



**MASSEY  
UNIVERSITY**  
TE KUNENGA KI PŪREHUROA

UNIVERSITY OF NEW ZEALAND

**YOUR GUIDE TO  
CREATIVE ARTS  
2019**





# CONTENTS

## Creative Arts

- 04** ABOUT THE COLLEGE OF CREATIVE ARTS

---

- 05** WELCOME

---

- 06** WHY WELLINGTON?

---

- 08** IN THE STUDIO

---

- 10** GREAT OPPORTUNITIES

### DEGREES

- 13** BACHELOR OF DESIGN (WITH HONOURS)
  - > Fashion Design
  - > Industrial Design
  - > Photography
  - > Spatial Design
  - > Textile Design
  - > Visual Communication Design

---

- 21** BACHELOR OF FINE ARTS (WITH HONOURS)

---

- 23** BDES / BFA DEGREE STRUCTURE

---

- 25** BACHELOR OF MĀORI VISUAL ARTS

---

- 27** BMVA DEGREE STRUCTURE

---

- 29** BACHELOR OF CREATIVE MEDIA PRODUCTION

---

- 30** BCMP PATHWAYS
  - > Film and Television
  - > Animation and VFX
  - > Game Development
  - > Web and Interactive Development

---

- 33** BACHELOR OF COMMERCIAL MUSIC

---

- 35** BCommMus MAJORS
  - > Music Industry
  - > Music Practice
  - > Music Technology

### OTHER COURSES

- 36** GRADUATE DIPLOMA IN DESIGN OR FINE ARTS

---

- 36** CERTIFICATE/DIPLOMA IN VISUAL ARTS

### FURTHER STUDY

- 37** POSTGRADUATE STUDY

### HOW TO APPLY

- 38** OPEN ENTRY AND SELECTED ENTRY PROGRAMMES

---

- 39** PORTFOLIO REQUIREMENTS

---

- 41** INTERNATIONAL STUDENTS

---

- 42** KEY INFORMATION
  - > Scholarships, fees and accommodation
  - > Contact us

#### UPDATED JANUARY 2018

Please note: The information contained in this publication is indicative of the offerings available in 2019 and subsequent years. This information may be subject to change. While all reasonable efforts will be made to ensure listed programmes are offered and regulations are up to date, the University reserves the right to change the content or method of presentation, or to withdraw any qualification or part thereof, or impose limitations on enrolments. For the most up to date information please go to [creative.massey.ac.nz](http://creative.massey.ac.nz)

1<sup>ST</sup> **RANKED 1<sup>ST</sup>  
IN ASIA PACIFIC**by International Red Dot  
Design Awards.

# MASSEY UNIVERSITY COLLEGE OF CREATIVE ARTS Toi Rauwharangi

**RANKED IN THE  
QS TOP 100**art and design schools  
in the world.**2017 TE WAKA TOI: NGĀ  
MANU PĪRERE AWARD**won by photography graduate  
Chevron Te Whetumatarau  
Hassett.**JAMES  
DYSON  
AWARD****2017 NZ DYSON  
PRODUCT AWARD**won by industrial design  
graduate Nicole Austin.**2016 WALTERS  
ART PRIZE**won by Massey fine arts  
lecturer Shannon Te Ao.of design  
graduates are  
in full-time  
employment or  
self-employed,  
six months after  
graduation.**2017 MIROMODA  
EMERGING  
DESIGNER AWARD**won by fashion student  
Jacob Coutie.student finalists  
over 15 years in  
the Designers  
Institute of NZ  
BEST Awards.

CREATE YOUR FUTURE

# NAU MAI HAERE MAI WELCOME TO THE COLLEGE OF CREATIVE ARTS



The College offers five undergraduate degrees: fine arts, design, creative media production, commercial music and Māori visual arts. These degrees place our graduates well ahead of the increasingly competitive university market as well as in global employment networks, where critical thinking, entrepreneurial attitudes and innovative problem solving skills are now rated amongst the most valued abilities and attributes sought by employers.

At Toi Rauwharangi you become part of an established art college, with the opportunity to work across disciplines and on collaborative projects that will develop leadership skills and foster lifelong connections. Students of creative arts develop both critical thinking and technical expertise that prepares them well for a variety of industries and careers. Final year courses often work with real world briefs and projects, facilitating useful networks and career pathways. Art and design degrees also have an integrated honours programme that allow students to research or specialise in their chosen subject area during 4th year, offering an additional advantage in the employment market.

Our programmes are underpinned by a pōwhiri framework that acknowledges our distinct cultural and geographical location in Aotearoa New Zealand. This framework fosters the development of graduates who are confident thinkers and makers who display *toi*, *mōhio*, *mātauranga*, *mana*, and *whānaungatanga* – creativity, skill, understanding, autonomy and connectedness.



**THE COLLEGE OF CREATIVE ARTS**  
TOI RAUWHARANGI IS NEW ZEALAND'S PREMIER PROVIDER OF CREATIVE ARTS EDUCATION, WITH COMPREHENSIVE INTERNATIONALLY BENCHMARKED, FUTURE-FOCUSED PROGRAMMES, INNOVATIVE STUDIO BASED LEARNING, HIGH LEVELS OF UNDER AND POSTGRADUATE STUDENT ACHIEVEMENT AND A DISTINCTIVE CONTRIBUTION TO MĀORI AND PASIFIKA CREATIVE PRACTICE.

# WHY WELLINGTON?



KNOWN AS NEW ZEALAND'S COOLEST LITTLE CAPITAL, WELLINGTON IS INTERNATIONALLY REGARDED AS ONE OF THE MOST LIVEABLE CITIES IN THE WORLD (DEUTSCH BANK RATED IT THE BEST CITY IN THE WORLD FOR QUALITY OF LIFE IN 2017).

It also has the highest skill and salary base per capita, and a reputation for being collaborative in its business practice. The city is compact, accessible, vibrant and home to numerous sport, art and technology-based industries. Surrounded by lush green hills and a diverse coastline, there are many recreational opportunities as well as a flourishing creative culture for you to immerse yourself in.

Massey's campus is centrally located with excellent transport links, and a choice of supported or independent accommodation for first year students is nearby. The entertainment hubs of Courtenay Place and Cuba St, as well as the beautiful waterfront, are within easy walking distance so that both work and play are right on your doorstep.

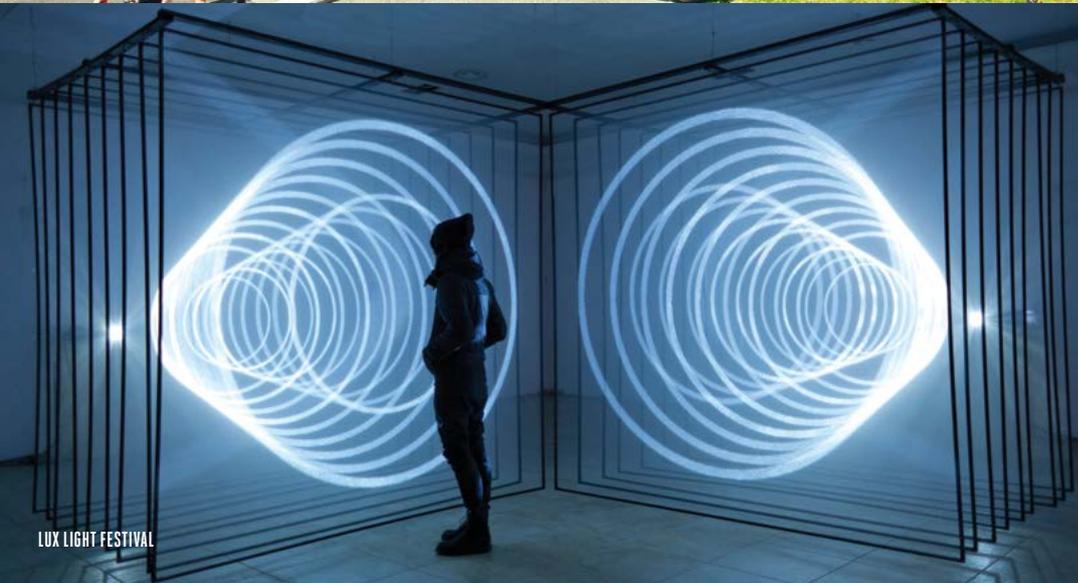


# STUDENT LIFE

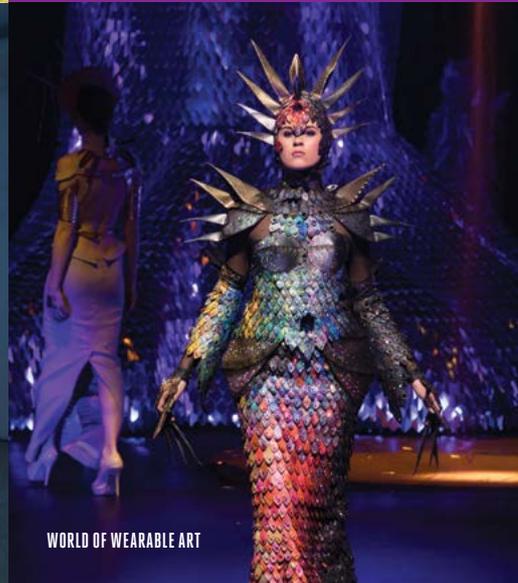
The Massey campus is a thriving, well-resourced and inspiring learning environment that fosters research, scholarship and creative practice.



THE COLLEGE OF CREATIVE ARTS CAMPUS



LUX LIGHT FESTIVAL



WORLD OF WEARABLE ART



EXPOSURE EXHIBITION



ORIENTATION WEEK

# IN THE STUDIO

Our students spend most of their time at Massey making and thinking in studios, workshops and media labs. Typically, at least two-thirds of your classes will be hands-on.



**EXPERIMENT**  
with new ways  
of seeing, making  
and doing



## LEARN

from some of the  
best practitioners/  
researchers in  
the world



## COLLABORATE

within and across  
different subject areas

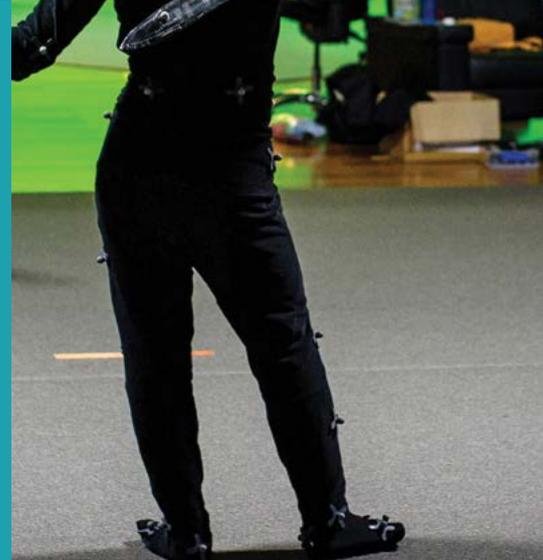
## CONTRIBUTE

to real world projects



## DEVELOP

new ideas, systems  
and creative works

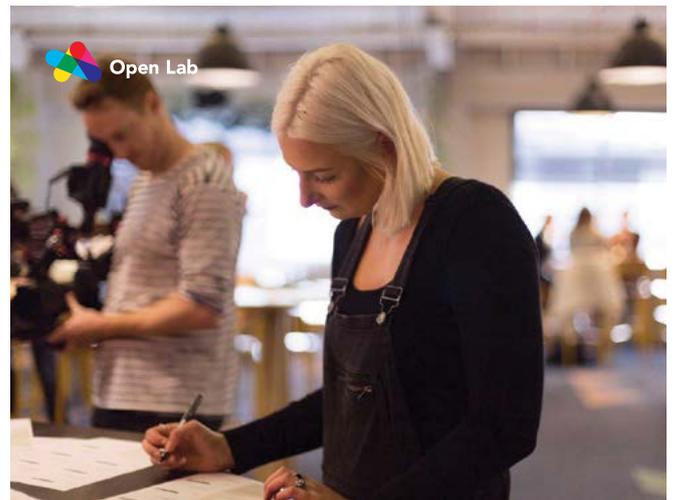


When you study creative arts at Massey, you become part of a diverse creative community. We offer lots of extra opportunities to help you find your way.

## GREAT OPPORTUNITIES



**At Open Lab,** we bridge the gap between the wider design industry and our talented students, who have opportunities to gain paid internships with organisations. Photo: Louise Hatton.



**Work with real clients at Open Lab design studio (within Massey).** Connah Hazelwood worked at Open Lab in her last year of study. Photo: Lizzie Snow @Lizziesnowphotography.



**Develop your entrepreneurial skills and professional engagement.**

Kareena Harris and Jenny Buckler of Misprint.co, a successful startup that grew from our enterprise track of courses. Photo: Louise Hatton.



**Study abroad at one of Massey's world-class partner universities.**

Fiona Yuen-Ling Lai (BDes) studied at California State University, Chico, USA in 2016.



**Exhibit, promote or perform your work on and off campus.**  
Chicago SEGD Conference, 2016.



**Meet and make new business.**  
The College has partnered with MBIE, DIA, MPI, Callaghan, Te Papa, WREDA, Alexander Turnbull Library and Agribusiness New Zealand.



**Go on an international study tour.**  
Textile, fashion and business students in India, 2017.



**Make great work.**  
Our students win awards at national and international competitions.



**Use all the workshop facilities including 3D Workshop and FABLABWGTN (pictured).**  
Photo: Mark Tantrum.



**Join clubs and collectives that connect you with people who share your passions and interests.**  
Banter and Brews, a student initiative focused on supporting the transition from study to work.

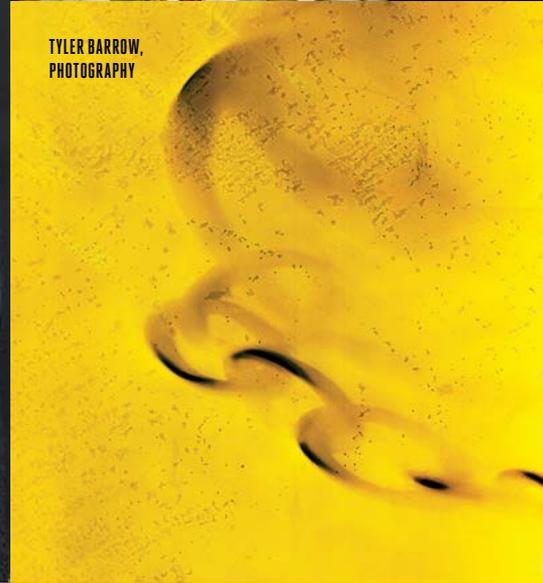
BELLA ROAKE,  
TEXTILE DESIGN



MILICENT BRIGG,  
FASHION DESIGN



TYLER BARROW,  
PHOTOGRAPHY



JOE NORMAN,  
SPATIAL DESIGN



WILLIAM LOCKWOOD-BECK,  
INDUSTRIAL DESIGN



# BACHELOR OF DESIGN WITH HONOURS BDes(Hons)

Selected Entry  
Four years full-time  
Wellington

## FIND YOUR DESIGN STRENGTHS AT NEW ZEALAND'S MOST COMPREHENSIVE DESIGN PROGRAMME.

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

The BDes offers the best preparation for becoming a well-rounded designer, whatever your favourite subject or chosen field of practice. The first year of the Bachelor of Design introduces you to design practice and its core concepts, methods and applications through hands-on projects. You can learn and explore techniques, skills and processes specific to your major, and work with other students across art and design. You can also explore additional interests through a selection of electives.

Design students are encouraged to apply design principles to real life situations: how do we get more young people to vote? How can we make the city more sustainable? How can we create low waste clothes? How do we make a service more efficient, or our work environment healthier? Students work closely with peers as well as tutors to develop their own design voice.

## DESIGN MAJORS INCLUDE:

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

## WHAT'S SPECIAL ABOUT DESIGN AT MASSEY?

- > Vibrant studio environments: collaboration spills into corridors and kitchens (and days into nights!)
- > Shared briefs across majors: designers work in multi-disciplinary teams as well as on individual projects
- > You'll create systems and experiences as well as products
- > 'Office hours': means you can seek advice from any academic staff member, not just your own lecturers
- > Live briefs: work on projects for real clients
- > World-first bicultural framework underpins the curriculum
- > Why four years? All design degree students enrol in honours. Your fourth year is in fact a postgraduate year, and as such can be strongly research-led. The alternative non-honours path is less research-focused and gives you room for more electives. Either way you will emerge well-prepared for a creative career anywhere in the world. Our graduates are highly sought after, with a reputation for being some of the best thinkers and makers of the 21st century.

## JOBS INCLUDE:

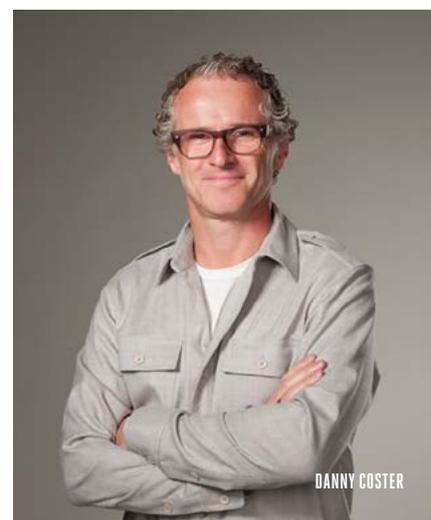
Industrial designer, graphic designer, documentary photographer, fashion designer, spatial designer, textile designer, service designer, advertising executive, brand manager, commercial photographer, transport designer, experience designer, interaction designer, pattern maker, director, marketing executive, user experience designer, fashion stylist, typographic designer, product developer, freelance design contractor, producer, researcher, script-writer, archivist, event manager, editor, film director.

If you're wondering which courses would work best for you, take a look at our videos about first year course options:

[massey.ac.nz/papervideos](https://massey.ac.nz/papervideos)

## ■ DANNY COSTER Hall of Fame, 2012

An industrial design graduate of 1989, Danny joined Apple Computers in 1993. Over the next 20 years he was part of the elite team that changed the way the world communicated. Apple grew to be one of the most successful and prestigious design studios in the world, and Danny's contributions were recognised with many international awards. When he moved on to lead Go Pro as Vice President of Design and Creative Strategy in 2016, he held more than 500 design patents with Apple, and had been responsible for iconic consumer electronics like the iPhone 4 and the wireless keyboard.



DANNY COSTER

# FASHION DESIGN

## BDes Major

FASHION IS EVERYWHERE, CONSTANTLY SHAPING US, AND BEING SHAPED BY US. THE CHANGING GLOBAL ENVIRONMENT MEANS THAT FUTURE FASHION THINKERS, MAKERS AND DESIGNERS NEED TO BE FLEXIBLE AND INNOVATIVE.

As a student of fashion design you'll explore and develop fashion design concepts, garments, accessories or systems that respond to the times. Fashion design students learn skills in idea generation, fashion communication, pattern making, construction, materials, historical and contemporary fashion analysis and critical thinking, challenging how things are done through fashion design. You might design a 3D printed, open-source collection that can be produced anywhere, or a one-off garment that questions ideas of body image. Our facilities and staff offer almost unlimited possibilities! You may find yourself on the catwalk following in the footsteps of alumni like Kate Sylvester, Rebecca Taylor, Collette Dinnigan and Kathryn Wilson; or taking up internships or international exchanges through our highly-connected industry and educational networks. There are numerous fashion design competitions to enter, where fashion students at Massey have a long history of success, including Sean Kelly, winner of Project Runway in 2014.

### ■ YOSHINO MURUYAMA BDes (Hons), Fashion Design, 2016

Yoshino was one of six New Zealand students to go to India in 2016, where she worked with an Indian fashion student in a competition set up by Education New Zealand, the National Institute of Fashion Technology and Pearl Academy in India. Yoshino loved the collaborative work, and found the biggest challenge was keeping the many creative ideas to just six garments for their final runway presentation. The experience was a game changer. "I feel much more confident to work with other people and across countries." In 2017 Yoshi was part of the Graduate Show at New Zealand Fashion Week, where she showed her collection 'kiru' taking notions of the kimono into a contemporary context, and seen by hundreds of international media and industry representatives. Yoshi is now employed in the design team at New Zealand sustainable fashion label Kowtow.



YOSHINO MURUYAMA,  
NZ FASHION WEEK, 2017  
PHOTO: KELSEY GEE

# INDUSTRIAL DESIGN

## BDes Major

AS AN INDUSTRIAL DESIGNER YOU'LL DEVELOP INSPIRATIONAL AND ELEGANT PRODUCTS, OBJECTS AND SYSTEMS SUCH AS SMART PHONES, MULTI-SPORT HYDRATION PACKS, BIKE PUMPS, PERFUME BOTTLES OR EVEN A LIFE SUPPORT SYSTEM FOR MARS.

You'll help to define the world that future generations will come to experience. Students are encouraged to research and design using both traditional and digital processes to explore, communicate and make. Through studio-based classes you will learn about idea generation, materials and processes, human experience, ergonomics, visual communication, modelling and production. The College offers state of the art workshops and digital fabrication facilities, including Australasia's first Fab Lab. Our award-winning graduates have featured in Red Dot, Dyson, Electrolux, Sony, LG and Best Design Awards. Their careers include designing for Apple, Nike, Fisher & Paykel, Formway, Kathmandu, Navman and Weta.

### ■ NICOLE AUSTIN BDes (Hons) Industrial Design, 2016

Motivated by a desire to make New Zealand's sheep industry more innovative, Nicole spent several months researching the sheep farming industry before choosing the lamb docking tool on which to focus her design thinking. Her prototype '*Moray*' aims to reduce the incidence of repetitive strain injury among farmers as well as make the procedure more comfortable and efficient for lambs. Nicole has been employed at Fisher and Paykel Appliances for the past year, and is in the process of commercialising her concept. '*Moray*' won gold at the Best Awards and was the New Zealand winner of the International James Dyson Award in 2017.



NICOLE AUSTIN

# PHOTOGRAPHY

## BDes Major

PHOTOGRAPHERS HELP PEOPLE TO SEE THE WORLD IN NEW WAYS, USING BOTH CRITICAL UNDERSTANDING AND HIGHLY DEVELOPED TECHNICAL SKILLS WITH THE ABILITY TO USE A RANGE OF COMMUNICATION MODES.

Students of photography are introduced to a range of digital technologies while developing a social and cultural understanding of photography's place in society. As the course progresses your work will embrace longer term, often self-directed projects dealing with ideas and issues of real relevance within your personal and professional life. You'll work with a range of cameras and capture systems to realise your visual ideas, and use well-equipped studios, colour-managed digital photography computer suites and high quality digital print facilities, as well as wet-based darkrooms and specialist labs. And when you graduate, you'll join Massey alumni whose careers span the range from fine art to commercial, photojournalism, and fashion photography.

### ■ CHEVRON TE WHETUMATARAU HASSETT Ngāti Porou, BDes (Hons), Photography, 2016

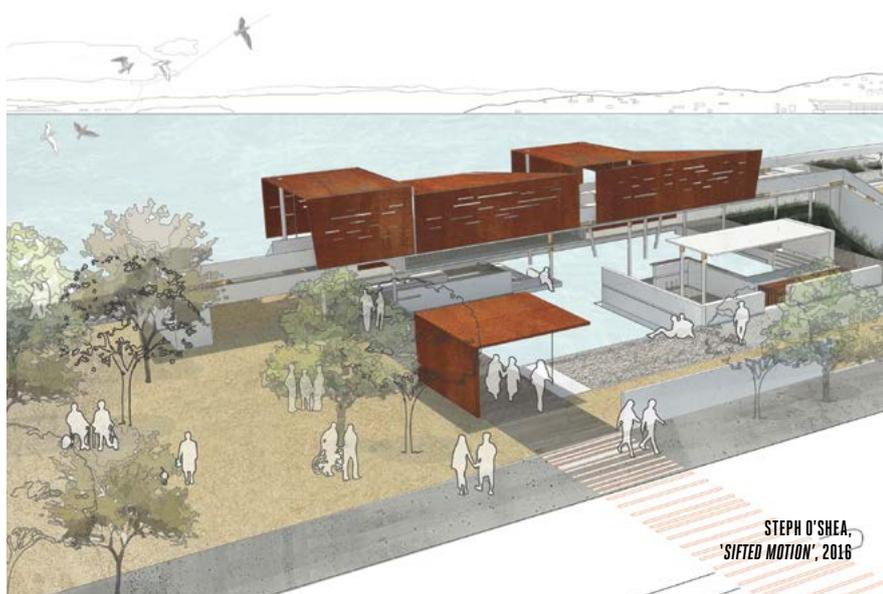
Chev found his strength in bringing together his art and his whakapapa. With a passion for cultural identity and social ethnography, his emerging creative career has involved advertising, journalism, mural and documentary projects. He is also the national Māori open weight champion in Brazilian jiu-jitsu and a respected youth leader. In 2017 he won the Ngā Manu Pīrere award for emerging Māori artists at Te Waka Toi Awards, and was also recognized with a Change Maker, Community Service Award at the New Zealand Youth Awards.



CHEVRON TE WHETUMATARAU HASSETZ

# SPATIAL DESIGN

## BDes Major



SPATIAL DESIGNERS SHAPE THE ENVIRONMENTS THAT WE INHABIT AND THE WAYS THAT WE MIGHT EXPERIENCE THEM. THIS GROWING FIELD OF PRACTICE BRINGS TOGETHER INTERIOR, ARCHITECTURAL, LANDSCAPE, URBAN, PERFORMANCE, EXHIBITION AND DIGITAL DESIGN.

Spatial Design students learn to understand, represent and create spaces, working between studio, workshop and site-specific environments and using a range of tools and media to develop a broad set of specialist and transferable skills. Spatial Design at Massey explores environments and events, offering opportunities to rethink built and virtual spaces in ways that are innovative, speculative, and mindful of the wellbeing of people and the planet. You will discover ways to imagine and construct engaging environments in both physical and digital space, from the big picture right down to the detail of construction and materiality.

Faculty will challenge you to imagine spaces that question conventions and enrich experience. You'll be encouraged to explore the diversity of art and design areas offered at the College to develop a unique skill set that will lead to a wide range of career options. Our graduates find exciting jobs as spatial, interior, architectural, digital, performance, landscape, web, digital FX, interaction and experience designers, and new types of jobs are constantly emerging.

■ **STEPH O'SHEA** BDes (Hons), Spatial Design, 2016

Steph O'Shea took an Internship paper during summer school in her third year, which led to a two-week trial with the Wellington City Council's Urban Design team. They were so impressed they offered her a part-time job throughout her 4th year, as well as a job at the end of her degree. Steph's work experience included helping with Wellington's lane way developments through site visits, workshops and illustrating design applications for the lanes. Steph says; "Studying Spatial Design has hugely developed my design thinking, and provided me with tools to explore design through many different processes." Her final year project was a concept design for the redevelopment of Frank Kitts Park on the Wellington waterfront.

# TEXTILE DESIGN

## BDes Major



TEXTILE DESIGNERS SPAN MULTIPLE MEDIUMS AND CREATIVE SPACES. THEY ARE CHARACTERIZED BY EXPERTISE IN MATERIALS, COLOUR, DRAWING AND MAKING. OUR GRADUATES FIND EMPLOYMENT AS TEXTILE DESIGNERS FOR FASHION, INTERIORS AND PRODUCT, AND ALSO IN THE RELATED FIELDS OF STYLING, ILLUSTRATION, COSTUME AND FILM, AND IN MORE TECHNICALLY DRIVEN RESEARCH AND DEVELOPMENT ROLES.

During your time at Massey you'll respond to real world design issues and be encouraged to apply your textile knowledge within a range of contexts, challenging the traditional boundaries of textile design and developing a critical practice. You'll use your design skills to make textiles and materials through various modes of making for printed, woven, knitted and embroidered textiles as well as digital fabrication technologies and material driven innovation. Our students thrive in an environment of experimentation and constructive critical thinking, with staff who are practicing designers and researchers, and ready access to state of the art facilities and equipment.

### ■ SYDNEY LASH BDes (Hons), Textile Design, 2017

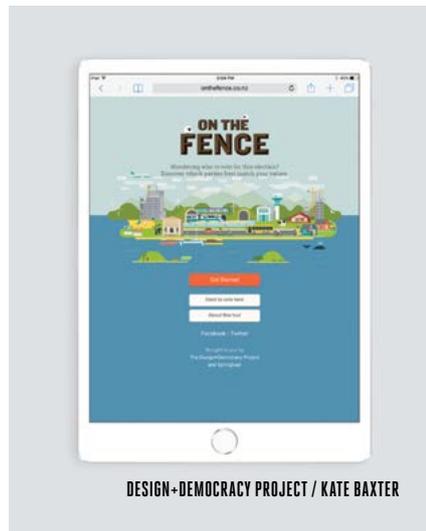
Sydney is passionate about exploring embellishment and texture for apparel, and finds her inspiration in both the natural and scientific worlds, often combining them together in one garment. Her final project '*Magnetite*', shown at the Exposure 2017 graduate exhibition, reinvigorates an appreciation for natural and scientific wonders of the world through magnets. Using natural silk, hematite and iron sand filings Sydney incorporated the natural world through embellishment, while utilising traditional textile processes. The magnetic textiles she created display the richness, mystery and wonder that is felt when witnessing magnetic forces. Sydney plans to undertake her Masters in Textile Design within the next few years but is taking time away from study to explore magnetic forces further by developing the sculptural magnetic forms she created into wearable jewellery.

# VISUAL COMMUNICATION DESIGN

## BDes Major



PHOEBE MORRIS



DESIGN+DEMOCRACY PROJECT / KATE BAXTER

VISUAL COMMUNICATION IS ONE OF THE MOST PERVASIVE FORMS OF DESIGN. IT IS AT THE HEART OF HOW OUR WORLD WORKS; GUIDING, INFORMING, PERSUADING, AND INSPIRING US EVERYDAY.

Students of communication design will explore how to convey a message, express a point of view, and transform perceptions. You will learn how to gain empathy with your audience, embrace experimentation, and develop innovative responses that improve, transform, or challenge our experience of the world. Employment paths for a communication designer include 'traditional' avenues such as graphic designer, illustrator and web designer, and new areas such as user experience designer, brand manager, concept artist, and visual strategist... to name a few. Visual Communication offers one of the broadest ranges of experiences available to any tertiary student including digital media, print, video and illustration. These different modes of working are delivered as a shared journey, emphasising the core principles and processes that interconnect them.

■ **PHOEBE MORRIS** BDes (Hons),  
Visual Communication Design, 2013

Phoebe has been illustrating for herself since about 1996, and for other people since 2013. She creates illustrations for apps, websites, editorials, animation and interior design, with clients that have included Trade Me, Xero, Spark, Kiwibank, Acme & Co, Te Papa, Nikau Cafe, Experience agency and The Wireless. Most recently her work has involved working for Penguin NZ, in a collaboration with author David Hill, resulting a several award winning books about famous New Zealanders; Sir Edmund Hillary ('*First to the Top*', 2015), Burt Munro ('*Speed King*', 2016) and Jean Batten ('*Sky High*', 2017).

■ **KATE BAXTER** BDes (Hons),  
Visual Communication Design, 2014

After graduating Kate worked at Wellington's Storyshed information design agency, helping develop complex information sets for significant Wellington and Auckland clients, before heading to Australia where she worked as the in-house designer for a property company. With an interest in user experience design Kate returned to work with Massey's Design + Democracy Project as a research assistant, contributing to the development of 'On the Fence', an interactive website designed to encourage youth voting in the 2017 New Zealand General Elections. She aims to complete her Masters in Communication Design at Melbourne's RMIT in 2018.

JESS ADLAM



ROBERT LAKING



JORDANA BRAGG

# BACHELOR OF FINE ARTS WITH HONOURS BFA(Hons)

Selected Entry  
Four years full-time  
Wellington

## ESTABLISH YOUR PLACE IN THE ART WORLD WITH SOME OF THE FINEST ARTISTS IN NEW ZEALAND.

Whiti o Rehua was established in 2001, with a faculty that comprises some of Aotearoa's finest artists, including Walters Art Prize 2016 winner Shannon Te Ao, and Fulbright-Wallace Arts Award 2016 winner Simon Morris.

This contemporary art programme facilitates positive interpersonal communication and fosters a critical understanding of the place of art in today's world. Open plan studio spaces are shared across year levels, enabling support and exchange of ideas between cohorts. Students of Fine Art explore media that includes sculpture, painting, drawing, performance, installation, moving image, photography, printmaking, site-responsive work, curatorial activities and art writing. With a focus on the methods and ideas of contemporary art production, and with technical support, you'll be encouraged to produce work that makes the audience think and feel, act and react, whatever the mode of art making.

Six months after graduating 63% of fine arts students are in full-time employment, and 72% are exhibiting their own work.

## WHAT'S SPECIAL ABOUT FINE ARTS AT MASSEY?

- > A genuinely cross-media art school
- > Shared studio classes are offered across year groups from second to fourth years, offering the chance to support as well as challenge each other
- > 'Office hours': means you can seek advice from any academic staff member, not just your lecturers
- > An open, friendly culture that encourages diversity and individuality
- > A bicultural framework developed by the College underpins the curriculum
- > From year 3 students choose their Art Studio lecturers
- > With a fine arts degree you'll graduate as an inventive, dedicated thinker and maker, able to define your future career in a broad spectrum of creative fields.

## JOB'S INCLUDE:

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

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



### ■ ISABELLA LOUDON BFA (Hons), 2016

Isabella took a convoluted route to her career as an artist, having first started her studies in veterinary science, before moving onto design, and finally committing to fine art. She explored a variety of materials and methods, with her final project and works since then developing her skills with concrete. Since graduating Isabella exhibited at Toi Poneke with her solo show '*I do not want to be a fool*', and in a group show '*The Tomorrow People*', at the Adam Art Gallery. In addition to creating and exhibiting work Isabella has worked as a tour administrator at Massey and as a retail assistant at Commonsense Organics.

## 'ART IS A WAY OF RECOGNISING ONESELF.'

Louise Bourgeois

## 'ARTISTS ARE MYSTICS RATHER THAN RATIONALISTS. THEY LEAP TO CONCLUSIONS THAT LOGIC CANNOT REACH.'

Sol LeWitt

## 'WHAT IS ART? CONTEXT AND INTENTION'

Marina Abramović

■ **SHANNON TE AO** Ngāti Tuwharetoa, lecturer, Whiti o Rehua School of Art Shannon Te Ao (Ngāti Tūwharetoa) is a Lecturer in Whiti o Rehua, delivering into the undergraduate and postgraduate programmes. As an academic he is active in numerous symposia, panels and discussions delivering on diverse topics from Art and Mental Health to Identity Politics, and Colin McCahon's engagement with Māoritanga. As an artist, Shannon works predominantly within moving image, creating works that

address aspects of colonial trauma while reflecting on universal human refrains of love, loss and connection. Nationally, Shannon has contributed to major exhibition projects at Auckland Art Gallery Toi o Tāmaki; The Te Tuhi Centre for the Arts; City Gallery Wellington and Christchurch Art Gallery Te Puna o Waiwhetu.

Shannon's work has continued to compel a growing international audience. In 2017 alone, his works have travelled widely to exhibitions in Paris, Lisbon, Dubai, Edinburgh

and Taipei. In July 2017, Shannon premiered his ambitious new work commissioned by The Edinburgh Art Festival, '*With the sun aglow, I have my pensive moods*'.

Shannon holds a Masters of Fine Arts degree (with First Class Honours) from Toi Rauwharangi College of Creative Arts. In 2016 he was awarded the Walters Prize, arguably Aotearoa New Zealand's most prestigious art award, for two artworks; '*Two shoots that stretch far out*' (2013-14) and '*Okea ururoatia (never say die)*' (2016).



SHANNON TE AO,  
STILL FROM: 'TWO SHOOTS THAT STRETCH FAR OUT', 2013-14.

# DESIGN AND FINE ARTS DEGREE STRUCTURE

YOU ARE AUTOMATICALLY ENROLLED IN A BDES OR BFA HONOURS DEGREE AT MASSEY (FOUR YEARS). THIS GIVES YOU A COMPETITIVE EDGE AND PREPARES YOU FOR CREATIVE LIVES, IN CAREERS THAT MAY NOT HAVE BEEN THOUGHT OF YET.

We believe this takes our students from competent to fabulous, and this shows in the number of our graduates who go on to win national and international awards like Red Dot, or lead highly successful global businesses, like fashion designer Rebecca Taylor, or become internationally renowned for their documentary photography work, like Robin Hammond.

## 100 LEVEL / INTRODUCTION

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

## 200 LEVEL / DEVELOPMENT

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

## 300 LEVEL / EXPANSION

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

## 400 LEVEL (HONS) / INNOVATION

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

## YOUR FIRST YEAR:

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

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

### Core Major Courses:

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

### Shared Core Courses:

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

### Elective Courses:

Examples from across the College include: fashion pattern making, printmaking, painting, contemporary sculpture, drawing, introduction to computer animation, Māori art and design, and digital fabrication. You can also take electives from other parts of Massey. Check out all options online.

The Yellow Book programme guide provides more details about all degree content and elective options: [creative.massey.ac.nz/study/first-year-information/](https://creative.massey.ac.nz/study/first-year-information/)

## Year One

### Semester 1:

#### Core Major Courses Select Two Courses

(Dress, Art Place, Art Lab, Lens, Screen, Type, Space, Object, Material)

6 WEEKS EACH  
15 CREDITS EACH

#### Shared Core Courses Communication for Makers

12 WEEKS / 15 CREDITS

#### Elective Courses

12 WEEKS / 15 CREDITS

### Semester 2:

#### Core Major Courses Select Two Courses

(Dress, Art Place, Art Lab, Lens, Screen, Type, Space, Object, Material)

6 WEEKS EACH  
15 CREDITS EACH

#### Shared Core Courses Conversations in Creative Cultures

12 WEEKS / 15 CREDITS

#### Elective Courses

12 WEEKS / 15 CREDITS



REWETI ARAPERE



SENIA EASTMURE

Selected Entry  
Four years full-time  
Manawatū

# TOIOHO KI ĀPITI BACHELOR OF MĀORI VISUAL ARTS BMVA

## IMMERSE YOURSELF IN THE ONLY UNIVERSITY-BASED DEGREE IN MĀORI VISUAL ART IN AOTEAROA.

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

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

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

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

## WHAT'S SPECIAL ABOUT THE BACHELOR OF MĀORI VISUAL ARTS?

- > A unique, culturally-based education in contemporary Māori art practice
- > Critical understanding of issues relating to the development of Māori art
- > A rich cultural foundation for verbal and visual communication
- > Interaction with the broader Māori community through exhibitions and community programmes

## JOBS INCLUDE:

Artist, designer, academic/researcher, curator, museum and art gallery collections manager, gallery director, gallery assistant, Iwi development officer, Māori cultural adviser, teacher, lecturer, archivist, historian. Jobs are similar to careers in fine art, but with a Māori focus.

### ■ PUAWAI TAIAPA-APORO

Bachelor of Māori Visual Arts, 2015

Puawai says her BMVA gave her the confidence to express herself and has helped take her to places not even she imagined at the beginning of her studies.

“When I started I was really passionate about painting but the course offers other art forms like photography and media studies. Over the years my passion changed as I started creating videos.”

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

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

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



# BMVA DEGREE STRUCTURE

## YOUR FIRST YEAR: (Mana Whakapapa)

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

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

In your first year, you will take five courses that add up to 120 credits, which is full-time at the College. We expect you to spend 40 hours per week on your studies, including class time.

### Mata Puare Studio:

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

### Te Reo Whakahoahoa:

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

### Critical and Contextual:

In this extramural course, you will learn about customary Māori visual arts. This includes a contact course at Te Papa Tongarewa that takes you into the storerooms to learn from taonga tuku iho.

### Elective:

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

The Yellow Book programme guide provides more details about all degree content and elective options: [creative.massey.ac.nz/study/first-year-information/](https://creative.massey.ac.nz/study/first-year-information/)

## Year One

### Semester 1:

Mata Puare  
Studio 1A

12 WEEKS / 30 CREDITS

Te Reo  
Whakahoahoa  
or Elective

12 WEEKS / 15 CREDITS

Ngā Hanga  
Whakairo

12 WEEKS / 15 CREDITS

### Semester 2:

Mata Puare  
Studio 1B

12 WEEKS / 45 CREDITS

Elective or  
Te Reo Kōnakinaki

12 WEEKS / 15 CREDITS

TELEVISION AND FILM



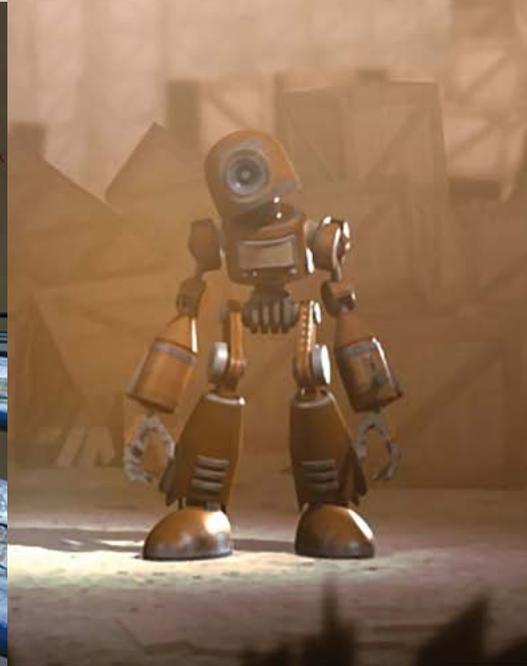
WEB AND INTERACTIVE DEVELOPMENT



ANIMATION AND VISUAL EFFECTS



GAME DEVELOPMENT



# BACHELOR OF CREATIVE MEDIA PRODUCTION BCMP

Open Entry  
Three years full-time  
Wellington

FUTURE-FOCUSED AND DRIVEN BY NEW TECHNOLOGY, THE DEGREE EMPHASISES ORIGINALITY, INNOVATION AND CRITICAL THOUGHT, AND IS LED BY PRACTICING ACADEMICS AND INDUSTRY EXPERTS.

The BCMP aims to give students the skills and creativity to realise their vision in interactive and digital media production. The emphasis is on production skills rather than design expertise, though there is an element of design in the development of initial concepts and narratives.

Using industry-standard production facilities, students respond to briefs that combine creative studio practice, linear and non-linear story-telling, professional practice and portfolio development.

## GET CAREER READY:

Immerse yourself in the active Wellington screen industry. Assemble a robust and diverse portfolio. Develop your unique vision with a mentored major project.

## WHAT'S SPECIAL ABOUT CREATIVE MEDIA PRODUCTION AT MASSEY?

- > Developed and taught by award-winning industry professionals and academics.
- > Staff are well connected in the screen industry, and include former staff of Weta Digital, Weta Workshop, Park Road Post, TVNZ, and the BBC.
- > BCMP tutors' film credits include: Avatar, The Hobbit, IronMan3, Planet of the Apes, Babe, Ocean Girl, and 20,000 Leagues Under the Sea.
- > Builds on Massey's strong track record of training graduates for successful careers in digital and interactive media, film and television, postproduction, VFX, animation and games.
- > Embedded in an internationally recognized art and design school, which fosters critical thinking and innovation.

## JOBS INCLUDE:

Interactive producer, Web Developer, App Developer, Concept artist, Storyboard artist, Art director, Animator, CG artist, motion capture animator, digital effects artist, visual effects producer, special effect technical director, games art director, games developer, web and mobile games producer, audio producer, sound designer, sound recording engineer, camera operator, lighting technician, editor, animatronics artist, mechanisms producer, modelling technician, filmmaker, producer, director.

## YOUR FIRST YEAR:

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

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

The Yellow Book programme guide provides more details about all degree content and elective options: [creative.massey.ac.nz/study/first-year-information/](http://creative.massey.ac.nz/study/first-year-information/)

## Year One

Semester 1:

Semester 2:

<p><b>Core Major Courses</b> Select Two Courses</p> <p>(Animation, Digital Video, Games, Time-based Editing, Visualisation, Web &amp; Mobile)</p> <p>12 WEEKS 15 CREDITS EACH</p>	<p><b>Core Major Courses</b> Select Two Courses</p> <p>(Audio, 3D Modelling, Film &amp; Video on Location, Prototyping for Interactive, Programing for Interactive, VFX)</p> <p>12 WEEKS 15 CREDITS EACH</p>
<p><b>Shared Core Course</b> Intro to Media Studies</p> <p>15 CREDITS / 12 WEEKS</p>	<p><b>Shared Core Course</b> Transmedia Narrative &amp; Storytelling</p> <p>15 CREDITS / 12 WEEKS</p>
<p><b>Elective Course</b></p> <p>15 CREDITS / 12 WEEKS</p>	<p><b>Elective Course</b></p> <p>15 CREDITS / 12 WEEKS</p>

# FILM AND TELEVISION

## BCMP Pathway

FROM BLOCKBUSTER FILMS TO ONLINE FORMATS, THE ART OF THE MOVING IMAGE PERVADES MODERN CULTURE. FILM AND TELEVISION PRACTITIONERS WORK ACROSS THE FULL PRODUCTION PIPELINE TO CREATE THESE COMPELLING STORIES.

Film and Television students study the art and craft of storytelling through moving image and sound. Using industry standard equipment and tools, students gain skills in preproduction development, on-set and on-location filming, editing, post-production, grading and delivery technologies. They also work across formats, including short film, television and documentary. The award-winning Film and Television staff have practical working experience in Hollywood films, indie breakouts, international television development and screen culture programming. The group-oriented courses allow students to practice across roles and responsibilities, including story and concept development, directing, producing, camera operation, production design, editing, lighting, and sound.



### ■ CHRIS CHALMERS

Bachelor of Creative Media Production

Chris is one of the first graduates from this new degree. Having previously spent some years in the UK teaching and playing music Chris returned to New Zealand to follow his creative passion for film and character-based storytelling. During the course, he developed his filmmaking skills and unique vision through intermedia installations and working with clients like The City Gallery.

Chris's major project is a series of original videos '*Lance What Have You Done?*', which he wrote, developed, directed, and acted in. This series subsequently won him the prestigious Screen Production and Development Association (SPADA) South Pacific Pictures Big Pitch Award in 2017.

# ANIMATION AND VFX

## BCMP Pathway

ANIMATORS AND VISUAL EFFECTS ARTISTS CREATE FANTASTIC CHARACTERS AND SCENES FROM THEIR IMAGINATION, USING ADVANCED TECHNOLOGY TO ACHIEVE THEIR VISION.

Students in the Animation and VFX pathway gain skills in character design, 3D modelling, texturing and rigging, storyboarding, compositing, particle generation and dynamics. With access to the 20-camera motion capture and green screen stage, students get hands-on experience with industry-standard pipelines. Students also work closely with the Film and Television students to collaborate on projects.



### ■ KATE LAMBERT

Bachelor of Creative Media Production

Kate Lambert is a descendent of Ngāti Tuwharetoa and is a recent graduate of the Bachelor of Creative Media Production. With an interest in the creative arts, Kate held the position of Head of Arts at Taradale High School and is a Tropfest Film Festival finalist.

Her major 3rd year project was the 3D animated short film '*Tinker*', in which she helped lead a team through the entire pipeline of animation development. She currently works at Pukeko Pictures as a Junior Assistant Editor on the Thunderbirds show.

# GAME DEVELOPMENT

## BCMP Pathway

GAME DEVELOPERS WORK IN GAME DESIGN, VISUAL AND AUDIO ASSET PRODUCTION, AND GAME PROGRAMMING TO CREATE THE NEXT GENERATION OF DESKTOP, MOBILE, AND CONSOLE GAMES.

Using industry-standard development tools, Game Development students study the emerging art of the game. With no prior programming knowledge required, this course equips students to design, implement, and test their own game creations. Students learn prototyping and balancing practices, asset creation, and deployment of games. With access to VR/AR hardware and alternative user input devices, students can push the boundaries to create their own games.



### ■ DYLAN RICHARDSON

Bachelor of Creative Media Production

Dylan is one of the first graduates from this new degree. He briefly studied graphic design before opting to follow his true passions, moving to Wellington to study game design and animation. During the course he developed new skills and focused his efforts further on game design, exploring the medium through new tech including motion capture and virtual reality.

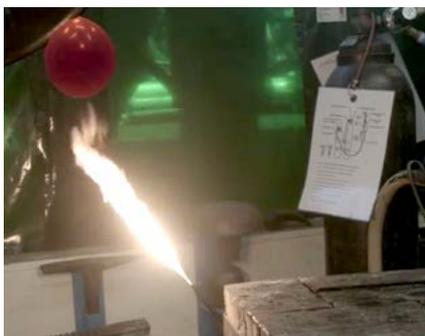
Dylan was the lead game designer and programmer on the Major Project game 'Mara and Blu', a local multiplayer co-op puzzle platformer. He has gone on to work at local game studio PikPok as a Tester and most recently a Junior Game Designer.

# WEB AND INTERACTIVE DEVELOPMENT

## BCMP Pathway

THE EXPANDING FIELDS OF WEB AND INTERACTIVE TECHNOLOGY SEEK PIONEERING MAKERS AND THINKERS WHO EXPLORE THE INTERSECTIONS OF CREATIVITY AND TECHNOLOGY, FORGING FRESH AND ENGAGING NEW WAYS OF CONNECTING PEOPLE AND DIGITAL CONTENT.

Web and interactive students study a broad range of digital development platforms, investigating how people connect with media and how state-of-the-art technologies can challenge existing interactive models. Students develop practical, transferable skills to create mobile and web apps, VR/AR experiences, and interactive artworks. Techniques include coding, hacking, and hardware design with no prior art or programming experience required. Our students graduate with the critical insight, creative expression, and technical expertise to define the future of interactive digital media.



### ■ CAILLAN MCCROSTIE

Bachelor of Creative Media Production

The Intermedia course provided Caillan with opportunities to explore a variety of artistic projects. Students were briefed to produce hybrid media works to challenge traditional media paradigms through creative coding, artistic appropriation, and experimentation. By utilising new and engaging ways of interacting with traditional cinema, he and his team challenged 'boring' films, using time-based media in combination with live performance to keep audiences engaged in otherwise disengaging content. Caillan plans to further strengthen his skills by exploring different artistic ideas along the same lines as this project.



MUSIC STUDIO CONTROL ROOM  
PHOTO: VIRGINIA GHIGLIONE



MUSIC STUDIO MAIN CONTROL ROOM  
PHOTO: MARK TANTRUM



MUSIC TECH LAB  
PHOTO: VIRGINIA GHIGLIONE



MUSIC REHEARSAL ROOM  
PHOTO: MARK TANTRUM

Selected Entry  
Music Practice

Open Entry  
Music Industry and  
Music Technology

Three years full-time  
Wellington

# BACHELOR OF COMMERCIAL MUSIC BCommMus

EXPLORE AND DEVELOP NEW MUSIC FOR THE NEW WORLD, STUDY WITH AWARD WINNING PRACTITIONERS IN WORLD-CLASS FACILITIES.

Established in 2016, the Bachelor of Commercial Music degree is the most progressive music programme in New Zealand. It is future-focused, technology-driven and industry-engaged, with a faculty that includes some of New Zealand's top music industry professionals.

There are three majors:

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

Students can choose whether they want to design new music technology, make and perform new music, or immerse themselves in the business of music.

In today's music industry successful practitioners need to be media-savvy entrepreneurs who are skilled in using and developing new production tools and distribution networks, as well as being in control of live performance and merchandising. Students of Commercial Music at Massey become familiar with composition and production techniques for interactive and digital platforms such as games and mobile applications, and are also able to demonstrate an understanding of digital rights, music branding and music marketing that differs from traditional business models.

The BCommMus degree offers core courses where students join with other majors to learn music video production, online and media skills, organise gigs and tours and make and

release recordings. The critical content of the programme spans new musicology, free culture, the political economy of music, and music philosophy.

All majors foreground music as the primary discipline, whether explored through a creative, critical, technical or commercial context.

## WHAT'S SPECIAL ABOUT COMMERCIAL MUSIC AT MASSEY?

- > Future focused and cross-genre, this degree emphasises new technology and the latest industry models.
- > Music Practice is taught by professional musicians with pedigrees that include, Fat Freddy's Drop, Shapeshifter, The Chills and many others. Choose your instrument; voice, computer, turntable or other interface. All content is based firmly in popular music, covering a wide range of genres.
- > Music Technology is taught by talented developers, sonic artists, composers and performers. The course will cover music software and hardware development, live sound and lighting, and sound engineering.
- > Music Industry is taught by professional industry experts who have decades of experience working with both major and indie labels as well as major music festivals and international artists.

## JOBS INCLUDE:

Software programmer, music technology designer, musician, DJ, producer, promoter, music software designer, event manager, label manager, music marketing, artist manager, merchandising, live and/or studio sound engineer, publisher, booking agent.

## YOUR FIRST YEAR:

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

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

The Yellow Book programme guide provides more details about all degree content and elective options: [creative.massey.ac.nz/study/first-year-information/](http://creative.massey.ac.nz/study/first-year-information/)

### Year One

Semester 1:

**Core Major Course**  
(Music Industry, Music Practice, or Music Technology)  
12 WEEKS / 15 CREDITS

**Core Major Course**  
(Music Industry, Music Practice, or Music Technology)  
12 WEEKS / 15 CREDITS

**Core Major Course**  
(Music Industry, Music Practice, or Music Technology)  
12 WEEKS / 15 CREDITS

**Elective Course**

Semester 2:

**Contemporary Musicology**  
12 WEEKS / 15 CREDITS

**Web Development Social Media & the Cloud**  
12 WEEKS / 15 CREDITS

**The Recorded Work**  
12 WEEKS / 15 CREDITS

**The Gig**

# MUSIC INDUSTRY

## BCommMus Major

MUSIC INDUSTRY PRACTITIONERS ARE INNOVATORS AND ENTREPRENEURS, WHO SEEK OUT AND DEVELOP NEW WAYS TO COMMERCIALISE MUSIC IN A RAPIDLY CHANGING DIGITAL ENVIRONMENT.

Music Industry students study artist development and management, label and distribution networks, music publishing and one-off and large-scale live events. Students learn skills in new media and develop an essential understanding of emerging and future business models that challenge traditional industry conventions. Students learn from staff with experience working for large-scale festivals and events and international touring and record label and artist management backgrounds. Classes are group-oriented and designed to support students to develop both practical and theoretical skills and apply these to real-world situations.



### ■ ELLEANA DUMPER

Bachelor of Commercial Music

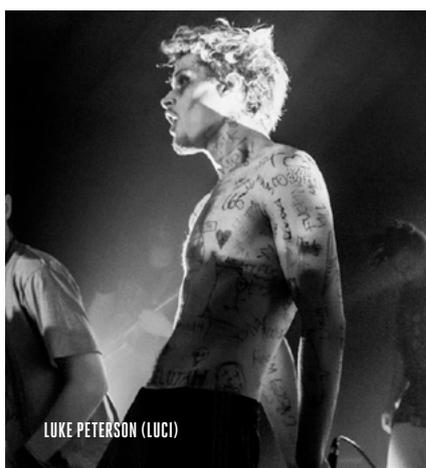
Elleana Dumper has just completed her first year in the Bachelor of Commercial Music, majoring in Music Industry. In 2017 she was awarded the Commercial Music Scholarship Award which gave her the opportunity to intern with J&A productions. This enabled her to shadow the event organisers backstage at the 2017 Vodafone Music Awards, adding invaluable experience to her portfolio. This was the perfect opportunity to launch her career in the field of live events and curation and strengthened her focus on creative culture and the connection between music and its audiences.

# MUSIC PRACTICE

## BCommMus Major

MUSIC PRACTITIONERS ARE MULTI-DISCURSIVE, MEDIA SAVVY IMPRESARIOS SKILLED IN NEW DIGITAL COMPOSITION AND PRODUCTION TOOLS AND TECHNIQUES FOR EMERGING DIGITAL PLATFORMS. THEY ARE ARTISTS WHO PUSH CREATIVE BOUNDARIES AND FOSTER A SENSE OF COMMUNITY AND IDENTITY AMONG AUDIENCES.

Music Practice students study musicianship and cross-genre performance using their instrument or musical interface of choice, along with computer-based production and composition techniques. Students learn computer software and new hardware interfaces with and in addition to traditional acoustic and electric instruments and voice. Practice students also learn song writing and composition for linear and non-linear production and essential recording production techniques. Students work in ensembles and respond to briefs designed to develop artistry in an environment that encourages creative risk-taking.



### ■ LUKE PETERSON (LUCI)

Bachelor of Commercial Music

LUCI is the warped and electronic musical project of third year Massey practice student Luke Peterson. Originally from Auckland, LUCI combines unusual and experimental processed sounds and genres – trap, hip-hop, folk with his unique soulful vocal style. In this photo Luke performs with the band Man's Not Hot in Paekakariki, a show which was part of a regional tour undertaken by students.

# MUSIC TECHNOLOGY

## BCommMus Major

MUSIC TECHNOLOGISTS DRIVE DISRUPTION AND CHANGE IN THE MUSIC INDUSTRY. THEY UTILISE AND DEVELOP NEW TECHNOLOGIES THAT CHANGE BOTH THE WAY MUSICIANS CREATE, AND THE WAY CONSUMERS SHARE AND ENGAGE WITH MUSIC.

Music Technology students study software and hardware development, electronics, sound engineering and production, live sound and lighting, and concepts for developing new musical interfaces. Students get access to world-class recording studio facilities and a custom-designed technology lab in order to develop skills in new software and hardware interfaces. Students work across other Majors to support live and studio sound and lighting, as well as towards individual projects in technology development.



### ■ TYRONE CAVENEV

Bachelor of Commercial Music

Tyrone is 3rd-year Music Technology student, and is a multi-instrumentalist who plays drums, guitar, bass, and synths. Coming into the course, Tyrone had a passion for recording and producing music, and had produced his own tracks via his laptop. In addition to developing his studio-skills, he's now building his own custom instruments and effects for his musical projects. He aspires to work with other artists, both producing their tracks, as well as developing new equipment that they can apply in exciting creative ways.





## CERTIFICATE OR DIPLOMA IN VISUAL ARTS

- > 60 credits (Certificate) or 120 credits (Diploma), full or part-time.
- > Study with art and design degree students in a range of studio and lecture-based courses.
- > Choose from any electives and/or critical and contextual studies.

### WHO IS THIS FOR?

If you are unsure what kind of art or design you wish to study, this qualification will introduce you to the basics – creative thinking, visual communication, specialist skills and critical awareness – through a flexible programme with lots of choice. No portfolio is required, just passion.

If you want to progress further, you can apply to the BDes or BFA and the courses you have already completed could count towards your degree.

## GRADUATE DIPLOMA IN DESIGN OR FINE ARTS

- > 120 credits.
- > One year full-time, or study part-time over a longer period.
- > Plan a course of study that works for you from core studio, contextual and elective courses in either the Bachelor of Design or Bachelor of Fine Arts at 300-level.

### WHO IS THIS FOR?

Ideal if you already have a degree and want to change your career path, enhance your professional skills, or pursue creative interests.

# POSTGRADUATE STUDY



The College of Creative Arts offers a suite of internationally recognised postgraduate qualifications, which can advance your career and invigorate your creative practice.

Once you've completed your Bachelor degree you may wish to dig deeper into art or design research.

## OUR POSTGRADUATE DEGREES INCLUDE:

- > Master of Fine Arts (in Design or Fine Arts)
- > Master of Design
- > Master of Design – Weta Workshop School at Massey University (new in 2018) with a specialisation in Entertainment Design [wetaworkshopschool.massey.ac.nz](http://wetaworkshopschool.massey.ac.nz)
- > Master of Māori Visual Arts
- > Master of Creative Enterprise (new in 2018)
- > PhD

We welcome enquiries from suitably qualified applicants.

For more information, contact:  
**[creative.postgrad@massey.ac.nz](mailto:creative.postgrad@massey.ac.nz)**

## ■ AMY BLACKMORE, ANNABELLE FITZGERALD AND AVARA MOODY MDes, 2015

Through thoughtful design, textile innovation and artisan craftsmanship, the '*LLANA Wool Fresh Bag*' was designed to be a versatile bag that could accommodate gym equipment, shoes, laptop, yoga mat, phone, and a wallet, while still looking professional at the office and chic at the wine bar. The journey for three Masters of Design students, Amy Blackmore, Annabelle Fitzgerald and Avara Moody, started when they were selected to work on this project with an American business partner and entrepreneur, Darius Glover.

"Our brief from Darius was to amplify the natural properties of New Zealand's strong wool; develop the Wool Fresh material alongside AgResearch and then design the first product application. What we wanted to do in the process was, through design, change the perception of wool and show how useful and contemporary it can be," Amy says. "A Masters done in collaboration wouldn't be for everyone, but we were perfect together; Annabelle came from fashion so she brought excellent construction techniques; Avara had studied industrial design and brought product knowledge to the project; and I was the spatial designer and focused on the marketing, communications and video."

The crowdfunding campaign attracted 41 backers and raised US\$38,966, enabling the first 50 bags to be produced for their customers in the US in late 2016.

# HOW TO APPLY

## Open Entry Programmes

- > **BACHELOR OF CREATIVE MEDIA PRODUCTION**
- > **BACHELOR OF COMMERCIAL MUSIC** (Industry and Technology only)

Commercial Music Practice applicants will be asked to audition for a place. Please ensure your applications are received by 1 Oct 2018.

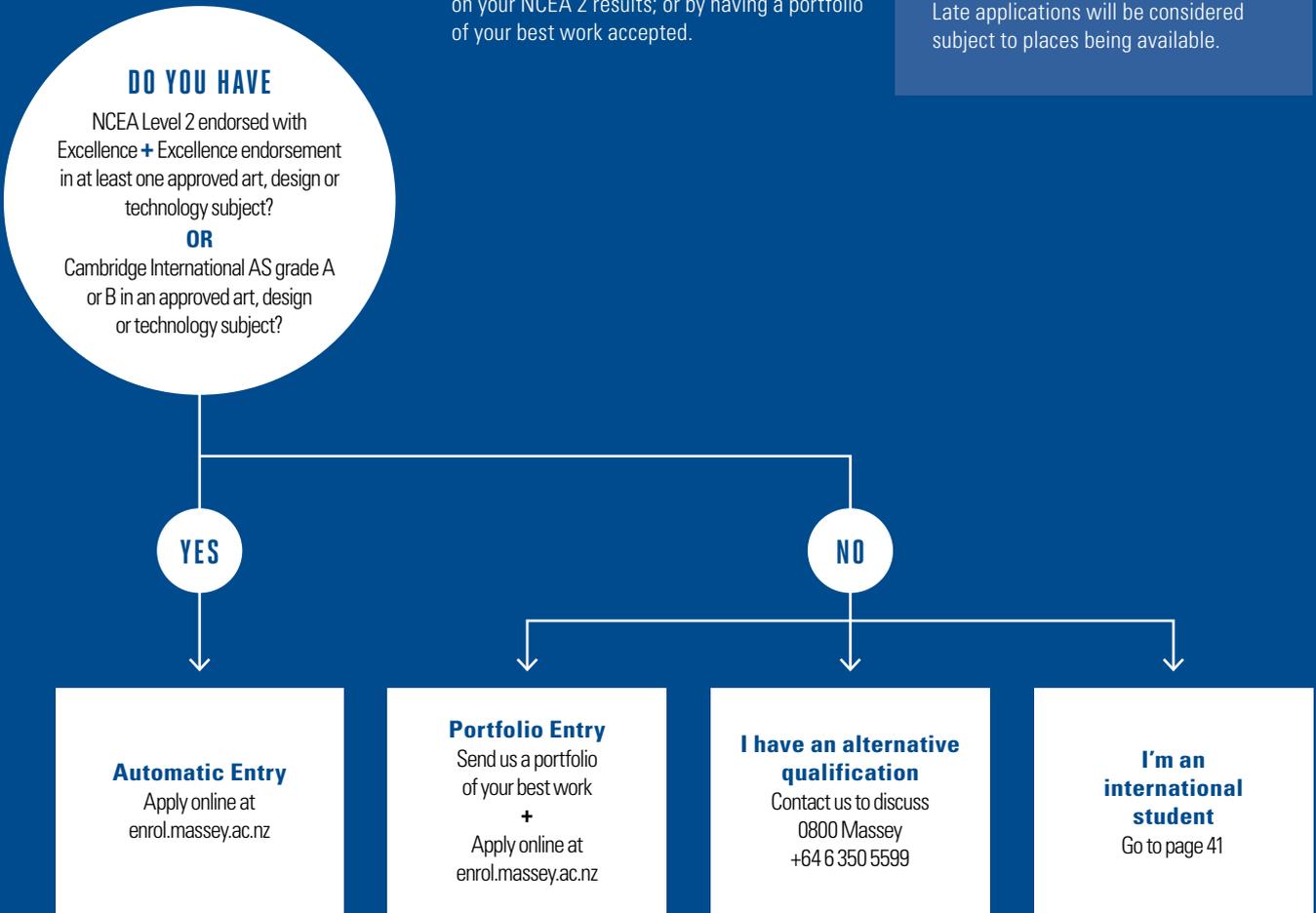
## Selected Entry Programmes

- > **BACHELOR OF DESIGN (HONS)**
- > **BACHELOR OF FINE ARTS (HONS)**
- > **BACHELOR OF MĀORI VISUAL ART**

Selected Entry means that you can be offered a place through either automatic entry, based on your NCEA 2 results; or by having a portfolio of your best work accepted.

Applications for 2019 are open from **1 July – 1 October 2018** for selected entry, and until **mid-January 2019** for open entry courses.

Late applications will be considered subject to places being available.



# DESIGN AND FINE ARTS PORTFOLIO REQUIREMENTS

Applications and Portfolios are accepted from **1 July – 1 October**.

Late applications may be accepted subject to spaces being available.

Go to [enrol.massey.ac.nz](https://enrol.massey.ac.nz) to start your application process.

**IF YOU ARE APPLYING TO STUDY DESIGN, FINE ARTS OR MĀORI VISUAL ARTS AND DO NOT MEET THE AUTOMATIC ENTRY CRITERIA, YOU WILL NEED TO SEND US A PORTFOLIO WITH EXAMPLES OF YOUR BEST WORK.**

Please supply your portfolio in a clearly named **A4 clear file folder**. Examples of digital and video work can be supplied on a USB stick; movies must be in QuickTime format.

Your portfolio ideally contains:

- > 12 – 24 pages of your own art or design work. If you show three-dimensional work, include high quality photographs.
- > Work that shows your creative potential: how you generate, explore and develop ideas, experiment with different media, materials, techniques and technologies, and use these to transform ideas into finished work.
- > Work that demonstrates how you can think in innovative and contrasting ways, and shows originality, inventiveness and commitment to being creative.
- > Alongside your best work for school projects, you can also include images from self-directed projects.

**NB:** Please do not send original work (high quality copies are fine). We do not accept CDs, DVDs or links to websites.

Examples:

- > Recent work such as drawings, design ideas, paintings, photographs, and documentation of fashion projects, prototypes, performance, sculptural or installation works.
- > Developmental work, such as copies of workbook pages, developmental drawings or working sketches, journals, digital or conventional photographic contact sheets, and screen captures in the case of digital work.
- > Notes about the ideas behind your work and how these ideas were translated into their final form.

Please keep your captions, key words or explanations brief, and do not include long texts such as justifications, art history assignments or testimonials in your application.

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## **SEND YOUR DESIGN AND FINE ARTS PORTFOLIO TO:**

Student Central  
Massey University  
Wellington Campus  
Entrance A, Wallace St,  
Wellington 6141

## **SEND YOUR MĀORI VISUAL ARTS PORTFOLIO TO:**

Toioho ki Apiti  
Te Pūtahi-a-Toi  
Massey University  
Private Bag 11 222  
Palmerston North 5301

Our Brain

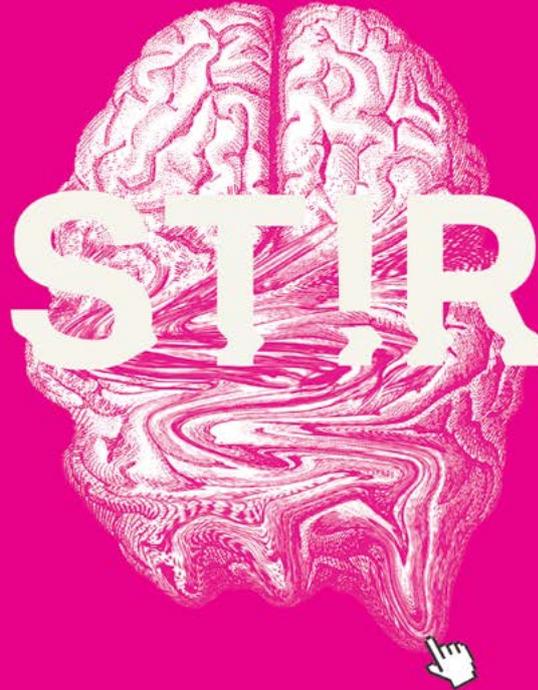
25.11.2017

**Our Brain  
On Design:**

How does it stir up  
our emotions?

25.11.2017

9:30am –  
5:30pm



Kate Moross

Dean Poole

Kelvin Soh

Kate Moross

Dean Poole

Kelvin Soh

The  
Designers  
Institute.

**Venue**

Massey University, Te Ara Hihiko,  
The Pit and Gallery E,  
Entrance E, Buckle Street,  
Wellington, New Zealand

**Tickets**

Online registrations are now open at  
<http://creative.massey.ac.nz>  
or you can register for tickets by calling  
+64 4 0012791



ROSAMUND CHEN,  
INTERNATIONAL STUDENT FROM SINGAPORE,  
BDES (HONS), VISUAL COMMUNICATION DESIGN



BOBBER WANG,  
INTERNATIONAL STUDENT FROM CHINA,  
BDES (HONS), INDUSTRIAL DESIGN

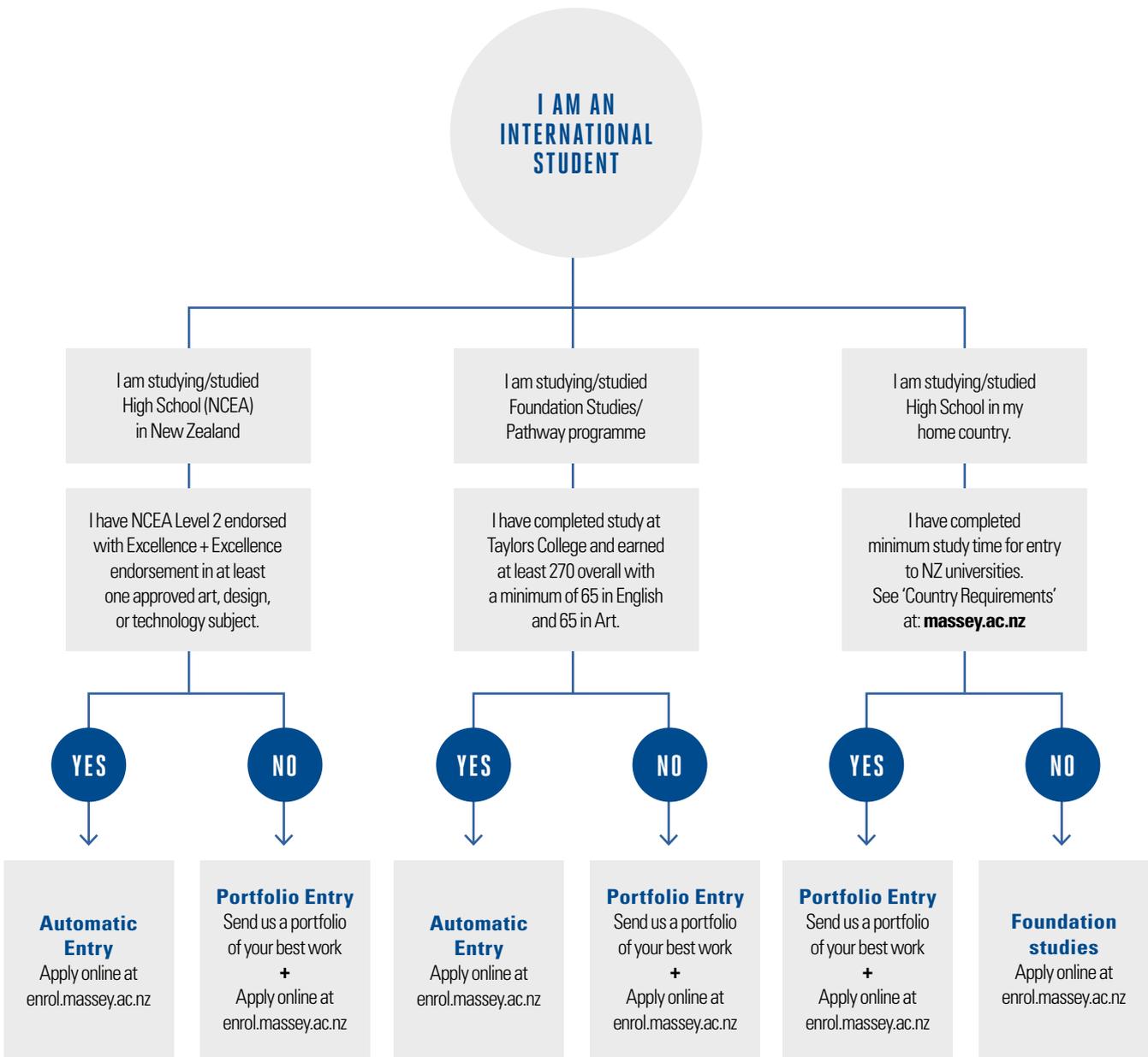
'CANTI', A STEAM-BENT, CANTILEVERED STOOL  
BOBBER WANG, ALPERT MENDOZA, CHRIS WARREN,  
LAURA CAMERON, EMILY FEI  
BDES (HONS), INDUSTRIAL DESIGN



# How to apply for selected entry programmes as an international student

- > **BACHELOR OF FINE ARTS (HONS)**
- > **BACHELOR OF DESIGN (HONS)**
- > **BACHELOR OF MĀORI VISUAL ARTS**

**Please note:** International students whose first language is not English, need to fulfil the University’s English entry requirements. For more information see: [massey.ac.nz/massey/international/](https://massey.ac.nz/massey/international/)



# KEY INFORMATION

## SCHOLARSHIPS

### Massey University Vice Chancellor's High Achievers Scholarship

First year students can apply.

Value: up to \$3,000.

Application deadline: 20 August, 2018.

### Toioho ki Āpiti Undergraduate Scholarship

Students entering first year BMVA can apply.

Value: up to \$5,000 each.

Application deadline: 30 November 2018.

### Commercial Music Scholarships

Please check [creative.massey.ac.nz](http://creative.massey.ac.nz).

### Creative Media Production Scholarships

Please check [creative.massey.ac.nz](http://creative.massey.ac.nz).

### L'affare Photography Scholarship

First year students majoring in photography can apply for two scholarships.

Value: \$5,000 each.

Application deadline: 1 October, 2018.

### Massey University Creative Arts International Excellence Scholarship

Full fee scholarships are available for International Students applying to any full time creative arts undergraduate programme.

Application deadline: 10 November 2018.

For more information about all scholarships see:

[creative.massey.ac.nz/scholarships](http://creative.massey.ac.nz/scholarships)

## FEES

To find out if you are eligible for first year free fees, go to: [www.feesfree.govt.nz](http://www.feesfree.govt.nz)

Fees vary depending on your course of study. For creative arts, a full-time undergraduate workload in 2017 cost about \$6,500 plus non-tuition related fees.

If you need a student loan, apply here: [studylink.govt.nz/how-to-apply/](http://studylink.govt.nz/how-to-apply/)

For more information go to: [massey.ac.nz/fees](http://massey.ac.nz/fees)

## ACCOMMODATION

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

More information, including application deadlines: [massey.ac.nz/accommodation](http://massey.ac.nz/accommodation)

## VISIT US

> **College Tours 2018:** for families, individuals or school groups, these occur on: 11 May, 8 June, 13 July, 20 July, 10 Aug, 14 Sept, 5 Oct, 12 Oct. Other dates may be arranged on request. Please register to attend at [creative.massey.ac.nz/about/events/college-tours/](http://creative.massey.ac.nz/about/events/college-tours/) or contact our Recruitment Advisors at [contact@massey.ac.nz](mailto:contact@massey.ac.nz)

> **Student Experience Day:** 7 March

> **Tautai Fresh Horizons Pasifika workshops:** 4-6 April

> **Toioho ki Apiti Bachelor of Maori Visual Arts Scholarship Wānanga (Palmerston North):** Friday 27-28 April

> **College of Creative Arts Immersion Day:** 13 July (School Holidays). One day intensive workshop in specialist subject areas for all programmes. Limited numbers.

> **4th Year Exposure Exhibition and Fashion Show:** Early November

Visit [creative.massey.ac.nz/events](http://creative.massey.ac.nz/events) to find out more about all our events.

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

To speak to someone, or have someone visit your school or workplace:

Phone: **0800 MASSEY**

Text: **5222**

Email: [contact@massey.ac.nz](mailto:contact@massey.ac.nz)

## CONTACT US

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

E-mail: [creative@massey.ac.nz](mailto:creative@massey.ac.nz)

Website: [creative.massey.ac.nz](http://creative.massey.ac.nz)

Facebook: [@cocamassey](https://www.facebook.com/cocamassey)

Twitter: [@cocamassey](https://twitter.com/cocamassey)

Instagram: [@coca\\_massey](https://www.instagram.com/coca_massey)

# YOUR NEXT STEP

## **1 October – Due Date for selected entry course applications and portfolios.**

Late applications to study at CoCA may be considered, subject to available places.

If you have any queries about your application, contact

**0800 MASSEY (0800 627739)**

## **Tukutuku Māori Mentoring Kaupapa**

1st and 2nd year students are encouraged to engage with our mentors in a collaborative and positive environment that strengthens cultural knowledge and understanding.

Whānau room every Tuesday  
4.00 – 6.00pm

Contact Dale-Maree Morgan  
– Tukutuku Coordinator:  
D.W.Morgan@massey.ac.nz

Or follow us on Facebook

## **Te Rau Tauawhi – Māori Student Centre**

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

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

Wellington campus location: T18

## **VISIT US ON CAMPUS**

**9 AND 15 MAY**

**AUCKLAND CAMPUS INFORMATION EVENINGS**

**1 AUGUST**

**MANAWATŪ OPEN DAY**

**11 AUGUST**

**AUCKLAND OPEN DAY**

**31 AUGUST**

**WELLINGTON OPEN DAY**



**0800 MASSEY (627 739)**



**MASSEY.AC.NZ**



**FACEBOOK.COM/MASSEYUNIVERSITY**



**@MASSEYUNI**



**MASSEY**  
**UNIVERSITY**  
TE KUNENGA KI PŪREHUROA

UNIVERSITY OF NEW ZEALAND

[massey.ac.nz/yourfuture](http://massey.ac.nz/yourfuture)

**YOUR FUTURE KNOWS  
NO BOUNDS**

