



TE KUNENGA
KI PŪREHUROA
MASSEY
UNIVERSITY
UNIVERSITY OF NEW ZEALAND

**TOI
RAUWHĀRANGI**
COLLEGE OF
CREATIVE ARTS

EXPLORE YOUR CREATIVE

PATHWAYS

2026

TOI RAUWHĀRANGI COURSE GUIDE



**EVERYTHING YOU NEED TO
PLAN YOUR STUDY AND
CHOOSE THE ESSENTIAL
AND EXPLORATION
COURSES FOR YOUR
PROGRAMME.**

**CREATE YOUR FUTURE AT
TOI RAUWHĀRANGI
COLLEGE OF
CREATIVE ARTS .**

creative.massey.ac.nz

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

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

Diploma in Creative Arts

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

Honours

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

Masters

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

Diploma
1 Year

Bachelor
3 Years

Honours
1 Year

Masters
1.5 Years

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

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

1

GROUND YOUR CREATIVE DISCIPLINE

Through a learning experience that weaves together people, purpose, knowledge, tikanga and skills.

2

CONNECT IN A MĀORI ENVIRONMENT

Develop life-long relationships with artists and ākonga from all creative disciplines.

3

WĀNANGA AND CREATE TOGETHER

On projects and initiatives across the landscape of toi Māori.

4

THE HOME OF MĀTAURANGA TOI MĀORI IS TE RAU KARAMU MARAE

Designed and created especially for the purpose of wānanga in the heart of the Pukeahu campus.

Pukeahu Wellington campus



Mātauranga Toi Māori

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

Respected Māori artists, researchers and academics

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



MAJOR IN MĀTAURANGA TOI MĀORI

To see how your programme will look with a major or double major in Mātauranga Toi Māori, see:

Design: page 06

Fine Arts: page 08

Screen Arts: page 10

Music: page 12

Year 1

Mātauranga Toi Māori 1

298.160 Māori Practices as A Māori Practitioner

In this course you will be introduced to the creative expression of mātauranga Māori within Te Rau Karamu marae.

Through wānanga with Māori artists from across creative disciplines, and weekly akoranga you will gain insight to Te Rau Karamu Marae and its home on Pukeahu. You will be introduced to waiata, karakia and tikanga relevant to the marae and the cultural landscape of Te Whanganui-a-Tara. You will develop a connection to the marae and ground your whole self within the context of mātauranga toi Māori.

Wānanga are co-delivered with Mātauranga Toi Māori 2

Year 2

Mātauranga Toi Māori 2

298.260 Māori Practices and Cultural Continuity

In this course you will be empowered to deepen your understanding of Te Rau Karamu marae, mātauranga toi Māori and tikanga informed Māori creative practices.

Through wānanga with Māori artists from across creative disciplines, and weekly akoranga, you will expand your understanding of mātauranga Māori within and around Te Rau Karamu marae. You will develop an understanding and awareness of tikanga informed Māori arts practices to consider how tikanga might inform your own creative practice as a toi Māori artist, designer, musician and so on.

Wānanga are co-delivered with Mātauranga Toi Māori 1

Year 3

Mātauranga Toi Māori 3

298.360 Creative Innovation and Community Leadership

In this course you will be empowered to broaden and refine your understanding of mātauranga toi Māori and tikanga informed creative practices within various professional contexts in order to locate yourself as a tikanga-led indigenous artist, designer, musician and so on.

Through wānanga and weekly akoranga, you will be exposed to a diverse range of Māori creative practitioners and discover ways in which they navigate experiences and challenges as artists. You will refine your understanding of the complex relationships between tikanga, creativity, yourself and your community.

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

First year

Whakapapa

Semester 1

Weeks 1–12

298.160

Mātauranga Toi Māori 1

15 credits

SELECT YOUR MAJOR

Concept

Fashion

Industrial

Photography

Spatial

Textiles

VCD

296.157

212.157

198.157

221.157

224.157

223.157

222.158

15 credits

SELECT YOUR EXPLORATION

Creative Coding

Digital Asset Creation

Drawing

Image & Meaning

Materials & Making

Te Aho Pūoro Māori

Toi Auaha

197.191

198.124

213.155

293.126

197.124

293.129

293.128

15 credits

SELECT YOUR ELECTIVE

100 Level

15 credits

Semester 2

Weeks 1–12

150.106

Ngā Hanga Whakairo

15 credits

SELECT YOUR MAJOR

Concept

Fashion

Industrial

Photography

Spatial

Textiles

VCD

296.158

212.158

198.158

221.158

224.158

223.158

222.157

or 222.159

15 credits

SELECT YOUR EXPLORATION

Colour & Context

Modelling

Narrative

Pacific Positionalities

Visualisation

293.127

197.193

293.125

293.124

197.123

15 credits

298.157

Toi Ātea 1 Whakapapa

15 credits

Second year

Tiriti

Semester 1

Weeks 1–12

298.260

Mātauranga Toi Māori 2

15 credits

SELECT 2 FOR YOUR MAJOR

Concept

Fashion

Industrial

Integrated Photography

Spatial

Textiles

VCD

296.263

296.264

212.265

212.266

198.263

198.264

293.263

221.263

221.264

224.263

224.264

223.263

223.264

222.263

222.264

222.265

15 credits each

SELECT YOUR ELECTIVE

100 or 200 Level

15 credits

Semester 2

Weeks 1–12

150.206

Ngā Momo Whakairo

15 credits

SELECT 2 FOR YOUR MAJOR

Concept

Fashion

Industrial

Photography

Spatial

Textiles

VCD

296.265

296.266

212.263

212.264

198.265

198.266

221.265

221.266

224.265

224.266

223.265

223.266

222.266

222.267

222.268

15 credits each

298.263

Toi Ātea 2 Mana Motuhake

15 credits

Third year

Taiao

Semester 1 Weeks 1–12

298.330

**Cosmological
Narratives within
Māori Creative
Expression**

15 credits

Semester 2 Weeks 1–12

298.360

**Mātauranga Toi
Māori 3**

15 credits

SELECT 2 FOR YOUR MAJOR

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

15 credits each

SELECT YOUR MAJOR

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

15 credits each

298.358

Toi Ātea 3.2 Te Taiao
Double-Semester

30 credits

Honours year

He Toi Whakairo,
He Mana Tangata

Semester 1 Weeks 1–12

298.730

**Māori Research
Methodologies for
Creative Practice**

15 credits

Semester 2 Weeks 1–12

197.830

**Design Research
Project: Honours**

197.753

**Design Research
Development**

30 credits

298.753

**Toi Ātea 4: Mana
Whakaaturanga**

15 credits

60 credits

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

See page 54 for Courses Available Online

First year

Whakapapa

Semester 1

Weeks 1–12

298.160

Mātauranga Toi Māori 1

15 credits

213.157

Fine Arts Studio 1.1: Art Lab

15 credits

SELECT YOUR EXPLORATION

Creative Coding197.191

Digital Asset Creation198.124

Drawing213.155

Image & Meaning293.126

Materials & Making197.124

Te Aho Pūoro Māori293.129

Toi Auaha293.128

15 credits

SELECT YOUR ELECTIVE

100 Level

15 credits

Semester 2

Weeks 1–12

150.106

Ngā Hanga Whakairo

15 credits

298.157

Toi Ātea 1 Whakapapa

15 credits

SELECT YOUR EXPLORATION

Colour & Context293.127

Modelling197.193

Narrative293.125

Pacific Positionalities293.124

Visualisation197.123

15 credits

213.158

Fine Arts Studio 1.2: Media and Processes

OR ELECTIVE

100 Level

15 credits

Second year

Tiriti

Semester 1

Weeks 1–12

298.260

Mātauranga Toi Māori 2

15 credits

213.243

Fine Arts Studio 2.1: Project

15 credits

213.241

Fine Arts studio 2.3: Practice

Double-Semester

30 credits

SELECT YOUR ELECTIVE

100 or 200 Level

15 credits

Semester 2

Weeks 1–12

150.206

Ngā Momo Whakairo

15 credits

298.263

Toi Ātea 2 Mana Motuhake

15 credits

213.244

Fine Arts Studio 2.2: Exhibition

OR ELECTIVE

100 or 200 Level

15 credits

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

Third year

Taiao

Semester 1 Weeks 1–12

298.330

**Cosmological
Narratives within
Māori Creative
Expression**

15 credits

Semester 2 Weeks 1–12

298.360

**Mātauranga Toi
Māori 3**

15 credits

213.343

**Fine Arts studio 3.1:
Project**

15 credits

213.344

**Fine Arts studio 3.2:
Public Exhibition**

15 credits

213.341

Fine Arts studio 3.3: Practice

Double-Semester

30 credits

298.358

Toi Ātea 3.2 Te Taiao

Double-Semester

30 credits

Honours year

He Toi Whakairo,

He Mana Tangata

Semester 1 Weeks 1–12

298.730

**Māori Research
Methodologies for
Creative Practice**

15 credits

213.729

**Fine Arts Research
and Development**

30 credits

298.753

**Toi Ātea 4: Mana
Whakaaturanga**

15 credits

Semester 2 Weeks 1–12

213.830

**Fine Arts Research
Project: Honours**

60 credits

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

 See page 54 for Courses Available Online

First year

Whakapapa

Semester 1

Weeks 1–12

298.160
Mātauranga Toi Māori 1

15 credits

SELECT YOUR MAJOR OR STUDIO

Film	289.112
Game	289.106
Visual Effects	289.104

15 credits

SELECT YOUR EXPLORATION

Creative Coding	197.191
Digital Asset Creation	198.124
Drawing	213.155
Image & Meaning	293.126
Materials & Making	197.124
Te Aho Pūoro Māori	293.129
Toi Auaha	293.128

15 credits

SELECT YOUR ELECTIVE 100 Level

15 credits

Semester 2

Weeks 1–12

150.106
Ngā Hanga Whakairo

15 credits

SELECT YOUR MAJOR OR STUDIO

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

15 credits

SELECT YOUR EXPLORATION

Colour & Context	293.127
Modelling	197.193
Narrative	293.125
Pacific Positionalities	293.124
Visualisation	197.123

15 credits

298.157
Toi Ātea 1 Whakapapa

15 credits

Second year

Tiriti

Semester 1

Weeks 1–12

298.260
Mātauranga Toi Māori 2

15 credits

SELECT YOUR MAJOR

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

15 credits

YOUR CHOICE OF

3D Digital Arts	289.231
Audio Production	289.240

15 credits

SELECT YOUR ELECTIVE 100 or 200 Level

15 credits

Semester 2

Weeks 1–12

150.206
Ngā Momo Whakairo

15 credits

SELECT YOUR MAJOR

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

15 credits

289.220
Narrative for Screen

15 credits

298.263
Toi Ātea 2 Mana Motuhake

15 credits

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

Third year

Taiao

Honours year

He Toi Whakairo,
He Mana Tangata

Semester 1 Weeks 1–12

298.330

**Cosmological
Narratives within
Māori Creative
Expression**

15 credits

Semester 2 Weeks 1–12

298.360

**Mātauranga Toi
Māori 3**

15 credits

Semester 1 Weeks 1–12

298.730

**Māori Research
Methodologies for
Creative Practice**

15 credits

Semester 2 Weeks 1–12

289.803

Advanced Production

289.303

**Advanced Practice
Exploration**

15 credits

289.333

**Screen Arts
Major Project**

30 credits

289.701

**Production Planning
and Development**

30 credits

289.302

Development Lab

15 credits

298.367

**Toi Ātea 3
Te Taiao**

15 credits

289.323

**Major Project:
Production and
Practice**

15 credits

298.753

**Toi Ātea 4: Mana
Whakaaturanga**

15 credits

60 credits

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



See page 54 for Courses Available Online

Mātauranga Toi Māori Overview

Commercial Music

First year

Whakapapa

Semester 1

Weeks 1–12

298.160

Mātauranga Toi Māori 1

15 credits

Semester 2

Weeks 1–12

150.106

Ngā Hanga Whakairo

15 credits

SELECT YOUR MAJOR

Music Industry 133.167

Music Practice 133.175

Music Technology 133.185

15 credits

298.157

Toi Ātea 1 Whakapapa

15 credits

SELECT YOUR MAJOR

Music Industry 133.168

Music Practice 133.176

Music Technology 133.186

15 credits

133.153

Music Project 1

30 credits

SELECT YOUR ELECTIVE

100 Level

15 credits

Second year

Tiriti

Semester 1

Weeks 1–12

298.260

Mātauranga Toi Māori 2

15 credits

SELECT YOUR MAJOR

Music Industry 133.267

Music Practice 133.275

Music Technology 133.288

15 credits

SELECT YOUR MAJOR

Music Industry 133.260

Music Practice 133.276

Music Technology 133.281

15 credits

SELECT YOUR ELECTIVE

100 or 200 Level

15 credits

Semester 2

Weeks 1–12

150.206

Ngā Momo Whakairo

15 credits

298.263

Toi Ātea 2 Mana Motuhake

15 credits

133.253

Music Project 2

30 credits

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

Third year

Taiao

Honours year

He Toi Whakairo,
He Mana Tangata

Semester 1
Weeks 1–12

298.330

**Cosmological
Narratives within
Māori Creative
Expression**

15 credits

Semester 2
Weeks 1–12

298.360

**Mātauranga Toi
Māori 3**

15 credits

Semester 1
Weeks 1–12

298.730

**Māori Research
Methodologies for
Creative Practice**

15 credits

Semester 2
Weeks 1–12

133.803

**Advanced Music
Research Project**

SELECT YOUR MAJOR

Music Industry 133.360
Music Practice 133.375
Music Technology 133.381

15 credits

SELECT YOUR MAJOR Major Project Production

Music Industry 133.368
Music Practice 133.378
Music Technology 133.388

30 credits

SELECT YOUR MAJOR

Music Industry 133.365
Music Practice 133.376
Music Technology 133.389

15 credits

133.350

**Major Project
Pre-production**

15 credits

298.367

**Toi Ātea 3
Te Taiao**

15 credits

133.701

**Prototyping and
Development for
Advanced Music
Projects**

30 credits

298.753

**Toi Ātea 4
Mana Whakaaturanga**

15 credits

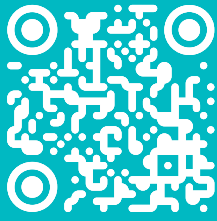
60 credits

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



See page 54 for Courses Available Online





Bachelor of Design

Te tohu paetahi mō te hoahoa

BDes
BDes(Hons)

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

PREPARE FOR INDUSTRY THROUGH ONE OF THE FOLLOWING MAJORS:

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

DOUBLE MAJOR IN MĀTAURANGA TOI MĀORI

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

For more details see page 03.

Pukeahu Wellington campus

First year

Introduction

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

Semester 1

Weeks 1–12

197.190

Professional Cultures in Design 1

15 credits

Semester 2

Weeks 1–12

197.139

Design, Purpose, People and Place

15 credits

SELECT YOUR MAJOR

Concept	296.157
Fashion	212.157
Industrial	198.157
Photography	221.157
Spatial	224.157
Textiles	223.157
VCD	222.158

15 credits

SELECT YOUR MAJOR

Concept	296.158
Fashion	212.158
Industrial	198.158
Photography	221.158
Spatial	224.158
Textiles	223.158
VCD	222.157 or 222.159

15 credits

SELECT YOUR EXPLORATION

Creative Coding	197.191
Digital Asset Creation	198.124
Drawing	213.155
Image & Meaning	293.126
Materials & Making	197.124
Te Aho Pūoro Māori	293.129
Toi Auaha	293.128

15 credits

SELECT YOUR EXPLORATION

Colour & Context	293.127
Modelling	197.193
Narrative	293.125
Pacific Positionalities	293.124
Visualisation	197.123

15 credits

SELECT YOUR ELECTIVE

100 Level

15 credits

SELECT YOUR ELECTIVE

100 Level

15 credits

Second year

Development

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

Semester 1

Weeks 1–12

197.290

Professional Cultures in Design 2

15 credits

Semester 2

Weeks 1–12

197.239

Design in the Pluriverse

15 credits

SELECT 2 FOR YOUR MAJOR

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

15 credits each

SELECT 2 FOR YOUR MAJOR

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

15 credits each

SELECT YOUR ELECTIVE

100 or 200 Level

15 credits

SELECT YOUR ELECTIVE

100 or 200 Level

15 credits

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

Third year

Expansion

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

Honours year

Innovation

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

Semester 1

Weeks 1–12

197.339

Transformation: Discourse in Design

15 credits

Semester 2

Weeks 1–12

197.390

Professional Cultures in Design 3

15 credits

Semester 1

Weeks 1–12

293.732

Creative Practice Research Methods

15 credits

Semester 2

Weeks 1–12

197.830

Design Research Project: Honours

SELECT 2 FOR YOUR MAJOR

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

15 credits each

SELECT YOUR MAJOR

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

30 credits

197.753

Design Research Development

30 credits

SELECT YOUR ELECTIVE 100, 200 or 300 Level

15 credits

SELECT YOUR ELECTIVE 100, 200 or 300 Level

15 credits

SELECT YOUR ELECTIVE 400 or 700 Level

15 credits

60 credits

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

See page 54 for Courses Available Online

DOUBLE MAJOR IN MĀTAURANGA TOI MĀORI

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

INTEGRATED DESIGN

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



Group project (third year students)
LUNE

Concept

First Year (at least one)

Imagine	296.157
Worldbuilding	296.158

Second Year (at least four)

Character and Environment	296.263
Prop and Creature	296.264
Visualisation	296.265
Design for Fabrication	296.266

Third Year (at least three)

Design for Film and Animation	296.367
Design for Game and Location-based Experience	296.368
Developing Imaginary Worlds (30 credits)	296.358

Fourth Year

Design Research Development	197.753
Design Research Project Honours	197.830

Fashion

First Year (at least one)

Fashioning the Body	212.157
Intro to Fashion Practice	212.158

Second Year (at least four)

Reimagined Fashion	212.265
Creative Contour and Drape	212.266
Inclusive Design	212.263
Digital Creation and Application in Fashion	212.264

Third Year (at least three)

Industry, Markets and Processes	212.367
Tailoring Methods	212.368
Advanced Fashion Practice (30 credit)	212.358

Fourth Year

Design Research Development	197.753
Design Research Project Honours	197.830

Industrial

First Year (at least one)

Materialising Form	198.157
Furniture Design	198.158

Second Year (at least four)

Experiential Design	198.263
Dynamic Workflows	198.264
Empathy, Impact and Consequence	198.265
Manufacturing Realities	198.266

Third Year (at least three)

Navigating Complexity	198.367
Future Industries	198.368
Cultivating practice (30 credit)	198.358

Fourth Year

Design Research Development	197.753
Design Research Project Honours	197.830

Photography

First Year (at least one)

What is Photography?	221.157
Intro to the Darkroom	221.158

Second Year (at least four)

Attributes of Light	221.263
Fact and Fantasy	221.264
The Living Archive	221.265
Photography, Representation and the Gaze	221.266

Third Year (at least three)

The Photobook and Narrative	221.367
Post Photography	221.368
Extended Photographic Practice (30 credit)	221.358

Fourth Year

Design Research Development	197.753
Design Research Project Honours	197.830



Felix Jackson
Jill' for Bizarre Bazaar



Zak Komene
Intuit



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

Spatial

First Year (at least one)

Intro to Spatial Design [224.157](#)

Immersive Experiences [224.158](#)

Second Year (at least four)

Place and Community [224.263](#)

Producing Atmospheres [224.264](#)

Adaptive Interiors [224.265](#)

Material Matters [224.266](#)

Third Year (at least three)

Regenerative Practices [224.367](#)

Spatial Agency [224.368](#)

Advanced Spatial Practices (30 credit) [224.358](#)

Fourth Year

Design Research Development [197.753](#)

Design Research Project Honours [197.830](#)

Textiles

First Year (at least one)

Interwoven Structures [223.157](#)

Intro to Surface Design, Colour and Screen Print [223.158](#)

Second Year (at least four)

Knitted Textiles [223.263](#)

Print Colouration and Pattern [223.264](#)

Woven Textiles [223.265](#)

Digital Textile Print and Application [223.266](#)

Third Year (at least three)

Advanced Textile Structures [223.367](#)

Advanced Textile Print and Visualisation [223.368](#)

Studio Collections (30 credit) [223.358](#)

Fourth Year

Design Research Development [197.753](#)

Design Research Project Honours [197.830](#)

Visual Communication

First Year (at least one)

Intro to Graphic Design [222.157](#)

Intro to Typography [222.158](#)

Intro to UX Design [222.159](#)

Second Year (at least four)

Visual Systems [222.263](#)

Visualising Information [222.264](#)

UX and Web Design [222.265](#)

Brand Communication [222.266](#)

Illustration Practice [222.267](#)

Transmedia and Motion Graphics [222.268](#)

Third Year (at least three)

Editorial Design [222.367](#)

Brand Strategies and Systems [222.368](#)

UX and Interaction Design [222.369](#)

Visual Narrative [222.372](#)

Design for Social Change (30 credit) [222.358](#)

Fourth Year

Design Research Dev [197.753](#)

Design Research Project Honours [197.830](#)

Integrated

First Year

Any two studios from the other majors listed here

Second Year

Integrated Design Practice [293.263](#)

AND

Any three studios from other majors listed here

Third Year

Integrated design studio (30 credit) [293.358](#)

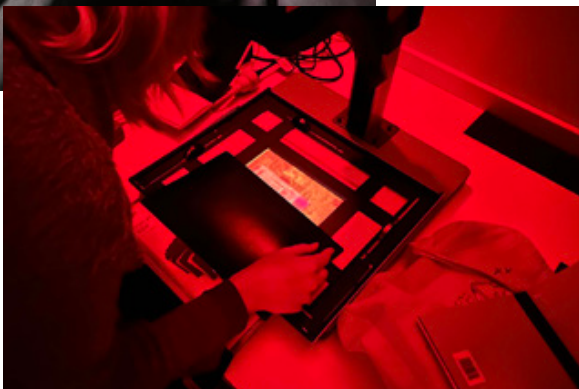
AND

Any two 15 credits studios from other majors listed here

Fourth Year

Design Research Development [197.753](#)

Design Research Project Honours [197.830](#)



Nau mai, haere mai ki te

Ngā Pae Māhutonga School of Design

Your first year of study has four components:

1

CRITICAL AND PROFESSIONAL COURSES

Focus on the creative arts within the world and your role as a maker

2

CORE SUBJECT STUDIOS

Develop more specialised knowledge and expertise

3

EXPLORATION COURSES

Foundational skills, practice and discovery

4

ELECTIVES

Try something new, further your interests or deepen your skillset



Professional Cultures in Design

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

Professional Cultures in Design 1

197.190

Professional Cultures in Design 2

197.290

Professional Cultures in Design 3

197.390

Critical Studies in Design

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

Design, Purpose, People and Place

197.139

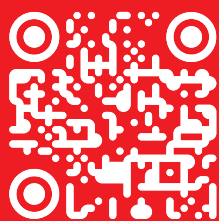
Design in the Pluriverse

197.239

Transformation: Discourse in Design

197.339





Bachelor of Fine Arts

Te tohu paetahi
mō te toi ataata

BFA

BFA (Hons)

Explore art-making in an interdisciplinary studio environment and develop your own unique practice. Work in any media, supported by technical workshops.

YOU CAN TAKE FINE ARTS AS A STAND-ALONE QUALIFICATION OR WITH A MAJOR IN MĀTAURANGA TOI MĀORI.

For more details see page 08.

Pukeahu Wellington campus

First year
Introduction

Explore. Find your Feet. Choose your path.

Second year
Development

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

Semester 1
Weeks 1–12

Semester 2
Weeks 1–12

Semester 1
Weeks 1–12

Semester 2
Weeks 1–12

213.170
Professional Cultures in Art 1

15 credits

237.131
Art, Culture and Contexts

15 credits

213.270
Professional Cultures in Art 2

15 credits

213.231
Critical Perspectives on Contemporary Art

15 credits

213.157
Fine Arts Studio 1.1: Art Lab

15 credits

213.158
Fine Arts Studio 1.2: Media and Processes

15 credits

213.243
Fine Arts Studio 2.1: Project

15 credits

213.244
Fine Arts Studio 2.2: Exhibition

15 credits

SELECT YOUR EXPLORATION

Creative Coding	197.191
Digital Asset Creation	198.124
Drawing	213.155
Image & Meaning	293.126
Materials & Making	197.124
Te Aho Pūoro Māori	293.129
Toi Auaha	293.128

15 credits

SELECT YOUR EXPLORATION

Colour & Context	293.127
Modelling	197.193
Narrative	293.125
Pacific Positionalities	293.124
Visualisation	197.123

15 credits

213.241
Fine Arts Studio 2.3: Practice
Double-Semester

30 credits

SELECT YOUR ELECTIVE 100 Level

15 credits

SELECT YOUR ELECTIVE 100 Level

15 credits

SELECT YOUR ELECTIVE 100 or 200 Level

15 credits

SELECT YOUR ELECTIVE 100 or 200 Level

15 credits

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

Third year

Expansion

You extend your art practice and hone your critical skills further.

Honours year

Innovation

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

Semester 1

Weeks 1–12

237.331
Critical Understandings of Contemporary Art

15 credits

Semester 2

Weeks 1–12

213.370
Professional Cultures in Art 3

15 credits

Semester 1

Weeks 1–12

293.732
Creative Practice Research Methods

15 credits

Semester 2

Weeks 1–12

213.830
Fine Arts Research Project: Honours

213.343
Fine Arts Studio 3.1: Project

15 credits

213.344
Fine Arts Studio 3.2: Public Exhibition

15 credits

213.729
Fine Arts Research and Development

30 credits

213.341
Fine Arts Studio 3.3: Practice
Double-Semester

30 credits

SELECT YOUR ELECTIVE
100, 200 or 300 Level

15 credits

SELECT YOUR ELECTIVE
100, 200 or 300 Level

15 credits

SELECT YOUR ELECTIVE
400 or 700 Level

15 credits

60 credits

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

 See page 54 for Courses Available Online



Nau mai, haere mai ki te

Whiti o Rehua School of Art

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

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



Your Journey

Year 1 – Explore & Create

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

Year 2 – Develop Your Identity

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

Year 3 – Hone Your Practice

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

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

Honours

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

Masters

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

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

Your first year of study has four components:

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



Vita McDouall
BFA Hons

Professional Cultures in Fine Arts

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

Professional Cultures in Art 1

213.170

Professional Cultures in Art 2

213.270

Professional Cultures in Art 2

213.370



MAJOR IN MĀTAURANGA TOI MĀORI

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

Critical Studies in Fine Arts

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

Art, Culture and Contexts

237.131

Critical Perspectives on Contemporary Art

237.231

Critical Understandings of Contemporary Art

237.331

Studio and Exhibition Courses

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

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

Electives

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

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

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





Bachelor of Screen Arts

BSA

BSA (Hons)

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

PREPARE FOR INDUSTRY THROUGH ONE OF THE FOLLOWING MAJORS:

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

DOUBLE MAJOR IN MĀTAURANGA TOI MĀORI

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

For more details see page 03.

Pukeahu Wellington campus

First year
Introduction

Explore. Find your Feet. Choose your path.

Second year
Development

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

Semester 1
Weeks 1–12

Semester 2
Weeks 1–12

Semester 1
Weeks 1–12

Semester 2
Weeks 1–12

289.150
Professional Cultures in Screen Arts 1
15 credits

289.100
Screen Arts, Creativity and Critical Thinking
15 credits

289.250
Professional Cultures in Screen Arts 2
15 credits

289.200
Screen Arts, Societies and Cultures
15 credits

SELECT YOUR MAJOR OR STUDIO
Film 289.112
Game 289.106
Visual Effects 289.104
15 credits

SELECT YOUR MAJOR OR STUDIO
Animation 289.103
Documentary and Factual 289.117
Film 289.112
Emerging Creative Technologies 289.116
15 credits

SELECT YOUR MAJOR
Animation 289.208
Documentary and Factual 289.217
Film 289.211
Emerging Creative Technologies 289.216
Game 289.210
Visual Effects 289.209
15 credits

SELECT YOUR MAJOR
Animation 289.218
Documentary and Factual 289.227
Film 289.222
Emerging Creative Technologies 289.226
Game 289.230
Visual Effects 289.219
15 credits

SELECT YOUR EXPLORATION
Creative Coding 197.191
Digital Asset Creation 198.124
Drawing 213.155
Image & Meaning 293.126
Materials & Making 197.124
Te Aho Pūoro Māori 293.129
Toi Auaha 293.128
15 credits

SELECT YOUR EXPLORATION
Colour and Context 293.127
Modelling 197.193
Narrative 293.125
Pacific Positionalities 293.124
Visualisation 197.123
15 credits

YOUR CHOICE OF
3D Digital Arts 289.231
Audio Production 289.240
15 credits

289.220
Narrative for Screen
15 credits

SELECT YOUR ELECTIVE 100 Level
15 credits

SELECT YOUR ELECTIVE 100 Level
15 credits

SELECT YOUR ELECTIVE 100 or 200 Level
15 credits

SELECT YOUR ELECTIVE 100 or 200 Level
15 credits

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

Third year

Expansion

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

Honours year

Innovation

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

Semester 1

Weeks 1–12

289.300

Locating a Critical Screen Practice

15 credits

Semester 2

Weeks 1–12

289.350

Professional Cultures in Screen Arts 3

15 credits

Semester 1

Weeks 1–12

293.732

Creative Practice Research Methods

15 credits

Semester 2

Weeks 1–12

289.803

Advanced Production

289.303

Advanced Practice Exploration

15 credits

289.333

Screen Arts Major Project

30 credits

289.302

Development Lab

15 credits

SELECT YOUR ELECTIVE 100, 200 or 300 Level

15 credits

289.323

Major Project: Production and Practice

15 credits

289.701

Production Planning and Development

30 credits

SELECT YOUR ELECTIVE 400 or 700 Level

15 credits

60 credits

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



See page 54 for Courses Available Online



Visual Effects

Animation

First Year	
Intro: Animation	289.103
Second Year	
Animation Production	289.208
Animation Project	289.218
Third Year	
Advanced Practice Exploration	289.303
And	
Screen Arts Major Project	289.333
Fourth Year	
Production Planning and Development	289.701
And	
Advanced Production	289.803

Documentary and Factual

First Year	
Intro: Factual Production	289.117
Second Year	
Documentary and Factual Production	289.217
Documentary and Factual Project	289.227
Third Year	
Advanced Practice Exploration	289.303
And	
Screen Arts Major Project	289.333
Fourth Year	
Production Planning and Development	289.701
And	
Advanced Production	289.803

Film Production

First Year	
Intro: Film Production	289.112
Second Year	
Film Foundations	289.211
Film Project	289.222
Third Year	
Advanced Practice Exploration	289.303
And	
Screen Arts Major Project	289.333
Fourth Year	
Production Planning and Development	289.701
And	
Advanced Production	289.803

Game Development

First Year	
Intro: Game Development	289.106
Second Year	
Game Production	289.210
Game Project	289.230
Third Year	
Advanced Practice Exploration	289.303
And	
Screen Arts Major Project	289.333
Fourth Year	
Production Planning and Development	289.701
And	
Advanced Production	289.803



Mara & Blu, Game Development



ICVFX



Immersive Media



Factual Production

Emerging Creative Technologies

First Year

Intro: Emerging Creative Technologies 289.116

Second Year

Emerging Creative Technologies Production 289.216

Virtual Volume Project 289.226

Third Year

Advanced Practice Exploration 289.303

And

Screen Arts Major Project 289.333

Fourth Year

Production Planning and Development 289.701

And

Advanced Production 289.803

Visual Effects

First Year

Intro: Visual Effects 289.104

Second Year

Visual Effects Production 289.209

Visual Effects Project 289.219

Third Year

Advanced Practice Exploration 289.303

And

Screen Arts Major Project 289.333

Fourth Year

Production Planning and Development 289.701

And

Advanced Production 289.803

DOUBLE MAJOR IN MĀTAURANGA TOI MĀORI

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



Nau mai, haere mai ki

Te Rewa o Puanga School of Music and Screen Arts

Your first year of study has four components:

1

CRITICAL AND PROFESSIONAL COURSES

Focus on the creative arts within the world and your role as a maker

2

CORE SUBJECT STUDIOS

Develop more specialised knowledge and expertise

3

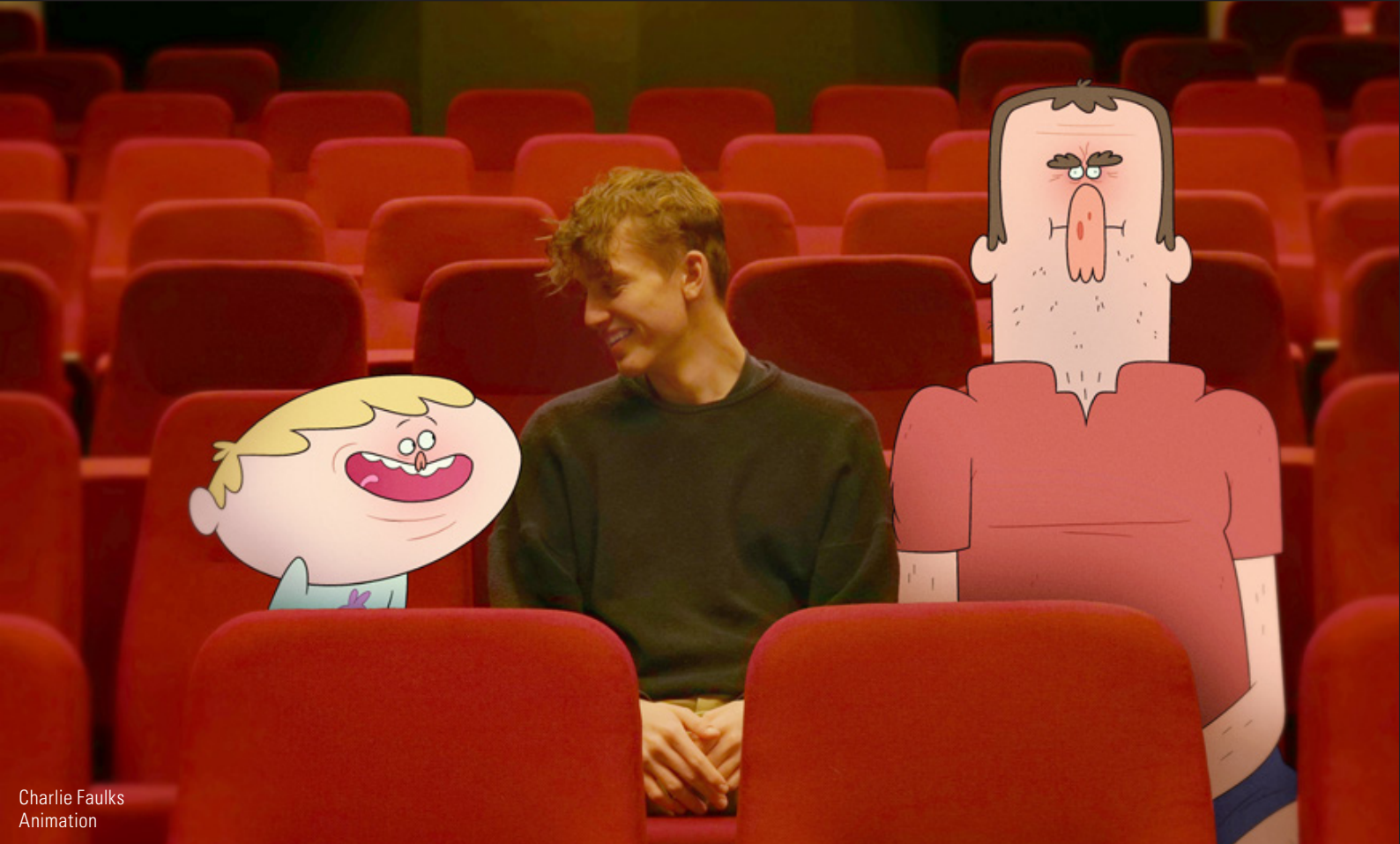
EXPLORATION COURSES

Foundational skills, practice and discovery

4

ELECTIVES

Try something new, further your interests or deepen your skillset



Charlie Faulks
Animation

Professional Cultures in Screen Arts

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

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

Professional Cultures in Screen Arts 1

289.150

Professional Cultures in Screen Arts 2

289.250

Professional Cultures in Screen Arts 3

289.350

Critical Studies in Screen Arts

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

Screen Arts, Creativity and Critical Thinking

289.100

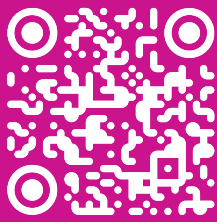
Screen Arts, Societies and Cultures

289.200

Locating a Critical Screen Practice

289.300





Bachelor of Commercial Music

Te tohu paetahi
mō te pūoro pakihi

BCommMus

BCommMus (Hons)

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

PREPARE FOR INDUSTRY THROUGH ONE OF THE FOLLOWING MAJORS:

- Music Industry
- Music Practice
- Music Technology

DOUBLE MAJOR IN MĀTAURANGA TOI MĀORI

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

For more details see page 03.

Pukeahu Wellington campus

First year
Introduction

Explore. Find your Feet. Choose your path.

Second year
Development

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

Semester 1
Weeks 1–12

Semester 2
Weeks 1–12

Semester 1
Weeks 1–12

Semester 2
Weeks 1–12

SELECT YOUR MAJOR

Music Industry 133.167
Music Practice 133.175
Music Technology 133.185

15 credits

133.154
Music, People, Places

15 credits

SELECT YOUR MAJOR

Music Industry 133.267
Music Practice 133.275
Music Technology 133.288

15 credits

133.257
Music and Ethics

15 credits

SELECT YOUR MAJOR

Music Industry 133.168
Music Practice 133.176
Music Technology 133.186

15 credits

133.180
Professional Cultures in Commercial Music 1

15 credits

SELECT YOUR MAJOR

Music Industry 133.260
Music Practice 133.276
Music Technology 133.281

15 credits

133.280
Professional Cultures in Commercial Music 2

15 credits

SELECT ANOTHER MUSIC COURSE
100 Level

15 credits

133.153
Music Project 1

30 credits

SELECT YOUR ELECTIVE
100 or 200 Level

15 credits

133.253
Music Project 2

30 credits

SELECT YOUR ELECTIVE
100 Level

15 credits

SELECT YOUR ELECTIVE
100 or 200 Level

15 credits

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

Third year

Expansion

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

Honours year

Innovation

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

Semester 1 Weeks 1–12

SELECT YOUR MAJOR

Music Industry 133.365
Music Practice 133.375
Music Technology 133.389

15 credits

Semester 2 Weeks 1–12

133.355
**Music, Politics,
Economies**

15 credits

Semester 1 Weeks 1–12

293.732
**Creative Practice
Research Methods**

15 credits

Semester 2 Weeks 1–12

133.803
**Advanced Music
Research Project**

SELECT YOUR MAJOR

Music Industry 133.360
Music Practice 133.376
Music Technology 133.381

15 credits

133.380
**Professional Cultures
in Commercial Music 3**

15 credits

133.701
**Prototyping and
Development for
Advanced Music
Projects**

133.350
**Major Project
Pre-production**

15 credits

SELECT YOUR MAJOR
**Major Project
Production**
Music Industry 133.368
Music Practice 133.378
Music Technology 133.388

30 credits

SELECT YOUR ELECTIVE
100, 200 or 300 Level

15 credits

SELECT YOUR ELECTIVE
400 or 700 Level

15 credits

60 credits

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

See page 54 for Courses Available Online



DOUBLE MAJOR IN MĀTAURANGA TOI MĀORI

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

Industry

First Year	
Music Entrepreneurship 1	133.167
Artistic Development	133.168
Music Project 1	133.153
Second Year	
Music Entrepreneurship 2	133.267
Audience Development	133.260
Music Project 2	133.253
Third Year	
Music Entrepreneurship 3	133.365
Music Business Development	133.360
Major Project Production: Industry	133.368

Practice

First Year	
Music Practice 1	133.175
Production and Composition 1	133.176
Music Project 1	133.153
Second Year	
Music Practice 2	133.275
Production and Composition 2	133.276
Music Project 2	133.253
Third Year	
Music Practice 3	133.375
Production and Composition 3	133.376
Major Project Production: Practice	133.378

Technology

First Year	
Music and Sound Engineering	133.185
Musical Interface and Interaction	133.186
Music Project 1	133.153
Second Year	
Music and Sound Engineering 2	133.288
Musical Interface and Interaction 2	133.281
Music Project 2	133.253
Third Year	
Advanced Sound and Music Technologies	133.389
Musical Interface and Interaction 3	133.381
Major Project Production: Technology	133.388





Nau mai, haere mai ki

Te Rewa o Puanga School of Music and Screen Arts

Your first year of study has four components:

1

CRITICAL AND PROFESSIONAL COURSES

Focus on the creative arts within the world and your role as a maker

2

CORE SUBJECT STUDIOS

Develop specialised knowledge and expertise

3

MUSIC PROJECT

A real-world, collaborative project that brings all components of the music industry together

4

ELECTIVES

Try something new, expand your creative practice, or begin a minor in one of the other music subjects



Professional Cultures in Music

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

Professional Cultures in Commercial Music 1

133.180

Professional Cultures in Commercial Music 2

133.280

Professional Cultures in Commercial Music 3

133.380

Critical Studies in Music

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

Music, People, Places

133.154

Music and Ethics

133.257

Music, Politics, Economies

133.355



Interdisciplinary Pathways

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

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

Courses from across Massey are recommended for each pathway, but other courses might also align with your learning goals. Talk to an academic advisor to discuss your options.

*We recommend the Integrated Design Studio so that you can shape your studio work to this pathway. Alternatively talk to an academic advisor to find studio courses across the college with projects that fit this pathway.

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

 Courses Available Online

Courses with a grey background are provided outside of Toi Rauwhāangi

Climate Change

Climate Science Consciousness 	246.100
Integrated Design Practice*	293.263
Transformative Creative Practice in Climate Action	293.302
Transformative Creative Practices	293.707

Material Innovation

Explorations in Materials & Making 	197.124
Integrated Design Practice*	293.263
Transformative Creative Practice in Material Innovation	293.304
Transformative Creative Practices	293.707



Samuel Dunstall, Spatial Design



Sue Prescott, Southerly Change

Health and Wellbeing

Introduction to Public Health	231.106
Health Communication	250.100
Integrated Design Practice*	293.263
Transformative Creative Practice in Health and Wellbeing	293.303
Systems Thinking and Design for Health	250.303
Transformative Creative Practices	293.707

Social Change

Tūrangawaewae: Identity & Belonging in Aotearoa NZ	230.110
Sociological Imagination	176.101
Integrated Design Practice*	293.263
Transformative Creative Practice in Social Change	293.301
Transformative Creative Practices	293.707
Spatial Design 2.2: Producing Atmospheres	224.264

Exhibition and Curation

Spatial Design 1.2: Immersive Experiences	224.158
Fine Arts Studio 2.2: Exhibition	213.244
Fine Arts studio 3.2: public exhibition	213.344
Exhibition and Curation	213.465

Printmaking

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



Branding, Miriam Kearney



Illustration Practice, Sophie Hooper



Typography, JJ du Plessis



Graphic design, Krista Barnaby and Thomas Cumming

Visual Communication Design Pathways

Visual Communication Design develops broad skills in human centred design to help guide, inform, persuade and solve complex design problems.

Pathways allow you to follow your interests and aspirations by developing a higher level of expertise in specific areas through a range of courses that fit together well and build on each other, sometimes in combination with electives from other disciplines. These pathways can give you specialised skills and in-depth knowledge if you have a particular creative direction or career in mind, and they can be tailored by interest so you can explore the breadth of communication design opportunities.

Graphic Design

First Year

Intro to Graphic Design [222.157](#)

Second Year

Graphic Design: Type and Image Systems [222.263](#)

Visualising Information [222.264](#)

Illustration Practice [222.267](#)

Third Year

Brand Communication Identity and Narrative [222.368](#)

Creating Visual Narrative Content [222.372](#)

Illustration Practice

First Year

Intro to Graphic Design [222.157](#)

Second Year

Illustration Practice [222.267](#)

Third Year

Creating Visual Narrative Content [222.372](#)

Typography

First Year

Intro to Typography [222.158](#)

Second Year

Visualising Information [222.264](#)

Third Year

Editorial Design [222.367](#)



Interaction Design, Brianna Cox



Moving Image, Skyla Stokes



Interaction Design, Kimiara Whaanga



Service and Experience, Samantha Davison and Nikita Dornan

Moving Image

First Year

Intro to Graphic Design [222.157](#)

Or

Intro to Film Production [289.112](#)

Second Year

Visualising Information [222.264](#)

Transmedia and Motion Graphics [222.268](#)

Third Year

Creating Visual Narrative Content [289.372](#)

Branding

First Year

Intro to Graphic Design [222.157](#)

Second Year

Brand Communication [222.266](#)

Third Year

Brand Communication Identity and Narrative [222.368](#)

Interaction Design

First Year

Intro to Graphic Design [222.157](#)

Intro to User Experience Design and Interactivity [222.159](#)

Second Year

User Experience Design In Web and Digital Media [222.265](#)

Third Year

User Experience Design: Service Experience and Interaction [222.369](#)

Information Design

First Year

Intro to Graphic Design [222.157](#)

Second Year

Visualising Information [222.264](#)

Third Year

Creating Visual Narrative Content [222.372](#)

Service and Experience

First Year

Intro to User Experience Design and Interactivity [222.159](#)

Second Year

UX Design In Web and Digital Media [222.265](#)

Brand Communication [222.266](#)

Third Year

UX Design: Service Experience and Interaction [222.369](#)



Photo: Capture Studios

FOR MORE INFORMATION ABOUT MINORS

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

Minors at the College of Creative Arts

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

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

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

Photography

Choose One

Photography Studio 1.1: What is Photography? 221.157

Photography Studio 1.2: Introduction to the Darkroom 221.158

Choose at Least One

Photography Studio 3.1: The Photobook and Narrative 221.367

Photography Studio 3.2: Post Photography 221.368

Choose Remaining Credits

Photography Studio 2.1: Attributes of Light 221.263

Photography Studio 2.2: Fact and Fantasy 221.264

Photography Studio 2.3: The Living Archive 221.265

Photography Studio 2.4: Photography, Representation and the Gaze 221.266

Textiles

Choose One

Textile Design 1.1: Interwoven Structures 223.157

Textile Design 1.2: Intro to Surface Design, Colour and Screen Print 223.158

Choose at Least One

Textile Design 3.1: Advanced Textile Structures 223.367

Textile Design 3.2: Advanced Textile Print and Visualisation 223.368

Choose Remaining Credits

Textile Design 2.1: Knitted Textiles 223.263

Textile Design 2.2: Print, Colouration and Pattern 223.264

Textile Design 2.3: Woven Textiles 223.265

Textile Design 2.4: Digital Textile Print and Application 223.266

Concept

Choose One

Concept Design 1.1: Imagine 296.157

Concept Design 1.2: Worldbuilding 296.158

Choose at Least One

Concept Design 3.1 Design for Film and Animation 296.367

Concept Design 3.2: Design for Game and Location-Based Experience 296.368

Choose Remaining Credits

Concept Design 2.1: Character and Environment 296.263

Concept Design 2.2: Prop and Creature 296.264

Concept Design 2.3: Visualisation 296.265

Concept Design 2.4: Design for Fabrication 296.266



Photo: Capture Studios

Games

All students take	
Introduction to Game Development	289.106
Game Production	289.210
Game Project	289.230
Screen Arts students take	
Creative Arts Special Topic 3C	289.390
Other students students take	
Advanced Practice Exploration	289.303

Animation

All students take	
Introduction to Animation	289.103
Animation Production	289.208
Animation Project	289.218
Screen Arts students take	
Creative Arts Special Topic 3C	289.390
Other students students take	
Advanced Practice Exploration	289.303

Visual Communication

Choose One		Choose Remaining Credits	
VCD 1.1: Introduction to Graphic Design	222.157	VCD 2.1: Visual Systems	221.263
VCD 1.2: Introduction to Typography	222.158	VCD 2.2: Visualising Information	221.264
VCD 1.3: Introduction to UX Design	222.159	VCD 2.3: UX and Web Design	221.265
Choose at Least One		VCD 2.4: Brand Communication	222.266
VCD 3.1: Editorial Design and Production	222.367	VCD 2.5: Illustration Practice	222.267
VCD 3.2: Brand Strategies and Systems	222.368	VCD 2.6: Transmedia and Motion Graphics	222.268
VCD 3.3: UX and Interaction Design	222.369		
VCD 3.4: Visual Narrative	222.372		

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



Music Minors

The music minors consist of 75 credits, with at least 15 credits at 300 level.

Please note you need to complete both first year papers to do both second year courses. When you enrol, select one as your minor, and use your first year 15 credit music course selection as the other.

Music Practice requires a successful audition.

Music Technology

First Year

Music and Sound Engineering 1 133.185

Musical Interface and Interaction 1 133.186

Second Year

Music and Sound Engineering 2 133.288

Musical Interface and Interaction 2 133.281

Third Year

Advanced Sound and Music Technologies 133.389

Or

Musical Interface and Interaction 3 133.381

Music Practice

First Year

Music Practice 1 133.175

Music Production and Composition 1 133.176

Second Year

Music Practice 2 133.275

Music Production and Composition 2 133.276

Third Year

Music Practice 3 133.375

Or

Music Production and Composition 3 133.376

Music Industry

First Year

Music Entrepreneurship 1 133.167

Music Artist Development 139.333

Second Year

Music Entrepreneurship 2 133.267

Music Audience Development 133.260

Third Year

Music Entrepreneurship 3 133.365

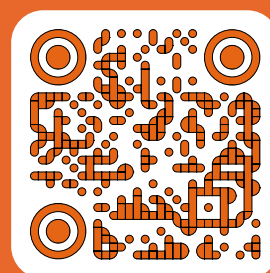
Or

Music Business Development 133.360



OTHER MINOR SUBJECTS

For other minors including Creative Writing, Marketing and Communication Management, scan the QR code or call student central for advice on how minors might work for your study journey.



Minors offered by Humanities and Social Sciences

Add a recognised area of specialisation to your degree

Media Studies

Semester 1

Advertising and Consumer Society	154.202
Digital Media Production I	154.204
Script Writing	299.323
Creativity in the Community	299.333

Prerequisite: Any one of 139.123, 139.104, 139.133, 154.204, or 139.223

Semester 2

Screen Media	154.208
Digital Media: Theory and Practice	154.250
Culture, Power and The Media	154.301
Digital Media Production II	154.304
Prerequisite: 154.204	
Social Media and Digital Cultures	154.311

Expressive Arts

Semester 1

Creative Writing II: Creative Nonfiction	299.280
Fiction Writing	299.285
Digital Media Production I	154.204
Script Writing	299.323
Creativity in the Community	299.333

Prerequisite: Any one of 139.123, 139.104, 139.133, 154.204, or 139.223

Semester 2

Creative Processes	299.223
The Publishing Project	299.340
Prerequisite: Any 200 level course with a 139 prefix or 219.202	
Creative Writing III: Starting Your Manuscript	299.380

Prerequisite: Any 200 level Creative Writing course

Digital Media Production II	154.304
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Prerequisite: 154.204

Composite Minor

A composite minor consists of 60 credits from Expressive Arts and Media Studies courses.

Expressive Arts 30 credits

Plus

Media Studies 30 credits

Including at least

One course at 300 level 15 credits



Online study @ CoCA

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

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

Online courses in 2026

Semester 1

Music Production and Composition 1	133.176
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Explorations in Image and Meaning	293.126
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Lens and Story (Creative Arts Special Topic 1B)	197.194
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Screen Arts, Creativity and Critical Thinking	289.100
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Semester 2

Explorations in Narrative	293.125
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Explorations in Materials and Making	197.124
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Intro to Emerging Creative Technologies	289.116
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Ngā Hanga Whakairo	150.106
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Summer School

Professional Cultures in Screen Arts (November-December)	289.150
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Diploma in Creative Arts

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

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

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

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

Certificate in Creative Arts

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

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

Honours

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

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

Honours study is available in:

- Design
- Fine Arts
- Screen Arts
- Commercial Music

Honours
(120 credits)

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

Semester 1
Weeks 1–12

293.732

Creative Practice
Research Methods

OR

298.730

Māori Creative
Practice Research
Methodologies

15 credits

DEVELOPMENT

Design

197.753

Fine Arts

213.729

Screen Arts

289.701

Music

133.701

30 credits

SELECT YOUR ELECTIVE
400 or 700 Level

15 credits

Semester 2
Weeks 1–12

HONOURS
RESEARCH PROJECT

Design

197.830

Fine Arts

213.830

Screen Arts

289.803

Music

133.803

60 credits

Research (120 Credit Thesis)

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

Research Masters

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

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

Masters available:

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

Semester 1 Weeks 1–12

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

15 credits

DEVELOPMENT

Design 197.753
Fine Arts 213.729
Screen Arts 289.701
Music 133.701

30 credits

SELECT YOUR ELECTIVE 400 or 700 Level

15 credits

Semester 2 Weeks 1–12

**MASTERS
RESEARCH PROJECT PART 1**
Design 197.802
Fine Arts 213.811
Screen Arts 289.811
Music 133.811

60 credits

Semester 3 Weeks 1–12

**MASTERS
RESEARCH PROJECT PART 2**
Design 197.803
Fine Arts 213.812
Screen Arts 289.812
Music 133.812

60 credits

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

(90 Credit Thesis)

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

Master of Design

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

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

Weeks 1–12

293.732

Creative Practice Research Methods

OR

298.730

Māori Creative Practice Research Methodologies

15 credits

DEVELOPMENT

Design

197.753

30 credits

SELECT YOUR ELECTIVE 400 or 700 Level

15 credits

Weeks 1–12

197.745

Advanced Studies in Design: Selected Topics 1

30 credits

**MASTERS
RESEARCH PROJECT PART I
Design** 197.824

197.824

30 credits

Weeks 1–12

**MASTERS
RESEARCH PROJECT PART 2
Design** 197.825

197.825

60 credits

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

Taught

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

Taught Master of Design

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

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

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

Semester 1 Weeks 1–12

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

15 credits

DEVELOPMENT
Design 197.744

30 credits

SELECT YOUR ELECTIVE
400 or 700 Level

15 credits

Semester 2 Weeks 1–12

197.745
**Advanced Studies
in Design:
Selected Topics 1**

30 credits

197.746
**Advanced Studies
in Design:
Selected Topics 2**
OR AN ELECTIVE
OF YOUR CHOICE

30 credits

Semester 3 Weeks 1–12

197.815
**Capstone Project:
Documentation and
Reflection**

30 credits

197.816
**Capstone Project:
Design Practice
Synthesis**

30 credits

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

Taught/Research
(90 Credit Thesis)

Refine your craft while exploring new directions
in screen practice.

Taught/Research
Master of
Screen
Arts

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

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

Semester 1
Weeks 1–12

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

DEVELOPMENT
Screen Arts 289.701
30 credits

SELECT YOUR ELECTIVE
400 or 700 Level
15 credits

Semester 2
Weeks 1–12

MASTERS
RESEARCH PROJECT PART I
Screen Arts 289.820
60 credits

Semester 3
Weeks 1–12

289.822
**Project Distribution
and Exhibition**
30 credits
MASTERS
RESEARCH PROJECT PART 2
Screens Arts 289.821
30 credits

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



atmate

that isn't useless

Electives and course descriptions

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

PREREQUISITE

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

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

Electives

Electives are open to all students who have the listed prerequisites.

Electives

Your opportunity to take subjects outside of your core studies

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

100 level, Semester 1

Music Entrepreneurship 1

133.167 Semester 1

You will be introduced to the various aspects of the music industry from a New Zealand perspective, and gain an understanding of how to develop and manage music industry projects in a range of settings.

Artist Development

133.168 Semester 1

How are artists and content discovered, aligned and managed in the music industry? Examine the notion of artist development in relation to digital music distribution. Consider issues of quality, the future of musical culture, product development practices and strategy in New Zealand and internationally.

Music Practice 1

133.175 Semester 1

Develop your musical performance skills by studying with working artists as tutors. Gain musicianship skills, creative, and technical abilities through ensemble projects and collaborative practice-based workshops. Learning will be appropriate to a wide range of instruments and technologies representing all contemporary genres.

Prerequisite: Audition required.

Production and Composition 1

133.176 Semester 1  available online or in-person

Learn computer-based music production and composition skills, and related structures and techniques. Explore a wide range of popular and experimental genres to learn essential Digital Audio Workstation (DAW) techniques to develop songwriting and arrangement skills. No audition required.

Music and Sound Engineering 1

133.185 Semester 1

Learn the key concepts, techniques, and principles of sound reinforcement, recording and mixing. We cover both live and studio techniques, signal processing, microphone workings and placement, monitoring, digital multi-track recording and editing, MIDI, dynamics, EQ and effects. We also cover basic PA installation and operation skills.

Note: This course is required for access to the recording studio space for students outside of the Music Technology major.

Musical Interface and Interaction 1

133.186 Semester 1

Design new musical instruments, controllers, web and mobile music interfaces and experiences. Study historical and contemporary musical interaction to understand how performers and consumers interact with contemporary music.

Lens & Story (Creative Arts Special Topic 1B)

197.194 Semester 1, Summer School  online only

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

Product and Industrial Design 1.1: Materialising Form

198.157 Semester 1

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

Fashion 1.1: Fashioning the Body

212.157 Semester 1

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

Fine Arts Studio 1.1: Art Lab

213.157 Semester 1, Summer School

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

Photography Studio 1.1: What is Photography?

221.157 Semester 1

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

Visual Communication Design 1.2: Intro to Typography

222.158 Semester 1

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

Textile Studio 1.1: Interwoven Structures

223.157 Semester 1

You will be introduced to a range of interlacing techniques to enable exploration of surface, structure and 3D forms. Working with a range of hard and soft materials, you will develop skills in 3-dimensional ideation, providing you with a solid grounding to explore the material intersections between spatial, fashion, industrial and textile design.

Spatial Design 1.1: An Introduction

224.157 Semester 1

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

Intro to Visual Effects

289.104 Semester 1

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

Intro to Game Development

289.106 Semester 1

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

Intro to Film Production

289.112 Semester 1

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

Concept Design 1.1: Imagine

296.157 Semester 1

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

100 level, Semester 2

Product and Industrial Design 1.2: Furniture Design

198.158 Semester 2

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

Fashion 1.2: Introduction to Fashion Practice

212.158 Semester 2

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

Fine Arts Studio 1.2: Media and Processes

213.158 Semester 2

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

Electives

All electives are open to any student, except where a prerequisite is listed

Photography Studio 1.2: Introduction to the Darkroom

221.158 Semester 2

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

Visual Communication Design 1.1: Intro to Graphic Design

222.157 Semester 2

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

Visual Communication Design 1.3: Intro to User Experience Design

222.159 Semester 2

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

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

223.158 Semester 2, Summer School

Learn within the textile workshop to acquire techniques, skills, and processes through the investigation of print practice: through mark-making, colour, composition and drawing for the design and making of textiles.

Spatial Design 1.2: Immersive Experiences

224.158 Semester 2

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

Intro to Animation

289.103 Semester 2

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

Intro to Film Production

289.112 Semester 2

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

Intro to Emerging Creative Technologies

289.116 Semester 2

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

Intro to Factual and Documentary

289.117 Semester 2

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

Concept Design 1.2: Worldbuilding

296.158 Semester 2

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

Toi Ātea 1: Mana Whakapapa

298.157 Semester 2

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

200 level, Semester 1

Audience Development

133.260 Semester 1

In this course you will be introduced to the concept of audience development from the perspective of promotion companies, record labels and music management.

Prerequisite: 133.168

Music Entrepreneurship 2

133.267 Semester 1

Explore how to commercialise products and services in the music industries, and be taken through the processes involved in bringing these products and services to market.

Prerequisite: 133.167

Music Practice 2

133.275 Semester 1

Gain a higher level of technical, artistic and analytical musical skills through collaborative practice-based learning. Continue the development of your instrument or technology-generated performance skills.

Prerequisite: 133.175 or Audition

Production and Composition 2

133.276 Semester 1

Develop advanced DAW-based production, as well as compositional techniques to gain a range of creative skills for composing, arranging and recording linear and non-linear music suitable for film, sound-installation and other commercial and experimental mediums.

Prerequisite: 133.176

Musical Interface and Interaction 2

133.281 Semester 1

Gain practical experience working with physical computing and Digital Signal Processing (DSP) to develop a range of new music technologies. You will combine software development with hardware and electronics and rapid prototyping tools.

Prerequisite: 133.186

Applied Lighting and Visuals for Music

133.287 Semester 1

Develop advanced skills in lighting and audio-visual technologies for a broad range of creative musical applications. You will be supported in the development of commercial and experimental audiovisual outcomes.

Music and Sound Engineering 2

133.288 Semester 1

Extend your understanding of the principles of sound and recording technologies and develop your practical knowledge of studio and live techniques. Develop audio skills in digital multi-track recording, complex microphone techniques, as well as skills in pre-production and post-production.

Prerequisite: 133.185

Composing for Screen Media (Creative Arts Special Topic 2A)

133.290 Semester 1

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

Appropriate prior study: 133.176 or appraisal required

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

133.291 Semester 1

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

Entry by permission of the course coordinator

Printed Matter (Creative Arts Special Topic 2C)

197.228 Semester 1

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

Limited space: Open to all creative students

Product and Industrial Design 2.1: Experiential Design

198.263 Semester 1

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

Electives

All electives are open to any student, except where a prerequisite is listed

Product and Industrial Design 2.2: Dynamic Workflows

198.264 Semester 1

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

Prerequisite: 198.157 or 198.158

Fashion 2.1: Reimagined Fashion

212.265 Semester 1

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

Prerequisite: 212.157 or 212.158

Fashion 2.2: Creative Contour and Drape

212.266 Semester 1

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

Prerequisite: 212.157 or 212.158

Fine Arts Studio 2.1: Project

213.243 Semester 1

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

A 1st year course in fine arts is recommended

Drawing & Painting (Creative Arts Project 2C)

213.258 Semester 1

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

Photography Studio 2.1: Attributes of Light

221.263 Semester 1

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

Prerequisite: 221.157 or 221.158 or by special permission

Photography Studio 2.2: Fact and Fantasy

221.264 Semester 1

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

Prerequisite: 221.157

Visual Communication Design 2.1: Visual Systems

222.263 Semester 1

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

Prerequisite: One of 222.157, 222.158, 222.159 or special permission

Visual Communication Design 2.2: Visualising Information

222.264 Semester 1

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

Prerequisite: One of 222.157, 222.158, 222.159 or by special permission

Visual Communication Design 2.3: User Experience and Web Design

222.265 Semester 1

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

Prerequisite: 222.159 or special permission

Textile Studio 2.1: Knitted Textiles

223.263 Semester 1, Winter School (June - July)

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

Textile Studio 2.2: Print Colouration and Pattern

223.264 Semester 1

An introduction to Textile surface pattern design and sustainable and commercial screen print processes. Students will find that this course helps them develop and translate ideas by exploring various colouration processes and textile repeat structures.

Spatial Design 2.1: Place and Community

224.263 Semester 1

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

Prerequisite: 224.157 or 224.158

Spatial Design 2.2: Producing Atmospheres

224.264 Semester 1

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

Prerequisite: 224.157 or 224.158

Animation Production

289.208 Semester 1

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

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

Visual Effects Production

289.209 Semester 1

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

Prerequisite: 289104, 289106, 198124, 224158, 296158 or 222159

Game Production

289.210 Semester 1

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

Film Foundations

289.211 Semester 1

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

Prerequisite: 289112, 289117 or by permission of the Course Coordinator

Emerging Creative Technology Production

289.216 Semester 1

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

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

Electives

All electives are open to any student, except where a prerequisite is listed

Documentary and Factual Production

289.217 Semester 1

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

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

3D Digital Arts

289.231 Semester 1

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

Prerequisite: 1 of 198124, 1971932, 289104, 289106, 289103, 224157, 296157, 296158, 289116, 293157 or special permission

Audio Production

289.240 Semester 1

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

TV Live Production (Creative Arts Special Topic 2E)

289.291 Semester 1

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

Limited spaces available: no experience is necessary but overall space is limited due to the studio size.

Integrated Design Practice

293.263 Semester 1

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

Concept Design 2.1: Character and Environment

296.263 Semester 1

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

Prerequisite: One of 296.157, 296.158 or 289.103

Concept Design 2.2: Prop and Creature

296.264 Semester 1

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

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

200 level, Semester 2

Product and Industrial Design 2.3: Empathy, Impact and Consequence

198.265 Semester 2

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

Product and Industrial Design 2.4: Manufacturing Realities

198.266 Semester 2

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

Prerequisite: 198.157 or 198.158 or special permission

Fashion Design 2.3: Inclusive Fashion

212.263 Semester 2

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

Prerequisite: 212.157 or 212.158

Fashion 2.4: Digital Creation and Application in Fashion

212.264 Semester 2

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

Prerequisite: 212.157 or 212.158

Fine Arts Studio 2.2: Exhibition

213.244 Semester 2

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

A 1st year course in fine arts is recommended

Sculpture & Ceramics (Creative Arts Project 2D)

213.262 Semester 2

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

Photography Studio 2.3: The Living Archive

221.265 Semester 2

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

Photography Studio 2.4: Photography, Representation and the Gaze

221.266 Semester 2

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

Visual Communication Design 2.4: Brand Communication

222.266 Semester 2

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

Visual Communication Design 2.5: Illustration Practice

222.267 Semester 2

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

Prerequisite: One of 222.157, 222.158, 222.159 or by special permission

Electives

All electives are open to any student, except where a prerequisite is listed

Visual Communication Design 2.6: Transmedia and Motion Graphics

222.268 Semester 2

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

Prerequisite: One of 222.157, 222.158, 222.159 or by special permission

Textile Studio 2.3: Woven Textiles

223.265 Semester 2

You will gain knowledge of fibre and yarn properties and create a range of woven and hand embroidered textiles. If you are interested in communicating through cloth you will find that the course helps you to translate intangible resonances into textile designs.

Textile studio 2.4: Digital Textile Print and Application

223.266 Semester 2

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

223.264 is recommended but not a prerequisite.

Spatial Design 2.3: Adaptive Interiors

224.265 Semester 2

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

Prerequisite: 224.157 or 224.158

Spatial Design 2.4: Material Matters

224.266 Semester 2

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

Prerequisite: 224.157 or 224.158

Animation Project

289.218 Semester 2

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

Prerequisite: 289.208

Visual Effects Project

289.219 Semester 2

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

Prerequisite: 289.209

Narrative For Screen

289.220 Semester 2

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

Film Project

289.222 Semester 2

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

Prerequisite: 289.211

Virtual Volume Project

289.226 Semester 2

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

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

Documentary and Factual Project

289.227 Semester 2

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

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

Game Project

289.230 Semester 2

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

Prerequisite: 289.210

Concept Design 2.3: Visualisation

296.265 Semester 2

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

Prerequisite: 296.157 or 296.158

Concept Design 2.4: Design for Fabrication

296.266 Semester 2

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

Prerequisite: 296.157 or 296.158

Toi Ātea 2: Mana Motuhake

298.263 Semester 2

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

Prerequisite: 298.157 or special permission

300 level, Semester 1

Music Business Development

133.360 Semester 1

Explore key concepts and debates concerning music copyright, publishing, metadata, business structure, cashflow and finance.

Prerequisite: 133.267 or 133.260

Music Entrepreneurship 3

133.365 Semester 1

Engage with the music industries via supervised real-world projects.

Prerequisite: 133.267

Music Practice 3

133.375 Semester 1

Engage in advanced study of your instrument or technology-generated discipline. Through mixed ensemble and master classes, we support you to achieve a professional industry level of technical and artistic ability.

Prerequisite: 133.275

Production and Composition 3

133.376 Semester 1

Develop production and composition skills beyond conventional and popular music forms. Study advanced theoretical concepts and techniques through a diverse range of approaches including graphic and natural scores.

Prerequisite: 133.276

Musical Interaction and Interface 3

133.381 Semester 1

Extend theoretical and technical knowledge of working with electronics and software programming to develop advanced new music technologies.

Prerequisite: 133.281

Advanced Sound and Music Technologies

133.389 Semester 1

Develop skills that relate to both studio and live performance settings. Explore the creative potentials of advanced industry standard hardware and software by applying practical and theoretical skills. Both commercial and experimental applications are explored via inter-disciplinary group projects.

Prerequisite: 133.288

Electives

All electives are open to any student, except where a prerequisite is listed

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

133.390 Semester 1

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

Appraisal required.

Internship

197.383 Semester availability determined by project

Learn about professional creative practice in an internship, alongside a creative professional, researcher, in hapu/iwi or indigenous framework that you connect with. This course is open to all creative arts disciplines and can be taken as either a double semester course, or from July through to January, depending on what arrangements fit the collaborative relationship.

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

Product and Industrial Design 3.1: Navigating Complexity

198.367 Semester 1

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

Prerequisite: One of 198.263, 198.264, 198.265 or 198.266

Product and Industrial Design 3.2: Future Industries

198.368 Semester 1

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

Prerequisite: One of 198.263, 198.264, 198.265 or 198.266

Fashion 3.1: Industry, Markets and Processes

212.367 Semester 1

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

Prerequisite: 212.263

Fashion 3.2: Tailoring Methods

212.368 Semester 1

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

Prerequisite: 212.264

Fine Arts Studio 3.1: Project

213.343 Semester 1

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

Prerequisite: 213.241, 213.242 or 213.244

Photography Studio 3.1: The Photobook and Narrative

221.367 Semester 1

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

Prerequisite: 15 credits from Photography (221.XXX courses)

Photography Studio 3.2: Post Photography

221.368 Semester 1

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

Prerequisite: 221.157, 221.257, or 221.258

Sequential Art

222.326 Semester 1

Learn how to create pictorial stories in sequential form through an emphasis on storyboarding and the graphic novel. Production aspects include design techniques, art typography and narrative.

Prerequisite: 45 credits of 300 level courses from College of Creative Arts

Visual Communication Design 3.1: Editorial Design and Production

222.367 Semester 1

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

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

Visual Communication Design 3.2: Brand Strategies and Systems

222.368 Semester 1

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

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

Visual Communication Design 3.3: User Experience and Interaction Design

222.369 Semester 1

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

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

Visual Communication Design 3.4: Visual Narrative

222.372 Semester 1

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

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

Textile Studio 3.1: Advanced Textile Structures

223.367 Semester 1

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

Prerequisite: 223.263 or 223.265

Textile studio 3.2: Advanced Print and Visualisation

223.368 Semester 1

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

Prerequisite: 223.263, 223.264, 223.265 or 223.266

Spatial Design 3.1: Regenerative Practices

224.367 Semester 1

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

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

Spatial Design 3.2: Spatial Agency

224.368 Semester 1

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

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

Electives

All electives are open to any student, except where a prerequisite is listed

Transformative Creative Practice 1: Creative Practice and Social Change

293.301 Semester 1 and 2

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

Transformative Creative Practice 2: Creative Practice and Climate Change

293.302 Semester 1 and 2

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

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

293.303 Semester 1

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

Transformative Creative Practice 4: Creative Practices in Material Innovation

293.304 Semester 1

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

Concept Design 3.1: Design for Film and Animation

296.367 Semester 1

Develop a proof of concept design proposal for a given text through the comparative lens of Concept for Film and Animation. You will establish a critical position through individual and collaborative creative exploration and articulation to expand on concept design concepts, techniques, skills and processes in the production of your creative work.

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

Concept 3.2: Design for Game and Location-Based Experience

296.368 Semester 1

In this studio course, you will engage with Concept for Game and Location-Based Experience design. You will establish a critical position through individual and collaborative creative exploration and articulation to expand on concept design concepts, techniques, skills and processes in the production of your creative work.

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

Toi Ātea 3: Mana Whenua

298.367 Semester 1

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

Prerequisite: 298.263

300 level, Semester 2

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

213.356 Semester 2

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

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

Fine Arts Studio 3.2: Public Exhibition

213.344 Semester 2

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

Prerequisite: 213.241 or 213.242 or 213.244 or by special permission

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

197.331 Semester 2

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

Appraisal required.

Letterpress (Creative Arts Project 3a)

197.332 Semester 2

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

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

400 level, Semester 1

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

S1B1 Design Awards and Competitions: Play, illustration and typography

197.434 S1B1 Semester 1

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

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

Contact: Tanya Marriott

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

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

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

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

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

Electives

All electives are open to any student, except where a prerequisite is listed

S1B2 Design Awards and Competitions: Textiles and Wearable Arts focus

197.434 S1B2 Semester 1

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

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

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

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

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

Upskilling and Practice-based Knowledge

293.705 Semester 1, Semester 2

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

By special permission. Please contact the course coordinator with enquiries specific to your creative area.

Check out further course details on the massey website.

Creative Arts Internship

293.710 Semester 1

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

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

Exhibition and Curation

213.465 Semester 1

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

Entry into the course is by special permission

Commercial Viability

293.702 Semester 1

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

Transformative Creative Practice

298.707 Semester 1 and 2

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

Toi Ātea 4: Mana Whakaaturanga

298.753 Semester 1

"He toi whakairo, he mana tangata"

"Where there is creative excellence, there is human dignity"

Piri John Ngarangikaunuhia Sciascia ONZM

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

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

Other recommended electives from the College of Humanities and Social Sciences

100 Level

Creative Writing 1

139.123 Semester 1

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

Introduction to Media and Society

154.101 Semester 1

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

Creative Communication

139.133 Semester 2

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

200 Level

Creative Writing 2

139.280 Semester 1

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

Fiction Writing

139.285 Semester 1

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

Advertising and Consumer Society

154.202 Semester 1

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

Creative Processes

139.223 Semester 2

An investigation of human creativity that involves the study of creative practice and the making of original works of performance, film and writing.

300 Level

Script Writing

139.323 Semester 1

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

Creativity in the Community

139.333 Semester 1

Working collaboratively, you will apply skills in theatre, performance, film-making, creative writing, media practice or mixed media to develop a creative response to a social issue or community need.

Culture, Power and the Media

154.301 Semester 1

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

Creative Writing 3

139.380 Semester 2

An advanced study of the process of writing that consolidates knowledge of creative writing craft, expands understanding of genre, and analyses aesthetic and/or cultural aspects of published manuscripts across genres.

Social Media and Digital Cultures

154.311 Semester 2

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

Exploration courses

All explorations are open to any student

Exploration courses

Learn foundational skills, practice and discovery

100 level, Semester 1

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

293.129 Semester 1

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

Explorations in Materials and Making

197.124 Semester 1

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

Explorations in Creative Coding and Media

197.191 Semester 1

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

Explorations in Digital Asset Creation

198.124 Semester 1

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

Explorations in Drawing

213.155 Semester 1, Summer School

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

Explorations in Image and Meaning

293.126 Semester 1, Summer School

 available online or in-person

Explore how creative practitioners capture, construct and manipulate two-dimensional imagery. In this course, you will learn foundational skills and techniques to construct and analyse two dimensional images.

Explorations in Toi Auaha – Paint and Creative Expression

293.128 Semester 1

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

100 level, Semester 2

Explorations in Visualisation

197.123 Semester 2

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

Explorations in Materials and Making

197.124 Semester 2 online only

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

Explorations in Modelling

197.193 Semester 2

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

Explorations in Pacific Positionalities

293.124 Semester 2

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

Explorations in Narrative

293.125 Semester 2 available online or in-person

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

Explorations in Colour and Context

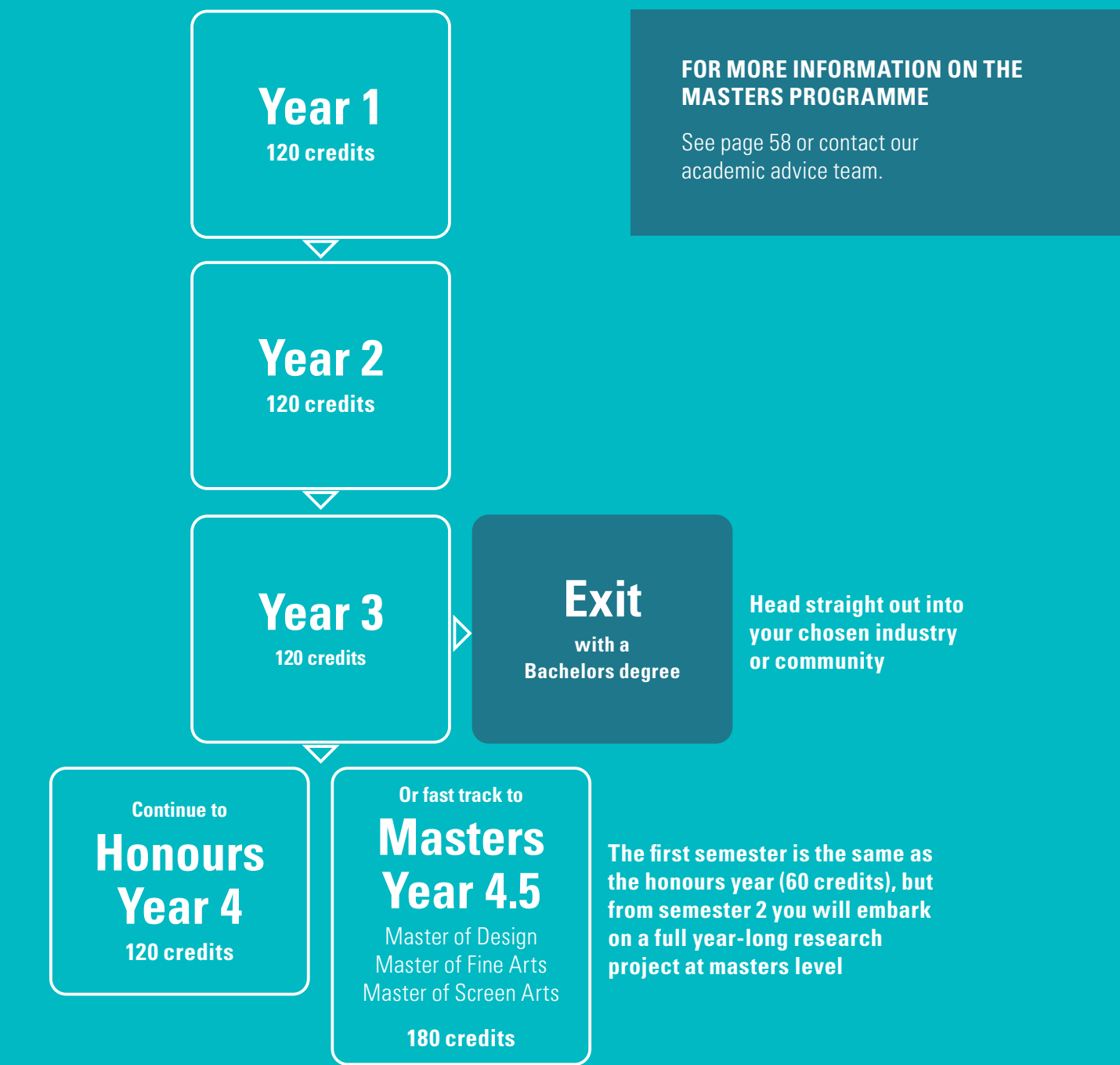
293.127 Semester 2

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





How your degree works



HOURS REQUIRED	60 credits	15 credit	15 credit	15 credit
	Per semester, full-time	Standard course	Six week block course	Double semester course
Approximate hours of work recommended per credits, including class time and independent work:	40 hrs Per week	10 hrs Per week for one semester	20 hrs Per week for six weeks	5 hrs Per week for two semesters



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

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



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