



**MASSEY**  
**UNIVERSITY**  
TE KUNenga KI PŪREHUROA

UNIVERSITY OF NEW ZEALAND

# **YOUR GUIDE TO CREATIVE ARTS 2020**









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#### UPDATED JUNE 2019

Please note: The information contained in this publication is indicative of the offerings available in 2020 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)

#### COVER IMAGE:

#### KIMI-MOANA WHITING BACHELOR OF DESIGN INDUSTRIAL

*Bokeh* – public light installation. Inspired by bacteria, the small eco systems we often forget are underneath our fingertips, Bokeh uses manual interaction to help users form a personal connection with the light.



# RANKINGS AND AWARDS

## TOP 100

Ranked in the Top 100 for Art and Design by **QS World University subject rankings** and in the Top 100 for Animation by **Animation Career Review**.

## RED DOT

Ranked No. 2 in Asia Pacific for Design Concept, Toi Rauwhāangi is the only design school in New Zealand and Australia to be included in the top 15 RED DOT rankings, winning 48 over the past 10 years.

## WELLINGTON GOLD AWARDS 2018

Toi Rauwhāangi College of Creative Arts was the supreme winner of the Wellington Gold Awards 2018, and category winner for Creative Gold, in recognition of our contribution to the culture, economy and business of Wellington.

## ECC NZ STUDENT CRAFT / DESIGN AWARDS

Supreme Award winner 2018 was Master of Design student Michael Jones for his emergency water storage system *Lifewall*, with three out of six other awards won by Massey students.

## JAMES DYSON NATIONAL PRODUCT AWARD

Won by Massey graduates in 15 of the 18 years since this award was established.

## DESIGNERS INSTITUTE OF NEW ZEALAND BEST AWARDS

The college has supported 409 student finalists over the past 16 years, with 228 winning awards.

In 2018 40% of the 2018 student finalists were Massey graduates.

## ID FASHION AWARDS

Most Commercial Collection 2018 won by fashion graduate Gemma Cornish for her ethical designer wetsuit collection, Gemma Lee.

## DYERS AND COLOURISTS INTERNATIONAL AWARD

Top international award 2018 won by textile student Lucy Polson, for her work on sustainable dye methods.

## NZ ART SHOW EMERGING ARTIST AWARD

RT Nelson Emerging Artist Award 2018 (one of four) won by photography graduate Michael Lamb for his work *Untitled*, from *Complements 2015-2017*.

## NIKON NZ ICONIC YOUTH AWARD

The 2018 award was won by photography student Hendrix Arnold for his work about mental health awareness.

## HOT 20 CHART

Music student Solomon Crook's first single *Love Juice*, from his debut EP *Abandon Adolescence*, made it to #2 in the NZ Hot 20 single charts.

## SPADA BIG PITCH AWARD

South Pacific Pictures Big Pitch 2018 competition won by Creative Media student Courtney Gilbert for her animated children's series *Kiwis Can Fly*.

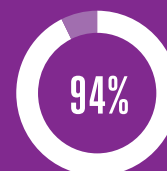
## WELLINGTON THEATRE AWARDS

Excellence Award for AV Design 2018 won by design graduate Rowan Pierce for his work on productions, *Big J Stylez*, *Meremere* and *Rushes*.

## DULUX DIALOGUE ON TOUR DESIGN SCHOLARSHIP

2018 award won by spatial design graduate Andy Florkowski, Associate Director at RCG Realty.

## CAREERS



of design graduates are in full-time employment or self-employed, six months after graduation.

*Graduate Destination Survey 2018.*



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

CREATE  
YOUR  
FUTURE



The College offers five undergraduate degrees: design, fine arts, 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 creative problem solving skills are rated amongst the most valued abilities and attributes sought by employers.

At Toi Rauwhāangi you join an established creative arts 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. Our courses are often based on live briefs and projects, facilitating real world understanding as well as future employment networks. Design and fine art degrees offer an integrated honours year to enable students to research more deeply or specialise in their subject area, providing an additional career advantage.

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 Rauwhāangi is New Zealand's premier provider of creative arts education, with comprehensive, internationally benchmarked, future-focused programmes, innovative studio based learning, high levels of undergraduate and postgraduate student achievement and a distinctive contribution to Māori and Pacific creative practice.**

*Toi Creativity*  
*Mōhio Virtuosity*  
*Mātauranga Understanding*  
*Mana Autonomy*  
*Whānaungatanga Connectedness*



# WHY WELLINGTON?



**Known as New Zealand's coolest little capital, Wellington is internationally regarded as one of the most liveable cities in the world, having been ranked no.1 by Deutsche Bank for two consecutive years, and named New Zealand's top destination by the lonely planet guidebook (2018).**

Wellington also has the highest skill and salary base per capita in New Zealand, and a reputation for being innovative and 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 to immerse yourself in. It's also proud of its very fine coffee and craft beer cultures, not necessarily enjoyed at the same time!



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

We welcome diversity, with clubs, groups and cultural networks to help you find your place and make new connections. Our campus offers plenty of resources to inspire and enhance your study and creative practice.



THE COLLEGE OF CREATIVE ARTS CAMPUS



WORLD OF WEARABLE ARTS



LUX LIGHT FESTIVAL



WELLINGTON WATERFRONT



EXPOSURE EXHIBITION



# 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.



**DEVELOP**  
new knowledge,  
ideas and systems.



## LEARN

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



## EXPLORE

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



## COLLABORATE AND CONTRIBUTE

Share ideas, make new work, and participate in real world projects that make a difference.





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



## Work at Open Lab Design Studio

A place for students to gain real life experience. Open Lab bridges the gap between students and the wider design industry, with paid internships and the opportunity to work with actual clients.



## Develop your expertise with a Masters degree

Massey has partnered with Weta Workshop to add a Master of Design (Entertainment). A new Master of Creative Enterprise is also available. Image credit: *Zulu* by Jeremy Hanna, Weta Workshop.



## Travel and work on meaningful projects

Producing a climate change documentary *Subject to Change* enabled students of Creative Media Production to film on location in Fiji, with assistance from the Ministry of Foreign Affairs and Trade.



## 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

Students developed installations for the FESTA Exhibition, a biennial celebration of urban creativity in Christchurch.



### Meet and make new business

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



### Go on an international study tour

Textile, fashion and business students in India, 2017.



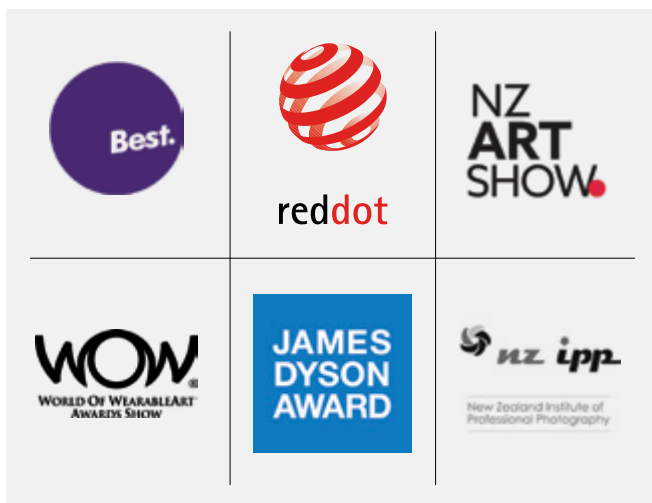
### Join clubs and collectives that connect you with people who share your passions and interests

Banter and Brews, a student initiative focused on supporting the transition from study to work.



### Access Fab Lab Wgtn

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



### Make great work

Our students win awards at national and international competitions.



JOHANI LOUW  
FASHION DESIGN



LUCY ARMSTRONG  
PHOTOGRAPHY



ASH SISSON  
INDUSTRIAL DESIGN



CLAIRE O'CONNELL  
SPATIAL DESIGN



BRITTANY RUSBATCH  
TEXTILE DESIGN



Selected Entry  
Four years full-time  
Wellington

# BACHELOR OF DESIGN WITH HONOURS BDes(Hons)

## 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 (Hons) offers majors in photography, concept design, fashion and textile design, spatial and industrial design, and a full suite of visual communication design electives that include illustration, interaction design, integrated design and service design options.

In the course of their study students address local and global issues, producing inspirational design solutions for a rapidly changing world. The first year explores design practice and its core concepts, methods and applications through hands-on projects. You'll be introduced to a range of disciplines and the generic principles of design through investigation, concept development and hands-on making. Subsequently you'll have the opportunity to mix, discuss and collaborate with other students across art, design, music and media production. Throughout your study you can choose electives that tailor your expertise, support your selected major or expand your career choices.

Your 4th year is an opportunity to really extend your skills and push the boundaries of design innovation. You can choose between the more research-based honours programme or a project-based non-honours programme.

Through design, how do we encourage more young people to vote, our consumer practices to be more sustainable, our services more efficient or our work environments healthier? Students work individually as well as with peers and tutors to develop their own design voice.

## DESIGN MAJORS INCLUDE:

- > Concept design (subject to regulatory approval)
- > Fashion design
- > Industrial design
- > Integrated design (subject to regulatory approval)
- > Photography
- > Spatial design
- > Textile design
- > Visual communication design, with areas of interest in: Illustration practice, Typography, Information design, Branding, Interaction design

The new proposed **Concept design** allows you to design stunning visuals and concepts for imaginary worlds, compelling characters, engaging environments, and incredible stories, for film, television, gaming, performance, or interactive experiences.

The new proposed **Integrated design** major gives you a multi-disciplinary approach to combine and explore various subject areas across a selection of design programmes, including visual communication design, fashion, textiles, photography, concept, spatial and industrial design. Carve your own creative path and learn to solve all kinds of design problems. Become a highly sought-after designer with a unique approach, and the ability to work across many design disciplines.

## 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 technically 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.

## CAREERS INCLUDE:

Industrial and product design, documentary photography, graphic design, fashion or textile design, service design, spatial design, advertising executive, brand communications or management, information design, commercial photography, transport design, experience and interaction design, concept design, pattern making, user experience design, fashion styling, typographic design, freelance design contracting, design research, script-writing, archiving, event management, editing, film directing and many more.

### ■ 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.





# CONCEPT DESIGN

## BDes Major

Subject to regulatory approval

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

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

Concept design is about visualising and developing the ideas behind film, television, gaming, performance, or interactive experiences.

In concept design you'll use traditional art forms like drawing and sculpting 3D models, as well as making digital plans and renders, to communicate your concepts for new objects, characters or environments.

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

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

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

■ **TAHIWI TRENOR HUNT, BDES (HONS), 2015, CONCEPT DESIGNER (WETA WORKSHOP)**

■ **RHYS HUMPRIES, BDES, 2015, STORY REVISIONIST (FLYING BARK PRODUCTIONS)**

Tahiwi and Rhys collaborated to develop their final year project Wargoroth, a concept pitch book for an alternative reality for earth where mankind has been stripped of all progress and power, only to be out-evolved by a ruthless race of humanoid pigs. The role reversal story was inspired by the low standards we hold for farmed animals and draws on existing social commentaries as George Orwell's Animal Farm. Tahiwi now works as a concept designer for Weta Workshop in Wellington. Rhys has worked as a storyboard artist for Mechanic Animation, Nyuk Nyuk studios, and is currently at Flying Bark Productions in Sydney.





# FASHION DESIGN

## BDes Major

**Fashion is something we consume in numerous ways; it constantly shapes us and is shaped by us. The global impact of this multi-billion dollar industry is challenging future fashion thinkers and makers to explore new directions and make changes that allow for a more sustainable future in fashion.**

As a student of fashion design, you will 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 or following in the footsteps of alumni like Kate Sylvester or Kathryn Wilson; you may develop new systems that make fashion more sustainable and better for our planet; there are also opportunities for internships, and for students to collaborate internationally with other fashion design schools. Our graduates have a long history of success in design competitions, including Sean Kelly, winner of Project Runway in 2014, and Gemma Cornish, iD Fashion Awards Most Commercial Collection winner in 2018.

### ■ KIMBERLEY FRANKLIN, BDES (HONS) FASHION DESIGN, 2018

Kimberley Franklin is interested in challenging the conventions of daily dress codes, which along with layering, fabric choice and colour, plays a significant role in how Kim expresses her relationship with fashion. Her strongly research-focused and conceptual approach to fashion design challenges perceptions of self. Kim's collection *I am Human* won the Kate Sylvester Award for Design Excellence and she continues to extend her design research into everyday fashion. She says "Massey has enriched my education, I feel creatively fulfilled and believe I have gained insight, perspective and a strong aesthetic that allows me to bring my ideas to life."

Her *I am Human* collection is industrial and delicate, distorted and balanced, functional and decorative, "It distorts the rules of patriarchy for we as women are constantly bound to a body in decoration, when all we want is to break free in power and perception."





# INDUSTRIAL DESIGN

## BDes Major

**As an industrial designer you'll develop aspirational and elegant products, objects and systems such as mountain bike helmets that manage concussion, predator-proof nesting boxes that protect our native birds, or reinterpret a traditional musical instrument.**

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 in their exploration, making and communication. Through studio-based classes you will learn about idea generation, materials and processes, human experience, ergonomics, visual communication, modelling and production. Massey offers state of the art studios, workshops and digital fabrication facilities including Australasia's first Fab Lab. Industrial design graduates win national and international awards for their work, including Red Dot, Dyson, Electrolux, Sony, LG and Designer's Institute Best Awards. Our alumni can be found in design roles with Apple, Ducati, Nike, Fisher and Paykel, Formway, Macpac, Howard Wright, Gallaghers, Weta and phil&teds.

### ■ RACHAEL HALL, BDES (HONS) INDUSTRIAL DESIGN, 2016

Rachael reinterpreted the traditional Tongan lali (wooden drum), while working on her honours degree in industrial design. *Patō*, which means "to strike or hit", is an electronic, tuneable and portable log drum that brings the sound of the Pacific into the modern digital environment. Rachael, who is Tongan, was inspired to connect with her Polynesian heritage "I wanted to rejuvenate an instrument that's not so recognised anymore and introduce it into the modern digital environment where it can be appreciated and adapted by a range of musicians and genres." Rachael's work has been recognised both nationally and internationally including winning the prestigious Red Dot award, a Best Design award, the ECC NZ Student Craft / Design supreme award, and she was a Dyson award finalist. She is currently working at Formway Design Studio in Wellington.





# 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.**

Photography at Massey is the longest running programme in New Zealand and is led by some of Aotearoa's most distinguished contemporary photographers, including Anne Noble, Ann Shelton and Wayne Barrar. Students of photography are introduced to a range of 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 can choose to develop expertise in commercial, art-based or documentary photography, with access to a wide range of cameras and capture systems to realise your dreams. There are well-equipped studios, colour-managed digital photography computer suites and high quality digital print facilities, as well as wet-based darkrooms and specialist labs. When you graduate, you'll join Massey alumni whose careers span the range

from fine art to commercial, photojournalism, fashion photography and work within the gallery/museum sectors.

### ■ SANNE VAN GINKEL, BDES (HONS) PHOTOGRAPHY, 2018

Sanne's final year project *Residents*, originates from an interest in self-expression and the aesthetics communicated by people from different local areas. Her project identified and engaged with people from twelve Wellington suburbs, and explored how they communicated their place of residence through their personal presentation.



# 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.

You will be asked to challenge and imagine spaces that question conventions and enrich experience. You'll be encouraged to explore the diversity of art and design areas offered at Massey 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.

### ■ LIBBY WHITE, (HONS) SPATIAL DESIGN, 2018 MANUKORIHI HAPŪ/TE ATIAWA

As a spatial designer, Libby was specifically attracted to projects that contribute to environmental awareness, heritage site access and interpretation, urban renewal, and community focussed public art. Her final year project *Te Papakāinga o ngā Kuaka* is a series of spatial interventions that communicate narratives about the Waitara area in the form of a bird conservation area which threads its way along the New Plymouth Coastal walkway extension. Her inspired design challenges traditional walkway concepts and facilitates a habitat for both the Kuaka (bar-tailed godwits) and humans to coexist by weaving Waitara's unique cultural and historical narratives into multiple spaces.

Designed in partnership with her whānau, who are mana whenua, this project was an opportunity to engage with Waitara locals to discover their hometown narratives, and create an inclusive design.



# TEXTILE DESIGN

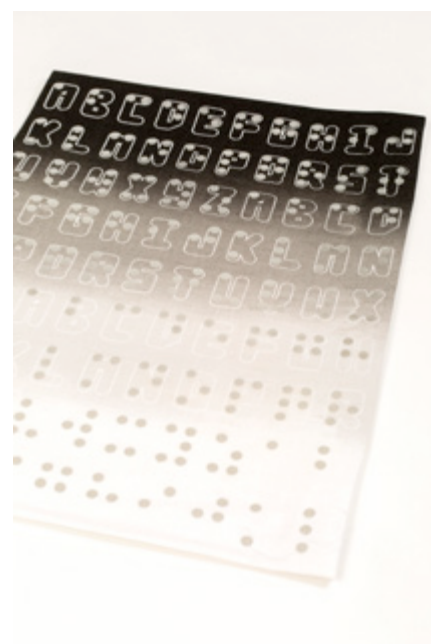
## BDes Major

**Textile designers work across multiple mediums and creative endeavours, and are experts in developing materials and patterns, drawing and colouring, and exploring innovative new ways of making.**

Textile design students are encouraged to question the traditional boundaries of textiles. By engaging with a range of textile materials and processes – including print, weave, knit, embroidery and dye – you will develop your design practice in response to current social, environmental and cultural challenges. You'll explore various approaches to the design and production of textiles, including traditional analogue techniques, digital fabrication technologies and material driven innovation. Teaching faculty are practicing designers and researchers who encourage students to experiment and develop critical thinking skills. There is ready access to state of the art facilities and equipment.

### ■ BRITTANY RUSBATCH, BDES (HONS) TEXTILE DESIGN, 2018

*Please Do Touch* is a research-led textile collection that explores inclusive design for the visually impaired community. In a society driven by visual stimuli, Brittany's collection sought to challenge the ingrained hierarchy of sight by exploring alternative forms of information gathering for the visually impaired through tactile sensory paths. Encompassing braille and tactility through the processes of weave, screen print and digital embroidery, Brittany has created a series of wall hangings and coordinates that promote the written language for the blind. The compositions of the pieces take inspiration from patterns of vision loss and incorporate a monochromatic colour palette, this seeks to contrast as well as conceal messages and textures within the designs that are revealed through touch engagement. At the time of printing, Brittany was working at Weta Workshop in Wellington.



# VISUAL COMMUNICATION DESIGN

## BDes Major

**Visual communication design is at the heart of how we experience the world; guiding, informing, educating and inspiring us everyday.**

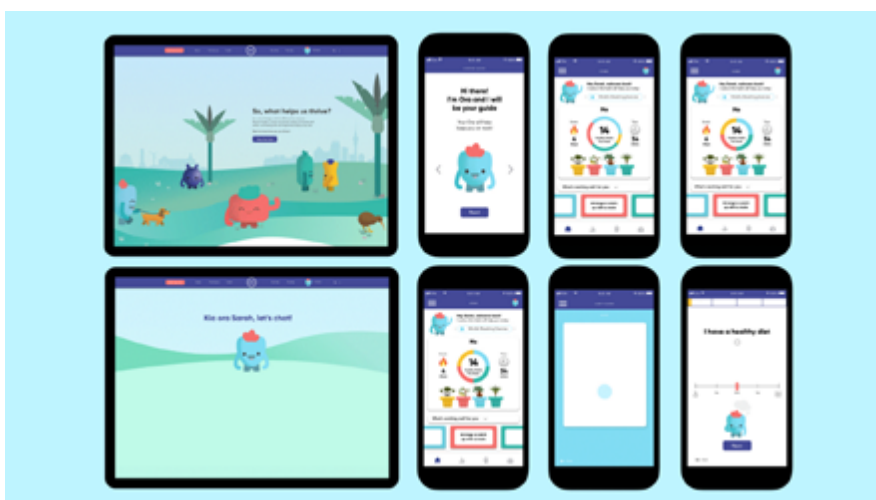
Students of communication design work fluidly across an exciting range of mediums and creative processes to convey a message, express a point of view, and transform perceptions. Equipped with critical, creative and technical knowledge you'll embrace experimentation to develop innovative responses that address complex issues facing our world.

Career pathways for a communication designer include opportunities in publishing, branding, interactivity and entertainment. There is also a growing demand for graduates who can apply design thinking at a strategic level in business, government and within social and civic enterprises.



### ■ RACHEL BOLT, BDES (HONS) VISUAL COMMUNICATION DESIGN, 2018

Rachel's collaborative final year project *Ora* contributes to improving the mental health of young New Zealanders through the design of a proactive, evidence-based system. *Ora* facilitates habits that promote wellbeing in everyday life, helping build self-awareness, and equipping our young people with evidence-based tools to build resilience. Rachel describes herself as a curious, compassionate and collaborative user-centred designer with a strong skill-set in service, experience and graphic design. Rachel now works with the award-winning digital design agency, Springload.

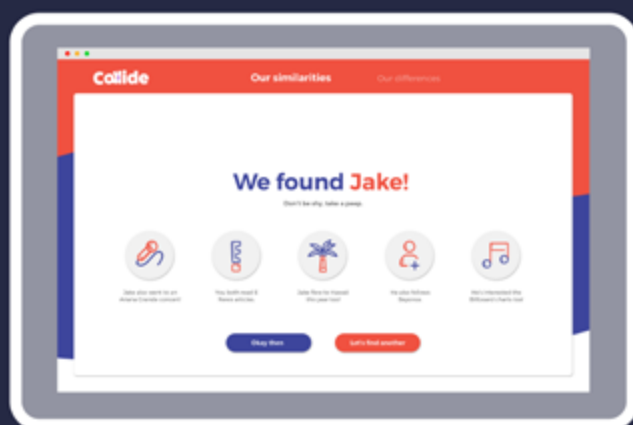




# collide

■ **SAM WADSWORTH, BDES (HONS)**  
**VISUAL COMMUNICATION DESIGN, 2018**

Sam's Honours project *Collide* uses our obsession with celebrity culture to facilitate deeper conversations on important yet neglected topics. Through an analysis of filter bubbles, this project pairs two people with completely contrasting values and opinions, but who share a common passion within 'celebrity culture'. Encouraging these conversations, *Collide* widens perspectives and bursts a previously indestructible filter bubble. Sam's passion in design lies heavily in designing for a positive change for our world. He takes a human-centred approach to all of his work, building empathy to create meaningful solutions and experiences with users at the forefront of the entire design process. Sam now works at Xero in the design team as an experience designer.



# VISUAL COMMUNICATION DESIGN

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

These pathways are sets of electives from Visual Communication Design that fit together well, sometimes in combination with electives from other design disciplines including fine arts, creative media production, and even commercial music. Unless otherwise indicated, any design student can take these pathways regardless of their major. Plenty of other elective combinations work towards other specialisations, such as a focus on sustainability within fashion, or a focus on design for stage and performance in spatial.

## ILLUSTRATION

Explore illustration as both art form, and as a medium for design communication. This entails developing industry-level illustration skills for print and online platforms including: text analysis, conceptual development, visual representation, visual style and rendering, and 3D modelling. You will become accomplished in producing engaging illustrations and narratives on a range of topics, in response to course and industry briefs. Through this pathway you will also develop your own personal style and perspective as an illustrator.



### ■ WEN FANG SEE BDES (HONS) 2018

Editorial portrait of Mark Zuckerberg and Cambridge Analytica, completed as part of a 4th year illustration elective.

## TYPOGRAPHY

Typography can be informative, expressive or interpretative and spans all forms of media and communication. The typographic pathway builds from fundamental principles of letterforms, legibility and design of layouts to complex narratives. Typographic electives offered in each year aim to develop skills through interpreting simple concepts to complex self-directed research projects with an advanced level of craft and conceptual thinking. In the fourth year there is a hand printing option in contemporary letterpress and the opportunity for submission to an international typographic assessment.



### ■ SOPHIE WATTS BDES (HONS) 2017

Twist – The story of the Rubik's Cube.

Awarded commendation and membership of the International Society of Typographic Designers through the South Pacific student membership assessment 2017. Finalist in New Zealand Best Design Awards.



## INTERACTION DESIGN

Explore how humans interact with objects, spaces, and technology. This pathway covers a wide range of media and situations including website and app interfaces, exhibitions and installations, and exciting emerging technologies like virtual and augmented reality. Through this learning, you'll gain insight into user-needs and how to guide users in a way that is useful, intuitive and enjoyable.

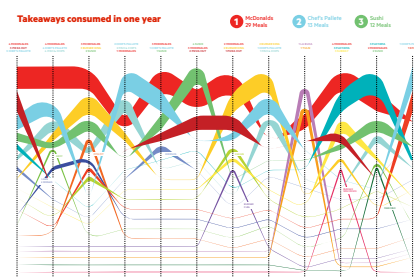


### ■ LUKE HOBAN BDES (HONS) 2016

Redesigned article pages for a news platform.

## INFORMATION DESIGN

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



### ■ CHRISTINA KIRK WILSON BDES (HONS) 2017

"A year in the life of me, a twenty year old student, told through the takeaways I bought over the course of the year 2017".

Christina rendered her takeaway meals of an entire year on a timeline. By analysing occurring pattern, she noticed her brief vegetarian phase came with a higher calorie intake and price spent per meal.

## BRAND

Brand design provides students with a range of critical and practical skills for engaging with marketing, service and experience design thinking. Beginning with visual identity design, the pathway moves through product-centred branding, and concludes with the user-centred strategies for designing services. From designing logos to staging transformational experiences, this pathway will equip you for these exciting and growing areas of design practice.



### ■ VARIOUS STUDENTS BDES (HONS) 2017

Design of a product and brand concept to compete with Cadbury Moro as part of a brand communication elective.

MARILYN JONES



BENA JACKSON



EMIKO SHEEHAN



# 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 recipient 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 year groups. 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 60% of fine arts students are in BFA related fields 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
- > An open, friendly culture that encourages diversity and individuality
- > A bicultural framework underpins the curriculum
- > 'Office hours' means you can seek advice from any academic staff member, not just your 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.

## CAREERS 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)



## ■ SHANE MCGRATH, BFA (HONS) 2009 MFA 2010, ARTIST AND SCULPTOR

Shane's contemporary art practice specialises in the socially engaged art and community participation. His projects explore the history of site, place-making and the significance of vernacular cultures.

This social engagement and response to the significance of site is displayed in public art projects such as *Treatment: Six public artworks at the western treatment plant*, 2015, where he re-activated an abandoned football oval and clubrooms in the township of Cocoroc, Werribee. Working with ex-residents and the local historic society he pieced together anecdotes and archive images to create a participatory event and immersive artwork that examined the stigma of place and the dynamics of community culture through the filters of sport and vernacular language.

Shortly after completing his Masters at Massey, Shane's first public art commission was unveiled in central Wellington. Funded by Wellington City Council and commissioned by City Gallery Wellington. *Everything is for the best, in this best of all possible worlds*, is located in Glover Park. Other major commissions have included *Flying Colours*, an experiential installation at Melbourne's international airport, and *Gelber LuftBallon*, a public intervention project in Dunedin, supported by Creative New Zealand funding and Blue Oyster Project Space.

Shane is currently undertaking his PhD at Deakin University, Melbourne where he lectures in contemporary art practice, design and intercultural studies.



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

■ **SHANNON TE AO**  
**NGĀTI TŪWHARETOA,**  
**LECTURER, WHITI O REHUA**  
**SCHOOL OF ART**

Shannon Te Ao teaches in both 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; 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 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 Rauwhāangi 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).

## '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



# DEGREE STRUCTURE DESIGN AND FINE ARTS

You are automatically enrolled in a BDes or BFA Honours degree at Massey (four years). This gives our students a competitive edge in a world where having initiative and confidence are an advantage, and where new careers continue to be invented.

This is evident in the stellar careers of some of our renowned graduates, like New York-based fashion designer Rebecca Taylor or international documentary photographer 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 Massey. Full-time equates to about 40 hours per week, including class time and independent work.

### Core Major Courses:

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

### Shared Core Courses:

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

### Elective Courses:

Examples include: fashion construction, printmaking, painting, contemporary sculpture, drawing the body, introduction to computer animation, photography as an agent of change and digital fabrication. You can also take electives from other parts of Massey. 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 One		Semester Two	
Weeks 1–6	Weeks 7–12	Weeks 1–6	Weeks 7–12
<b>Studio I S1B1</b> ____ .157/8  Select one Dress Art Place Lens Screen Type Space Object Imagine  6 weeks 15 credits	<b>Studio I S1B2</b> ____ .157/8  Select one Art Lab Lens Screen Type Material Imagine  6 weeks 15 credits	<b>Studio I S2B1</b> ____ .157/8  Select one Dress Art Place Lens Screen Type Space Object Imagine  6 weeks 15 credits	<b>Studio I S2B2</b> ____ .157/8  Select one Art Lab Lens Screen Type Material Imagine  6 weeks 15 credits
<b>Communication for Makers</b> 237.130  12 weeks 15 credits		<b>Conversations in Creative Cultures</b> 237.131  12 weeks 15 credits	
<b>Elective</b> 100 level  12 weeks 15 credits		<b>Elective</b> 100 level  12 weeks 15 credits	







Selected Entry  
Four years full-time  
Manawatū

# TOIOHO KI ĀPITI BACHELOR OF MĀORI VISUAL ARTS BMVA

## **Immerse yourself in the only university-based four year 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 a stay on a marae where whakawhanaungatanga begins, and continues to be fostered through collective experiences throughout the degree. Exposure to contemporary visual arts, both mainstream and indigenous, is facilitated through visits to galleries, hui, wānanga and exhibition openings. Previously this has included travel to marae and exhibitions in Sydney, Melbourne, Venice, Tokyo, Korea, Hawai'i, Paris, Tahiti, as well as New Zealand.

The Toioho ki Āpiti community has extensive professional relationships with curators, public and commercial galleries, and artist networks both nationally and internationally. 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

## **CAREERS INCLUDE:**

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



■ **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.



## YOUR FIRST YEAR: (Mana Whakapapa)

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

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

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.

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

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.

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 include digital fabrication, fashion construction, 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/)**

Semester One	Semester Two
<b>Weeks 1–12</b>	<b>Weeks 1–12</b>
<b>Mata Puare Studio IA</b> 150.107	<b>Mata Puare Studio IB</b> 150.108
12 weeks 30 credits	
<b>Ngā Hanga Whakairo</b> 150.106	
12 weeks 15 credits	12 weeks 45 credits
<b>Te Reo Whakahoahoa</b> 300.110	<b>Te Reo Kōnakinaki</b> 300.111
12 weeks 15 credits	12 weeks 15 credits





# 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. With an emphasis on production skills, students take creative media projects through development of initial concepts and narratives to a completed, distributable work. 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, post-production, VFX, animation and games.
- > Embedded in an internationally recognised art and design school, which fosters critical thinking and innovation.

## CAREERS INCLUDE:

Producer, director, visual effects producer, special effects technical director, sound designer, sound recording engineer, camera operator, lighting technician, editor interactive/creative technologies producer, app developer, concept artist, storyboard artist, art director, animator, 3D modeller, rigger, games art director, games developer, web and mobile games producer, audio producer, CG artist, motion capture animator, digital effects artist.

## HONOURS AVAILABLE FROM 2020\*

Extend your study, develop your research and create outstanding creative media in the BCMP Honours programme. BCMP Honours is a one-year qualification for students with a BCMP or any media-based three-year degree. You'll focus on a significant research project of your own, with supporting coursework. Entry to the programme is available to students who achieve a B grade average in their third year of study.

\*Subject to regulatory approval

## 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 with Massey. 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/](https://creative.massey.ac.nz/study/first-year-information/)

## Year One

Semester One	Semester Two
<b>Weeks 1-12</b>	<b>Weeks 1-12</b>
<b>Select two:</b> <ul style="list-style-type: none"> <li>Animation</li> <li>Digital Video</li> <li>Games</li> <li>Producing &amp; Directing</li> <li>Visualisation</li> <li>Web &amp; Mobile</li> </ul>	<b>Select two:</b> <ul style="list-style-type: none"> <li>Audio</li> <li>3D Modelling</li> <li>Film &amp; Video on Location</li> <li>Prototyping for Interactive</li> <li>Programming for Interactive</li> <li>Time-based Editing</li> <li>VFX</li> </ul>
12 weeks 15 credits each	12 weeks 15 credits each
<b>Introduction to Creative Media Production</b> 289.100	<b>Working with Scripted Material</b> 289.120
12 weeks 15 credits	12 weeks 15 credits
<b>Elective</b> 100 level	<b>Elective</b> 100 level
12 weeks 15 credits	12 weeks 15 credits

# BCMP

## Pathways

## FILM AND TELEVISION

**From blockbuster films to online formats, film and television practitioners work across the full production pipeline to create 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 pre-production 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, and international television development.

The group-oriented courses allow students to practice across roles and responsibilities, including story and concept development, direction, camera operation, production design, editing, lighting, and sound.

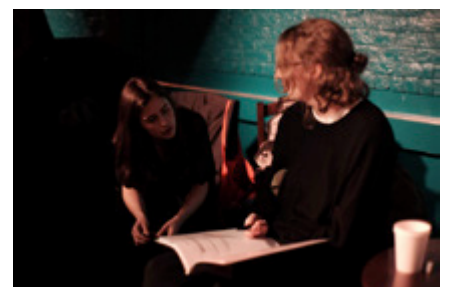
### ■ FRANCESCA SEWELL BACHELOR OF CREATIVE MEDIA PRODUCTION

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

Fresh from wrapping her directorial debut, she is currently working as a freelance short film and commercials editor, and is collaborating with like-minded creatives to develop and share New Zealand-focused stories.

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

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





## ANIMATION AND VFX

**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.



### ■ COURTNEY GILBERT BACHELOR OF CREATIVE MEDIA PRODUCTION

Courtney has been responsible for a variety of roles throughout production including directing, producing, screenwriting, production management, production design, pre-visualization and animation. Courtney aspires to bring her fun and appealing, 3D animated mini-series for young children *Kiwis Can Fly* to the international market and she continues to create original content and develop and build her intellectual property. Courtney recently won the South Pacific Pictures Big Pitch Competition and is working in production at global screen company Gibson Group.

Her show is currently being broadcast on TVNZ's HEIHEI platform.



# GAME DEVELOPMENT

**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.



# CREATIVE TECHNOLOGIES

**The expanding industry of creative technologies seeks pioneering makers and thinkers who explore the intersections of creativity and technology, forging fresh and engaging new ways of connecting people and digital content.**

Through software and hardware development, the Creative Technologies pathway prepares students to develop for rapidly evolving platforms, mediated realities, and embedded systems. Blending the creative and the technical, courses ask students to explore and challenge the processes and conceptions essential to creating dynamic, intuitive, and engaging interactive digital content. Students will learn creative coding, hardware development, data visualization, and how to build multi-platform experiences using cutting-edge technologies.

Creative Technologies 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/MR experiences, and interactive artworks, with no prior programming experience required. Our students graduate with the critical insight, creative expression, and technical expertise to define the future of interactive digital media.

## ■ NURSYAFIQAH BINTI JAMAL (EQA) BACHELOR OF CREATIVE MEDIA PRODUCTION

An international student from Malaysia in her first year of CMP, Eqa's prototyping project exceeded the expectations of the experimental game controller brief by building the electronic table game *Basket Madness*. Her project evolved into a self-standing arcade game, fitted with a sensor and a microcontroller to connect to a laptop for score keeping, timing and sound effects. Eqa rigorously went through an iterative design process, starting with a simple paper prototype and user testing at each stage of her design. *Basket Madness* won the inaugural "Prototyping Pineapple Award" as the most popular project among this student cohort.





# PRODUCING AND DIRECTING



**Creative leadership, vision and voice producers and directors are at the core of media production. Using strategic planning and creative problem-solving, they lead and manage teams to complete successful, viable projects.**

In the Producing and Directing pathway students interested in creative leadership will learn professional techniques and tools for shepherding creative projects to completion. Through initial ideation and pitching, intellectual property development, pre-production scheduling and budgeting, fundraising and stakeholder management, students in this pathway will have hands-on experience in this highly in-demand field.



## ■ WIKTORIA OJRZYNSKA BACHELOR OF CREATIVE MEDIA PRODUCTION

Presented with an opportunity to work with an external client to create meaningful content for an international audience, Wiktoria knew it was a chance to bring awareness to the issue of climate change. Directing *Subject to Change*, a documentary film that explores the impacts that climate change is having on the Pacific, Wiktoria developed and practiced critical leadership and production skills. The documentary has since been shown at major exhibitions in Poland, London, and Paris.







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

**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 events 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.
- > All content is based firmly in popular music, covering a wide range of genres.
- > Music Practice is taught by practicing professionals from iconic bands like Fat Freddy's Drop and The Chills. Choose your instrument; voice, computer, turntable or other interface.
- > 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.

## CAREERS 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.

## HONOURS AVAILABLE FROM 2020\*

Extend your study, develop your research and advance your skills in music practice or technology or industry skills. You'll undertake an independent research project, with supporting coursework. The Honours qualification will be usually taken as a fourth year of study after a three-year music degree like the BCommMus. Entry to the programme is available to students who achieve a B grade average in their 3rd year of study.

\*Subject to regulatory approval

## 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 Massey. Full-time equates to about 40 hours per week, including class time and independent work.

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 One	Semester Two
Weeks 1–12	Weeks 1–12
<b>133.1—</b> <b>Major</b> Select one <input type="checkbox"/> Music Industry <input type="checkbox"/> Music Practice <input type="checkbox"/> Music Technology 12 weeks 15 credits	<b>Contemporary Musicology</b> 133.154 12 weeks 15 credits
<b>133.1—</b> <b>Major</b> 12 weeks 15 credits	<b>Music Media 1</b> 133.152 12 weeks 15 credits
<b>133.1—</b> <b>Other Music Course</b> 12 weeks 15 credits	<b>Music Project 1</b> 133.153 12 weeks 30 credits
<b>Elective</b> <b>100 level</b> 12 weeks 15 credits	

# 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.



### ■ EMMA HALL-PHILLIPS BCOMMUS (INDUSTRY) 2018

Emma established her promotions company, Moments, before she had even finished her first year.

Moments promotes females and LGBT performers in an effort to push forward diversity in this male-dominated industry. "Initially I worked with bands, but now lean more towards DJing, running electronic music Club Nights and festivals."

Emma is now working full-time on her business, and DJing under the moniker Aw B.

# 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.



### ■ SOLOMON CROOK BCOMMUS (PRACTICE) 2018

In 2018, Solomon and his band opened for Amy Shark, The Teskey Brothers and Thomas Oliver at renowned venues across the country. He also produced a collaborative EP and his first single *Love Juice*, made it to #2 in the NZ Hot 20 single charts and has been streamed over 100,000 times on Spotify. He is currently working on his second personal EP.



# 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.**

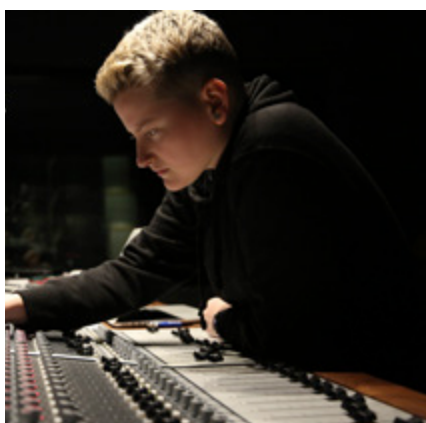
Music technology students study software and hardware development, electronics, and concepts for developing new musical interfaces. Students get access to world-class, custom-designed technology labs in order to develop skills in new software and hardware interfaces. Students work across other majors to support individual projects in technology development.

Music technology also covers operating industry standard large consoles and the latest digital recording and editing technologies as well as live light and sound skills for all aspects of live, venue-based industry requirements. Students get access to world-class recording studio facilities and work across other majors to support live and studio sound and lighting.



### ■ KAYSHA BOWLER BCOMMMUS (TECHNOLOGY) 2018 HARDWARE AND SOFTWARE

As a Music Technology student, sound artist and lighting designer with a background as a musician, Kaysha's final project focused on a custom-built hardware and software controller. Operated by the musician, the Plex controller facilitates better musical and visual expression through touch, and enables the musician to deliver a more engaged and immersive live experience.



### ■ CASEY PICKSTOCK BCOMMMUS (TECHNOLOGY) 2018 SOUND ENGINEERING

Casey Pickstock specialises in recording, mixing, and organising music. She has worked as an assistant engineer for artists EDIE; Alistair Fraser; and Cumbia Blazera. She was the lead engineer for Tyrun, recording, mixing and producing their debut EP *B.O.Y.*

Casey also gained experience in venue, tour and production management over several gigs and tours, covering live sound and lights, coding and hardware design and building.



# 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 subject specific 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
- > Master of Māori Visual Arts
- > Master of Creative Enterprise
- > PhD

## MASTER OF CREATIVE ENTERPRISE

The Master of Creative Enterprise provides creators the freedom and support to explore and develop their work in the burgeoning creative industries. Students are exposed to emerging and current commercialisation models and essential skills to build sustainable careers, creative practitioners and enterprising businesses that will become increasingly central to sustainable economic growth.

## MASTER OF DESIGN

The Master of Design explores the value of design research in the context of industry, society, and the environment. The study involves interrogating a self-selected topic through targeted creative research approaches, techniques, and methods. In some instances, student projects involve collaboration with industry mentors and partners. 1 year full-time or 2 year part-time study is available on the Wellington campus.





## MASTER OF FINE ARTS

The Master of Fine Arts (art and design) emphasises independent learning punctuated by shared community critiques, masterclasses and lectures led by a team of international invited guests and academics that are expert creative practice researchers. It is geared toward the production of research-driven, critically engaged, expertly realised and highly innovative original creative work. It supports trans-, multi- or cross-disciplinary practices and media while also endorsing the development of specific art and design expertise. 2 year full-time or 3-4 years part time study. Available on the Wellington campus and by distance.

## MASTER OF MĀORI VISUAL ARTS

Toioho ki Āpiti/ Master of Māori Visual Arts, is the leading provider of advanced indigenous visual arts education in New Zealand, and has an unparalleled list of significant New Zealand artists amongst its alumni. Students are encouraged to ground their practice within a kaupapa Māori paradigm. International students from other indigenous cultures are encouraged to engage in research and applied practices relevant to their individual cultural contexts. The programme is especially strong in its ability to embrace customary practice from carving to weaving alongside contemporary practice from painting to moving image. Available on the Manawatū campus and by distance.

## WETA WORKSHOP SCHOOL AT MASSEY UNIVERSITY (ENTERTAINMENT DESIGN)

Create your own imaginary worlds for film, TV and game. The partnership of award-winning Weta Workshop and the internationally recognised Massey University delivers a unique educational experience.

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

### MASSEY CONTACT

We welcome enquiries from suitably qualified applicants.

For more information, contact:

[creative.postgrad@massey.ac.nz](mailto:creative.postgrad@massey.ac.nz)



# APPLYING AND ENROLLING FOR DOMESTIC STUDENTS

## ENROLLING AT MASSEY IS A TWO-STEP PROCESS

### STEP 1

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

### STEP 2

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

## OPEN ENTRY

- > BACHELOR OF CREATIVE MEDIA PRODUCTION
- > BACHELOR OF COMMERCIAL MUSIC

The Bachelor of Creative Media Production is open entry (all pathways), which means all you need to do is apply online at [massey.ac.nz/apply](https://massey.ac.nz/apply).

The Bachelor of Commercial Music (Technology and Industry majors) are open entry, and applicants for these programmes are also encouraged to take part in a consultation with staff to ensure the course is right for you. The Bachelor of Commercial Music (Practice major) requires all applicants to attend an audition.

Please contact [commercialmusic@massey.ac.nz](mailto:commercialmusic@massey.ac.nz) if you have any questions.

**APPLICATION  
DUE DATE 13 JANUARY**



## SEMESTER START DATES

Some programmes at the College of Creative Arts offer an opportunity for mid-year entry (starting Semester Two).

PROGRAMME AND YEARS TO COMPLETE	SEMESTER ONE START FEBRUARY	OR	SEMESTER TWO START JULY	FAST TRACK*	FULL YEAR
Bachelor of Design (4yrs)	✓		✓	Includes summer school. Complete in 3.5 years	Does not include summer school. Complete in 4.5 years
Bachelor of Fine Arts (4yrs)	✓		✓	Includes summer school. Complete in 3.5 years	Does not include summer school. Complete in 4.5 years
Bachelor of Creative Media Production (3yrs)	✓		✓	Includes summer school. Complete in 2.5 years	Does not include summer school. Complete in 3.5 years
Bachelor of Commercial Music (3yrs)	✓		Not available		
Bachelor of Māori Visual Arts (4 yrs)	✓		Not available		

\*Students study full time summer school in the first year and then start their second year in February.



## SELECTED ENTRY

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

### THERE ARE THREE MAIN WAYS TO APPLY FOR SELECT ENTRY DEGREES

**APPLICATION  
DUE DATE 1 OCTOBER**

#### 1. AUTOMATIC ENTRY

If you are still at secondary school or left secondary school with NCEA and have achieved NCEA level 2 or level 3 with Excellence overall and an excellence endorsement in an approved art, design or technology subject, you have **automatic entry**, and will **not** need to submit a portfolio.

This also applies to students achieving Cambridge International AS grade A or B in an approved art, design or technology subject.

When you apply online and you are prompted to upload a portfolio – please either:

a) Upload a copy of your NCEA level 2 or 3 results

or

b) Upload a note (handwritten is OK) stating “I qualify for Auto Entry” and we will verify this with NZQA.

#### 2. PORTFOLIO PRE-APPROVAL ENTRY

You can show ‘work in progress’ to a Massey College of Creative Arts staff member during a visit to a school, at a Massey Open Day or at another arranged event. Staff will look at examples of your work with you, whether it be on digital platforms like Tumblr or Instagram, or in workbooks and folders, and if this shows the creative potential we are looking for they will sign a **Portfolio Pre-Approval** letter, which you can then upload with your online application – a final portfolio will not need to be submitted after this.

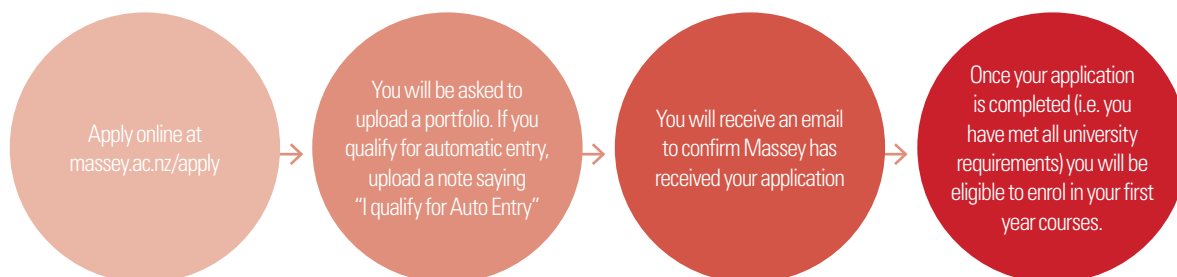
If you would like to speak to someone about Portfolio Pre-Approval please email [creative@massey.ac.nz](mailto:creative@massey.ac.nz)

#### 3. PORTFOLIO ENTRY

A portfolio is a selection of your creative work that demonstrates your creative potential. It can include examples from school or your own personal projects at home or in the community. See the next page for portfolio requirements.

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

Late applications to study maybe considered, subject to available spaces.



#### ALTERNATIVE ENTRY

We also welcome applications from people who do not have a standard secondary school art or design background; people who have not had the opportunity to take NCEA subjects in art or design; and people who, for good reason, have not had the opportunity to complete a portfolio by the due date.

Please contact us at [contact@massey.ac.nz](mailto:contact@massey.ac.nz) to discuss alternative ways of demonstrating your desire and potential in these subject areas.

#### ENROLMENT ENQUIRIES

**Phone** 0800 MASSEY (0800 627 739)  
**Text** 5222

**Email** [contact@massey.ac.nz](mailto:contact@massey.ac.nz)  
**Apply online** [massey.ac.nz/apply](https://massey.ac.nz/apply)

# PORTFOLIO REQUIREMENTS

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



## PORTFOLIO ENTRY

A portfolio is a selection of your creative work that demonstrates your creative potential. It can include examples from school or your own personal projects at home or in the community. See below for examples of work to include.

## FORMAT

Your portfolio can be supplied to us in **either**:

(i) **digital** form through online upload (our preferred method). Typically a digital portfolio is saved as an A4 PDF and can range from 12 -24 pages. Please ensure PDFs are no larger than 5MB. If you have your portfolio in a GoogleDoc or other online platform please send us the live link in a PDF. When you apply online for selected entry programmes you will be asked to upload a portfolio/PDF at the same time.

(ii) **printed** form through the post (using an A4 clear file folder with 12-24 pages) and post it to us (see addresses on next page). Please note this option may extend the assessment period. Please be sure to label all your work with your name. While the university has a well-established tracking process for all portfolios received, it does not accept liability for loss of, or damage to portfolios that are sent through the post. Please do not include original works. Colour photocopies are preferred.



## PORTFOLIO CONTENT

The work in your portfolio should tell us something about you and how you...

- > generate, explore and develop creative ideas
- > experiment with different media, materials, techniques and technologies, and
- > use these methods to transform your ideas into creative works
- > think in innovative and contrasting ways
- > show originality and inventiveness

## EXAMPLES OF WHAT YOU CAN INCLUDE IN YOUR PORTFOLIO

- > Drawings
- > Sketches
- > Paintings
- > Photographs
- > Prototypes
- > Mock-ups / 3D models
- > Performance art
- > Graphic design
- > Sculpture or installations
- > Fashion / sewing / patterns / textiles
- > Developmental work, such as copies of workbook pages or journals
- > Digital or conventional photographic contact sheets
- > Screen captures in the case of digital work
- > Links to work on digital platforms like Flickr or Tumblr

## TIPS

1. It's good to provide notes about the ideas behind your work and how these ideas were translated into their final form.
2. Please do not include items such as art history assignments or testimonials in your application.
3. If you are providing links to your work that is online, please include live links within your PDF.

## APPLICATION DUE DATE AND PORTFOLIO PRE-APPROVALS

You can enquire about Portfolio Pre-Approval or apply with your portfolio at any time during the year if you have work ready to show us.

The university due date for all applications for **Semester One start in 2020 is 1 October.**

The university due date for all applications for **Semester Two start is 30 June.**

Applications received after the due date will be accepted subject to places being available.

## POSTAL ADDRESSES

### DESIGN AND FINE ART PORTFOLIOS:

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

### MĀORI VISUAL ART PORTFOLIOS:

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

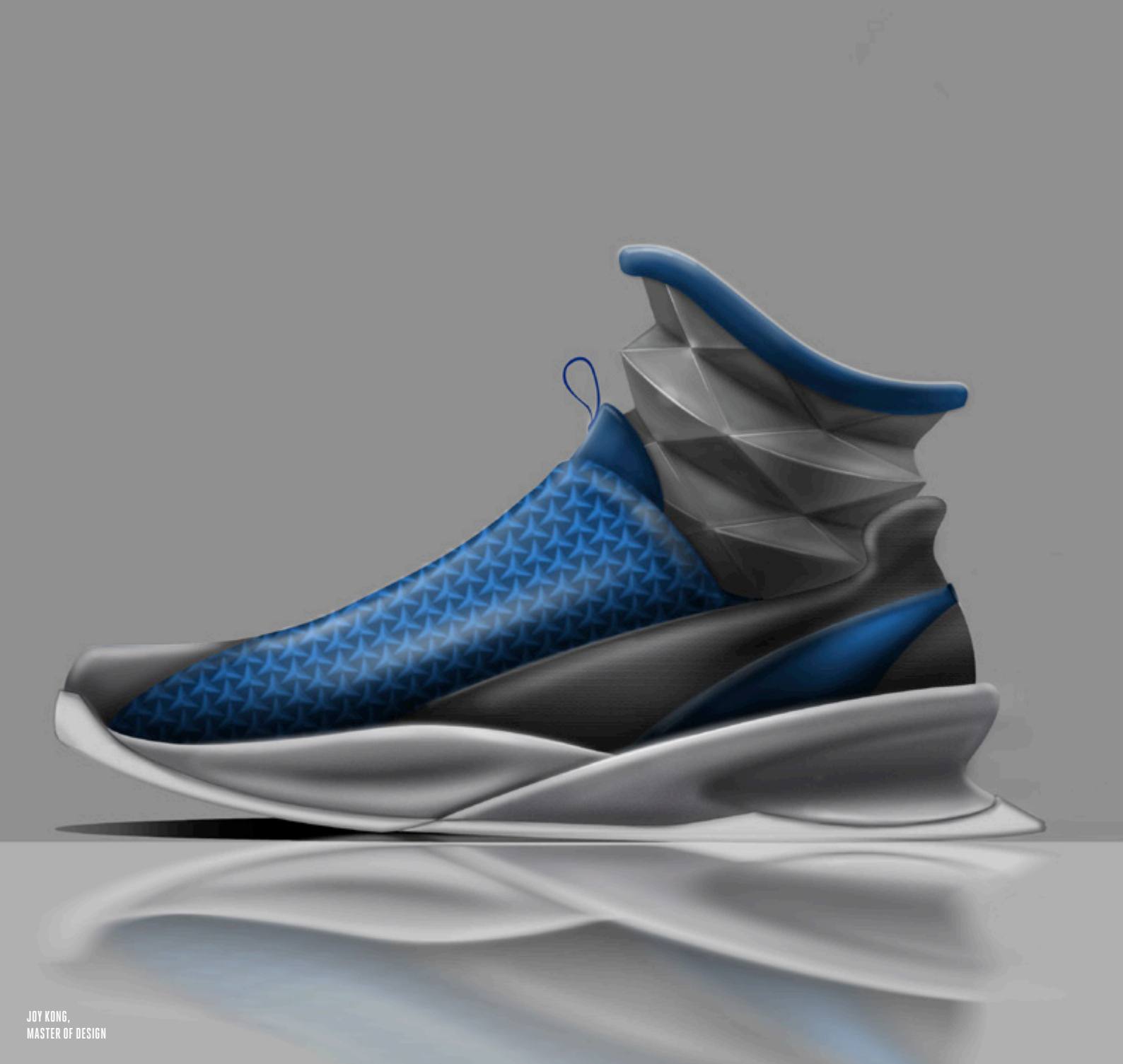
## ENROLMENT ENQUIRIES

**Phone** 0800 MASSEY

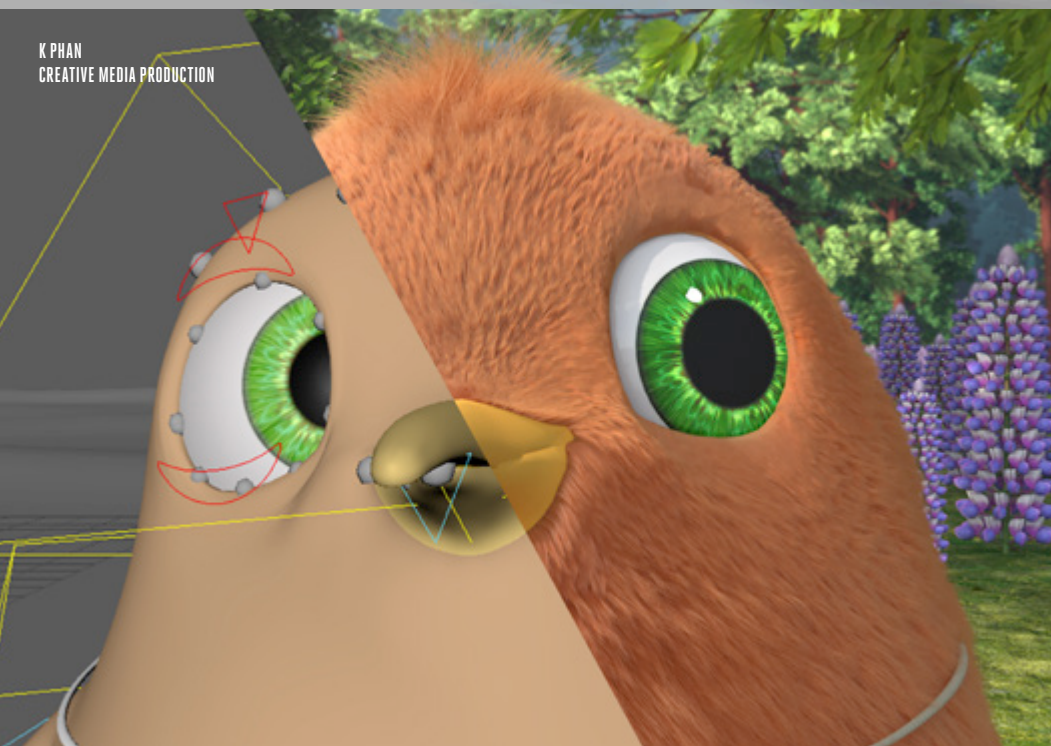
**Text** 5222

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

**Apply online** [massey.ac.nz/apply](https://massey.ac.nz/apply)



JOY KONG,  
MASTER OF DESIGN



K PHAN  
CREATIVE MEDIA PRODUCTION

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





# APPLYING AND ENROLLING FOR INTERNATIONAL STUDENTS

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

Applying to study all selected entry programmes (design, fine art, Māori visual arts) is the same as for domestic students.

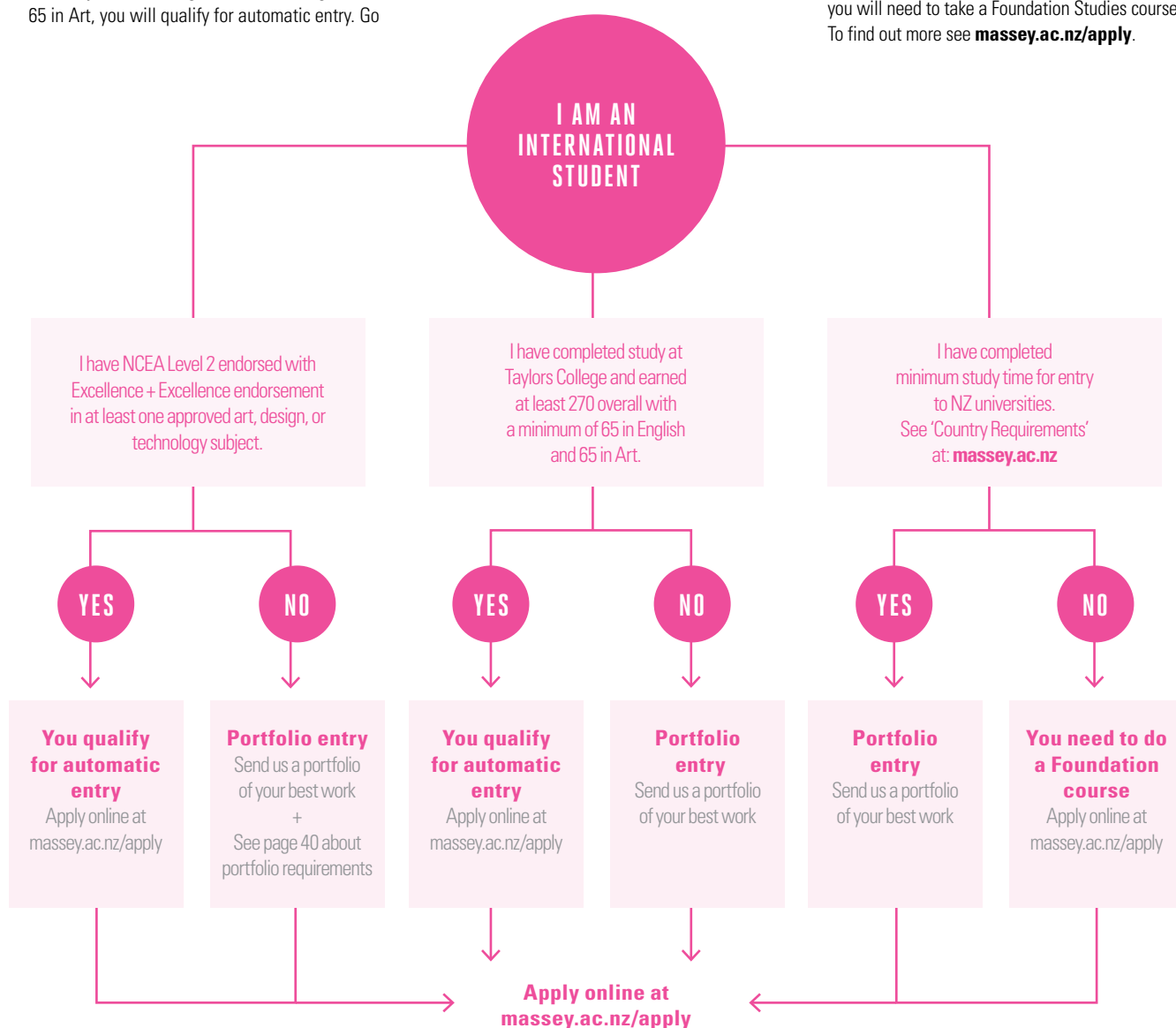
1. If you are studying NCEA in NZ and qualify for automatic entry go straight to **massey.ac.nz/apply** and follow the prompts. If you do not meet automatic entry criteria you will need to upload a portfolio.
2. If you are studying Foundation Studies at Taylors College (AFY) and have earned 270 in your top four subjects, including at least 65 in English and 65 in Art, you will qualify for automatic entry. Go

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

3. If you are planning to study Foundation Studies (FCS), Certificate of University Preparation (CUP), or a Pathway programme before enrolling at Massey University in a select entry programme, you will need to upload a portfolio as part of your application.

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**

4. If you have submitted a portfolio, which has been approved by the College, but still need to take Foundation Studies (FCS) or Certificate of University Preparation (CUP), you need to apply for FCS / CUP, but you **do not** need to submit your portfolio again.
5. If you are studying in your home country and have completed the minimum study time required for entry to New Zealand university, go to **massey.ac.nz/apply** and upload a portfolio of your work. If you have not completed enough study time you will need to take a Foundation Studies course. To find out more see **massey.ac.nz/apply**.



# SCHOLARSHIPS

## □ Massey University Vice Chancellor's High Achiever with Distinction Scholarship

For new students with a record of excellence across a range of subjects (10 for Māori, 5 for Pacific, 5 for students studying arts, 10 for students of any background studying any subject).

Value: 30 awards valued at \$7,500 each  
Application deadline: 20 August

## □ Massey University Vice Chancellor's Excellence Scholarship

Available for school leavers demonstrating academic excellence and community engagement (available across whole university).

Value: Up to 9 awards valued at a total of \$21,000  
Application deadline: 20 August

## □ Toioho ki Āpiti Bachelor of Māori Visual Arts Undergraduate Scholarships

Open to New Zealand students enrolling in full-time study in the Bachelor of Māori Visual Arts (BMVA) programme.

Value: Multiple scholarships are available.  
Application deadline: Various dates  
Contact: Rongomaiaia TeWhaiti  
[R.TeWhaiti@massey.ac.nz](mailto:R.TeWhaiti@massey.ac.nz)

## □ Commercial Music Scholarship

Provides support to a promising applicant in preparation for a career in the commercial music industry, practice or technology.

Value: 1 x \$10,000  
Application deadline: 31 October

## □ Creative Media Production Scholarship

Provides support to a promising applicant in preparation for a career in creative media production industries, specifically Film and TV, Games, Animation and VFX, Creative Technologies, or Producing and Directing.

Value: 1 x \$10,000  
Application deadline: 31 October

## □ School of Design Māori and Pasifika Award

Supports Māori and Pasifika students to pursue and achieve success in the Bachelor of Design (Hons)

Value: Minimum \$1,000 for tuition fees  
Application deadline: 31 October

## □ School of Music and Creative Media Māori Scholarship

Provide support for a Māori applicant to pursue and achieve success in the Bachelor of Creative Media Production or the Bachelor of Commercial Music.

Value: 1 x \$10,000  
Application deadline: 31 October

## □ School of Music and Creative Media Pasifika Scholarship

Provide support for a Pasifika applicant to pursue and achieve success in the Bachelor of Creative Media Production or the Bachelor of Commercial Music.

Value: 1 x \$10,000  
Application deadline: 31 October

## □ Massey University Creative Arts International Excellence Scholarship

Supports international undergraduate students to study at the College of Creative Arts Massey University across design, fine arts, creative media production or commercial music.

Open to full time first year International full fee paying undergraduate students only

Value: \$20,000 (for a 4 year degree) and \$15,000 (for a 3 year degree)  
Application deadline: 1 December for February 2020 entry and 1 May for July 2020 entry

For more information about all scholarships go to [creative.massey.ac.nz/scholarships](https://creative.massey.ac.nz/scholarships)

# FEES

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

Fees vary depending on your course of study. For creative arts, a full-time undergraduate workload in 2019 cost about \$6,700 plus non-tuition related fees.

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

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

Applications are due by 1 October.

For more information go to: [massey.ac.nz/accommodation](https://massey.ac.nz/accommodation)



# EVENTS ON CAMPUS

## COLLEGE TOURS 2019

Come and see our campus in Wellington. Our guides will provide an overview of what we offer, show you around our studios and workshops and answer any questions. You can also check out our student accommodation. All are welcome, but if you are making a booking for a group please ensure that you register the number attending.

### TOUR DATES:

> 24 May, 21 June, 12 July, 19 July,  
9 August, 13 September, 4 October,  
11 October

Other dates may be arranged on request.

Please register to attend a tour at **creative.massey.ac.nz/about/events/college-tours/**

or contact our Recruitment Advisors at **contact@massey.ac.nz**

## STUDENT EXPERIENCE DAY

10 MAY

**Ideal for:** Year 12 and Year 13 students

**Contact:** Belinda Weepu, B.Weepu@massey.ac.nz (or contact@massey.ac.nz)

## STUDENT IMMERSION DAY

8 JULY (SCHOOL HOLIDAYS)

**Ideal for:** Year 13 and adults

**Contact:** Belinda Weepu, B.Weepu@massey.ac.nz (or contact@massey.ac.nz)

## TAUTAI FRESH HORIZONS WORKSHOPS

3 – 5 APRIL

Nominated secondary school students can attend the Tautai Fresh Horizons 3-day workshop with established Pacific artists and tutors. This workshop aims to build self-confidence and life skills as well as creative ability for Pacific school students.

**Ideal for:** Year 12 and Year 13 students

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

## CREATIVE CAREER PATHWAYS EVENING

22 AUGUST

**Ideal for:** any prospective student, parent or teacher who wants to find out more about where a creative degree can lead. Graduates from all our subject areas return to talk about their experience as students and their careers since graduating.

## WELLINGTON OPEN DAY

23 AUGUST, 9AM – 3PM

**Ideal for:** Any prospective student who is considering a degree in creative arts. Open Day includes presentations about all courses, tours of facilities, meeting staff and students, fun, food and information overload!

Register for Wellington Open Day at **massey.ac.nz**

## EXPOSURE GRADUATE EXHIBITION

2 – 16 NOVEMBER

**All welcome.** Come and see what our graduating students have achieved, from Bachelor through to Masters degrees, and across all subject areas. The two week exhibition includes music performances, screenings and fashion shows.

Have a look at student work from Exposure 2018 at **exposure2018.massey.ac.nz**

To find out more about all College events visit: **creative.massey.ac.nz/events**

# SUPPORT

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

## 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 (T18) every Tuesday**

4.00pm – 6.00pm

**Contact:** Awhina Wakefield  
A.Wakefield@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 is based in T18 and provides a range of general and pastoral care services to help prospective and current Māori students and their whānau to engage with the University.

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

## PASIFIKA FALE BILONG LUMI

The Wellington campus Fale is located in T33 and is designed to be a space for Pacific students to study and relax in, as well as connect with our Pacific staff.

**Contact:** Herbert Bartley, Senior Pacific Advisor, H.Bartley@massey.ac.nz

## MASSEY CONTACT

**Phone:** 0800 MASSEY

**Text:** 5222

**Email:** contact@massey.ac.nz

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

**E-mail:** creative@massey.ac.nz

**Website:** creative.massey.ac.nz

**Facebook:** @cocamassey

**Twitter:** @cocamassey

**Instagram:** @coca\_massey

