



MASSEY
UNIVERSITY
TE KUNENGA KI PŪREHUROA

UNIVERSITY OF NEW ZEALAND

2021 CREATIVE ARTS



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NGĀ IHIRANGI

Please note: The information contained in this publication is indicative of the offerings available in 2021 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

COVER IMAGE:
ANNALISE SPRAGG
BACHELOR OF FINE ARTS

Familiar – POW Ply and acrylic paint
Photographed by Madison Hunt



CREATIVE ARTS

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RANKINGS AND AWARDS

RED DOT

Wellington School of Design ranked once again at No 1 in Asia Pacific, with graduate Sian Hosking Berge awarded a Red Dot Best of Best for her BOU Bike.

QS WORLD UNIVERSITY RANKINGS

Top 100 for art and design.

PBRF

Across design and visual arts & craft, the College of Creative Arts has the largest number of top-rated researchers of all tertiary institutions in New Zealand.

DINZ BEST AWARDS

462 finalists over the last 17 years. In 2019 one third of all student finalists were Massey graduates.

JAMES DYSON

Massey grads have won the National Dyson Award for the past 5 years in a row, with a total of 21 graduates selected as finalists. In 2019 graduates Daniel Shorrock, Chris Warren, Fergus Salmon, Zoe Lovell-Smith, Liam Avery and Oscar Jackson won with their Electric Cargo Bike (with joint runner up, graduate Sian Hosking Berge).

WOW

Second year fashion student Anna Baines selected as a finalist – one of 115 designers from 22 countries.

NZ ART SHOW

Three Massey fine arts graduates were selected as finalists: Chad Bevan, Hannah Lawn and Samuel O'Malley.

HOKONUI FASHION AWARDS

Two fourth year fashion students Grace Hughson and Madison Freeman were awarded Highly Commended and Open merit awards.

ID DUNEDIN INTERNATIONAL FASHION AWARDS

Two Massey grads selected as finalists – Kimberley Franklin and Tsega Gebremedihin.

FULBRIGHT

VCD Graduate Nandini Nair was awarded a Fulbright Science and Innovation Award and is off to study her masters at Carnegie Mellon.

KOHLER NEW ZEALAND FUTURE DESIGNER AWARDS

The inaugural recipient was third year industrial design student Michaela Lawn, and her fellow student Symone Robson was runner up.

ECC NZ STUDENT CRAFT / DESIGN AWARDS

7/15 finalists were Massey graduates, with Sian Hosking Berge awarded Furniture and Product Design Category winner, alongside six highly commended fellow graduates in industrial, textiles and lighting design.

CAREERS

94% of design graduates are employed, the majority in the creative industries, six months after graduation (Graduate Destination survey 2018).

72% of fine arts graduates are exhibiting the art they make.

HOT 20

2nd Year commercial music student *R/K/I*, (managed by fellow music student Isaac Adams, and promoted by student's Something Something club) debut single High Heights and achieved #12 on the Hot 20 NZ Singles chart, #12 on iTunes NZ top Alternative charts, #16 on iTunes Norway top Alternative charts, and playlisted across multiple stations.

ANIMATION CAREER REVIEW

Top 100 for Animation.

SOUTH PACIFIC PICTURES BIG PITCH

Hans & Tweet, a stop-motion animation project by third year creative media production students Tony Match, Jing Jing Ke, Saina Filipo and Niamh O'Connell, was one of only eight projects to be shortlisted to pitch in the South Pacific Pictures Big Pitch Competition at the national SPADA conference.

VODAFONE NZ MUSIC AWARDS

Top-rated act BENEE, who took out awards for Best Pop Artist, Single of the Year, Best Solo Artist and Breakthrough Artist and is backed by three second year commercial music students; Tiare, Felix and Dylan, who have been with her since she broke into the scene.

NZ CINEMATOGRAPHERS SOCIETY ANNUAL AWARDS

Creative media production graduate Alice Toomer won a silver award in the student category for her film *RASPBERRY AND COKE*. Alice was supervised by creative media production lecturer and film producer Mathew Knight, who received a gold award for his work on the feature film *DAFFODILS*.

NAU MAI HAERE MAI WELCOME TO THE COLLEGE OF CREATIVE ARTS

CREATE
WITH US



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 and commercial music and creative media production offer a one year honours programme 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).

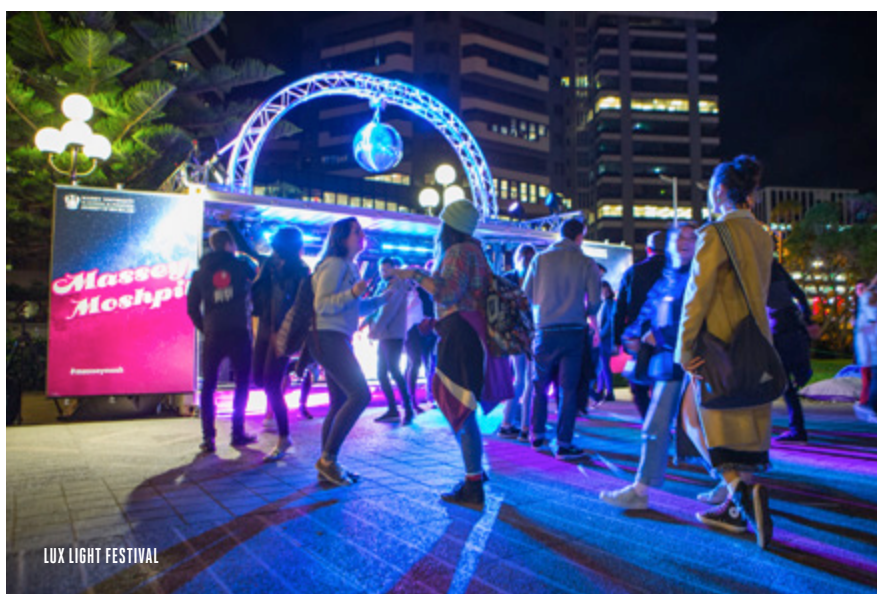
Wellington also has the highest skill and salary base per capita in New Zealand, and a reputation for being innovative and collaborative in its business practice. The city is compact, accessible, vibrant and home to numerous sport, art and technology-based industries. Surrounded by lush green hills and 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.



IN THE STUDIO

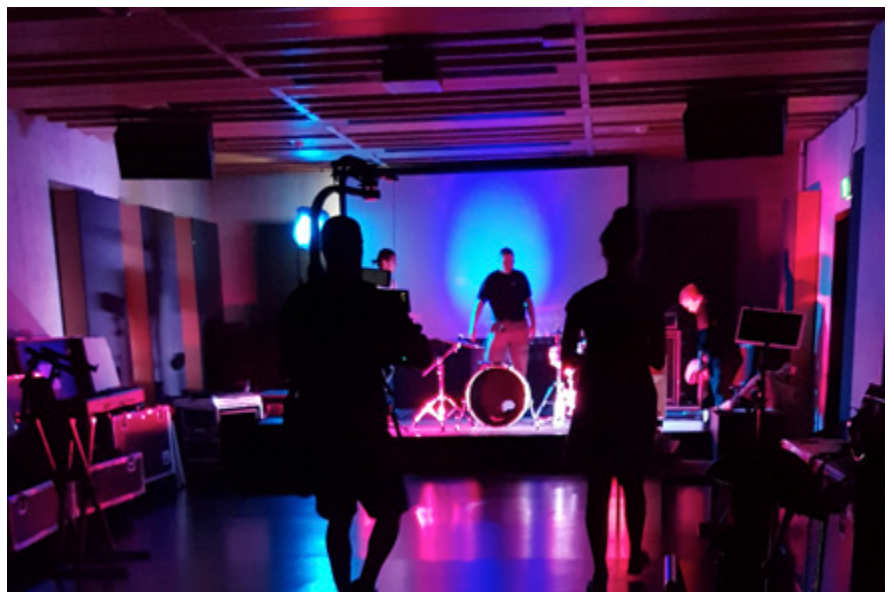
Our students spend most of their time at Massey making and thinking in studios, workshops and media labs. Typically, at least two-thirds of your classes will be hands-on.

DEVELOP

NEW KNOWLEDGE,
IDEAS AND SYSTEMS.

EXPERIMENT

WITH NEW WAYS OF SEEING,
MAKING AND DOING.



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 Master's degree

Massey has partnered with Weta Workshop to deliver a Master of Design (Entertainment).

Image credit: *Delta* by Paul Tobin, Weta Workshop.



Travel and work on meaningful projects

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



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

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



Exhibit, promote or perform your work on and off campus

Final year exhibition for graduating students, Exposure Exhibition is the must see event held at the beginning of November each year.



Meet and make new business

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



Go on an international study tour

Fashion and Creative Media Production students in India, 2019.



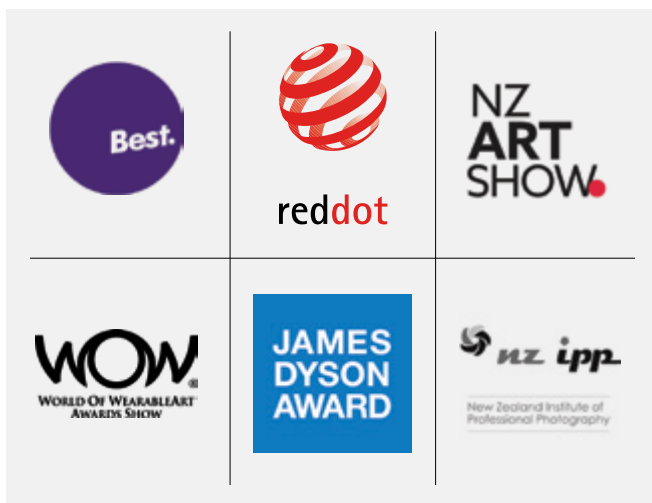
Join clubs and collectives that connect you with people who share your passions and interests

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.



ANTONIA ESTALL
TEXTILE DESIGN



CLAIRE HENWOOD
PHOTOGRAPHY



SAM WESTON
SPATIAL DESIGN



BRYDIE MANGOS
FASHION DESIGN



DANIEL SHORROCK
INDUSTRIAL 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, integrated design and a full suite of visual communication design electives that include illustration, brand, interaction 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 creative 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 (new)
- > Fashion design
- > Industrial design
- > Integrated design (new)
- > Photography
- > Spatial design
- > Textile design
- > Visual communication design, with areas of interest in: illustration practice, typography, information design, branding, and interaction design

WHAT'S SPECIAL ABOUT DESIGN AT MASSEY?

- > Vibrant studio environments: collaboration spills into corridors and kitchens (and days into nights!)
- > Shared briefs across majors: designers work in multi-disciplinary teams as well as on individual projects
- > You'll create systems and experiences as well as products
- > 'Office hours': means you can seek advice from any academic staff member, not just your own lecturers
- > Live briefs: work on projects for real clients
- > World-first bicultural framework underpins the curriculum
- > Why four years? All design degree students enrol in honours. Your fourth year is 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 Computer in 1993. Over the next 20 years he was part of the elite team that changed the way the world communicated. Apple grew to be one of the most successful and prestigious design studios in the world, and Danny's contributions were recognised with many international awards. When he moved on to lead Go Pro as Vice President of Design and Creative Strategy in 2016, he held more than 500 design patents with Apple, and had been responsible for iconic consumer electronics like the iPhone 4 and the wireless keyboard.



DANNY COSTER

CONCEPT DESIGN

BDes Major

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

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

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

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

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

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

■ BO MOORE, MDES 2016

Bo Moore is a Concept Designer with a passion for character design, interactive narrative and worldbuilding. Her work blurs the line between science fiction and fantasy, telling stories of the strange and the strangely familiar through a range of mediums.

She has worked for Huhu (a Māori TV animated children's show). She has also developed concept art for Pukeko Pictures plus she was the key designer on the award winning Promised Land books – the world's first LGBTQ themed fairy tale.

■ JOEL SAVAGE, BDES(HONS) 2014 3D ARTIST (FRAMESTORE, UK)

Joel is a 3D artist. He worked at Weta Workshop and Magic Leap as a 3D artist and modeller, before moving to Framestore in the UK. At Weta Workshop he worked on Ghost in the Shell, GKR and Pacific Rim.



BO MOORE



JOEL SAVAGE

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 at Massey University in Wellington, you will explore and develop fashion design concepts on a global level, through garments, accessories and 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 practice. Accumulated knowledge and skills enable you to think broadly, exploring anything from a 3D printed, open-source collection to be produced anywhere in the world, to a customised garment that questions ideas of body image.

Our facilities and staff offer almost unlimited possibility! You may find your work on the catwalk or following in the footsteps of alumni like Kate Sylvester or Kathryn Wilson; you may develop new sustainable fashion systems taking fashion towards a more responsible future.

There are also opportunities for internships, and for students to collaborate internationally with other fashion design schools as well as present collections at New Zealand Fashion Week and other Fashion Weeks around the world. Our graduates have a long history of success in design competitions such as WOW, iD Emerging Designer Awards, Hokonui Fashion Design Awards, Miromoda Fashion Design Awards, including Sean Kelly, winner of Project Runway (USA) in 2014 and Bradley Smit winning a Silver Award at the Best Awards 2019.

■ GENEVIEVE JENSON, BDES (HONS) FASHION DESIGN, 2019

Genevieve Jenson has a global approach to fashion design and is committed to a more sustainable fashion future. Genevieve completed a six-week internship in India in January 2019 focussed on design in a sustainable context.

In her recent conceptual graduate collection; *The Lone Woman*, Genevieve explores the negative effects of gendered microaggression against women and looks at ways we can mitigate this through a creative fashion design process. The intention of the collection is to be soft, intimate and comforting, fostering positive mental health and wellbeing from making through to wearing, in a slow-fashion context. Genevieve's collection won the Kate Sylvester Award for Design Excellence in 2019, recognising the innovative pattern making methods and creativity shown through textile development processes and natural dyeing.



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 Workshop and phil&teds.

■ SIAN HOSKING-BERGE, BDES (HONS) INDUSTRIAL DESIGN, 2019

A clever kitset balance bike and scooter for 2 to 5-year-olds, **BOU** enables children to experience creating their own ride-on toy. Sian's inspiration came from her experience building in her Poppa's workshop as a child. I decided I wanted the outcome to be something the child could build with a parent or caregiver as a relationship building experience and then use and be proud of. I wanted this to be a series of ride on toys for 2 to 5-year-olds, received flat pack and constructed using basic tools. A toy that transforms using the same pieces so that the building experience extends past the initial construction. This being a trike to balance bike to scooter that adjusts in height so that it grows with the child.

Sian's work has been recognised both nationally and internationally including winning the Red Dot "Best of the Best" award, a gold Best Award, national runner-up in the James Dyson awards, and winner of the ECC Furniture & Product Design Award in the ECC NZ Student Craft / Design Awards 2019.



SIAN HOSKING-BERGE

INTEGRATED DESIGN

BDes Major

In the past decade, designers have had to become agile and multidisciplinary in order to respond to the speed of change in the world around them.

The distinction between different fields of design has blurred, as the demand for versatile, flexible and curious designers increases.

Integrated design allows you to include design studio courses from two or more other design majors. Choose from concept, fashion, industrial, photography, spatial, textile and visual communication design.

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

Integrated design offers a new way for students to approach a design career and explore forming their own solutions to the challenges that emerge from contemporary design practice. Within the expertise and durability of the Wellington School of Design's traditions and expertise, integrated design will encourage students to form their own professional and consultative practices upon graduation.

■ SORA ICHINOSE, BDES (HONS) TEXTILE DESIGN, 2017

Sora specializes in illustration and repeat pattern for playful surface based design that has a strong emphasis on bringing light to the unexpected. In her project *Sleight of Hand Project*, she explored new technologies and unconventional media to push the boundaries of screenprint and bring a new sense of wonder to material engagement.

With the advancement of technology, vision has overridden our sense of touch. *Sleight of Hand* is a range of interactive textiles that seeks to rejuvenate the tactile sense. Material properties and printed pattern are altered and unveiled through participant involvement. This collection evokes childish wonder and curiosities, finding joy in visual discovery and bringing us back to using our hands in a physical space. Integrating technology and textile design Sora has created a highly engaging product for many future applications.



SORA ICHINOSE

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, Shaun Waugh 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.

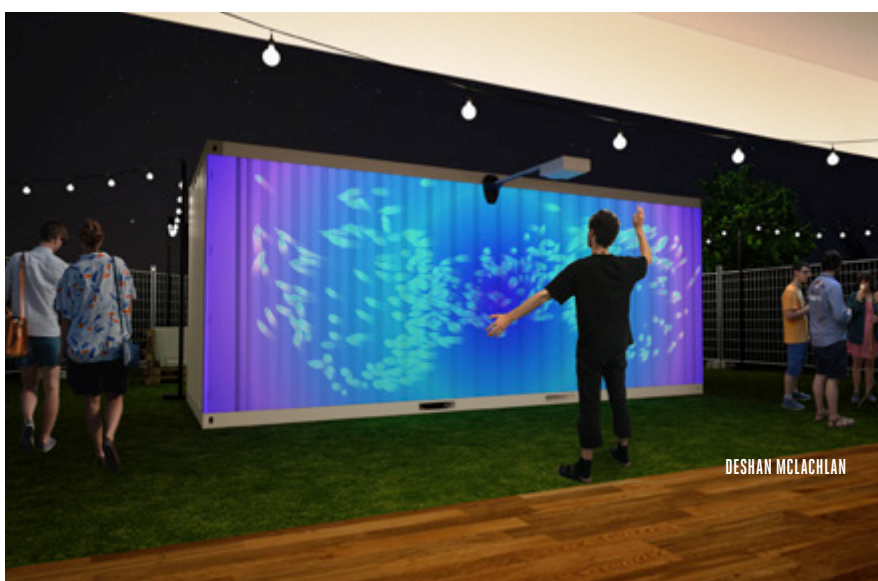
■ ANJULI SELVADURAI, BDES (HONS) PHOTOGRAPHY, 2019

Anjuli Selvadurai interrogates aspects of her cultural identity in a series of embellished photographic textiles titled *Gita*, engaging with notions of belonging and reflections of personal identity. Selvadurai's dual cultural background situates her work within the realm of identity politics spanning two cultures and worlds. Silk, a traditional medium for saris is employed in this series of photographic works, confronting the often exoticised perceptions of South Asian culture. Utilising decorative cultural artefacts associated with traditional, cultural and contemporary female experiences, the work addresses the concept of girlhood within a dual cultural experience.



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.

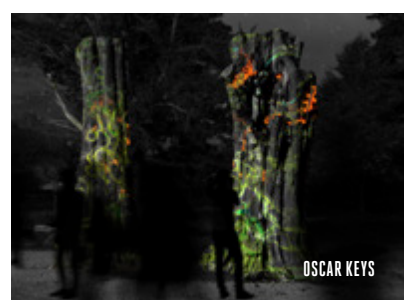
You will be asked to challenge and imagine spaces that question conventions and enrich experience. You'll be encouraged to explore the diversity of art and design areas offered at Massey to develop a unique skill set that will lead to a wide range of career options. Our graduates find exciting jobs as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

■ DESHAN MCLACHLAN, BDES(HONS) SPATIAL DESIGN, 2019

As a spatial designer Deshan created *Anti-hype*, a spatial installation to support the wellness of overwhelmed festival goers. This live project is specific to the festival site and event, and it has been developed in consultation with the festival organisers. The design offers alternative assistance for medical services that are usually daunting for those experiencing discomfort, disorientation and fatigue from drug or alcohol effects. This project aids in reducing harm through simple interaction: each of the spaces offer a unique experience that encourages a present connection with the self through interaction and visual distraction. The experience and interaction with Kinect technology is geared to create an experience of respite.

■ OSCAR KEYS, BDES(HONS) SPATIAL DESIGN, 2019

Oscar is interested in transforming spaces with light projection and interactivity. His final year project, *Embers* is a process and experience-driven projection-based installation to be installed at Rhythm & Vines Festival. His aim was to transform the previously under-utilised spaces in between stages into an immersive light and sound experience. *Embers* employs large scale projections that are mapped to existing natural architecture. The projection content revitalises the technique of liquid light art, mixed with a range of new digital augmentation.



TEXTILE DESIGN

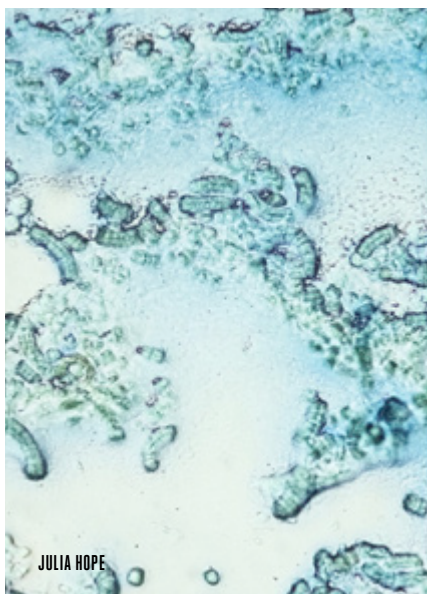
BDes Major

Textile designers think through making and span multiple mediums to create new surfaces and materials for application within a diverse range of creative contexts.

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, nonwovens and dye - you will develop your design practice in response to current social, environmental and cultural challenges. With ready access to state-of-the-art facilities and equipment you will explore various approaches to the design and production of textile surfaces and materials including traditional techniques, digital fabrication, VR, bio-design and material driven innovation. Our graduates work in areas such as: fashion, product, costume and interior design, in product development, design, research and sustainability roles; and have established successful practices in woven and printed textiles, dye, surface design and illustration, jewellery and ceramics.

■ JULIA HOPE, BDES (HONS) TEXTILE DESIGN, 2019

Microalgae Colouration is a research-led project focussing on textile colouration, which is one of the most damaging aspects of the fashion and textile industries. Through both scientific experimentation and textile processes, Julia investigates how microalgae pigments can be used as a natural colourant resource. In 2050 when sea levels, CO2 emissions and water pollution has increased, microalgae will overpopulate our rivers, lakes and coastlines. This overpopulation, or better known as Harmful Algae Blooms, is detrimental to all aquatic ecosystems. These Blooms block out the sunlight that other life underwater requires for survival. When this occurs we will have to remove some microalgae to preserve the aquatic ecosystems that we depend on. So Julia's question is: how can we use this waste product of climate change to prevent further damage caused by the textile industry?



VISUAL COMMUNICATION DESIGN

BDes Major

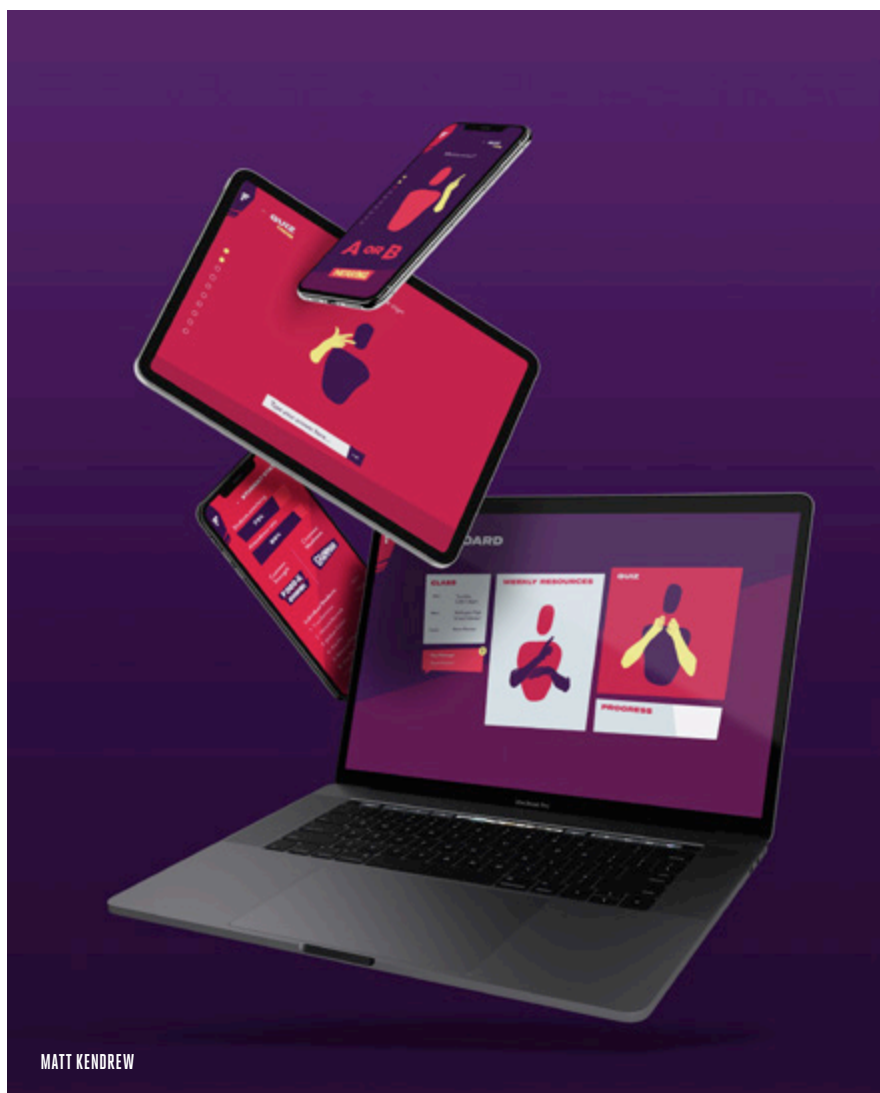
Visual communication design is at the heart of how we experience the world; guiding, informing, educating and inspiring us everyday.

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.

■ MATT KENDREW, BDES (HONS) VISUAL COMMUNICATION DESIGN, 2019

The *Freehand* project addresses the need for more of our population to know at least basic New Zealand Sign Language—one of our three official languages—in a way which amplifies the efficiency of existing adult NZSL classes. Freehand is a digital platform which employs haptic motion design to encourage young adult Sign Language students to engage in fun and rewarding practice in-between their classes.



MATT KENDREW

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.

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.



■ SARAH ILLINGWORTH BDES (HONS) 2019

Fool's Gold explores how brand identity design can be used to build positive reception of edible insects in New Zealand. It aims to alleviate the fear associated with consuming the novel yet emerging protein source.

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.

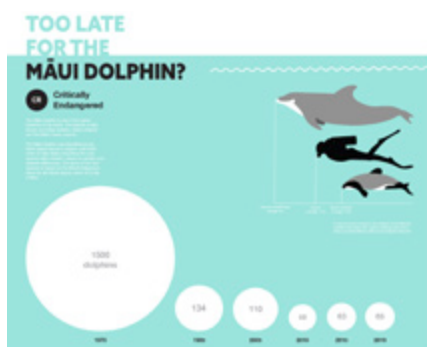


■ KANE WILLS BDES (HONS) 2019

Portrait of transported East End convict and West Coast gangster Richard Burgess. This was a live brief and used for the Radio New Zealand (RNZ) podcast Black Sheep.

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.

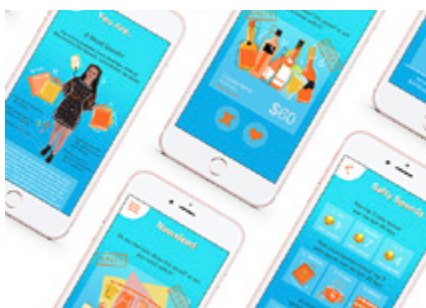


■ **CATHARINA SCHULTZ**
BDES (HONS) 2019

The Maui Dolphin: Mapping the story of an endangered New Zealand species

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.



■ **HANNAH CHRISTENSEN**
BDES (HONS) 2019

It Makes Cents facilitates the education of personal money management for young adults leaving home for the first time.

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.



■ **HANNAH COLENBRANDER**
BDES (HONS) 2019

Fugue – The typographic exploration of a lost memory.

Awarded merit and membership of the International Society of Typographic Designers through the South Pacific student membership assessment 2019.



LILY CUSTANCE



BELINDA GRIFFITHS



ROSE PICKERNELL

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.

After graduating 65% of students find paid employment in BFA related fields, and 75% 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.



■ ELISABETH POINTON, BFA (HONS) 2011 IMAGE CREDIT: KASMIRA KREFFT

Elisabeth is a graduate of both Massey's BFA and MFA programmes, whose practice draws from her experiences in the workplace at a luxury car dealership. She uses text and commissioned advertising props as her art media of choice. Language, accessibility and representation has been a continued interest for Pointon. As a Pakeha and Indian artist, her position in a traditionally white and masculine-led environment mirrors the experiences of many minorities in the workplace, which in turn mirrors the experience of many minorities in the art world. Elisabeth initially reconfigured her job at a luxury car dealership to be the Official (though unpaid) Artist in Residence, latterly as a recognised part of her job description. In May Elisabeth was invited to show with play_station as part of the 2019 Auckland Art Fair. She hired small aerial advertising company Airbubble to tow her text BIG DEAL. across the Fair's skyline. Though the organisers were aware of the flyover, the text was a surprise.

Since then, Elisabeth has been invited to participate in many exhibitions across New Zealand and Australia: What Goes Up., City Gallery, 2019; For the last time would you look at that., Hobiennale 19, Hobart, 2019; The Future of Work, The Dowse, Lower Hutt, 2019; Moving Forward, Firstdraft, Sydney, 2019; All that is solid., Auckland Art Fair (w/ play_station), 2019; Better living everyone., Blue Oyster Art Project Space, Dunedin, 2019; WOULD YOU LOOK AT THAT., play_station, Wellington, 2019; Special offer., Te Tuhi, Auckland, 2018.



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

DESIGN AND FINE ARTS DEGREE STRUCTURE

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, download it from:

creative.massey.ac.nz/apply

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**

Year One

Semester 1		Semester 2	
Weeks 1–6	Weeks 7–12	Weeks 1–6	Weeks 7–12
Studio I S1B1 _____.157/8 Select one Dress Art Place Lens Screen Type Space Object Imagine 6 weeks 15 credits	Studio I S1B2 _____.157/8 Select one Art Lab Lens Screen Type Material Imagine 6 weeks 15 credits	Studio I S2B1 _____.157/8 Select one Dress Art Place Lens Screen Type Space Object Imagine 6 weeks 15 credits	Studio I S2B2 _____.157/8 Select one Art Lab Lens Screen Type Material Imagine 6 weeks 15 credits
Communication for Makers 237.130 12 weeks 15 credits		Conversations in Creative Cultures 237.131 12 weeks 15 credits	
Elective 100 level 12 weeks 15 credits		Elective 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.

Mata Puare Studio:

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

Te Reo Whakahoahoa:

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

Critical and Contextual:

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

Elective:

You may be interested in other courses offered by the College of Creative Arts, the School of Māori Studies, or from other parts of Massey. Examples 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, download it from:

creative.massey.ac.nz/apply

Year One

Semester 1	Semester 2
Weeks 1–12	Weeks 1–12
<div>Mata Puare Studio IA 150.107</div> <div>12 weeks 30 credits</div>	<div>Mata Puare Studio IB 150.108</div>
<div>Ngā Hanga Whakairo 150.106</div> <div>12 weeks 15 credits</div>	<div>12 weeks 45 credits</div>
<div>Te Reo Whakahoahoa 300.110</div> <div>12 weeks 15 credits</div>	<div>Te Reo Kōnakinaki 300.111</div> <div>12 weeks 15 credits</div>



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 storytelling, 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

Extend your study, develop your research and create outstanding creative media in the BCMP Honours programme. For more information, please go to the Postgraduate section on page 45.

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, download it from:

creative.massey.ac.nz/apply

Year One

Semester 1	Semester 2
Weeks 1-12	Weeks 1-12
Select two: <ul style="list-style-type: none"> Animation Digital Video Games Producing & Directing Visualisation Web & Mobile 	Select two: <ul style="list-style-type: none"> Audio 3D Modelling Film & Video on Location Prototyping for Interactive Programming for Interactive Time-based Editing VFX
12 weeks 15 credits each	12 weeks 15 credits each
Introduction to Creative Media Production 289.100	Working with Scripted Material 289.120
12 weeks 15 credits	12 weeks 15 credits
Elective 100 level	Elective 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.

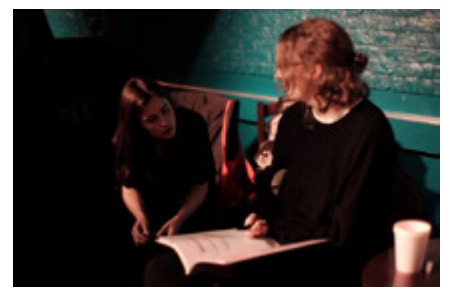
■ FRANCESCA SEWELL BACHELOR OF CREATIVE MEDIA PRODUCTION

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-focussed 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 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.





CHARLES CLATWORTHY
DJ ALIAS "WORTHY"



REHEARSAL ROOM



JORDAN PAUL JAMES



JOSIE MOON
IMAGE CREDIT: TAYLOR MANSFIELD

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

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

WHAT'S SPECIAL ABOUT COMMERCIAL MUSIC AT MASSEY?

- > Future focused and cross-genre, this degree emphasises new technology and the latest industry models.
- > 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, technology or industry. For more information about the Honours programme, please go to the Postgraduate section on page 40.

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, download it from:

creative.massey.ac.nz/apply

Year One

Semester 1	Semester 2
Weeks 1–12	Weeks 1–12
133.1— Major Select one <input type="checkbox"/> Music Industry <input type="checkbox"/> Music Practice <input type="checkbox"/> Music Technology 12 weeks 15 credits	Contemporary Musicology 133.154 12 weeks 15 credits
133.1— Major 12 weeks 15 credits	Music Media 1 133.152 12 weeks 15 credits
133.1— Other Music Course 12 weeks 15 credits	Music Project 1 133.153 12 weeks 30 credits
Elective 100 level 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.

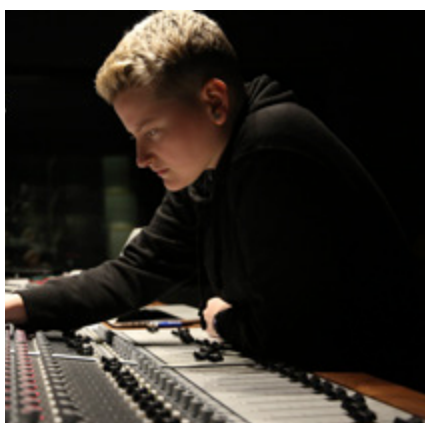
Music technology students study software and hardware development, electronics, and concepts for developing new musical interfaces. Students get access to world-class, custom-designed technology labs in order to develop skills in new software and hardware interfaces. Students work across other majors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



BACHELOR OF CREATIVE MEDIA PRODUCTION HONOURS BCMP (Hons)

Location Wellington, New Zealand.

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 Bachelor of Creative Media Production (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.

Drive your own project from conception to completion under the expert supervision of our industry-connected staff. It could be a short film, video game, mixed reality experience or whatever you can imagine.

Make use of our world-class facilities and gear: 5K cameras, lighting and audio kits, MOCAP array, 360 cameras and green screens.

Develop advanced research skills and understand critically how your work fits in a landscape of film, entertainment and new media. You'll produce a short thesis or exegesis alongside your independent project.

■ **IMAGE BY JORDAN HORNBLOW, HAMISH JOHL, GARNER MACVEY, RYAN SMITH, ELISSA SNOWBALL, ALEX WILLS AND LUKE JOHNSON**

Full Tilt is a downhill mountain biking game for Swibo, a Wellington balance board company.



BACHELOR OF COMMERCIAL MUSIC HONOURS BCommMus (Hons)

Location: Wellington, New Zealand.

Extend your study, develop your research and advance your skills in music practice, technology, or industry. 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 such as the Bachelor of Commercial Music (BCommMus). Entry to the programme is available to students who achieve a B grade average in their 3rd year of study.

The Bachelor of Commercial Music (Honours) is a one-year degree, with taught courses followed by a significant independent project. You'll get one-on-one mentorship and support from our industry-connected academics.

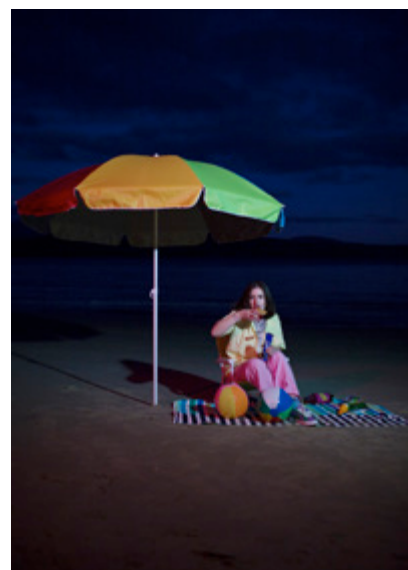
Start in Semester 1 by advancing your research, development and prototyping skills and learn about how to professionalise your work.

Then in Semester 2 you'll focus on developing a project of your own, which will be supported by a written exegesis. Your creative practice will be research-driven, as you critically explore your place in the complex, ever-changing music industry.

As a Bachelor of Commercial Music (Honours) student you'll have access to Toi Rauwhāangi College of Creative Arts' state-of-the-art facilities, including world-class recording facilities and technology labs as well as a range of immersive media technologies. Learn from well-connected academics working in the industry with extensive research and performance expertise.

■ **CRYSTAL AMOR-PONTER, BCOMMUS 2019**

CRYSTAL is the solo project of singer-songwriter-producer Crystal Amor-Ponter. Having spent the last three years refining her sound in electronic pop, the project explores vulnerability and highlights the challenges and successes involved in the music making process. The project is presented through a documentary, a single and a live performance of her EP to be released early next year.



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 Māori Visual Arts
- > Master of Design
- > Master of Design – Weta Workshop School at Massey University
- > Master of Fine Arts (in Design or Fine Arts)
- > Master of Creative Enterprise
- > PhD

MASSEY CONTACT

We welcome enquiries from suitably qualified applicants.
For more information, contact:
creative.postgrad@massey.ac.nz

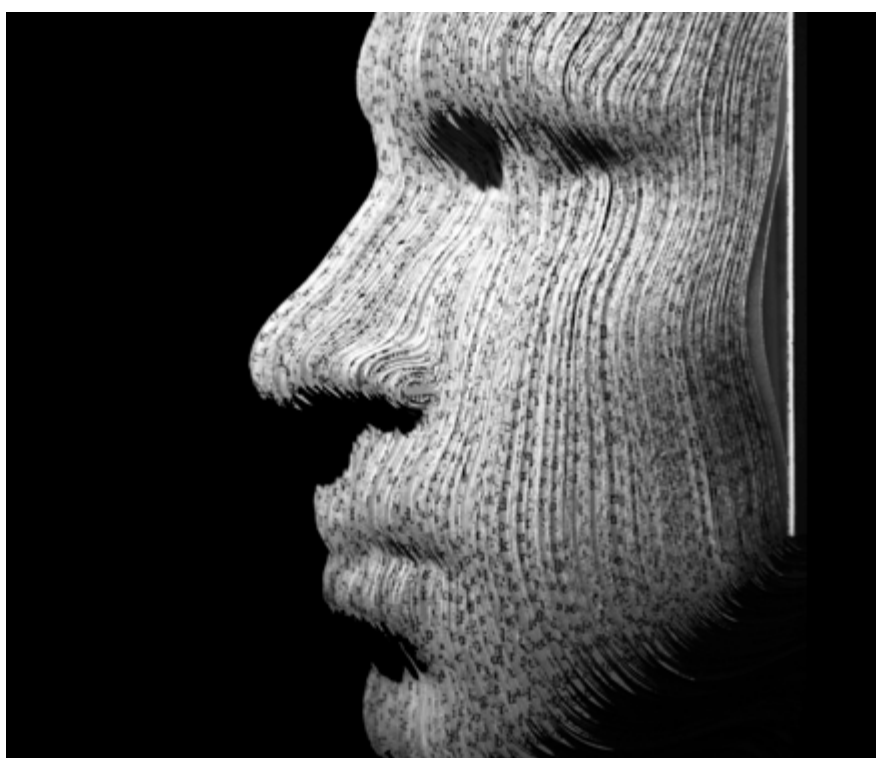
MASTER OF MĀORI VISUAL ARTS

Location Available on the Manawatū campus and by distance.

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.

■ **NICHOLAS GALANIN, 2012
MASTER OF MĀORI VISUAL ARTS**



MASTER OF DESIGN

Duration 12 to 18 months full time, or part-time over a longer period.

Entry

MDes 120 credit — you'll need to submit a portfolio of your creative work, a research proposal and attend an interview.

MDes 180 credit — you'll need to submit a portfolio of your creative work, a research statement and attend an interview.

Location Wellington, New Zealand.

Starts

MDes 120 in February, July and September.
MDes 180 in September.

Application

Due 15 November (February start),
15 May (July start), 15 July (September start).

The Master of Design is a qualification that is closely aligned to industry, society and the environment. The course of study is concentrated. It provides opportunity for focused and self-directed students to independently interrogate a self-selected issue through targeted design research methodologies, methods, techniques and processes. Through this interrogation, students develop mastery with regard to critical and innovative design thinking and making. In some instances, projects involve collaboration with industry mentors and partners, or key communities. The Master of Design is 1 year full-time (part-time study is negotiated with the Postgraduate Coordinator, Design).

■ **YOSHINO MARUYAMA, MASTER OF DESIGN, 2019**

Kimono unfolded and reimagined – An exploration of Japanese aesthetics in Western fashion design



MASTER OF DESIGN, WETA WORKSHOP SCHOOL

Create your own imaginary worlds for film, TV and game in a new way to study entertainment design, through Massey University's partnership with Weta Workshop.

Duration One year of full-time study

Entry Selected entry—you'll need to submit a portfolio of your creative work, a research proposal and attend an interview.

Location Wellington, New Zealand

Starts September

Application Due 31 May

wetaworkshopschool.massey.ac.nz

■ **IVAN VEGAR, MASTER OF DESIGN, WETA WORKSHOP SCHOOL, 2019**

Childhood's End Adaptation, The control of Technology

■ **LAURA MARIE KING, MASTER OF DESIGN, WETA WORKSHOP SCHOOL, 2019**

Dragonriders of Pern: Dragonflight: Suppression to Equality – Portrayal of the 'Other' in Speculative Cinema



MASTER OF FINE ARTS

Duration 2 year full-time or
3–4 years part time study.

Location Available on the Wellington campus
and by distance.

The Master of Fine Arts (art or 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.

■ **LEFT TO RIGHT: LEDA FARROW, AMBER STRAIN AND REBECCA MOONEY, MFA, 2019, IMAGE CREDIT HENDRIX ARNOLD**

Three works from Master of Fine Arts
2019 Exposure exhibition



MASTER OF CREATIVE ENTERPRISE

Duration 18 months full-time.

Location Wellington, New Zealand.

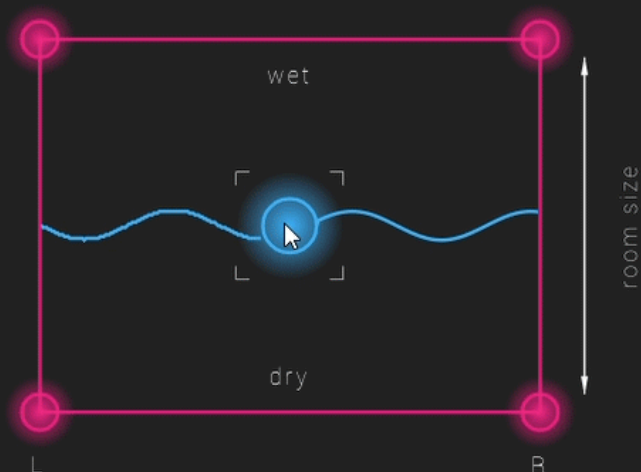
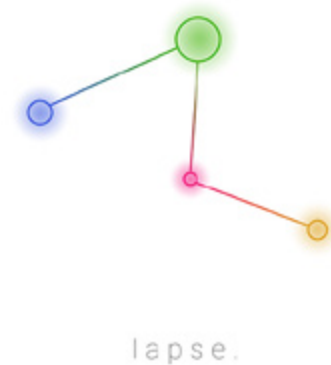
Take your creativity to the market. Work closely with established industry leaders and academics to nurture your creative endeavour from development through to commercialisation.

In the Master of Creative Enterprise (MCE) you'll explore the commercial applications of your work, and take a creative project, idea or service from development to market-ready status.

You'll work under the close dual mentorship of an academic supervisor and industry expert. Learn how to evaluate market potential, develop a smart business plan and work in a lean process to develop a working prototype or complete product suitable for commercialisation in national and international markets.

■ JONNY MCGREGOR, MCE, 2019

Nodal Plugin Suite, an example of Jonny McGregor's software development investigation into how alternate user interfaces influence the use of audio plugins in music production.



s p a c e .

PHD

Duration 3–4 years, 5–6 years part time.

Entry Selected entry—you'll need to submit a portfolio of your creative work, a research proposal and Curriculum Vitae.

Massey University Doctoral Scholarship

1 April 2021 for a Semester 2, 2021 start, and 1 October 2021 for a Semester 1 2022 start.

Location Wellington and Manawatu, and through distance within New Zealand.

At the College of Creative Arts candidates for PhD are expected to produce a sustained piece of advanced research work in one of these areas; design, fine arts, Māori visual arts, Indigenous visual arts, music, creative media production, visual and material culture, or across disciplinary areas.

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

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

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

A suite of Professional Doctorates (ProfDoc Fine Arts, ProfDoc Design, ProfDoc Music) are in development and we plan to offer these (pending CUAP approval) from Semester 2, 2021. Please contact creative.postgrad@massey.ac.nz for more information.

■ **SAM TRUBRIDGE, PHD, 2018**
PELAGIC STATES – TOWARDS A
NOMADIC AND OCEANIC PRACTICE

Sam's thesis presents a creative performance practice defined by nomadic and oceanic theoretical frameworks.

It argues that a compact, self-sufficient methodology is necessary in order to navigate the equally fluid landscapes of contemporary performance and culture, traversing diverse disciplinary boundaries, geographies, and modes of working in order to formulate a unique model for a pelagic practice.



ADMISSION AND ENROLMENT 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.

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 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 2).

PROGRAMME AND YEARS TO COMPLETE	SEMESTER 1 START FEBRUARY	SEMESTER 2 START JULY	FAST TRACK*	FULL YEAR
Bachelor of Design (4 years)	✓	✓	Includes summer school. Complete in 3.5 years	Does not include summer school. Complete in 4.5 years
Bachelor of Fine Arts (4 years)	✓	✓	Includes summer school. Complete in 3.5 years	Does not include summer school. Complete in 4.5 years
Bachelor of Creative Media Production (3 years)	✓	✓	Includes summer school. Complete in 2.5 years	Does not include summer school. Complete in 3.5 years
Bachelor of Commercial Music (3 years)	✓	Not available		
Bachelor of Māori Visual Arts (4 years)	✓	Not available		

OR

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

SELECTED ENTRY

- > BACHELOR OF DESIGN WITH HONOURS
- > BACHELOR OF FINE ARTS WITH HONOURS
- > 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.

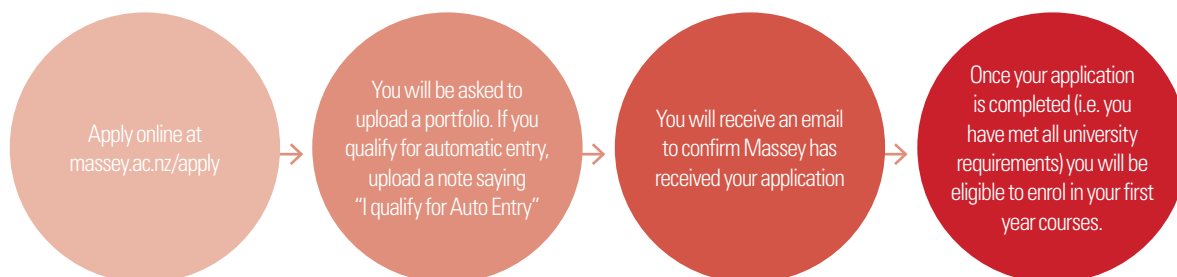
If you would like to speak to someone about Portfolio Pre-Approval please email portfolios@massey.ac.nz

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 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

Apply online massey.ac.nz/apply

Portfolios portfolios@massey.ac.nz

PORTFOLIO REQUIREMENTS

- > BACHELOR OF DESIGN (WITH HONOURS)
- > BACHELOR OF FINE ARTS (WITH HONOURS)
- > 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 1 start in 2021 is 1 October.**

The university due date for all applications for **Semester 2 start is 30 June.**

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

Portfolio Enquiries

portfolios@massey.ac.nz

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

Apply online massey.ac.nz/apply



BOBBY WANG
BACHELOR OF DESIGN

KELLY MONEYMAKER
BACHELOR OF CREATIVE MEDIA PRODUCTION

WIND, PLEASE DO COME BEHIND MY VAKA.
CARRY ME FORTH INTO THE FUTURE.



SHERYL HOR
BACHELOR OF DESIGN



ADMISSION AND ENROLMENT FOR INTERNATIONAL STUDENTS

- > BACHELOR OF DESIGN WITH HONOURS
- > BACHELOR OF FINE ARTS WITH HONOURS
- > 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.

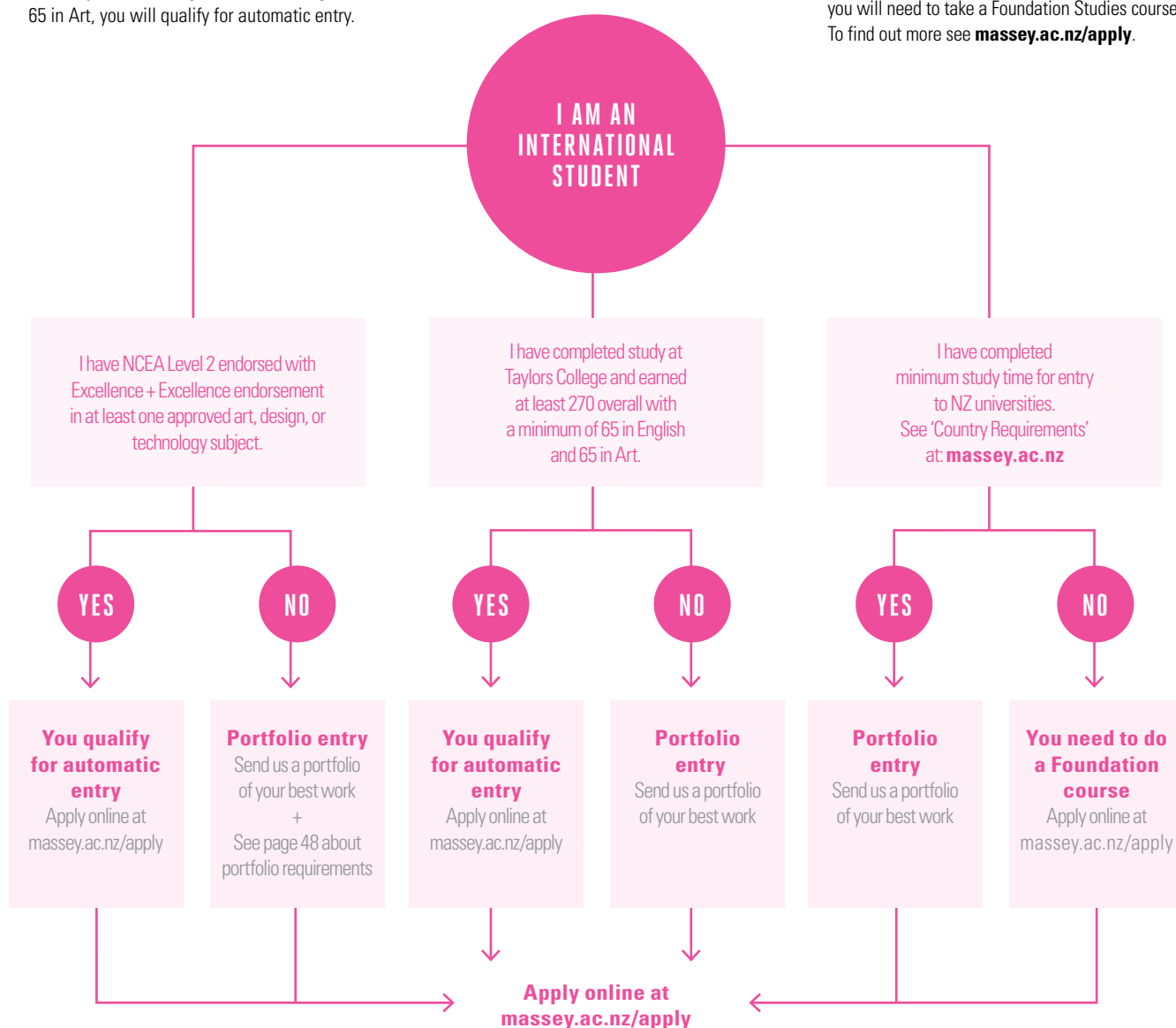
1. If you are studying NCEA in NZ and qualify for automatic entry go straight to **massey.ac.nz/apply** and follow the prompts. If you do not meet automatic entry criteria you will need to upload a portfolio.
2. If you are studying Foundation Studies at Taylors College (AFY) and have earned 270 in your 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: Israel Birch
I.T.Birch@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 2021 entry and 1 May for July 2021 entry

For more information about all scholarships go to creative.massey.ac.nz/scholarships

FEES

To find out if you are eligible for first year free fees, go to: 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/

For more information go to: massey.ac.nz/fees

ACCOMMODATION

A range of supervised student accommodation is available in Wellington and Manawātū, 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

EVENTS ON CAMPUS

COLLEGE TOURS 2019

All tours take place on Fridays.

TOUR DATES:

- > 22 May
- > 5 June
- > 19 June
- > 10 July
- > 17 July
- > 14 August
- > 4 September
- > 18 September
- > 2 October
- > 9 October
- > 23 October

Other dates may be arranged on request.

Please register to attend a tour at creative.massey.ac.nz/visit/tours or contact our Recruitment Advisors at contact@massey.ac.nz

TOP ART TALKS

25 FEBRUARY – 5 MARCH

See a selection of the top 2019 NCEA folios from Aotearoa. Hear from past Top Art exhibitors about what they are doing now.

EXPERIENCE DAY 1

TUESDAY 2 JUNE

A taster day across all subjects – for Year 12 and Year 13 students.

HE ARA TOI

FRIDAY 19 JUNE

Graduate Māori artists and designers share their mahi and careers.

EXPERIENCE DAY 2

MONDAY 6 JULY

A taster day across all subjects – for Year 12 and Year 13 students.

MANAWATU OPEN DAY

WEDNESDAY 5 AUGUST

Visit us at our stand for portfolio reviews and course information.

CREATIVE CAREERS EVENING

THURSDAY 20 AUGUST

Recent graduates talk about their experiences and careers.

WELLINGTON OPEN DAY

FRIDAY 21 AUGUST

See our facilities and talk to our staff about studying creative arts at Massey Wellington.

AUCKLAND OPEN DAY

SATURDAY 22 AUGUST

Visit us at our stand for portfolio reviews and course information.

EXPOSURE GRADUATE EXHIBITION

31 OCT – 13 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 2019 at exposure2019.massey.ac.nz

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

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: Ruth Laulu, Senior Pacific Advisor,
r.laulu@massey.ac.nz

MASSEY CONTACT

Phone: 0800 MASSEY

Text: 5222

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