
15 credits

Mātauranga Toi Māori major

Semester 1 Weeks 1–12

Mātauranga Toi Māori 1
15 credits

Fine Arts studio
15 credits

Exploration
15 credits

Elective
15 credits

Semester 2 Weeks 1–12

Ngā Hanga Whakairo
15 credits

Toi Ātea 1
15 credits

Exploration
15 credits

Fine Arts studio or Elective
15 credits



Toioho ki Āpiti facilities



Te Haana Paewai (BMVA 2020)
Kawakawa print #4



Shayna Paku-Rimene, 2013

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



Toioho Ki Āpiti Bachelor of Māori Visual Arts BMVA

Immerse yourself in the only university-based four year degree in Māori Visual Arts in Aotearoa. This programme is based at Te Pūtahi-a-Toi based on the Manawatū campus.

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

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

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

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

WHAT'S SPECIAL ABOUT MĀORI VISUAL ARTS AT MASSEY?

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

MANA WHAKAPAPA

100 level

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

MANA TIRITI

200 level

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

MANA WHENUA

300 level

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

MANA TANGATA

400 level

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

CAREERS INCLUDE

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



Images: National Art Gallery of Canada



Puawai Taiapa-Aporo BMVA, 2015

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

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

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

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

Mataaho Collective

The Mataaho Collective is a group of four Māori women artists producing large scale fibre based works, under a single collective authorship.

They have collected numerous awards including the prestigious Golden Lion, top prize of the 2024 Venice Biennale for their installation *Takapau*, Arts Foundation Te Tumu Toi Arts Laureates 2022, the Walters Prize in 2021, and they have shown at many major global/international art events since 2016.

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

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

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

Māori Visual Arts Degree Structure

YOUR FIRST YEAR

Mana Whakapapa

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

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

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

Mata Puare Studio

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

Te Reo Whakahoahoa

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

Ngā Hanga Whakairo

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

Te Reo Kōnakinaki

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

Elective courses

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

Year one

Semester 1 Weeks 1–12

Te Reo whakahoahoa
15 credits

Ngā hanga whakairo
15 credits

Mata puare studio 1A
30 credits

Semester 2 Weeks 1–12

Te Reo kōnakinaki
15 credits

Mata puare studio 1B
45 credits

UNDERGRADUATE COURSE GUIDE

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



Open Day 2023. Photo: Abner Altiora



Bachelor of Screen Arts
NZQF level 7 | Undergraduate study
3 years full-time (360 credits)

Bachelor of Screen Arts with Honours
NZQF level 8 | Undergraduate study
4 years full-time (480 credits)

Bachelor of Screen Arts



BSA BSA(Hons)

Future-focused, this degree prepares Aotearoa's storytellers, game designers, and world builders to become part of New Zealand's thriving screen industry by allowing you to become the author of your own times.

The 3-year BSA aims to give you the skills and creativity to realise your vision across a wide range of screen-based specialisations including Film, Factual, VFX, Gaming, Animation and Immersive Media. The emphasis is on hands-on production: marrying technology, innovation and storytelling. You'll have access to cutting-edge facilities, in-demand technologies, studios, and sophisticated labs, taught by practising academics and industry experts.

You'll be supported by Professional Culture courses which provide an understanding of screen cultures, economies and working practices both in Aotearoa New Zealand and internationally. You'll have an opportunity to complete an internship in your field. Your studio-based courses will often ask you to respond to briefs from real-world clients, further developing professional skills and providing insight into available paths in the entertainment industry.

As part of the new National Academy of Screen Arts, the BSA degree gives you access to a thriving screen hub of industry partners and entrepreneurs who actively interact with students as mentors, guest lecturers, and internship providers. The emphasis is on innovation and originality, allowing you to be the voice of your generation.

WHAT'S SPECIAL ABOUT SCREEN ARTS AT MASSEY?

Learn from the experts

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

Industry connections

Staff are well connected in the screen industry and include current and former staff of Wētā Digital, PikPok, Paramount Pictures, Disney, Universal Studios, Park Road Post, TVNZ, SKY, Mediaworks, TV3 and the BBC.

Cross-discipline collaboration

We encourage collaboration with other disciplines especially with concept design, spatial design, journalism, and computer science.

Graduate job-ready

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

MAJORS INCLUDE:

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

Alongside these majors, a number of minors are available across Toi Rauwhārangī. Please see our Undergraduate Course Guide for more details.

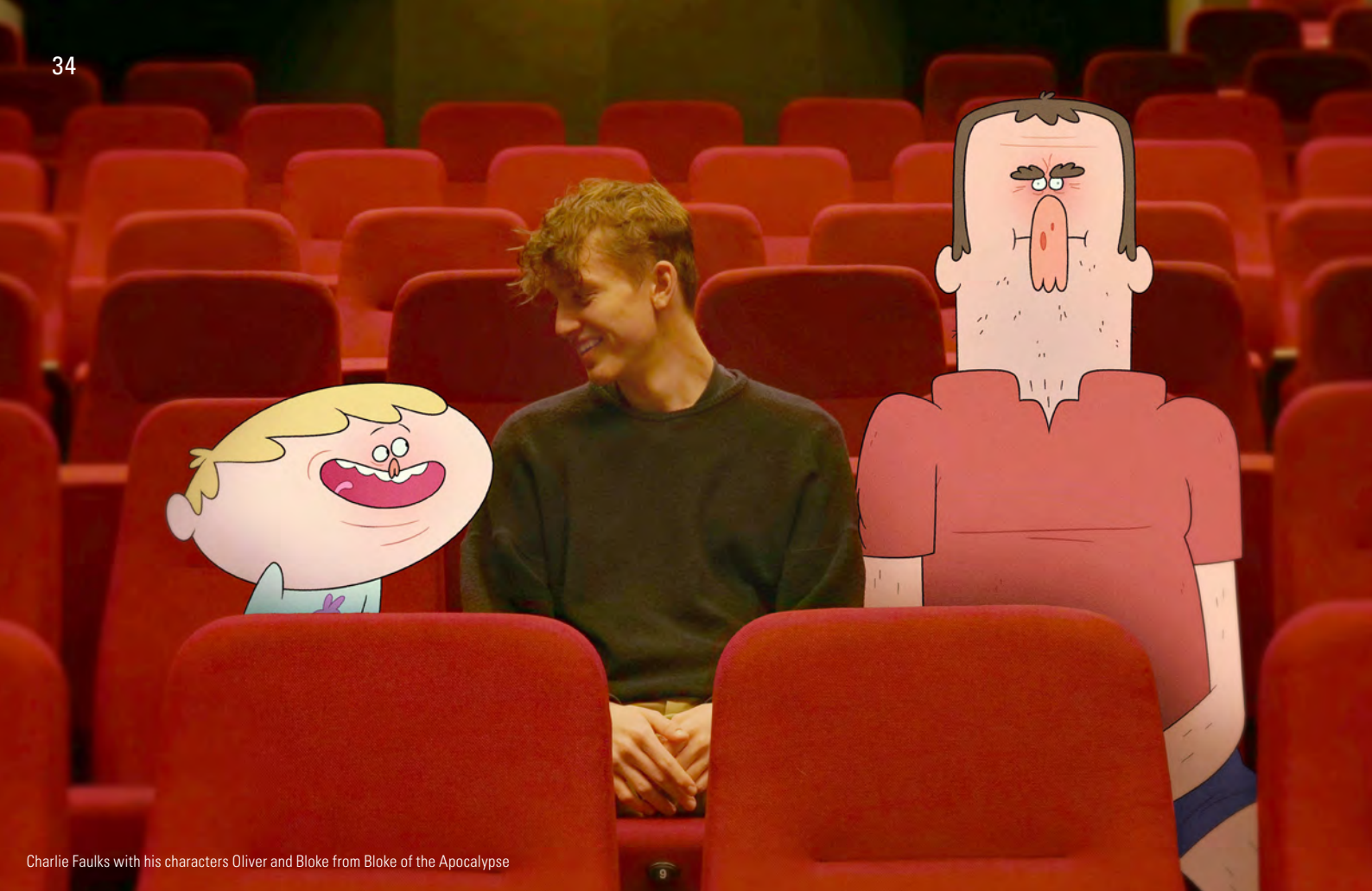
WHY HONOURS?

A fourth year is your opportunity to hone specialised skills and push the boundaries of your creative work. You'll create a larger project, alone or in a group, which expresses your unique voice. For those wanting to go even further, the fourth year of study with us can also be a fast-track into our masters programme.

CAREERS INCLUDE

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

* Please see pages 8 and 9.



Charlie Faulks with his characters Oliver and Bloke from *Bloke of the Apocalypse*

Animation Major

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

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

In this major, students will learn how to animate, creating the illusion of life by focusing on the many principles developed in character and creature animation. The process will be demystified, and students will be encouraged to experiment and practice their art. There will also be opportunities to learn how to model, texture, and light 3D worlds and develop drawing, design, illustration and storytelling skills. While students are encouraged as individual artists, animation is often a team-based production experience, which employers value. We supply that production environment and guide our students through this collaborative workflow in our major projects.

Facilities

Animation students will have access to world-leading and cutting-edge computer labs with software including Autodesk Maya, Blender, Lost Marble Moho Pro, Maxon ZBrush, Unreal Engine, Adobe Suites—including Substance Painter, plus many other industry packages.

Charlie Faulks BSA Animation, 2024

While in his second year, Charlie Faulks entered a pitch contest with an animated concept about a zombie outbreak in a rural town. He didn't win then, but a year later, he received nearly \$500K from NZ On Air to produce a six-part animated comedy series.

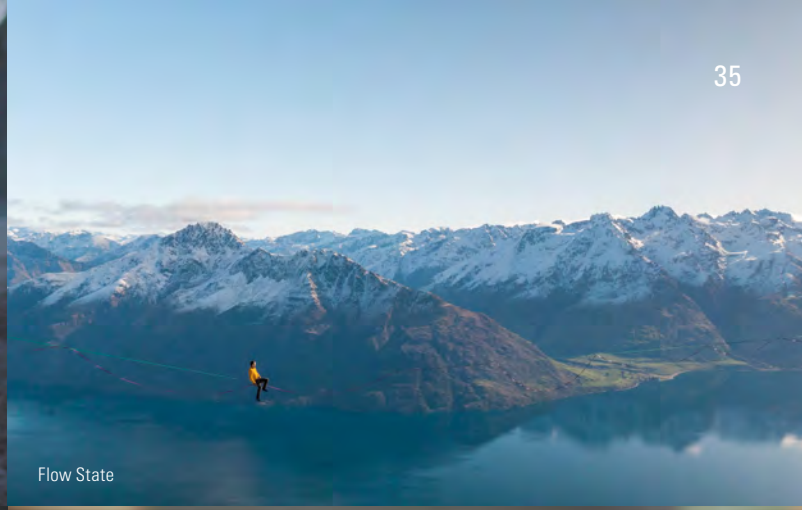
Charlie says *Bloke of the Apocalypse* was inspired by his upbringing in rural Gisborne. "It's a very personal story, minus the apocalypse part! Bloke, the father in the series, is a caricature of my dad, and Oliver is a mixture of my little brother and me."

Charlie is not only the creator/showrunner for the series, responsible for writing and directing, but also for building a team of producers, animators, and marketing experts.

Bloke will be released as a NZ On Air YouTube series in late 2025



Subject to Change



Flow State



Te Taniwha



Amiria Ranfurly

Factual Production Major

Story-telling, based in the real, helps us understand and reflect on our own times, and expand world views. Docu-series, features, formatted reality and short docs are mainstays for all major streamers, broadcasters and movie theatres. Telling compelling stories about real people, issues and history are essential for human connection – and can activate positive social change.

The enduring popularity of true stories aimed at diverse audiences is an exciting opportunity for students wanting to become filmmakers *who could change the world*. In the factual major we introduce you to important films and creative leaders in Aotearoa, as well as the international market. This deep dive into factual development, production and post-production will equip students with skills to make fun and formatted, multi-camera, studio shows plus all the tools you need to making impactful, short documentary. In addition, students will devise and generate client-led factual web content and we will crack open the world of getting funded—revealing the secrets of how to get your ideas market-ready. Along the way, you will be discover what kind of filmmaker you are, by critiquing the work of professionals—and colleagues.

Facilities

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

Flow State

Will Nelson, Jacob Bowling,
Kees McCahon
BSA(Hons) Factual Production, 2023

Flow State is an extreme sports documentary following two friends as they challenge each other traversing the high lines of the South Island. This Third Year Major Project was picked up by TVNZ+ upon completion and has won several awards at major film festivals including Best Cinematography Award at the NZ Mountain Film Festival.

Te Taniwha

Third years, BSA(Hons), 2024

Te Taniwha was a ground-breaking collaboration between the Journalism school and Factual major students towards a vibrant live studio magazine show, focused on youth issues. The students devised every aspect of this original multi-camera programme.

Amiria Ranfurly

BCMP Film Production, 2021

The short documentary *Subject to Change* looked at climate change impact on a small island community in Fiji. Led by Amiria Ranfurly, the third year students captured personal stories, supported by the Ministry of Foreign Affairs. *Subject to Change* was included in the International environment conference COPP that year.



Film Production Major

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

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

Facilities

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

Francesca Sewell, BCMP Film Production, 2021

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

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

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



Molly Buglass-Clapham



Mara & Blu



Black Channel



Mara & Blu

Game Development Major

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

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

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

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

Facilities

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

Molly Buglass-Clapham, BCMP Game Development, 2020

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



Thomas Williams



Immersive Media Major

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

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

Facilities

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

Thomas Williams, BCMP Immersive Media, 2021

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

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



Visual Effects Major

Visual effects allow you to bring seemingly impossible ideas to life and continues to be an area of growth in Aotearoa. The VFX major provides a flexible portfolio to create and develop visuals for a wide range of media, including film, docs, animation and games.

Fire up your imagination and create fantastic characters and scenes using time-based and 3D technologies, project management skills, and image composition. Study character design, 3D modelling, texturing and rigging, storyboarding, compositing, particle generation and dynamics, digital lighting and rendering, and live-action integration with visual effects.

Facilities

The VFX major works across the screen arts disciplines and uses the virtual volume studio, a motion capture and green screen stage, a render farm, and computer labs that contain all the industry software you need, including Houdini, Maya, Nuke, Resolve, Substance Painter, Adobe Animate, After Effects, as well as animation and gaming software.

Lianna Shaw, BCMP Animation & VFX, 2021

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

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



UNDERGRADUATE COURSE GUIDE

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Screen Arts

Degree Structure

You can enrol in either the BSA (three years) or BSA(Hons) (four years) degree at Massey. If you're looking to get out into industry as soon as possible, the three year BSA will set you up for success. It will also enable you to move into professional qualifications, for example in teaching.

The four year BSA with Honours gives you the opportunity to extend your skills and push the boundaries of your creative work, creating a larger project alone or in a group.

INTRODUCTION

100 level

Explore new types of media. Explore subjects that are new to you. Experiment, take risks and discover new possibilities for your creative journey and career.

DEVELOPMENT

200 level

Dive deeper into the disciplines and practices that interest you. Work in interdisciplinary teams in Intermedia and move towards confirming your major.

EXPANSION

300 level

Work through the ideation, pre-production, production and post-production cycles required to complete an industry-standard creative work in cross-specialisation groups.

INNOVATION

400 level (Hons)

Focus on developing and realising a substantial piece of work, bringing all of your specialist knowledge and professional skills to bear on a large group project.

YOUR FIRST YEAR

The Bachelor of Screen Arts (Hons) emerged from extensive industry, academic, and community consultation and is designed to best prepare you for an exciting career in the fast-evolving worlds of screen art practices.

Because we offer cross-disciplines, in the first year you'll choose to supplement your own major with at least one other introductory BSA (Hons) studio course. For example, Factual and Film should be taken together or Games and Immersive. Academic Advising can help you explore your options. This breadth of creative skills will serve you well as you progress through your degree and into industry.

In your first year, you will take 8 courses, each worth 15 credits. That is 120 credits in total, which is full-time with Massey. We expect you to spend 40 hours per week on your studies, including class time.

Intro studio courses

These courses introduce you to your major and enable you to dive deep into your area of interest. You are encouraged to try out at least one other BSA(Hons) studio outside your major to ensure you are on the right path or to work towards a minor.

Exploration courses

The courses are shared across Toi Rauwhāangi, where you'll gain a range of fundamental skills relevant to creative practices such as drawing, digital asset creation, image & meaning, and narrative.

Professional Cultures and Critical Studies

In Professional Cultures, you'll learn the norms, expectations and players in your field and learn how to best develop a sustainable career as a screen artist in Aotearoa New Zealand. In Critical Studies, you'll explore the "why" behind your work. You'll examine your values and processes, explore creative whakapapa, and reflect upon your work to best express yourself.

Elective courses

Throughout your study, you can choose electives to branch into other creative disciplines. Animation majors are encouraged to take Concept Design courses; Immersive majors—Spatial Design; Gaming majors—Computer Science; Documentary majors—Journalism. The electives are a chance to explore and supplement your interests.

Year one

Semester 1 Weeks 1–12

Professional cultures
15 credits

Intro studio
15 credits

Exploration
15 credits

Elective
15 credits

Semester 2 Weeks 1–12

Critical studies
15 credits

Intro studio
15 credits

Exploration
15 credits

Elective
15 credits

Mātauranga Toi Māori double major

Semester 1 Weeks 1–12

Mātauranga Toi Māori 1
15 credits

Intro studio
15 credits

Exploration
15 credits

Elective
15 credits

Semester 2 Weeks 1–12

Ngā Hanga Whakairo
15 credits

Intro studio
15 credits

Toi Ātea 1
15 credits

Exploration
15 credits



Photo: Crystal Richardson



Felix Holton
FELIX



Photo: Crystal Richardson



Photo: Crystal Richardson

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



Bachelor of Commercial Music BCommMus

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

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

The 3-year BCommMus has a strong emphasis on popular music genres, new technologies, innovation, and commercialisation. You'll consider the role of streaming and digital media in the music industry and explore how to disrupt and operate in new and future business models.

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

WHAT'S SPECIAL ABOUT COMMERCIAL MUSIC AT MASSEY?

Look to the future

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

Popular music focus

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

Learn from the experts

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

Tech specialists

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

Industry connections

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

MAJORS

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

Alongside these majors, a number of minors are available across Toi Rauwhāangi. Please see our Undergraduate Course Guide for more details.

CAREERS INCLUDE

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

HONOURS

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

* Please see pages 8 and 9.



Sofia Machray,
Rūi the Tūi

Music Industry Major

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

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

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

**Sofia Machray,
BCommMus, 2020**

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



ANNA WILD
Wool



Music Practice Major

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

Study popular musicianship and performance. Whether you're a singer, DJ or in a band, Music Practice will give you the skills and confidence to take risks and make it in the music industry. Learn songwriting, composition, musicianship and performance from some of New Zealand's top musicians and professionals.

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

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

**Anna Wild,
BCommMus, 2020**

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



Baxter Perry
Arcomidi



Jaedyn Randell
Jaedyn Randell

Music Technology Major

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

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

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

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

**Baxter Perry,
BCommMus, 2020**

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

**Jaedyn Randell,
BCommMus, 2021**

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

Jaedyn has continued to shine in her career as a musician, voicing the title character in Disney's Te Reo Māori version of the film *Moana*, and in 2024, she was runner-up in *The Voice Australia*.

Commercial Music Degree Structure

INTRODUCTION

100 level

Explore. Find your feet. Choose your path.

DEVELOPMENT

200 level

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

EXPANSION

300 level

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

INNOVATION

400 level (Hons)

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

YOUR FIRST YEAR

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

Major courses

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

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

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

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

Music project courses

Students from all majors come together in the core courses to work in multi-disciplinary teams. The courses teach group work, professional skills, and critical thinking. Students prioritise applying the knowledge gained from their majors by engaging in commercial and creative projects that simulate what happens in the industry.

Professional Cultures and Critical Studies

These courses are designed to assist you in your transition from a student entering university to a creative arts practitioner as well as enabling you to develop the critical thinking skills that characterise high-level creative work.

Elective

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

Year one

Semester 1 Weeks 1–12

Major studio

15 credits

Major studio

15 credits

Elective

15 credits

Elective

15 credits

Semester 2 Weeks 1–12

Professional cultures

15 credits

Critical studies

15 credits

Music project

30 credits

Mātauranga Toi Māori double major

Semester 1 Weeks 1–12

Mātauranga Toi Māori 1

15 credits

Intro studio

15 credits

Intro studio

15 credits

Elective

15 credits

Semester 2 Weeks 1–12

Ngā Hanga Whakairo

15 credits

Toi Ātea 1

15 credits

Music project

30 credits

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Foundation Certificate

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

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

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

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

CERTIFICATE IN FOUNDATION STUDIES (CFS)

Guided entry
Two semesters full time
Wellington

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

CERTIFICATE OF UNIVERSITY PREPARATION (CUP)

Guided entry
One semester full time
Wellington

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

PATHWAY TO BACHELOR'S STUDY

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

If you complete the creative arts pathway you will be able to use your coursework when booking your creative review.

Completing the creative arts pathway will give you entry to all College of Creative Arts programmes.

Please note that the Music Practice major still requires an audition for entry.

Certificate in Foundation Studies

CFS is 120 credits of study over two semesters

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
192.012 Foundations of Tertiary Learning	192.013 Strategies for Undergraduate Success
192.040 Academic Language and Writing 1	192.043 Critical Academic Skills
293.002 Foundation Sound and Image	293.001 Foundation Drawing
150.001 Foundation Māori OR 192.011 Foundation Communication	150.001 Foundation Māori OR 192.011 Foundation Communication

Certificate of University Preparation

CUP is 60 credits of study over one semester

Semester 1 Weeks 1–12
192.013 Strategies for Undergraduate Success
192.043 Critical Academic Skills
Choose a Creative pathway course
Choose a Creative pathway course


 A photograph of a creative arts studio. In the foreground, a student with blonde hair in a striped shirt is looking down at a green book. To their right, a student in a dark jacket with headphones around their neck is also looking at a green book. In the background, another student is visible, and the walls are covered with various posters and artwork, including one for 'Big Mac' and another for 'Cavite Philippines'. A yellow trash bin is also visible.

Certificate/Diploma in Creative Arts

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

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

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

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

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

FURTHER STUDY

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

Postgraduate Study

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

OUR POSTGRADUATE DEGREES INCLUDE:

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



Kezia Whakamoe
Mataatua

Postgraduate Diploma in Māori Visual Arts PGDipMVA

Duration 1 year full time.
Available part time.

Location Available on the Manawātū
campus and by distance.

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

Master of Māori Visual Arts MMVA

Duration 1 year full time.
Available part time.

Location Available on the Manawātū
campus and by distance.

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

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

CONTACT US

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



creative.postgrad@massey.ac.nz



Photo: Capture Studios

Master of Commercial Music

MCommMus

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

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

It is industry-aligned and enables high quality, creative research pathways, that are student responsive, grounded within Aotearoa and connected with global discourses and fields of enquiry.

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

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

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

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

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



Photo: Jack Young

Master of Screen Arts

MSA

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

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

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

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

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

Students have access to state-of-the art facilities including a large-scale virtual production volume, a range of industry standard cameras and production equipment, immersive media labs, a newly installed cinema with dolby atmos, post-production facilities and much more.

Beyond the screen employment pathways of film and television, game design and development, animation and visual effects, new growth sectors in immersive and interactive production mean that graduates of the Master of Screen Arts will be valuable contributors both to a range of storytelling practices as well as to diverse fields and in the service of their communities.



Connor Taumoepeau
Bachelor of Commercial Music



George Bulleid
Old Flames

Bachelor of Commercial Music (Honours)

BCommMus(Hons)

Duration 1 year full time.
Available part time.

Location Wellington

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

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

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

Connor Taumoepeau
BCommMus(Hons), 2020

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

George Bulleid
PGDipDes, 2022

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

Postgraduate Diploma in Design

PGDipDes

Duration 1 year full time.
Available part time.

Location Wellington

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

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



Symone Robson
Where the Heart Breathes
Photo: Ryan Greer



Jack Bronswijk
The Plague

Master of Design MDes

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

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

Symone Robson MDes, 2022

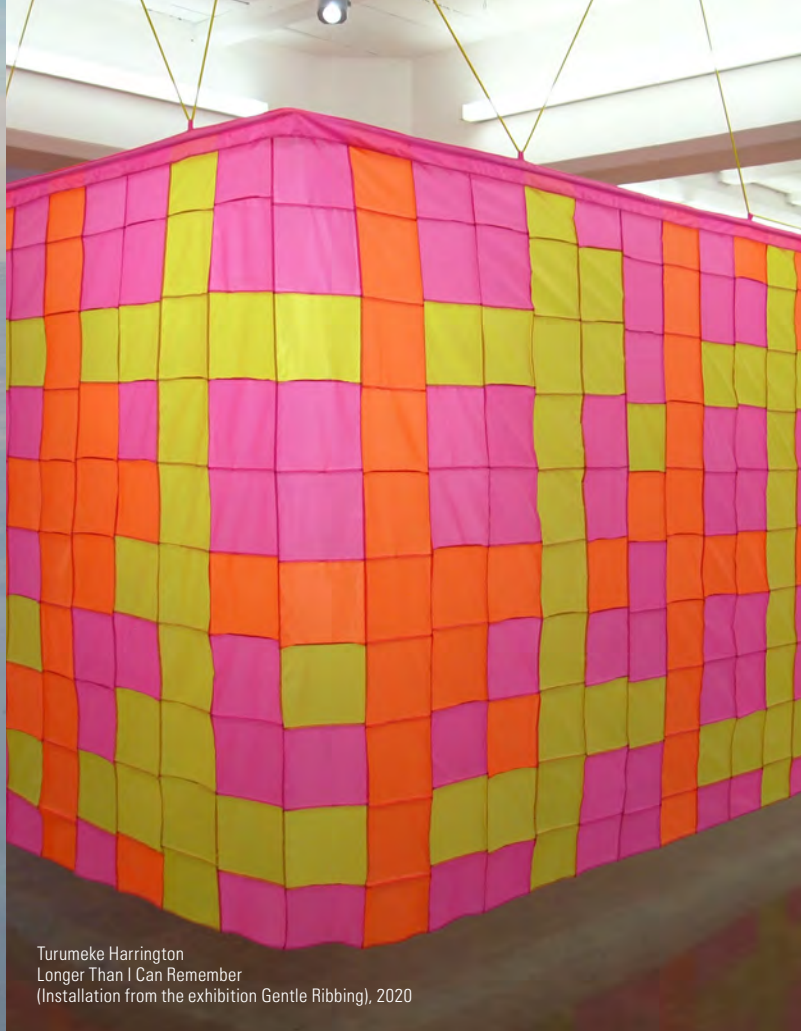
Where the Heart Breathes explores how furniture can facilitate feelings of emotional comfort and safety to create a space where a user can separate themselves from their work and give themselves permission to rest.

Jack Bronswijk MDes, 2022

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



Warren Maxwell
Image courtesy of Jason O'Hara



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

Postgraduate Diploma in Fine Arts PGDipFA

Duration 1 year full time.
Available part time.

Starts February

Location Wellington

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

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

Master of Fine Arts MFA

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

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

Location Wellington

Starts February

Location Wellington

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

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

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

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

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

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

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

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

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



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

Postgraduate Diploma in Screen Arts

PGDipScreenArts

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

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

PhD

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

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

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

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

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

Judith Beyer, PhD 2020

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



Shannon Te Rangihaeata Clamp
Photo: Andrew Gordon

Graduate Diploma of Learning and Teaching GradDipLnTchg

Duration	1 year full time – 3 semesters or 2 years part time
Starts	February
Location	Manawatū, and by distance within New Zealand

Massey's Graduate Diploma of Learning and Teaching is an initial teacher education pathway you can apply to enrol in after completing any 3-year bachelor offering from across the College of Creative Arts.

There are specific entry criteria including police vetting and an interview for this programme, as well as two professional learning practicums in schools with a total of 80 days of in-school professional experience.

Advanced planning, enrolling in a relevant major and making the most of electives and minors

during your degree will help to enable you to teach a range of subjects at a secondary level.

A list of recommended electives for your undergraduate study is available in the course planning guide. Talk with us to make a plan that enables you to be the teacher you want to be.

There are a wide range of scholarship opportunities to support your journey to become a secondary school kaiako.

Please note, some travel may be required for practicum experiences, and all students are required to be based in New Zealand and need to attend a one week block course on the Manawatū campus.

Secondary school subjects you could go on to teach include:

- Visual Arts: including Toi Māori, Painting, Design, Printmaking, Sculpture, and Photography
- Technology: including Design and Visual Communication, Fashion, Hard Materials Technologies and Digital Technologies
- Art History
- Music
- Media Studies
- English
- Te Reo Māori

Shannon Te Rangihaeata Clamp,
Ngāti Toa Rangatira, Ngāti Koata,
MMVA, 2023

Kaiako Toi Māori–Visual Arts
Wellington High School

Te Kura Tuarua o Taraika ki Pukeahu

My works are inspired by customary carvings traditionally found in wharehenui and painted panels of carved figures from the 1900s century. My mahi recalls narratives of kaitiaki and tūpuna from Ngāti Koata and Ngāti Toa Rangatira. I use mātauranga-a-iwi and mātauranga-a-hapū to enhance the deeper meanings of our narratives, whākapapa and our connection with our tūpuna. I hope to engage our people with a visual conceptualization of te ao Māori and reflect on the importance of localised narratives and the mana of our pūrākau, whenua, moana, awa, iwi, hapū and tūpuna.

I am also a Toi Māori and Toi kaiako at Wellington High School where I have created a senior program where ākonga are able to thrive and learn in a kaupapa Māori environment. This program centres students and whānau mātauranga and allows for them to deepen their knowledge and understanding of mātauranga-a-iwi and mātauranga-a-hapū. Toi Māori allows students to create mahi that is a unique reflection of their whākapapa, iwi and hapū pūrākau but also enables them to reflect on their history to guide their futures.



Admission and enrolment

Domestic students

Enrolling is a two-step process

APPLY TO STUDY

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

2 ENROL IN YOUR COURSES

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

Alongside applying and enrolling for Design, Fines Arts and Screen Arts, we encourage you to book a Creative Review to ensure you are on the right track. For Commercial Music, you will be invited to either a consultation or audition.

Read more about Creative Reviews, Auditions and Consultations on pages 62 and 63.

FLEXIBLE START DATES

Qualification	Years to complete	Sem 1 Feb start	Sem 2* July start
Bachelor of Design	3	✓	✓
Bachelor of Design with Honours	4	✓	✓
Bachelor of Fine Arts	3	✓	✓
Bachelor of Fine Arts with Honours	4	✓	✓
Bachelor of Screen Arts	3	✓	✓
Bachelor of Screen Arts with Honours	4	✓	✓
Bachelor of Commercial Music	3	✓	
Bachelor of Māori Visual Arts	4	✓	

* Joining us in semester 2? Make sure to sign up for summer school courses to finish your qualification on time.

OPEN ENTRY

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

SELECTED ENTRY

Bachelor of Māori Visual Arts

For selected entry there are some extra requirements you must meet. To enter the Bachelor of Māori Visual Arts you will need to:

- provide a portfolio of your work, in the form of slides, photos or actual artworks
- provide a statement (of around 100 words) of why you want to join the BMVA
- take part in an interview.



Admission and enrolment International students

Applying to study all qualifications is the same as for domestic students

ENGLISH ENTRY REQUIREMENTS

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

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

1 STUDYING NCEA IN NEW ZEALAND

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

If you do not meet automatic entry criteria you will need to book a consultation with us.

2 STUDYING FOUNDATION STUDIES AT TAYLORS COLLEGE (AFY)

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

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

3 FOUNDATION STUDIES OR PATHWAY QUALIFICATION

If you are planning to study Foundation Studies (FCS), Certificate of University Preparation (CUP), or a Pathway qualification before enrolling at Massey University in a College of Creative Arts qualification, you will need to book a creative review to discuss your options.

4 MINIMUM STUDY TIME REQUIRED FOR ENTRY TO NEW ZEALAND

If you are studying in your home country and have completed the minimum study time required for entry to New Zealand university, go to creative.massey.ac.nz/apply/creative-reviews and book a creative review with one of our staff.

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

ENROLMENT ENQUIRIES

📞 0800 MASSEY

📱 Text 5222

✉️ contact@massey.ac.nz

WE WOULD LOVE TO SEE YOUR CREATIVE WORK IN PERSON OR ONLINE TO HELP YOU PLAN YOUR UNIQUE DEGREE AND LEARNING JOURNEY.

Talk with us about your creative ambitions and interest, and we can help you select papers, explore suitable majors, minors and more.

DESIGN, SCREEN ARTS, FINE ARTS

Apply online at massey.ac.nz/apply

You will receive an email to confirm that Massey has received your application. You can then go to creative.massey.ac.nz/apply/creative-reviews and book a creative review with one of our staff.

Examples of what you can show us in your creative review

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

BOOK A CREATIVE REVIEW

Make an appointment to show us your work:

creative.massey.ac.nz/apply/creative-reviews

Creative review



WHEN YOU APPLY TO STUDY FOR A BACHELOR OF COMMERCIAL MUSIC, YOU'LL BE INVITED TO ATTEND EITHER AN AUDITION OR A CONSULTATION, DEPENDING ON WHAT MAJOR YOU CHOOSE.

All sessions are conducted in a 30-minute video call. We'll send you information about your session before your scheduled appointment.

COMMERCIAL MUSIC

Apply online at: massey.ac.nz/apply

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

Technology and Industry majors

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

Practice major

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

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

ENROLMENT ENQUIRIES

☎ 0800 MASSEY

📱 Text 5222

✉ contact@massey.ac.nz

APPLY ONLINE

massey.ac.nz/apply

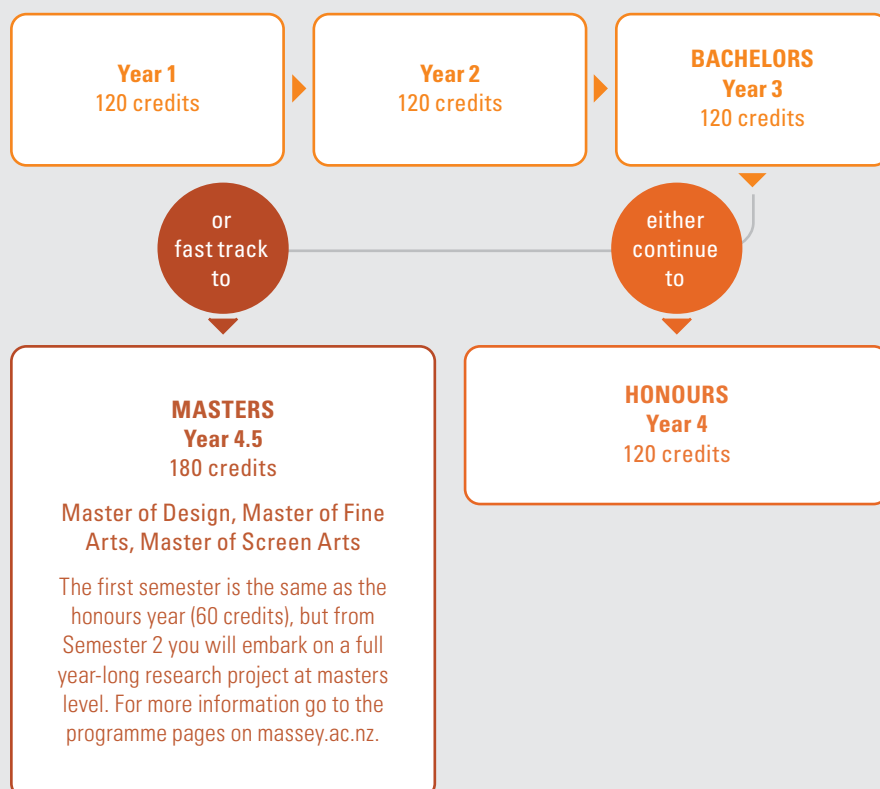
Auditions and consultations





How your degree works

DESIGN, FINE ARTS, SCREEN ARTS



HOURS REQUIRED

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

60 credits
per semester, full-time:
40 hrs per week

15 credit
standard course:
10 hrs per week
for one semester

15 credit
six week block course:
20 hrs per week
for six weeks

15 credit
double semester course:
5 hrs per week
for two semesters



CONTACT US

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

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

Email contact@massey.ac.nz

STUDENT ADVISERS

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

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

EVENTS

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

INTERNATIONAL STUDENTS

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

Phone +64 6 350 5701

Email international@massey.ac.nz

Web massey.ac.nz/international

SOCIAL MEDIA

 MasseyUniversity

 MasseyUni

 MasseyUniversity

 MasseyUniversity

 新西兰梅西大学