



MASSEY
UNIVERSITY
TE KUNENGA KI PŪREHUROA

UNIVERSITY OF NEW ZEALAND

2021

College of Creative Arts
Toi Rauwhāangi

Toi

Creativity

Mōhio

Virtuosity

Mātauranga

Understanding

Mana

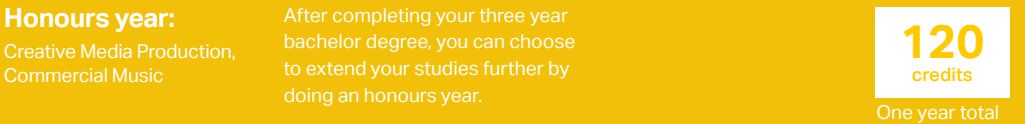
Autonomy

Whanaungatanga

Connectedness



How to build your creative arts degree



Hours required:	60 credits	15 credit	15 credit	15 credit
Approximate hours of work recommended per credits, including class time and independent work	Full-time per semester	Standard course	Six week block course	Double Semester course
	⌚ 40 hours per week	⌚ 10 hours per week for one semester	⌚ 20 hours per week for six weeks (eg first year core studio blocks in art and design)	⌚ 5 hours per week for two semesters

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Bachelor of Design with Honours

Te Tohu Paetahi mō Te Hoahoa

Explore design practice and its core concepts, methods and applications through hands-on projects. Work with techniques, skills and processes specific to your major. Mix, discuss and collaborate with other students across art and design. Tailor your expertise further through your elective choices.

In first year, you learn design fundamentals across several disciplines, and you must include one required core studio course for your major. From second year on, you focus more on your major.

Design core studio, first year:

Concept Design	Imagine
Fashion Design	Dress
Industrial Design	Object
Photography	Lens
Spatial Design	Space
Textile Design	Material
Visual Communication Design	Type or Screen

Wellington Campus

BDes (Hons) / BDes

1

First Year
Introduction

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

Can't decide? Watch our course trailer videos on the Massey YouTube channel.

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12	Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
Studio I S1B1 —..157/8 Select one Lens Art Place Space Dress Screen Object 6 weeks 15 credits	Studio I S1B2 —..157/8 Select one Lens Imagine Art Lab Material Screen Type 6 weeks 15 credits	Studio I S2B1 —..157/8 Select one Lens Art Place Space Dress Object Type 6 weeks 15 credits	Studio I S2B2 —..157/8 Select one Lens Imagine Art Lab Material Screen Type 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		

2

Second Year
Development

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

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
Design Studio IIA —..257 Major Select one Concept Design Fashion Design Industrial Design Integrated Design Photography Spatial Design Textile Design Visual Communication Design 12 weeks 30 credits	Design Studio IIB —..258 Major Selected in semester 1 12 weeks 30 credits
Creative Cultures & Contexts I 237.230 12 weeks 15 credits	Creative Cultures & Contexts II 237.231 or Creative Collaboration 197.288 12 weeks 15 credits
Elective 100 or 200 level 12 weeks 15 credits	Elective 100 or 200 level 12 weeks 15 credits

Core major courses

Shared core courses

Elective courses

Please note rules may apply if you have completed College of Creative Arts courses in the past. Please discuss these with an Academic Advisor before you enrol.

BDes (Hons) only

BDes only

3

Third Year Expansion

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

Semester 1 Weeks 1–12

Design Studio IIIA
— .357

Major
Selected at 200 level

12 weeks
30 credits

**Creative Cultures
& Ideas**
237.330

12 weeks
15 credits

Elective
100, 200 or 300 level

12 weeks
15 credits

Semester 2 Weeks 1–12

Design Studio IIIB
— .358

Major
Selected at 200 level

12 weeks
30 credits

**Creative Cultures
& Display**
237.331 or
Creative Communities
197.388

12 weeks
15 credits

Elective
100, 200 or 300 level

12 weeks
15 credits

4

Fourth Year (Hons) Innovation

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

Semester 1 Weeks 1–12

**Research &
Development**
— .453

Major
Selected at 200 level

12 weeks
30 credits

Elective
400 level

12 weeks
15 credits

Elective
400 level

12 weeks
15 credits

Semester 2 Weeks 1–12

Research Project
— .454

Major
Selected at 200 level

12 weeks
45 credits

Creative Leadership
197.465 or
Exhibition
213.465 or
Creative Exposition
237.465

12 weeks
15 credits

Fourth Year Innovation

You push the boundaries of design with an advanced project, and we celebrate your growth into a fully-fledged Massey design graduate.

Semester 1 Weeks 1–12

Elective
100, 200, 300
or 400 level

12 weeks
15 credits

Elective
100, 200, 300
or 400 level

12 weeks
15 credits

Elective
100, 200, 300
or 400 level

12 weeks
15 credits

Elective
100, 200, 300
or 400 level

12 weeks
15 credits

Semester 2 Weeks 1–12

Studio Project
— .455

Major
Selected at 200 level

12 weeks
45 credits

Creative Leadership
197.465 or
Exhibition
213.465 or
Creative Exposition
237.465

12 weeks
15 credits

1 First Year
15 credits each

Studio I

Learn fundamentals of creative thinking and making: how to come up with ideas, communicate visually, and critically discuss creative work.

You must do four courses from the list below, including one for your major. Courses run in six week blocks. Not all courses run every time, so check the diagram on page 4.

Art Lab 213.157 S1B2, S2B2
Art-making across different media, exploring selected processes used by contemporary artists to generate work. (Fine Arts)

Art Place 213.158 S1B1, S2B1
Producing art works in relation to site and context. (Fine Arts)

Dress 212.157 S1B1, S2B1
Designing and making garments, with a focus on exploring the relationship between body and 'dress'. (Fashion)

Imagine 296.157 S1B2, S2B2
Designing for imagined conceptual worlds through iterative drawing, modelling and prototyping. (Concept Design)

Lens 221.157 S1B1, S1B2, S2B1, S2B2
Photographic image-making, using digital photographic capture, editing and basic processing methods. (Photography)

Material 223.157 S1B2, S2B2
Designing and making textiles through the investigation of surface, form, textures, colour and line for materials. (Textiles)

Object 198.157 S1B1, S2B1
Designing and making objects for human use and experience. (Industrial)

Screen 222.157 S1B1, S1B2, S2B2
Designing for screen media, with a focus on both static and sequential imagery. (Visual Communication)

Space 224.157 S1B1, S2B1
Understanding, representing and creating 3D space through a range of drawing and mapping processes. (Spatial)

Type 222.158 S1B2, S2B1, S2B2
Designing using type, with a focus on composition and form. (Visual Communication)

2 Second Year
30 credits each

- To get into 2nd year design studio, you must pass:
- the Studio 1 course for your major (see below), plus
 - two other Studio 1 courses, plus
 - at least one makers in context course in 1st year.

Studio I prerequisite for each major:		
Concept	Imagine	296.157
Fashion	Dress	212.157
Industrial	Object	198.157
Photography	Lens	221.157
Spatial	Space	224.157
Textiles	Material	223.157
VCD	Screen or Type	222.157 222.158

Semester 1

Design Studio IIA (__.257)
Explore key issues for creative practice through your studio work, including the source and acknowledgement of ideas, client relationships, design responsibility, sustainability and ethical considerations.

Course code for your major:	
Concept	296.257
Fashion	212.257
Industrial	198.257
Photography	221.257
Spatial	224.257
Textiles	223.257
VCD	222.257

Semester 2

Design Studio IIB (__.258)
Continue to explore issues relevant to creative practice, such as tangible and intangible qualities, emotion and affect, value, exchange and what it takes to make innovative contributions to the wider community.
Prerequisite: for each major, you must pass the previous semester's core studio course in order to advance to the next one

Concept	296.258
Fashion	212.258
Industrial	198.258
Photography	221.258
Spatial	224.258
Textiles	223.258
VCD	222.258

3 Third Year
30 credits each

Semester 1

Design Studio IIIA (__.357)
Work individually or collaboratively on projects, while establishing your own unique creative voice and critical approach to practice. Consolidate and expand major-specific concepts, techniques, skills and processes in the production of creative work, with opportunities for varied contextual applications.
Prerequisite: for each major, you must pass the previous semester's core studio course in order to advance to the next one

Concept	296.357
Fashion	212.357
Industrial	198.357
Photography	221.357
Spatial	224.357
Textiles	223.357
VCD	222.357

Semester 2

Design Studio IIIB (__.358)
Work individually or collaboratively on projects, with opportunities to apply your specialist skills to a range of contexts. In addition, develop and apply transferable skills relevant to professional environments. Advance major-specific concepts, techniques, skills and processes in the production of creative work.
Prerequisite: for each major, you must pass the previous semester's core studio course in order to advance to the next one

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

4

Fourth Year (Hons)

Mixed credits

Semester 1 / Honours only**To get into honours, you must have:**

- a B-grade average for 3rd year Semester 2 core studio plus Creative Cultures and Ideas (237.330).

Research and Development (____.453)

30 credits

Explore and apply research methods, processes and practices through a creative research project in your chosen major.

Fashion	212.453
Industrial	198.453
Photography	221.453
Spatial	224.453
Textiles	223.453
VCD	222.453
Concept	296.453 (available from 2022)

Semester 2 / Honours**Research Project (____.454)**

45 credits

Develop and realise a research-led independent project in your chosen major.

Prerequisite: for each major, you must pass the Research and Development course (____.453) in order to advance to the Research Project

Fashion	212.454
Industrial	198.454
Photography	221.454
Spatial	224.454
Textiles	223.454
VCD	222.454
Concept	296.454 (available from 2022)

Semester 1 / BDes**Take four electives of your choice**

15 credits each

Prerequisite: 300 level core studio for your major (____.358)

Semester 2 / BDes**Studio Project (____.455)**

45 credits

Develop and realise an advanced project in your chosen major.

Prerequisite: 300 level core studio for your major (____.358)

Fashion	212.455
Industrial	198.455
Photography	221.455
Spatial	224.455
Textiles	223.455
VCD	222.455
Concept	296.455 (available from 2022)

Interested in more of an Integrated approach?

Integrated Design is a new major that gives you a multi-disciplinary approach to combine and explore various subject areas across a selection of design programmes, including visual communication design, fashion, textiles, photography, concept, spatial and industrial design. Integrated design allows you to carve your own creative path and learn to solve all kinds of design problems. Become a highly sought-after designer with a unique approach and the ability to work across many design disciplines. For more information on Integrated Design please contact student central or see online at: www.creative.massey.ac.nz/study/design/#integrated

1

First Year

15 credits each

Makers in Context

Communication for Makers

237.130 Semester 1

Gain practical experience and knowledge in undertaking creative investigations. From our engagement with the world around us to the sensory experience of the made environment, you will gain skills to begin deeper investigations of your own creative work.

Conversations in Creative Cultures

237.131 Semester 2

Learn key concepts about world views and how creative works relate to cultural identities in Aotearoa New Zealand.

2

Second Year

15 credits each

Makers in Context

You must pass one of these to remain eligible for honours

Creative Cultures and Contexts I

237.230 Semester 1

Gain insights into histories of design and art to develop a critical appreciation of change and the context of creative work. Choose from a variety of theme-based studios where you will investigate creative practices over time.

Prerequisite: 75 credits at 100 level

Creative Cultures and Contexts II

237.231 Semester 2

Explore creative histories in depth. Select from a range of studios to fit your interests.

Prerequisite: 75 credits at 100 level

Creative Citizenship

Creative Collaboration

197.288 Semester 2

Work in trans-disciplinary teams to develop, conceptualise and create products, services, events and artworks. This culminates in a student-led 'living marketplace' on campus.

Prerequisite: 75 credits at 100 level



Photo: Mark Tantrum

3

Third Year

15 credits each

Makers in Context

Creative Cultures and Ideas**This course is required for honours**

237.330 Semester 1

Undertake a deep investigation to bring together independent research, disciplinary practices and your own creative work. Choose from themed studios that each focus on a different method.

Prerequisite: Creative Cultures and Contexts I (237.230) or Creative Cultures and Contexts II (237.231)

Creative Cultures and Display

237.331 Semester 2

Step outside the white room. Critically engage with curatorial strategies for diverse sites of cultural display, including museums, galleries, film, billboards, online, the street, portable devices and structures. Investigate modes of representation, collection, archiving, display and distribution.

Prerequisite: 75 credits at 200 level

Creative Citizenship

Creative Communities

197.388 Semester 2

Explore conceptual, strategic and professional dimensions of creative enterprise. Through exposure to industry exemplars learn, develop and apply techniques and approaches common to professional practice within creative industries.

Prerequisite: 75 credits at 200 level

4

Fourth Year

15 credits each

External Focus

Creative Leadership

197.465 Semester 2

Develop professional competencies central to entrepreneurial and industry environments and situate your creative practice in a professional context. Construct an active strategy to promote yourself and your work persuasively to a defined target audience.

Prerequisite: Design or fine art core studio at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

Exhibition

213.465 Semester 2

Situate your creative practice through exhibition by generating a proposal and then developing an exhibition. Discuss and critically reflect on diverse approaches to the exhibition of creative work and its relevance for a range of professional and academic contexts.

Corequisite: Design or fine art core studio at 400 level (___453 and ___454, or ___455, or 213.442)

Creative Exposition

237.465 Semester 2

Explore writing as part of your future art/design practice. Investigate diverse approaches to creative research exposition and its relevance for a range of contexts. Identify avenues to publish your art/design writing. There will be plenty of interaction with successful artists and designers who use writing, and people who write about art and design.

Prerequisite: Creative Cultures and Ideas (237.330), plus design or fine art core studio at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

Electives

Pages 41–58

As a Design student, you can take electives from anywhere in the College of Creative Arts provided you have the prerequisites. To help you choose between all the different options, we have identified some sets of electives that fit together well.

See VCD pathways on the next page or check out our full list of electives on page 41–58. Further details are at: massey.ac.nz/design-pathways

How to navigate your pathway


Visual Communication Design Majors

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.

Key

 **Recommended Course**

 **Optional Course**

Illustration Practice

Explore illustration as both art form, and as a medium for design communication. This entails developing industry-level illustration skills for print and online platforms including: text analysis, conceptual development, visual representation, visual style and rendering, and 3D modelling.

1 First Year

Drawing the Body I

213.155

Contemporary Drawing

213.154

Visualisation for Media Production

289.102

2 Second Year

Character Design

222.232

Story and Narration

222.225

Drawing the Body II

213.255

3 Third Year

Sequential Art

222.326

Conceptual Design for Imaginary Worlds

222.333

Contemporary

Wallcoverings 223.301

4 Fourth Year

Illustration Studio Practice

222.425

Innovations in Illustration

222.496

Typography

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.

1 First Year

Design Studio I: Type
222.158

2 Second Year

Typographic Systems
222.248
Letterpress
222.208
Design Studio IIA: VCD
222.257

3 Third Year

Editorial Design
222.347
Narrative Information Design
222.348
Design Studio IIIA: VCD
222.357
(Module: Inform: Print)

4 Fourth Year

Design Awards and Competitions
197.434
(Module: International Society of Typographic Designers)
Spatial Type
222.449
Contemporary Letter Press
222.409

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.

1 First Year

Coding for Creative Practice
197.119
Intro to Web Development
289.101
Design Studio I: Screen
222.157
Intro to Programming for Interactive Projects
289.114

2 Second Year

Web and Interactive Production
289.212
Design Studio IIA: VCD
222.257

3 Third Year

Interaction Studio
197.331
Design Studio IIIA: VCD
222.357
(Module: Guide: Web &/or Facilitate: Mobile Application)
Service and Experience Design
197.379

4 Fourth Year

Experiential Information Design
222.408
Contemporary Design Project D: Creative Works for Festivals and Events
197.440

How to navigate your pathway

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. You'll become a storyteller of data, unlocking the skills to engage users and change minds.

1 First Year

Visual Identity Systems

197.123

Design Studio I: Screen

222.157

Design Studio I: Type

222.158

2 Second Year

Typographic Systems

222.248

Design Studio IIB: VCD

222.258

3 Third Year

Narrative Information Design

222.348

Design Studio IIIA: VCD

222.357

(Module: Guide: Web.)

4 Fourth Year

Experiential Information Design

222.408

Branding

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

1 First Year

Visual Identity Systems

197.123

Design Studio I: Screen

222.157

Design Studio I: Type

222.158

2 Second Year

Brand Communication

222.215

3 Third Year

Service and Experience Design

197.379

Editorial Design

222.347

4 Fourth Year

Image and Identity

222.417



protein that's gold for
you and your environment

Fool's
FLOUR FARM



Bachelor of Fine Arts with Honours

Te Tohu Paetahi mō Te Toi Ataata

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

In the first year, you explore the fundamentals of a range of creative disciplines. You must include at least one fine arts core studio course. From second year, you spend at least half your time in a fine arts studio with other art students.

Fine arts core studio, first year:

Art Place
Art Lab

Wellington Campus

BFA (Hons) / BFA

1

First Year
Introduction

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

Can't decide? Watch our course trailer videos on the Massey YouTube channel.

Semester 1 Weeks 1–12		Semester 2 Weeks 1–12	
Studio I S1B1 —..157/8 Select one Lens Art Place Space Dress Screen Object 6 weeks 15 credits	Studio I S1B2 —..157/8 Select one Lens Imagine Art Lab Material Screen Type 6 weeks 15 credits	Studio I S2B1 —..157/8 Select one Lens Art Place Space Dress Object Type 6 weeks 15 credits	Studio I S2B2 —..157/8 Select one Lens Imagine Art Lab Material Screen Type 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	

2

Second Year
Development

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

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
Art Studio IIA 213.241 12 weeks 30 credits	Art Studio IIB 213.242 12 weeks 30 credits
Creative Cultures & Contexts I 237.230 12 weeks 15 credits	Creative Cultures & Contexts II 237.231 or Creative Collaboration 197.288 12 weeks 15 credits
Elective 100 or 200 level 12 weeks 15 credits	Elective 100 or 200 level 12 weeks 15 credits

Please note rules may apply if you have completed College of Creative Arts courses in the past. Please discuss these with an Academic Advisor before you enrol.

Core major courses

Shared core courses

Elective courses

BFA (Hons) only

BFA only

3

Third Year Expansion

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

Semester 1 Weeks 1–12

Art Studio IIIA
213.341

12 weeks
30 credits

**Creative Cultures
& Ideas**
237.330

12 weeks
15 credits

Elective
100, 200 or 300 level

12 weeks
15 credits

Semester 2 Weeks 1–12

Art Studio IIIB
213.342

12 weeks
30 credits

**Creative Cultures
& Display**
237.331 or
Creative Communities
197.388

12 weeks
15 credits

Intro to Fine Art Res.
(compulsory for honours
students)
213.357 or
Elective
100, 200 or 300 level

12 weeks
15 credits

4

Fourth Year (Hons) Innovation

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

Semester 1 Weeks 1–12

**Art Studio IVA
Research**
213.441

12 weeks
30 credits

Research Seminar
213.463

12 weeks
15 credits

Elective
400 level

12 weeks
15 credits

Semester 2 Weeks 1–12

Art Studio IVB
213.442

12 weeks
45 credits

Creative Leadership
197.465 or
Exhibition
213.465 or
Creative Exposition
237.465

12 weeks
15 credits

Fourth Year Innovation

You push the boundaries of your art practice with an independent body of work, and we celebrate your growth into a fully-fledged Massey fine arts graduate.

Semester 1 Weeks 1–12

**Art Studio IVA
Practice**
213.440

12 weeks
30 credits

Elective
100, 200, 300
or 400 level

12 weeks
15 credits

Elective
100, 200, 300
or 400 level

12 weeks
15 credits

Semester 2 Weeks 1–12

Art Studio IVB
213.442

12 weeks
45 credits

Creative Leadership
197.465 or
Exhibition
213.465 or
Creative Exposition
237.465

12 weeks
15 credits

1

First Year

15 credits each

Studio I

Learn fundamentals of creative thinking and making: how to come up with ideas, communicate visually, and critically discuss creative work.

You must do four courses from the list below, including one for your major. Courses run in six week blocks. Not all courses run every time, so check the diagram on page 4.

Art Lab 213.157, S1B2, S2B2

Art-making across different media, exploring selected processes used by contemporary artists to generate work. (Fine Arts)

Art Place 213.158, S1B1, S2B1

Producing art works in relation to site and context. (Fine Arts)

Dress 212.157, S1B1, S2B1

Designing and making garments, with a focus on exploring the relationship between body and 'dress'. (Fashion)

Imagine 296.157, S1B2, S2B2

Designing for imagined conceptual worlds through iterative drawing, modelling and prototyping. (Concept Design)

Lens 221.157, S1B1, S1B2, S2B1, S2B2

Photographic image-making, using digital photographic capture, editing and basic processing methods. (Photography)

Material 223.157, S1B2, S2B2

Designing and making textiles through the investigation of surface, form, textures, colour and line for materials. (Textiles)

Object 198.157, S1B1, S2B1

Designing and making objects for human use and experience. (Industrial)

Screen 222.157, S1B1, S1B2, S2B2

Designing for screen media, with a focus on both static and sequential imagery. (Visual Communication)

Space 224.157, S1B1, S2B1

Understanding, representing and creating 3D space through a range of drawing and mapping processes. (Spatial)

Type 222.158, S1B2, S2B1, S2B2

Designing using type, with a focus on composition and form. (Visual Communication)

2

Second Year

30 credits each

To get into fine arts 2nd year, you must pass either **Art Lab (213.157)** or **Art Place (213.158)**.

All art studio classes (or 'tutorial groups') are vertically streamed, meaning year 2 students are taught alongside year 3 and 4 students.

Semester 1

Art Studio IIA

213.241

You select two media areas from the following: Painting, Photography, Sculpture, or Time Based (i.e. audio, video, performance) and create a body of work in response to a broad theme or 'provocation.' Taught through lecturer contact and group critique with many guest speakers (artists, curators, writers).

Prerequisite: Art Lab (213.157) or Art Place (213.158)

Semester 2

Art Studio IIB

213.242

You create a body of work in response to a broad theme or 'provocation' in any media of your choosing. You can access advanced media workshops across many areas. Taught through lecturer contact and group critique with many guest speakers (artists, curators, writers).

Prerequisite: you must pass the previous semester's fine arts studio in order to advance to the next one

3

Third Year

30 credits each

Semester 1

Art Studio IIIA

213.341 30 credits

You develop an Independent Project Outline that describes the intent, methods, background, and reference material to which you respond in creating a body of work. A truly independent project through which you begin to develop a practice or personal artistic voice.

Prerequisite: you must pass the previous semester's fine arts studio in order to advance to the next one.

Semester 2

Art Studio IIIB

213.342 30 credits

Like last semester, you start by developing an Independent Project Outline that describes the intent, methods, background, and reference material to which you respond in creating a body of work. This semester, however, you exhibit your developing work in on-campus group exhibitions. You form these groups by identifying shared themes, media, ways of working, or complementary art practices.

Prerequisite: you must pass the previous semester's fine arts studio in order to advance to the next one

Semester 2 / extra core course for Honours

Introduction to Fine Arts Research Methods and Practices

213.357 15 credits

An introduction to a range of methods and practices for undertaking research in a fine art context.

Prerequisite: Creative Cultures and Ideas (237.330)

To get into honours, you must pass all your compulsory 3rd year courses including the art studios, critical & contextual studies, and Introduction to Fine Arts Research Methods & Practices.

Semester 1 / Honours

Art Studio IVA Research

213.441 30 credits

You work through an Independent Project Outline to advance the exploration of content, context, methodology and the role of critical dialogue in the production of contemporary art. You develop a substantial, innovative research project that engages in critically reflexive practice and create an off-campus exhibition of your work.

Prerequisite: Art Studio IIIB (213.342) and Introduction to Fine Arts Research Methods & Practices (213.357)

Corequisite: Research Seminar (213.463)

Research Seminar

213.463 15 credits

You address the application, dissemination and discussion of research practices in contemporary art. Emphasis will be placed on selective investigation and presentation of critical issues in the production of art and culture.

Prerequisite: Introduction to Fine Arts Research Methods & Practices (213.357)

Corequisite: Art Studio IVA Research (213.441)

Semester 1 / BFA

Art Studio IVA Practice

213.440 30 credits

You work through an Independent Project Outline to advance the exploration of content, context, methodology and the role of critical dialogue in the production of contemporary art. You develop and present a substantial, innovative and individual body of work.

Prerequisite: Art Studio IV (213.342)

Semester 2 / everyone

Art Studio IVB

213.442 45 credits

You further advance the exploration of content and context articulated in your Independent Project Outline from Semester 1, and produce a substantial and innovative body of contemporary art work.

Prerequisite: Art Studio IVA Practice (213.440) or Art Studio IVA Research (213.441)



Sarah Murphy, Bachelor of Fine Arts (Hons)

1

First Year

15 credits each

Makers in Context

Communication for Makers

237.130 Semester 1

Gain practical experience and knowledge in undertaking creative investigations. From our engagement with the world around us to the sensory experience of the made environment, you will gain skills to begin deeper investigations of your own creative work.

Conversations in Creative Cultures

237.131 Semester 2

Learn key concepts about world views and how creative works relate to cultural identities in Aotearoa New Zealand.

2

Second Year

15 credits each

Makers in Context

You must pass one of these to remain eligible for honours

Creative Cultures and Contexts I

237.230 Semester 1

Gain insights into histories of design and art to develop a critical appreciation of change and the context of creative work. Choose from a variety of theme-based studios where you will investigate creative practices over time.

Prerequisite: 75 credits at 100 level

Creative Cultures and Contexts II

237.231 Semester 2

Explore creative histories in depth. Select from a range of studios to fit your interests.

Prerequisite: 75 credits at 100 level

Creative Citizenship

Creative Collaboration

197.288 Semester 2

Work in trans-disciplinary teams to develop, conceptualise and create products, services, events, artworks etc. This culminates in a student-led 'living marketplace' on campus.

Prerequisite: 75 credits at 100 level



Georgia Millward, Bachelor of Design (Hons), Industrial

3**Third Year**

15 credits each

Makers in Context

Creative Cultures and Ideas**This course is required for honours****237.330** Semester 1

Undertake a deep investigation to bring together independent research, disciplinary practices and your own creative work. Choose from themed studios that each focus on a different method.

Prerequisite: Creative Cultures and Contexts I (237.230) or Creative Cultures and Contexts II (237.231)

Creative Cultures and Display**237.331** Semester 2

Step outside the white room. Critically engage with curatorial strategies for diverse sites of cultural display, including museums, galleries, film, billboards, online, the street, portable devices and structures. Investigate modes of representation, collection, archiving, display and distribution.

Prerequisite: 75 credits at 200 level

Creative Citizenship

Creative Communities**197.388** Semester 2

Explore conceptual, strategic and professional dimensions of creative enterprise. Through exposure to industry exemplars learn, develop and apply techniques and approaches common to professional practice within creative industries.

Prerequisite: 75 credits at 200 level

4**Fourth Year**

15 credits each

External Focus

Creative Leadership**197.465** Semester 2

Develop professional competencies central to entrepreneurial and industry environments and situate your creative practice in a professional context. Construct an active strategy to promote yourself and your work persuasively to a defined target audience.

Prerequisite: Design or fine art core studio at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

Exhibition**213.465** Semester 2

Situate your creative practice through exhibition by generating a proposal and then developing an exhibition. Discuss and critically reflect on diverse approaches to the exhibition of creative work and its relevance for a range of professional and academic contexts.

Corequisite: Design or fine art core studio at 400 level (___453 and ___454, or ___455, or 213.442)

Creative Exposition**237.465** Semester 2

Explore writing as part of your future art/design practice. Investigate diverse approaches to creative research exposition and its relevance for a range of contexts. Identify avenues to publish your art/design writing. There will be plenty of interaction with successful artists and designers who use writing, and people who write about art and design.

Prerequisite: Creative Cultures and Ideas (237.330), plus design or fine art core studio at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

Electives

Pages 41–58

As a Fine Arts student, you can take electives from anywhere in the College of Creative Arts provided you have the prerequisites; see pages 41–58 for all the details. For courses from other parts of Massey, ask at Student Central or www.massey.ac.nz

Filming on location



Bachelor of Creative Media Production

Te Tohu Paetahi Hunga Pāpāho

Explore studio practice, storytelling, media development and production. Work on industry-led briefs through hands-on projects. Develop and discuss the skills and qualities required for a career in an expanding media market.

Prepare for industry through one or more of the following pathways:

Film and Television
Animation and VFX
Game Development
Creative Technologies
Producing and Directing

Wellington Campus

1 First Year
Introduction

We welcome you to the College of Creative Arts.
Explore new types of media. Find your feet.

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
<div>Select two:</div> <div><input type="checkbox"/> Animation</div> <div><input type="checkbox"/> Digital Video</div> <div><input type="checkbox"/> Games</div> <div><input type="checkbox"/> Producing & Directing</div> <div><input type="checkbox"/> Visualisation</div> <div><input type="checkbox"/> Web & Mobile</div>	<div>Select two:</div> <div><input type="checkbox"/> Audio</div> <div><input type="checkbox"/> 3D Modelling</div> <div><input type="checkbox"/> Film & Video on Location</div> <div><input type="checkbox"/> Prototyping for Creative Tech</div> <div><input type="checkbox"/> Programing for Interactive</div> <div><input type="checkbox"/> Time-based Editing</div> <div><input type="checkbox"/> VFX</div>
12 weeks 15 credits each	12 weeks 15 credits each
<div>Introduction to Creative Media Production</div> <div>289.100</div>	<div>Working with Scripted Material</div> <div>289.120</div>
12 weeks 15 credits	12 weeks 15 credits
<div>Elective</div> <div>100 level</div>	<div>Elective</div> <div>100 level</div>
12 weeks 15 credits	12 weeks 15 credits

2 Second Year
Development

Focus on your pathway and hone your production skills. Become familiar with professional practices and processes through multidisciplinary production groups. Develop your personal vision and push the boundaries of creative media.

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
<div>Cross-media Production</div> <div>289.204</div>	<div>Intermedia</div> <div>289.205</div>
12 weeks 15 credits	12 weeks 15 credits
<div>Philosophical Perspectives on Creative Practice</div> <div>133.257</div>	<div>Production Development</div> <div>289.206</div>
12 weeks 15 credits	12 weeks 15 credits
<div>Portfolio and Dissemination</div> <div>289.221</div>	<div>Your pathway:</div> <div><input type="checkbox"/> Animation</div> <div><input type="checkbox"/> VFX</div> <div><input type="checkbox"/> Games</div> <div><input type="checkbox"/> Video & Sound</div> <div><input type="checkbox"/> Creative Technologies</div> <div><input type="checkbox"/> Producing & Directing</div>
12 weeks 15 credits	12 weeks 15 credits
<div>Elective</div> <div>100 or 200 level</div>	<div>Elective</div> <div>100 or 200 level</div>
12 weeks 15 credits	12 weeks 15 credits

3 Third Year
Realisation

Form your cross-media group to create a full professional production in your Major Project. Work through the ideation, pre-production, production and post-production cycles, and deliver your vision to the world.

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
<div>Major Project Innovation Lab 289.302</div> <div>12 weeks 15 credits</div>	<div>Major Project Production 289.306</div>
<div>Major Project Pre-production 289.303</div> <div>12 weeks 15 credits</div>	
<div>Your pathway: <input type="checkbox"/> Animation <input type="checkbox"/> VFX <input type="checkbox"/> Games <input type="checkbox"/> Video & Sound <input type="checkbox"/> Creative Technologies <input type="checkbox"/> Producing & Directing</div> <div>12 weeks 15 credits</div>	<div>12 weeks 45 credits</div>
<div>Elective 100, 200 or 300 level</div> <div>12 weeks 15 credits</div>	<div>Critical Reflection 289.307</div> <div>12 weeks 15 credits</div>



Acolyte, by CMP team: B.Evans, Z. Bostel, L. Hill, J. Hoare, L. Knight-Devlin, C. Kortens, M. Piddington, N. Santer, K. Verbeet

Honours

The BCMP honours year is a separate qualification where you can enhance your research-led practice.

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
<div>Prototyping and Development for Advanced Creative Media Production Projects 289.701</div> <div>12 weeks 30 credits</div>	<div>Advanced Creative Media Production Research Project 289.803</div>
<div>Critical Frameworks for Creative Media Production 289.702</div> <div>12 weeks 15 credits</div>	
<div>Contemporary Creative Media Production Project 289.703</div> <div>12 weeks 15 credits</div>	<div>12 weeks 60 credits</div>

Honours Year

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

Prototyping and Development for Advanced Creative Media Production Projects

289.701 30 credits

Undertake research toward developing a project relevant to your creative practice. You will learn prototyping techniques in order to produce an early prototype and synopsis, or equivalent concept relevant to your project.

Critical Frameworks for Creative Media Production

289.702 15 credits

Learn to frame and present your creative practice as research via the development of critical, reflexive and analytical skills, and engage in the development of a research proposal.

Contemporary Creative Media Production Project

289.703 15 credits

The course focuses on a specific aspect of creative media production. Offerings change from year to year or may not be offered in a particular year. Further details will be provided by the Honours coordinator.

Advanced Creative Media Production Research Project

289.803 60 credits

Undertake research to develop a creative work in your chosen practice. You will be guided through a series of seminars and supervised sessions to develop, document and disseminate your research.
Prerequisite: 289.701

1 First Year

Pick one required pathway course

You must take at least one required pathway course.

Pick any three other CMP courses at 100 level

See below for recommended courses for your pathway. These are guidelines, we encourage you to make own selection.

Producing & Directing				
Intro to Producing & Directing 289.115	Intro to Audio Production & Sound Design 289.107	* Plus two courses from another pathway		
Film & Television				
Intro to Digital Video Production 289.105	Intro to Audio Production & Sound Design 289.107	Visualisation for Media Production 289.102	Intro to Time-Based Editing 289.110	Intro to Film & Video on Location 289.112
Game Development				
Intro to Game Technologies 289.106	Intro to Audio Production & Sound Design 289.107	Visualisation for Media Production 289.102	Intro to 3D Modelling & Texturing 289.111	Intro to Programming for Interactive Projects 289.114
Creative Technologies				
Intro to Programming for Interactive Projects 289.114	Intro to Audio Production & Sound Design 289.107	Visualisation for Media Production 289.102	Intro to Web & Mobile Media 289.101	Intro to Prototyping for Creative Technologies 289.113
Animation & VFX				
Intro to Computer Animation 289.103	Intro to Visual Effects & Motion Graphics 289.104	Intro to Audio Production & Sound Design 289.107	Visualisation for Media Production 289.102	Intro to 3D Modelling & Texturing 289.111

2

Second Year

3

Third Year



Producing & Directing

Applied Producing
& Directing

289.215

Advanced Producing
& Directing Practice

289.315



Film & Television

Video & Sound Production

289.211

Advanced Video
& Sound Practice

289.311



Game Development

Game Technologies Project

289.210

Advanced Game Practice

289.310



Creative Technologies

Web & Interactive Production

289.212

Advanced Creative Technologies

289.312



Animation

Computer Animation
Production

289.208

Advanced Computer
Animation Practice

289.308



VFX

VFX Production

289.209

Advanced VFX Practice

289.309

1

First Year

15 credits each

You must do two per semester. You can take a third as your elective if you wish. You must take at least one required pathway course (see page 26).

Semester 1

Intro to Computer Animation

289.103 Required for Animation pathway

Be introduced to industry-standard digital tools for 2D and 3D animation. Learn character, movement and rendering processes essential for the production of computer animation.

Intro to Digital Video Production

289.105 Recommended for Film & Television pathway

Be introduced to industry-standard digital video production tools and environments including camera, lighting, and post-production processes.

Intro to Game Technologies and Mechanics

289.106 Required for Game Development pathway

Be introduced to industry-standard digital tools for games, game mechanics, concepts and production processes.

Intro to Producing and Directing

289.115 Required for Producing & Directing pathway

Be introduced to techniques and practices in producing and directing for creative media. Gain a creative and technical knowledge and understanding of approaches and methodologies essential for producing and directing for film, television, animation, visual effects, games, augmented reality and other emerging media.

Intro to Web Development

289.101 Recommended for Creative Technologies pathway

Gain a creative and technical knowledge and understanding of media concepts and production processes essential for the production of interactive media on multiple platforms.

Visualisation for Media Production

289.102

Develop techniques that enable you to give visual form to abstract ideas and concepts. Apply these to a range of formats including storyboarding, concept visualisation and character development.

Semester 2

Intro to 3D Modelling and Texturing

289.111

Be introduced to industry-standard digital tools, approaches and methodologies for the creation of 3D assets. Essential for computer animation, visual effects, games, augmented reality and emerging media.

Intro to Audio Production and Sound Design

289.107

Be introduced to industry-standard digital audio production tools and environments. Gain creative and technical knowledge and understanding of sound design concepts and audio production processes.

Intro to Film and Video on Location

289.112 Recommended for Film & Television pathway

Be introduced to industry-standard techniques for film and video production on location. Learn lighting and digital recording processes essential for the creation and development of externally-based (non-studio) productions.

Intro to Programming for Interactive Projects

289.114 Required for Creative Technologies pathway

Extend your programming skills in a creative context. Learn programming methodologies essential for the development of software, hardware, creative media production pipeline tools, and other emerging technology.

Intro to Prototyping for Creative Technologies

289.113

Be introduced to industry-standard techniques and strategies for prototyping in interactive multimedia projects, including hardware, software, VR/AR, and other emerging media.

Intro to Time-based Editing

289.110

Be introduced to industry-standard digital tools for time-based editing. Learn essential ways to edit material for film, television, animation, games, augmented reality and emerging media.

Intro to VFX and Motion Graphics

289.104 Required for VFX pathway

Be introduced to industry-standard tools for visual effects and motion graphics. Learn compositing, green screen keying, camera tracking, and other essentials of visual effects.

2

Second Year

15 credits each

Semester 1

Cross-Media Production

289.204

Explore two media production subjects with the aim of developing cross-media competences. While furthering technical knowledge, you will examine media forms critically with reference to social and cultural values.

Prerequisite: Two CMP core studio introduction courses at 100 level

Semester 2

Intermedia

289.205

Work collaboratively with a range of production technologies to create examples of intermedia arts practices. Students work across disciplines integrating extant technologies and developing new technologically-focused practices in order to better understand how experimental electronic arts practices can integrate new and emerging media technologies.

Production Development

289.206

Work professionally with trans-disciplinary teams assisting in the production of externally focused projects. Take on assistant production roles that support various scheduled production tasks.

Prerequisite: Cross-Media Production (289.204)

Plus one of the following pathway courses:

Applied Producing and Directing

289.215 Required for Producing & Directing pathway

Further your application of industry-standard tools and techniques for producing and directing projects across different platforms. Gain extended creative and technical knowledge and understanding of development and protection of creative work.

Prerequisite: Introduction to Producing and Directing (289.115)

Computer Animation Production

289.208 Required for Animation pathway

Further your application of industry-standard digital tools for 2D and 3D computer animation. Learn more about character, movement and rendering processes.

Prerequisite: Introduction to Computer Animation (289.103)

Game Technologies Project

289.210 Required for Game pathway

Further develop your application of industry-standard digital tools for a games project. Learn more about game mechanics, concepts and production processes essential for games platforms.

Prerequisite: Introduction to Game Technologies & Mechanics (289.106)

VFX Production

289.209 Required for VFX pathway

Further develop your application of digital special effects and motion graphics effects. Extend your skills with effects such as dynamics, particles, fluids, light and rendering. Develop your knowledge and application of aesthetics and form.

Prerequisite: Introduction to VFX (289.104)

Video and Sound Production

289.211 Required for Film & Television pathway

Further develop your application of industry-standard digital audio and video production tools. Extend your creative and technical knowledge and understanding of sound design concepts and audio production processes.

Prerequisite: Introduction to Digital Video Production (289.105)

Web and Interactive Production

289.212 Required for Creative Technologies pathway

Extend your use of industry-standard digital tools and techniques for development of interactive projects across different platforms. Learn more about development processes and programming, and develop your knowledge and application of aesthetics and form.

Prerequisite: Intro to Programming for Interactive Projects (289.114)

Semester 1

Major Project Innovation Lab**289.302** 15 credits

Apply research, ideation and value proposition methodologies in response to cross-media industry briefs. Prepare presentations using appropriate audio-visual media in the form of a professional pitch to the client.

Prerequisite: Cross-Media Production (289.204), or any 200 level pathway course.)

Major Project Pre-production**289.303** 15 credits

Engage in technical prototyping, technical ideation, and practical experimentation associated with preparing for Major Project Production and Post-production studio courses. Techniques are project-specific and may include developing new technologies and learning pipeline-specific methods and tools. Students will be required to work effectively as a team and communicate professionally at all times, agreeing on scope and schedules of work with clients.

Prerequisite: Production Development (289.206) and Post-production Development (289.207)

Corequisite: Major Project Innovation Lab (289.302)

Plus one of the following advanced pathway courses:

Advanced Computer Animation Practice**289.308** 15 credits

Gain advanced knowledge of computer animation techniques, approaches and methodologies, and apply them in production. Learn professional computer animation production pipeline and advanced digital rendering techniques.

Prerequisite: Computer Animation Production (289.208)

Advanced Creative Technologies**289.312** 15 credits

Gain advanced knowledge of web, mobile, and interactive media development techniques. Extend your knowledge of front and back-end technologies and techniques, and strategies for online distribution.

Prerequisite: Web & Interactive Production (289.212) or Game Technologies Project (289.210)

Advanced Game Practice**289.310** 15 credits

Gain advanced knowledge of game development techniques. Learn advanced desktop, mobile and console packaging techniques and strategies for online distribution.

Prerequisite: Game Technologies Project (289.210)

Advanced Producing and Directing**289.315** 15 credits

Gain advanced knowledge of producing and project directing techniques. Through a high-level project, get an advanced understanding of professional production distribution pipeline, contracts, and promotion.

Prerequisite: Applied Producing and Directing (289.215)

Advanced VFX Practice**289.309** 15 credits

Gain advanced knowledge of digital visual effects techniques, technologies, approaches and methodologies, and apply them in production. Learn professional computer VFX production pipelines, digital tool programming, and advanced rendering techniques.

Prerequisite: VFX Production (289.209)

Advanced Video and Sound Practice**289.311** 15 credits

Gain advanced knowledge of video and sound recording techniques. Extend your knowledge of the professional production pipeline, international travel procedures and equipment.

Prerequisite: Video & Sound Production (289.211)

Semester 2

Major Project Production**289.306** 45 credits

Work creatively and professionally in cross-media teams, producing assets in response to briefs developed in the Major Project Innovation Lab and Pre-production courses. Produce digital assets, content, programming, and executables/deliverables appropriate to your brief. Manage deadlines, schedules, budgets and external communications to ensure project completion.

Prerequisite: Production Development (289.206), Major Project Innovation Lab (289.302), and Major Project Pre-production (289.303)

1 First Year

Introduction to Creative Media Production

289.100 Semester 1

Be introduced to the challenges and responsibilities facing you in the production of film, television, animation, visual effects, games, augmented reality and emerging media. You will gain a greater understanding of your own values and processes as a creative practitioner.

Working with Scripted Material

289.120 Semester 2

Be introduced to the processes of reading, interpreting, and working with scripted content with the intent of realising the material through various creative media production practices. You will work with scripts and your own material for film, television, animation, game, augmented reality, and other emerging media.

2 Second Year

Philosophical Perspectives on Creative Practice

133.257 Semester 1

Study a range of philosophical perspectives on the nature, purpose and value of media. Explore theoretical positions to develop critical skills for the analysis of your own research.

Prerequisite: Any 45 credits at 100 level

Portfolio and Dissemination

289.221 Semester 1

Develop your online portfolio for your progression to postgraduate study or transition to industry. Learn how to devise a range of events such as exhibitions, screenings and performances. Gain a critical understanding of audience, site, experience, live-ness, and spectacle.

Prerequisite: Any three 100-level CMP core studio courses

3 Third Year

Critical Reflection and Response

289.307 Semester 2

Develop your understanding of theoretical and methodological frameworks relevant to creative media production. This course equips you to critically reflect on your Major Project.

Corequisite: Major Project Production (289.306)

Electives

Pages 41–58

All the CMP studio options are also available as electives, which means that you could do more than one CMP pathway in your degree. As a BCMP student, you can also take electives from art, design or music; see pages 41–58 for all the details. For courses from other parts of Massey, ask at Student Central or www.massey.ac.nz



Wiktorja Ojrzyńska, Bachelor of Creative Media Production



Bachelor of Commercial Music

Te Tohu Paetahi
mō Te Pūoro Pakihi

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

Majors

Music Industry

Music Practice

Music Technology

Wellington Campus

1 First Year
Introduction

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

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
Select Your Major: <input type="checkbox"/> Industry 133.167 <input type="checkbox"/> Practice 133.175 <input type="checkbox"/> Technology 133.185 12 weeks 15 credits	Contemporary Musicology 133.154 12 weeks 15 credits
Your Major: <input type="checkbox"/> Industry 133.168 <input type="checkbox"/> Practice 133.176 <input type="checkbox"/> Technology 133.186 12 weeks 15 credits	Music Media 1 133.152 12 weeks 15 credits
Music Course* 100 Level 12 weeks 15 credits	Music Project 1 133.153 12 weeks 30 credits
Elective 100 level 12 weeks 15 credits	

2 Second Year
Development

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

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
Your Major: <input type="checkbox"/> Industry 133.260 <input type="checkbox"/> Practice 133.275 <input type="checkbox"/> Technology 133.281 12 weeks 15 credits	Music Media 2 133.256 12 weeks 15 credits
Your Major: <input type="checkbox"/> Industry 133.267 <input type="checkbox"/> Practice 133.276 <input type="checkbox"/> Technology 133.288 12 weeks 15 credits	Philosophical Perspectives on Creative Practice 133.257 12 weeks 15 credits
Elective 100 or 200 level 12 weeks 15 credits	Music Project 2 133.253 12 weeks 30 credits
Elective 100 or 200 level 12 weeks 15 credits	

3

Third Year

Realisation

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

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
<div>Your Major: <input type="checkbox"/> Industry 133.360 <input type="checkbox"/> Practice 133.375 <input type="checkbox"/> Technology 133.381</div> <div>12 weeks 15 credits</div>	<div>Major Project Production <input type="checkbox"/> Industry 133.368 <input type="checkbox"/> Practice 133.378 <input type="checkbox"/> Technology 133.388</div>
<div>Your Major: <input type="checkbox"/> Industry 133.365 <input type="checkbox"/> Practice 133.376 <input type="checkbox"/> Technology 133.389</div> <div>12 weeks 15 credits</div>	<div>12 weeks 30 credits</div>
<div>Major Project Pre-Production 133.350</div> <div>12 weeks 15 credits</div>	<div>Graduate Portfolio Development 133.356</div> <div>12 weeks 15 credits</div>
<div>Elective 100, 200 or 300 level</div> <div>12 weeks 15 credits</div>	<div>Political Economy, Freeconomy and Community 133.355</div> <div>12 weeks 15 credits</div>



Music facilities

Honours

The BCommMus honours year is a separate qualification where you can enhance your research-led practice.

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
<div>Prototyping and Development for Advanced Music Projects 133.701</div> <div>12 weeks 30 credits</div>	<div>Advanced Music Research Project 133.803</div>
<div>Critical Frameworks for Music 133.702</div> <div>12 weeks 15 credits</div>	
<div>Contemporary Music Project 133.703</div> <div>12 weeks 15 credits</div>	<div>12 weeks 60 credits</div>

Honours Year

If you choose to apply, you can extend yourself by completing an honours year. The honours year combines taught coursework and staff-supported projects.

Prototyping and Development for Advanced Music Projects

133.701 30 credits

Undertake research toward developing a project relevant to your creative practice. You will learn prototyping techniques in order to produce an early prototype and synopsis, or equivalent concept relevant to your project.

Critical Frameworks for Music

133.702 15 credits

Learn to frame and present your creative practice as research via the development of critical, reflexive and analytical skills, and engage in the development of a research proposal.

Contemporary Music Project

133.703 15 credits

The course focuses on a specific aspect of music production. Offerings change from year to year or may not be offered in a particular year. Further details will be provided by the honours coordinator.

Advanced Music Research Project

133.803 60 credits

Undertake research to develop a creative work in music. You will be guided through a series of seminars and supervised sessions to develop, document and disseminate your research.

Prerequisite: 133.701

1 First Year
15 credits each

Music Industry

Semester 1

Artist Development

133.168

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

Music Entrepreneurship 1

133.167

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

Music Practice

Semester 1

Music Practice 1

133.175

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

Prerequisite: Audition Required

Production and Composition 1

133.176

Learn computer based music production and composition skills, and related structures and techniques. Explore a wide range of popular and experimental genres to learn essential Digital Audio Workstation (DAW) techniques to develop song-writing and arrangement skills.

No Audition Required

Music Technology

Semester 1

Music and Sound Engineering 1

133.185

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

Musical Interface and Interaction 1

133.186

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

All Majors

Semester 1

Select one of the music courses below:

Music Entrepreneurship 1	133.167
Artist Development	133.168
Music Practice 1	133.175
Production and Composition 1	133.176
Vocal Performance and Production	133.179
Music and Sound Engineering1	133.185
Musical Interface and Interaction 1	133.186

Music Industry

Semester 1

Audience Development

133.260

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

Prerequisite: Artist Development (133.168)

Music Entrepreneurship 2

133.267

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

Prerequisite: Music Entrepreneurship 1 (133.167)

Music Practice

Semester 1

Music Practice 2

133.275

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

Prerequisite: Music Practice 1 (133.175) or Audition

Production and Composition 2

133.276

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

Prerequisite: Production and Composition 1 (133.176) or Audition

Music Technology

Semester 1

Music and Sound Engineering 2

133.288

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

Prerequisite: Music and Sound Engineering (133.185)

Musical Interface and Interaction 2

133.281

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

Prerequisite: Musical Interface and Interaction 1 (133.186)



Massey Exposure 2018 Opening Night



Third Year

15 credits unless noted

Music Industry

Semester 1

Music Business Development

133.360

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

Prerequisite: Music Entrepreneurship 2 (133.267)

Music Entrepreneurship 3

133.365

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

Prerequisite: Music Entrepreneurship 2 (133.267)

Music Practice

Semester 1

Music Practice 3

133.375

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

Prerequisite: Music Practice 2 (133.275)

Production and Composition 3

133.376

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

Prerequisite: Production and Composition 2 (133.276)

Music Technology

Semester 1

Musical Interaction and Interface 3

133.381

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

Prerequisite: Musical Interaction and Interface 2 (133.281)

Advanced Sound and Music Technologies

133.389

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

Prerequisite: Music and Sound Engineering 2 (133.288)

All Majors

Semester 2

Major Project: 30 credits

Music Industry 133.368

Music Practice 133.378

Music Technology 133.388

Realise an ambitious major project, working collaboratively or individually. You will be mentored by academic staff and/or industry professionals.

Prerequisite: Major Project Pre-production (133.350)

1 First Year

15 credits

Semester 2

Contemporary Musicology

133.154

Be introduced to a number of established theoretical approaches and perspectives on contemporary musicology. We encourage you to explore the context and critical framework for your research.

Music Media 1

133.152

Learn to produce media content essential to the promotion and commercialisation of music. Develop online and social media skills, as well as learn the basics in still and moving image production.

Prerequisite: 30 credits of 100 level Music Courses

Music Project 1

133.153

Work in teams to develop live events and recording projects in the 'real world'. Multidisciplinary teams will apply creative narrative skills to develop, manage, produce and iterate musical content, technical production, and promotion.

Prerequisite: 30 credits of 100 level Music Courses

2 Second Year

Semester 2

Music Media 2

133.256

Explore advanced music media analysis tools and apply theoretical concepts, via a range of new and emerging technologies, to the production of interdisciplinary music, video, and multi-media content.

Prerequisite: Music Media 1 (133.152)

Music Project 2

133.253

Work in multidisciplinary teams to develop and stage unique musical events and experiences. You will develop professional conceptual skills by exploring emerging social, cultural, environmental and economic challenges facing music industry.

Prerequisite: Music Project 1 (133.153)

Philosophical Perspectives on Creative Practice

133.257

Study a range of philosophical perspectives on the nature, purpose and value of music. Explore theoretical positions to develop critical skills for the analysis of your own research.

Prerequisite: Any 45 credits at 100 level

3 Third Year

Semester 1

Major Project Pre-production

133.350

Generate and evaluate innovative concepts for your major project and carry out detailed investigation into planning and resourcing requirements along with analysis of cultural, social and economic values of your proposal. Work individually and in teams to agree the scope and roles of the proposed project.

Prerequisite: Music Media 2 (133.256) and Philosophical Perspectives on Creative Practice (133.257)

Semester 2

Graduate Portfolio Development

133.356

Prepare to enter the industry, or postgraduate study, by developing your online portfolio. Learn how to develop professional networks and progression opportunities.

Prerequisite: 60 credits of 200 level Music Courses

Political Economy, Freeconomy & Community

133.355

Develop theoretical approaches to analyse and contextualise your Music Major Project as a cultural form in relation to society, economy, and technology.

Prerequisite: Philosophical Perspectives on Creative Practice (133.257) and Contemporary Musicology (133.154)

Electives

Pages 41–58

As a Commercial Music student, you can take electives from anywhere in the College of Creative Arts provided you have the prerequisites.

You can use your elective slots to minor in a second branch of Commercial Music. Required courses for each minor are shown on page 61. For courses from other parts of Massey, ask at Student Central or www.massey.ac.nz

Photo: Mark Tantrum



Electives

Key

The first three digits of a course code tell you the subject area of the course:

133....	Commercial Music	222....	Visual Communication Design
197....	Art and Design	223....	Textile Design
198....	Industrial Design	224....	Spatial Design
212....	Fashion Design	237....	Visual and Material Culture
213....	Fine Art	289....	Creative Media Production
221....	Photography	296....	Concept Design

Prerequisite You must have passed these courses. In exceptional circumstances, you may be granted exemptions to prerequisites.

Approved prior study If you have passed these courses, you will get in (subject to space limitations). If you have not done these courses, check with the Course Coordinator.

Some discontinued courses are still accepted as prerequisites. If you are returning to study after a break, talk to our Student Advisers or check Massey's online course search for full details.

Summer School (SS) courses in the creative arts are generally run as a three to four week block. We post the precise dates online when they are finalised:

Block Electives First year design and fine art studios can also be taken as electives, but we advise that you seek advice first as these are run in six week blocks and you may need some help fitting these into your timetable. You can check out these course prescriptions on page 8.

Here is how the six week blocks fit into the year:

S1B1 = Semester 1, Weeks 1–6

S1B2 = Semester 1, Weeks 7–12

S2B1 = Semester 2, Weeks 1–6

S2B2 = Semester 2, Weeks 7–12

Wellington Campus

Choosing your electives:

You can choose your electives from a wide range of disciplines to suit your interests and compliment your study. Here is a list of options from the College of Creative Arts.

For further advice, talk to your tutor or Student Central.

Note Details correct at time of publication.
May be subject to change

100 Level Electives

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

Design

Coding for Creative Practice

197.119 Semester 2

Gain basic knowledge and techniques in the creative uses of computer programming for a range of art and design contexts.

Digital Fabrication

197.122 Semester 2

Design and produce objects with digital fabrication tools using open source and consumer software.

Visual Identity Systems

197.123 Semester 1, Semester 2

Develop a visual expression for an organisation or event that can be adapted across a range of mediums. Acquire techniques, skills and processes of synthesis, reduction and abstraction.

Soft Structures (Art & Design Special Topic I)

197.191 Semester 2

Investigate the relationship between body, materials and space. Be guided through a series of explorations involving material play, textile manipulation, sensory experience, scale, surface, structure, inhabitation, and spatial conditions.

Contemporary Design Project 1A: Jewellery

197.193 Semester 2

Introduction to contemporary jewellery design and making.

Modelling and Prototyping for Product Design

198.124 Semester 1

Through the development of skills, techniques and workflows, you will model and prototype three-dimensional design concepts and design resolutions.

Fashion Pattern Making

212.100 Semester 1, Semester 2, SS2021

Learn basic techniques and processes of pattern making for apparel design, including dart manipulation, added fullness, contouring and design detailing.

Fashion Construction

212.101 Semester 1, Semester 2, SS2021

Be introduced to specialised industrial machinery, techniques and applied processes of apparel manufacture through construction sampling and prototyping.

Photography as an Agent of Change

221.100 Semester 1, Semester 2

Gain a grounding in photographic technologies and how they can be used in contemporary photographic practice through exploration of the evolving relationship between photography and social and political issues.

Printmaking

222.104 Semester 1, Semester 2, SS 2020, SS 2021

Gain competence in specific printmaking techniques, skills and processes.

Art

Ngā Hanga Whakairo: Traditional Māori Visual Art

150.106 Semester 1

(Manawatu, Wellington and via Distance)

Be introduced to the scope of Māori art with a view to recognising traditional elementary forms and their significance. Consider social and cultural dimensions and examine Māori art forms from pre-contact times to the present within the context of a dynamic and changing society.

Painting

213.150 Semester 1

Gain a hands-on introduction to aspects of contemporary painting focusing on colour, surface and structure, mediums and techniques, through studio classes and independent work.

Contemporary Sculpture

213.151 Semester 2

Gain a hands-on introduction to aspects of contemporary sculpture looking at concepts and object making through the exploration of physical materials and applied processes.

Contemporary Drawing

213.154 Semester 1, Semester 2

(Manawatu and Wellington)

Explore the potential for drawing to become more than a traditional practice of representation by developing your observation skills, modes of expression and representation using a broad range of approaches.

Drawing The Body I

213.155 Semester 1, Semester 2

Learn the fundamentals of drawing the human body through a project of drawing exercises using various techniques and media.

Māori Art and Design Studio I – Toi Atea

237.117 Semester 1, Semester 2

Develop personal forms of expression through an engagement with the values, concepts, traditions, art/design forms and structures of the whare whakairo.

Creative Media

Intro to Web Development

289.101 Semester 1

Gain a creative and technical knowledge and understanding of media concepts and production processes essential for the production of interactive media on multiple platforms.

Visualisation for Media Production

289.102 Semester 1

Develop techniques that enable you to give visual form to abstract ideas and concepts. Apply these to a range of formats including storyboarding, concept visualisation and character development.

Intro to Computer Animation

289.103 Semester 1

Gain a creative and technical knowledge and understanding of rendering processes essential for the production of computer animation.

Intro to VFX

289.104 Semester 2

Be introduced to industry-standard tools for visual effects and motion graphics. Learn compositing, green screen keying, camera tracking, and other essentials of visual effects.

Intro to Digital Video Production

289.105 Semester 1

Be introduced to industry-standard digital video production tools and environments. Gain creative and technical knowledge and understanding of camera, lighting and post-production processes.

Intro to Game Technologies and Mechanics

289.106 Semester 1

Be introduced to industry-standard digital tools for games. Gain creative and technical knowledge and understanding of game mechanics, concepts and production processes.

Intro to Audio Production and Sound Design

289.107 Semester 2

Be introduced to industry-standard digital audio production tools and environments. Gain creative and technical knowledge and understanding of sound design concepts and audio production processes.

Intro to Time-based Editing

289.110 Semester 2

Be introduced to industry-standard digital tools for time-based editing. Learn essential ways to edit material for film, television, animation, games, augmented reality and emerging media.

Intro to 3D Modelling & Texturing

289.111 Semester 2

Be introduced to industry-standard digital tools, approaches and methodologies for the creation of 3D assets. Essential for computer animation, visual effects, games, augmented reality and emerging media.

Intro to Film & Video on Location

289.112 Semester 2

Be introduced to industry-standard techniques for film and video production on location. Learn lighting and digital recording processes essential for the creation and development of externally-based (non-studio) productions.

Intro to Prototyping for Creative Technologies

289.113 Semester 2

Be introduced to industry-standard techniques and strategies for prototyping in interactive multimedia projects, including hardware, software, VR/AR, and other emerging media.

Intro to Programming for Interactive Projects

289.114 Semester 2

Extend your programming skills in a creative context. Learn programming methodologies essential for the development of software, hardware, creative media production pipeline tools, and other emerging technology.

Intro to Producing & Directing

289.115 Semester 1

Be introduced to techniques and practices in producing and directing for creative media. Gain a creative and technical knowledge and understanding of approaches and methodologies essential for producing and directing for film, television, animation, visual effects, games, augmented reality and other emerging media.

Working with Scripted Material

289.120 Semester 2

Be introduced to the processes of reading, interpreting, and working with scripted content with the intent of realising the material through various creative media production practices. You will work with scripts and your own material for film, television, animation, game, augmented reality, and other emerging media.



Creative Media Production students filming on location

Music

Music Media 1

133.152 Semester 2

Learn to produce media content essential to the promotion and commercialisation of music. Develop online and social media skills, as well as learn the basics in still and moving image production.

Prerequisite: 30 credits of 100 level Music Courses

Contemporary Musicology

133.154 Semester 2

Be introduced to a number of established theoretical approaches and perspectives on contemporary musicology. We encourage you to explore the context and critical framework for your research.

Music Entrepreneurship 1

133.167 Semester 1

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

Artist Development

133.168 Semester 1

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

Music Practice 1

133.175 Semester 1

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

Production and Composition 1

133.176 Semester 1

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

Introduction to Ableton Live

133.178 SS2021

An introduction to the operations and capabilities of the Ableton Live DAW software. Gain a basic knowledge and practical understanding of how Ableton Live is used for production and as an instrument for live performance. Learn about the physical interfaces used to control and trigger Ableton Live.

Vocal Performance and Production

133.179 Semester 1

Learn the fundamentals of vocal techniques and production skills relevant to a broad range of styles. Explore the basic anatomy of the voice, vocal health, and live skills alongside studio techniques and etiquette. The course does not require an audition or existing vocal training, and comprises lectures as well as practical group-based vocal and production workshops.

Music and Sound Engineering 1

133.185 Semester 1

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

Musical Interface and Interaction 1

133.186 Semester 1

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

Other recommended courses

These courses are a selection of creative courses from the College of Humanities and Social Sciences.

Remember you can look for electives across the University. Head to the course finder at www.massey.ac.nz to check out further options.

Creative writing 1

139.123 Semester 1

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

Creative Communication

139.133 Semester 2

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

Introduction to Media Studies

154.101 Semester 1, SS 2020 (Distance)

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



Photo: Mark Tantrum

200 Level Electives

All these electives are open to any Massey student, provided you have the prerequisites. Second year Creative Arts students can also take 100 level electives.

Design

Product Design Visualisation

198.212 Semester 1

Introduction to visualisation techniques and processes that are used for the design of tangible products that focus on developing drawing, rendering, concept development and presentation skills across a range of software and traditional media.

Prerequisite: 75 credits at 100 level

Furniture Design

198.213 Semester 2

Develop furniture design skills for a range of contexts including one-off, batch and mass production, through a design furniture project for a specific context.

Prerequisite: Art Lab (213.157) or Art Place (213.158) or Dress (212.157) or Lens (221.157) or Material (223.157) or Object (198.157) or Screen (222.157) or Space (224.157) or Type (222.158), plus 60 more credits at 100 level

Modelling and Prototyping

198.221 Semester 1 (2021 Only)

Explore issues and design considerations particular to modelling and prototyping for three-dimensional design. Through the application of skills and techniques, you will draw on a range of strategies and methods for exploring and representing the form and function of products.

Garment Block Pattern Drafting and Grading

212.200 Semester 1

Learn garment block drafting and grading techniques used to derive size changes and applications of apparel computing.

Prerequisite: Fashion Pattern Making (212.100) or 200 level fashion core (212.257), and 60 more credits from College of Creative Arts

Fashion Communication

212.226 Semester 2

Develop the skills of fashion communication in this studio course. Explore and experiment with your creative practice through a specialised fashion lens.

Prerequisite: 75 credits at 100 level

Photography and the Studio

221.220 Semester 1, Semester 2

Learn controlled lighting techniques (in the studio and on location) while developing a self-initiated lighting project.

Prerequisite: 75 credits at 100 level

Photography and Digital Practices I

221.221 Semester 1, Semester 2

Use photographic digital image manipulation techniques on a self-initiated project within a broader critical discussion of the production and use of digital photographs.

Prerequisite: 75 credits at 100 level

Photography and the Darkroom

221.222 Semester 1, Semester 2, SS 2020

Explore photographic analogue processes, selected darkroom and wet-based photographic techniques in order to produce a self-initiated project.

Prerequisite: 75 credits at 100 level

Letterpress

222.208 Semester 1, Winter School (June-July), Semester 2

Develop and apply techniques, skills and processes in letterpress typography and print production.

Prerequisite: 75 credits at 100 level

Brand Communication

222.215 Semester 1, Semester 2

We critically explore what defines a product, service, individual, or even a nation as a 'brand', and how a brand is designed. You apply your learning to create a brand, connecting design with contemporary marketing communications strategies. You'll see the world around you differently after this course.

Prerequisite: 75 credits at 100 level from College of Creative Arts or Introduction to Marketing (115.116) and any other 60 credits

Story and Narration

222.225 Semester 2

Explore issues and creative considerations for narration and narrative theory. Develop and apply techniques, skills and processes in the use of storytelling.

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

Character Design

222.232 Semester 1

Explore character creation, design and production in order to develop an original character that is meaningfully placed within a social or fantastical context.

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

Typographic Systems

222.248 Semester 1, Semester 2

Develop and apply techniques, skills and processes for communicating complex information clearly through visual means.

Prerequisite: Type (222.158) plus another 60 credits at 100 level from College of Creative Arts

Materials Lab

223.207 Semester 2

Learn to identify and test materials for design and performance. Analyse innovative, technical, and industrial materials for a wide range of design products and contexts through workshops and interaction with industry.

Prerequisite: 75 credits at 100 level

Fashion Textiles

223.211 Semester 1

Learn about the design and creation of textiles for apparel by exploring a variety of embroidery techniques and processes, and their creative fashion application.

Prerequisite: Art Lab (213.157) or Art Place (213.158) or Dress (212.157) or Lens (221.157) or Material (223.157) or Object (198.157) or Screen (222.157) or Space (224.157) or Type (222.158), plus 60 more credits at 100 level

Design for Performance

224.204 Semester 2

Explore the design and making of performances and their settings. Apply, and extend, your learning through the design or production of performance experiences and events.

Prerequisite: 75 credits at 100 level

Design for Display

224.205 Semester 1

Investigate concepts and design strategies for exhibitions as temporary interventions in public space.

Prerequisite: 75 credits at 100 level

Art

Drawing in Practice

213.254 SS 2020

Be guided by expert practitioners, each with a focus on particular approaches and technologies of drawing. Experiment with these different methodologies, and critically reflect on the role of drawing in your own practice.

Prerequisite: Contemporary Drawing (213.154)

Drawing The Body II

213.255 Semester 1

Explore representation of the human body through project work in which you'll creatively engage with a range of drawing practices, processes and media.

Prerequisite: Drawing the Body I (213.155)

Contemporary Art Project A:

Figurative Painting

213.256 Semester 2

Representational painting remains one of the most enduring of art-forms. Engage with theory and practice around contemporary figurative painting. Practice and extend your skills through the development of an individual studio project.

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

Contemporary Art Project B:

Printed Matter – The Art Book

213.257 Semester 1

Art publications range in function from exhibition catalogue to critical reader, from zine to one-off hand-made art work. The aim of this project is to make an artist's book: consider the conventions of the visual book, establish a critical position, and explore creative approaches to documenting and contextualising studio work effectively in printed form.

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

Contemporary Art Project C:

Art and the readymade

213.258 Semester 2

Can anything be art? And if so, how does that happen? Explore the found image and the readymade object in art, in theory and through practice. Consider conventions of presentation and context, interpretation and audience engagement in contemporary art and how these can be challenged and subverted.

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

Contemporary Art Project D: Art & Time-based Media

213.259 Semester 1

Explore how contemporary artists use time-based media in their work. Engage with conventions of video and sound in art and how that might be used in studio practice, developing the necessary skills for audio and moving image capture, post-production, output and installation.

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

Contemporary Art Project F: Kāpūnīpuni Māori - Māori Knowledge Internship

213.261 Double Semester

This course will provide you with an understanding of tikanga Māori within the context of Te Ūpoko o te Ika, the Wellington region. Throughout the course you will gain first-hand experience through a series of interactive cultural engagements. This will provide you with an enhanced understanding of the relationships of people and the environment, Māori philosophies, and Māori cultural situations. You will learn from knowledge experts within an inclusive and supportive environment.

Creative Media

Cross-Media Production

289.204 Semester 1

Explore two media production subjects with the aim of developing cross-media competences. While furthering technical knowledge, you will examine media forms critically with reference to social and cultural values.

Prerequisite: Two CMP core studio courses at 100 level

Intermedia

289.205 Semester 2

Work collaboratively with a range of production technologies to create examples of intermedia arts practices. Students work across disciplines integrating extant technologies and developing new technologically-focused practices in order to better understand how experimental electronic arts practices can integrate new and emerging media technologies.

Computer Animation Production

289.208 Semester 2

Further your application of industry-standard digital tools for 2D and 3D computer animation. Learn more about character, movement and rendering processes.

Prerequisite: Introduction to Computer Animation (289.103)

VFX Production

289.209 Semester 2

Further develop your application of digital special effects and motion graphics effects. Extend your skills with effects such as dynamics, particles, fluids, light and rendering. Develop your knowledge and application of aesthetics and form.

Prerequisite: Introduction to VFX (289.104)

Game Technologies Project

289.210 Semester 2

Further develop your application of industry-standard digital tools for a games project. Learn more about game mechanics, concepts and production processes essential for games platforms.

Prerequisite: Introduction to Game Technologies & Mechanics (289.106)

Video and Sound Production

289.211 Semester 2

Further develop your application of industry-standard digital audio and video production tools. Extend your creative and technical knowledge and understanding of sound design concepts and audio production processes. Develop your knowledge and application of aesthetics and form. Prerequisite: Introduction to Digital Video Production (289.105) or Intro to Film & Video on Location (289.112)

Web and Interactive Production

289.212 Semester 2

Extend your use of industry-standard digital tools and techniques for development of interactive projects across different platforms. Learn more about development processes and programming, and develop your knowledge and application of aesthetics and form.

Prerequisite: Intro to Web & Mobile Media (289.101), or Intro to Programming for Interactive Projects (289.114), or Intro to Game Technologies & Mechanics (289.106)

Applied Producing and Directing

289.215 Semester 2

Further your application of industry-standard tools and techniques for producing and directing projects across different platforms. Gain extended creative and technical knowledge and understanding of development and protection of creative work.

Prerequisite: Intro to Producing and Directing (289.115)

Music

Music Media 2

133.256 Semester 2

Explore advanced music media analysis tools and apply theoretical concepts, via a range of new and emerging technologies, to the production of interdisciplinary music, video, and multi-media content.

Prerequisite: Music Media 1 (133.152)

Philosophical Perspectives on Creative Practice

133.257 Semester 1, Semester 2

Study a range of philosophical perspectives on the nature, purpose and value of media. Explore theoretical positions to develop critical skills for the analysis of your own research.

Prerequisite: Any 45 credits at 100 level

Audience Development

133.260 Semester 1

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

Prerequisite: Artist Development (133.168)

Music Entrepreneurship 2

133.267 Semester 1

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

Prerequisite: Music Entrepreneurship 1 (133.167)

Music Practice 2

133.275 Semester 1

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

Prerequisite: Music Instrument Practice 1 (133.175) or Audition

Production and Composition 2

133.276 Semester 1

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

Prerequisite: Music Production and Composition 1 (133.176) or Audition

Musical Interface and Interaction 2

133.281 Semester 1

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

Prerequisite: Musical Interface and Interaction 1 (133.186)

Applied Lighting and Visuals for Music

133.287 Semester 1

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

Music and Sound Engineering 2

133.288 Semester 1

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

Prerequisite: Music and Sound Engineering 1 (133.185)

Other recommended courses

These courses are a selection of creative courses from the College of Humanities and Social Sciences.

Remember you can look for electives across the University. Head to the course finder at www.massey.ac.nz to check out further options.

Creative Processes

139.223 Semester 1

Learn improvisation techniques to stimulate your creative brain. Examine myths about creativity to better understand your artistic strengths. Unlock your personal reserves of innovation by making works of creative writing, theatre and multimedia in groups. Get hands-on experience for your CV in teamwork, managing deadlines, budgeting and delivering an event.

Making Plays for Theatre

139.224 Semester 1

Receive a grounding in the skills of writing and devising experimental theatre and an opportunity to employ these skills in the creation of original scripts.

Writing for Children

139.225 SS 2020 (Distance)

An exploration of creative writing for children through the critical and theoretical analysis of selected contemporary writing and through your own production of original texts.

Creative Writing II

139.280 Semester 1

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

Fiction Writing

139.285 Semester 2

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

Advertising and Consumer Society

154.202 Semester 2

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

Documentary Film

154.224 Semester 2

Explore the history, theory, forms and practice of documentary filmmaking. Experience documentary practice and appreciate documentary form by making your own video independently. Work in groups to make an 8-12 minute documentary on a topic of your choice.

Digital Media: Theory and Practice

154.250 Semester 2

An exploration of the social, cultural, economic and technological transformations brought about by contemporary digital and networked media. Students will develop critical digital media literacies and learn to produce digital media.

300 Level Electives

All these electives are open to any Massey student, provided you have the prerequisites. Third year students can also take 100 and 200 level electives.

Design

Contemporary Design Project B: Interaction Studio

197.331 Semester 2

This studio course aims to advance your skills and further your understanding of the design of the interactions that take place within user interfaces and our everyday. Through the exploration of relationships between people, tools and autonomous and passive machines, we'll explore the fundamentals of interaction design and advance your skills within a series of short assignments. This is followed by an open project you will propose, develop and produce.

Contemporary Design Project C: Science Communication through Design

197.332 Semester 1

This course explores how design has a role in the way we interact with and understand science and the material world. How might communication design shape our perceptions, transform our understanding, question our understanding of scientific facts and inform society's attitudes to scientific research?

Service and Experience Design

197.379 Semester 1

Learn and apply human-centred design processes to create a multi-dimensional response to a specific brief. You will learn to negotiate the opportunities and tensions inherent in the design of services and experiences, offering original solutions that explore current paradigms (including the dynamic interplay of production and consumption).

Prerequisite: Design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

Internship

197.383 Double Semester, Semester 2, SS 2020

Experience working within the creative community alongside practitioners in an organisation or approved field.

Prerequisite: Design major studio at 200 level (198.258 or 212.258 or 221.258 or 222.258 or 223.258 or 224.258)

Product Development

198.315 Semester 1

Explore and apply individual and collaborative practices to develop a product from concept to manufacture through a design and build project.

Prerequisite: Design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

Drape for Design

212.304 Semester 1

Explore innovative design pattern processes through application and manipulation of fabric directly on the three dimensional form. Increase your understanding of fabric behaviour, fit and relationship of the garment to the body.

Prerequisite: Fashion Pattern Making (212.100) or fashion core at 200 level (212.258)

Contoured and Knit Apparel

212.309 Semester 2

Explore the specialised aspects of pattern development and production in the area of contoured and stretch apparel design.

Prerequisite: Fashion core at 200 level (212.258)

Photography and the Body

221.320 Semester 1

Investigate the human form as a photography subject. Examine principles of lighting and explore aspects of photographic history including representations of the nude, photographic portraiture and fashion.

Prerequisite: Lens (221.157) or Photography as an Agent of Change (221.100), plus design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

Photography and Digital Practices II

221.321 Semester 2

Gain advanced knowledge of digital photographic technologies in contemporary photographic practice with a particular emphasis on colour theory, colour management, advanced photographic manipulation and output strategies. Prerequisite: Photography and Digital Practices I (221.221), or a photography core studio course at 200 level (221.257 or 221.258)

Photography and the Advanced Darkroom

221.322 Semester 1

Engage with the histories of photography by applying analogue processes, including cyanotype, salt prints, platinum printing, albumen, and construction of digital negatives. Visit photographic archives, including Turnbull Library and Te Papa, to study original materials. Create an experimental final project using methods of your choice.

Prerequisite: Photography and the Darkroom (221.222) or photography core studio at 200 level (221.258) or Permission Course Coordinator

Sequential Art

222.326 Semester 2

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

Prerequisite: Design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

Concept Design for Imaginary Worlds

222.333 Semester 1

Represent ideas, characters, moods, scenes and scenarios for film, games or animations. Learn pre-production approaches that require multiple concept options as well as technically resolved images.

Prerequisite: Character Design (222.232), Story & Narration (222.225), or Permission Course Coordinator

Editorial Design

222.347 Semester 1, Semester 2

Develop and apply techniques, skills and processes for managing editorial content, communicating through advanced typographic techniques and image composition.

Prerequisite: Type (222.158) plus design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

Narrative Information Design

222.348 Semester 2

Expand your knowledge of information design theory and practice. Interpret and translate complex information into precise and accessible visual forms for specific audiences using print, digital or 3D media.

Prerequisite: Type (222.158) plus design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

Contemporary Wallcoverings

223.301 Semester 1

Design and develop collections for wallpaper, with an emphasis on creative investigation.

Prerequisite: Material (223.157) plus design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

Textile Print Project

223.312 Semester 2

Offered in even years (2020, 2022 etc.)

Explore the design and development of printed textiles for a specific performance, installation or exhibition.

Prerequisite: 45 credits at 200 level

Art

Drawing the Body III

213.355 Semester 1

Develop an individual drawing project using the body as subject. Use a degree of innovation and experimentation in both the practice of drawing and applied understanding of the representation of the human body.

Prerequisite: Drawing The Body II (213.255)

Fine Arts Internship

213.358 Double Semester, Semester 2

Gain experience and practice by working alongside visual arts professionals. Work towards the development of a project and assigned tasks through self-directed inquiry and collaboration (as appropriate).

Prerequisite: Any 60 credits at 200 level from College of Creative Arts, plus Permission Course Coordinator

Creative Media

Advanced Computer Animation Practice

289.308 Semester 1

Gain advanced knowledge of computer animation techniques, approaches, and methodologies, and apply them to the production of a group project. Learn professional computer animation production pipeline and advanced digital rendering techniques.

Prerequisite: Computer Animation Production (289.208)

Advanced VFX Practice

289.309 Semester 1

Gain advanced knowledge of digital visual effects techniques, technologies approaches, and methodologies and apply them to the production of a group project. Learn professional computer VFX production pipelines digital tool programming, and advanced rendering techniques.

Prerequisite: VFX Production (289.209)

Advanced Game Practice

289.310 Semester 1

Gain advanced knowledge of game development techniques. Learn advanced desktop, mobile and console packaging techniques, and strategies for online distribution.

Prerequisite: Game Technologies Project (289.210)

Advanced Video and Sound Practice

289.311 Semester 1

Gain advanced knowledge of video and sound recording techniques. Extend your knowledge of the professional production pipeline, international travel procedures and equipment.

Prerequisite: Video & Sound Production (289.211)

Advanced Creative Technologies

289.312 Semester 1

Gain advanced knowledge of web, mobile, and interactive media development techniques. Extend your knowledge of front and back-end technologies and techniques, and strategies for online distribution.

Prerequisite: Web & Interactive Production (289.212) or, Game Technologies Project (289.210)

Advanced Producing and Directing

289.315 Semester 1

Gain advanced knowledge of producing and project directing techniques. Through a high-level project, get an advanced understanding of professional production distribution pipeline, contracts, and promotion.

Prerequisite: Applied Producing and Directing (289.215)



Filming on location. Photo: Mathew Knight

Music

Political Economy, Freeeconomy and Community

133.355 Semester 2

Develop theoretical approaches to analyse and contextualise your Music Major Project as a cultural form in relation to society, economy, and technology.

Prerequisite: Philosophical Perspectives on Creative Practice (133257) and Contemporary Musicology (133154)

Music Business Development

133.360 Semester 1

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

Prerequisite: Music Entrepreneurship 2 (133.267)

Music Entrepreneurship 3

133.365 Semester 1

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

Prerequisite: Music Entrepreneurship 2 (133.267)

Music Practice 3

133.375 Semester 1

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

Prerequisite: Music Practice 2 (133.275)

Production and Composition 3

133.376 Semester 1

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

Prerequisite: Production and Composition 2 (133.276)

Musical Interaction and Interface 3

133.381 Semester 1

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

Prerequisite: Musical Interaction and Interface 2 (133.281)

Advanced Sound and Music Technologies

133.389 Semester 1

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

Prerequisite: Music and Sound Engineering 2 (133.288)

Other recommended courses

These courses are a selection of creative courses from the College of Humanities and Social Sciences

Remember you can look for electives across the University. Head to the course finder at www.massey.ac.nz to check out further options.

Script Writing

139.323 Semester 1

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

Gender and Race in the Media

154.302 Semester 2

Ever wonder why women put up with wearing high heels? Or why those Lynx ads actually work? Is your racial identity well represented in the media? Why or why not? These are some of the questions explored in this paper, which focuses on how gender and race are represented in the media we consume daily.

Creativity in the Community

139.333 Semester 2

The course provides an applied service learning project in the disciplines of expressive arts and media studies. Working collaboratively, students apply skills in theatre, performance, film-making, creative writing, media practice or mixed media to developing a creative response to a social issue or community need.



Photo: Mark Tantrum

400 Level Electives

All these electives are open to any Massey student, provided you have the prerequisites. Fourth year non-Honours students can also take 100, 200 and 300 level electives.

Design

Industrial Design Digital Representation

198.463 Semester 1

Explore digital design processes and their integration into design research.

Prerequisite: Permission Course Coordinator

Designing Science Fiction

197.433 Semester 1

Investigate design issues particular to the science fiction genre. Explore and expand science fiction theory and practice in the development of an original production concept.

Prerequisite: Any design major or fine arts core at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

Design Awards and Competitions

197.434 Semester 1

Develop a response to a top-level national or international design brief, award, or competition. You must apply for a specific module appropriate to your design specialisation. All modules extend your skills in design research, conceptual development and advanced technical application.

Module on offer in S1B1:

International Society of Typographic Designers:

Develop work to be considered for submission to an external international assessment to gain membership in this prestigious society. For visual communication design students with prior learning in typography.

Appropriate Prior Study: Type (222.158), Typographic Systems (222.248), VCD 300-level core (222.357).

Contact: Annette O'Sullivan or Fay McAlpine.

Module on offer in S1B2:

Fashion Competitions, Awards and Exhibition:

Enter World of Wearable Arts (WOW), Miromoda, Hand & Lock, ECC Student Craft Design Awards, or other approved fashion-focussed competition / award opportunities to design and make a wearable outcome. Predominantly for Fashion and Textile Design students, but students from other design disciplines may apply and will be considered on a case by case basis.

Appropriate Prior Study: 212.358 or 223.358

Contact: Sue Prescott.

Contemporary Design Project D:

Creative Works for Festivals and Events

197.440 Semester 1

Working in small groups to conceptualise, ideate, prototype and refine a design that you'll pitch to experienced producers. You will be supported and be mentored by artists and designers who exhibit nationally and internationally.

Prerequisite: Permission Course Coordinator

Contemporary Design Project E: Toy Design and Construction

197.441 SS 2020 and SS 2021

Draw, develop and design an original toy through to a final manufacturable 3D product using hard or soft materials. Open to students from any discipline.

Prerequisite: Permission Course Coordinator

Contemporary Design Project F: Play, Research & Design

197.442 Semester 1 2021

Research play theory and methods, applying these to a multi-disciplinary design scenario. Work in teams to develop original activities, games and scenarios that provide engaging, interactive experiences. Final projects can take any form, from a board game to live action role play or a game show – whatever is required to explore play and solve the design challenge.

Prerequisite: Permission Course Coordinator

Creative Ecologies III

197.470 Semester 1

Investigate design issues particular to the future of sustainable design. Explore and expand sustainable practice in the development of a solution to an identified problem.

Prerequisite: Any design major or fine arts core at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

Social Interventions Through Design

197.471 SS 2020

Explore the intersection between art, design and public engagement. How can clothing, performance, installation and projection rejuvenate disagreeable city buildings, forgotten urban objects and underused public spaces?

Prerequisite: Any design major or fine arts core at 300 level.

Apparel Production Research

212.403 Semester 1

Investigate advanced apparel production processes, informed by research. Expand your advanced technical knowledge through design exploration, sampling and prototyping. Prerequisite: Fashion core at 300 level (212.358), or Fashion Construction (212.101) and Fashion Pattern Making (212.100)

Photography and the Archive

221.456 Semester 1

Examine photography's engagement with the 'archive' as a cultural repository by investigating the social, political and historical uses of archive through your photographic work.

Prerequisite: Any photo course at 300 level, or a non-photo core at 300 level (198.358 or 212.358 or 213.342 or 222.358 or 223.358 or 224.358)

Photography and Visuality

221.457 Semester 1

Examine photography's relationships with vision and visually and discuss the impact of visual representations of contemporary life through verbal presentations, written work and a body of experimental photographic images.

Prerequisite: Creative Cultures and Contexts 1 (237.330) or Creative Cultures and Contexts II (237.331) or Permission Course Coordinator

Experiential Information Design

222.408 Semester 1

Explore ways in which complex information can be interpreted and translated into sophisticated visual language through analytical and practical enquiry using digital media.

Prerequisite: Narrative Information Design (222.348) or VCD core at 300 level (222.358)

Contemporary Letterpress

222.409 Semester 1

Explore aesthetic and theoretical implications of historical and contemporary printing methods for typography, using hand presses, metal type, wood type and digital technologies in the creation of new hybrid visual communication.

Prerequisite: Any design major or fine arts core at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

Image and Identity

222.417 Semester 1

Explore how organisations lead and manage change by communicating with images and words. How an organisation presents itself can be called its identity. How different audiences perceive this is can be called its image. Research, explore, and develop a flexible design system for an organisation by creating dynamic identities that can adapt to visual, interactive, and tactile modes.

Prerequisite: Editorial Design (222.347) or Experience Design (197.379) or Narrative Information Design (222.348) or VCD core at 300 level (222.358)

Illustration Studio Practice

222.425 Semester 1

An advanced exploration and application of illustrative processes, methods and strategies to a range of complex issues.

Prerequisite: Concept Design for Imaginary Worlds (222.333) or Sequential Art (222.326) or Permission Course Coordinator

Spatial Type

222.449 Semester 1

Explore two and three dimensional typographic solutions for spatial environments. This may include interpretive, navigational or informational typography.

Prerequisite: Any design major or fine arts core at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

Innovations in Illustration (VCD Special Topic F)

222.496 Semester 1

Explore ways in which illustration can be lifted off the printed page, extended and applied to represent contemporary urban scenarios and stories via the modes of space, performance, digital media, and analogue techniques.

Prerequisite: Permission Course Coordinator
Approved Prior Study: Concept Design for Imaginary Worlds (222.333) or Sequential Art (222.326)

Embroidered Textiles

223.411 Semester 1

Explore hand, machine and digital embroidery design and styling for a fashion application.

Prerequisite: Fashion Textiles (223.211) or Permission Course Coordinator

Sustainable Colouration

223.412 Winter School (June – July) 2021

Explore a variety of eco-dyeing processes for a textile length.

Prerequisite: Materials Lab (223.207) or Textiles core at 200 level (223.258) or Permission Course Coordinator

Art

Art in Context

213.464 Semester 1

Identify, discuss and critique a range of exhibition and publication strategies within the context of contemporary art, considering their application to your own studio work.

Prerequisite: 75 credits at 300 level





Other Minors

Other minors that are suited to creative arts students and fully available on the Wellington campus are:

- Expressive Arts
- Marketing
- Marketing Communication
- Media Studies

Minors The College of Creative Arts offers

A minor consists of 60 credits from one subject area, with at least 15 credits at 300 level. A minor allows you to add another recognised area of specialisation to your degree.

Please contact an Academic Adviser (0800 Massey, or go into Student Central) for more information about these minors.

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

Music Industry

1 First Year

Music Entrepreneurship 1
133.167

Music Artist Development
133.168

2 Second Year

Music Entrepreneurship 2
133.267

Music Audience Development
133.260

3 Third Year

Music Entrepreneurship 3
133.365

Or

Music Business Development
133.360

Music Technology

1 First Year

Music and Sound Engineering 1
133.185

Musical Interaction and Interface 1
133.186

2 Second Year

Music and Sound Engineering 2
133.288

Musical Interaction and Interface 2
133.281

3 Third Year

Advanced Sound and Music Technologies
133.389

Or

Musical Interaction and Interface 3
133.381

Music Practice

1 First Year

Music Practice 1
133.175

Music Production and Composition 1
133.176

2 Second Year

Music Practice 2
133.275

Music Production and Composition 2
133.276

3 Third Year

Music Practice 3
133.375

Or

Music Production and Composition 3
133.376

Foundation Certificate

Certificate in Foundation Studies (CFS) and Certificate of University Preparation (CUP)

If you don't quite have the academic requirements for University Entrance (UE) you can apply to enrol in the Certificate in Foundation Studies or the Certificate of University Preparation where you can choose to take a creative pathway.

This pathway offers three new creative arts courses that will introduce you to a world of making, drawing, thinking and creating. See below for more information on the creative pathway courses.

Foundation Drawing

293.001

Learn a variety of drawing techniques using a number of different creative tools. Learn how to make critical choices that propel your concepts and ideas. You will be introduced to working in a creative arts studio while developing your drawing practice as a mode to generate, record and develop creative ideas.

Foundation Sound and Image

293.002

Work in a creative studio environment, learning techniques and processes which will enable you to create your own audio and video project. You will be guided to set your own brief, developing initially from your own soundtrack and storyboard plan.

Foundation Fabricate

293.003

Develop a variety of skills while working with a range of tools and construction methods to bring creative ideas to the development of a costume, prop or character bust. You will be guided through the process of creating a character profile while working in a creative studio environment.

Foundation Studies (CFS)

Across two Semesters (CUP 1 + CUP 2)

(CUP 1)

Semester 1
Weeks 1–12

**Academic Language
and Writing 1**
192.040

**Study Skills and
Strategies**
192.042

Foundation Drawing
293.001

**Foundation Sound
and Image**
293.002

(CUP 2)

Semester 2
Weeks 1–12

**Academic Language
and Writing 2**
192.041

**Critical Academic
Skills**
192.043

**Foundation
Māori Culture**
150.001

Foundation Fabricate
293.003

Eligibility criteria

Please see Student Central or head online to [massey.ac.nz](https://www.massey.ac.nz)

Once you're awarded the CFS or CUP, you will be eligible for entry to the creative arts Bachelor programmes.

Key

 **Core
courses**

 **Elective
courses**





Bachelor of Māori Visual Arts

Te Tohu Paetahi Toi Ataata Māori

Explore contemporary Māori art practice in unique combination with culture, tikanga and te reo. Work in the studio in a range of media and develop a rich cultural foundation for verbal and visual communication. Become involved in waiata sessions, pōwhiri, hui and other cultural activities and interact with the broader Māori community.

Manawatū Campus

1

First Year

Mana Whakapapa

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

Semester 1 Weeks 1–12	Semester 2 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>12 weeks 45 credits</div>
<div>Ngā Hanga Whakairo 150.106</div> <div>12 weeks 15 credits</div>	<div>Te Reo Kōnakinaki 300.111</div> <div>12 weeks 15 credits</div>
<div>Te Reo Whakahoahoa 300.110</div> <div>12 weeks 15 credits</div>	

2

Second Year

Mana Tiriti

Awaken your responsibility to the Treaty of Waitangi. Become aware and engaged with the political context.

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
<div>Mata Oho Studio IIA 150.207</div> <div>12 weeks 30 credits</div>	<div>Mata Oho Studio IIB 150.208</div> <div>12 weeks 45 credits</div>
<div>Te Kawenata o Waitangi 150.201</div> <div>12 weeks 15 credits</div>	<div>Ngā Momo Whakairo 150.206</div> <div>12 weeks 15 credits</div>
<div>Elective or Te Reo Kōrerorero 300.210</div> <div>12 weeks 15 credits</div>	

3

Third Year

Mana Whenua

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

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
<div>Mata Ara Studio IIIA 150.307</div> <div>12 weeks 30 credits</div> <div>Te Reo Kōrerorero 300.210 or Elective</div> <div>12 weeks 15 credits</div> <div>Elective</div> <div>12 weeks 15 credits</div>	<div>Mata Ara Studio IIIB 150.308</div> <div>12 weeks 60 credits</div>

4

Fourth Year

Mana Tangata

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

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
<div>Matatau Studio IVA 150.407</div> <div>12 weeks 60 credits</div>	<div>Matatau Studio IVB 150.408</div> <div>12 weeks 60 credits</div>



Johnson Witehira
(Tamahaki, Ngāpuhi,
Ngāti Haua),
'The Land of Tara'

1 First Year

Mata Puare: Studio IA

150.107 30 credits

Explore the principles and elements of design and their application within 2-D contexts and examine the cultural significance of Māori design processes.

Mata Puare: Studio IB

150.108 45 credits

Explore the principles and elements of design and their application within 3-D contexts and examine the cultural significance of Māori design processes.

2 Second Year

Mata Oho: Studio IIA

150.207 30 credits

Examine the significance of Māori visual culture within 'traditional' and 'contemporary' contexts and advance your development of media and processes within 2-D frameworks.

Prerequisite: Mata Puare: Studio IA (150.107)

Mata Oho: Studio IIB

150.208 45 credits

Examine the significance of Māori visual culture within 'traditional' and 'contemporary' contexts and advance your development of media and processes within 3-D frameworks.

Prerequisite: Mata Puare: Studio IB (150.108)

3 Third Year

Mata Ara: Studio IIIA

150.307 30 credits

Advance your development of 150.207 in selected areas in an approved, individually conceived programme with content related to personal strengths and interests within 2-D frameworks.

Prerequisite: Mata Oho: Studio IIA (150.207)

Mata Ara: Studio IIIB

150.308 60 credits

Advance your development of 150.208 in selected areas in an approved, individually conceived programme with content related to personal strengths and interests within 3-D frameworks.

Prerequisite: Mata Oho: Studio IIB (150.208)

4 Fourth Year

Matatau: Studio IVA

150.407 60 credits

Advance your development of 150.307 in selected areas in an approved, individually conceived programme with content related to personal strengths and interests within 2-D frameworks.

Prerequisites: Mata Ara: Studio IIIA (150.307)

Matatau: Studio IVB

150.408 60 credits

Advance your development of 150.308 in selected areas in an approved, individually conceived programme with content related to personal strengths and interests within 3-D frameworks.

Prerequisite: Mata Ara: Studio IIIB (150.308)

Core Language Courses

Te Reo Whakahoahoa: Socialising in Māori

300.110 Semester 1

An introduction to elementary Māori language structures, Māori terminology and the correct pronunciation of the Māori language.

Te Reo Kōnakinaki: Developing Te Reo

300.111 Semester 2

Ko tenei whakaakoranga reo Māori hei mahinga ma te tauria kua timata ke ki te ako i te reo Māori. Ko tona tino kaupapa, ka whakamahia te reo hei reo whakawhitiwhiti whakaaro, hei reo korerorero i waenganui i te tangata.

Course 300.110 is more suitable for beginners.

Te Reo Kōrerorero: Discussing in Te Reo

300.210 Semester 1

Nei rā te reo kōrero, te reo tuhituhi hei reo whakawhitiwhiti i roto i te nohotahitanga a te tangata. Ka tirohia te takotoranga o te reo, ngā kupu kei te hangai ki ngā kaupapa maha, otirā, ka tirohia ngā kīpeha pēnei i te kiwaha.

Prerequisite: Te Reo Kōnakinaki (300.111)

Core Courses

Ngā Hanga Whakairo: Traditional Māori Visual Art

150.106 Semester 1 (Wellington and Manawatu)

Be introduced to the scope of Māori art with a view to recognising traditional elementary forms and their significance. Consider social and cultural dimensions and examine Māori art forms from pre-contact times to the present within the context of a dynamic and changing society.

Ngā Momo Whakairo: Contemporary Māori Visual Art

150.206 Semester 2

An interpretation of the design structures that constitute Māori art from a bicultural perspective together with an examination of the factors that determine stylistic change.

Prerequisite: Ngā Hanga Whakairo (150.106)

Te Kawenata o Waitangi: The Treaty of Waitangi in New Zealand Society

150.201 Semester 3

Study the Treaty of Waitangi background, texts, principles, and application to contemporary New Zealand. Explore differing perspectives of hapū/iwi/Māori and the Crown, as well as opportunities for resolution.

Prerequisite: Any 100 level BA course



1st year students from 2017 now in their 4th Year – Collaborative interactive Painting.

Recommended electives

This elective is recommended by the Head of School as particularly suitable for Māori Visual Arts students.

Contemporary Drawing

213.154 Semester 1

Explore the potential for drawing to become more than a traditional practice of representation by developing your observation skills, modes of expression and representation using a broad range of approaches.

To enrol in Contemporary Drawing, you will need to request 'Special Permission' in your portal. Ask us to help you through the process, or follow the instructions in the Bachelor of Māori Visual Arts Enrolment Guide from creative.massey.ac.nz.

Other electives

The following electives are also available for Māori Visual Arts students who have the correct prerequisites:

Introductory Social Anthropology

146.101 Semester 1

Be introduced to key contemporary topics and concepts in Social Anthropology.

He Tirohanga o Mua: Māori Custom, Lore and Economics

150.114 Semester 1

Analyse Māori knowledge, custom and economic foundations. Examine customary lifestyles within a context of ritual, philosophy, technology, economic principles, and social organisation in order to understand pre-contact Māori culture and the implications for modern times.

Introduction to Media Studies

154.101 Semester 1, SS 2019. By distance only

Be introduced to media and communication theories, representation and audience, the political economy of media products, and social and cultural contexts.

Visual Ethnography

146.206 Semester 1. By distance only

Explore visual representation from within and of a selected culture or cultures. Use visual media including photography, documentary and fiction film, and video as the basis for analysis.

Prerequisite: 45 credits at 100 level

Tikanga-ā-Iwi: Tribal Development

150.213 Semester 1. By distance only

Critically examine the tribe as a foundation for traditional Māori society. Explore hapū and iwi structures, patterns of leadership, land tenure, tribal economies and cultural cohesion.

Prerequisite: He Tirohanga o Mua: Māori Custom, Lore and Economics (150.114) or Introductory Social Anthropology (146.101)

Mana Wāhine: Māori Women

150.303 Semester 1. By distance only

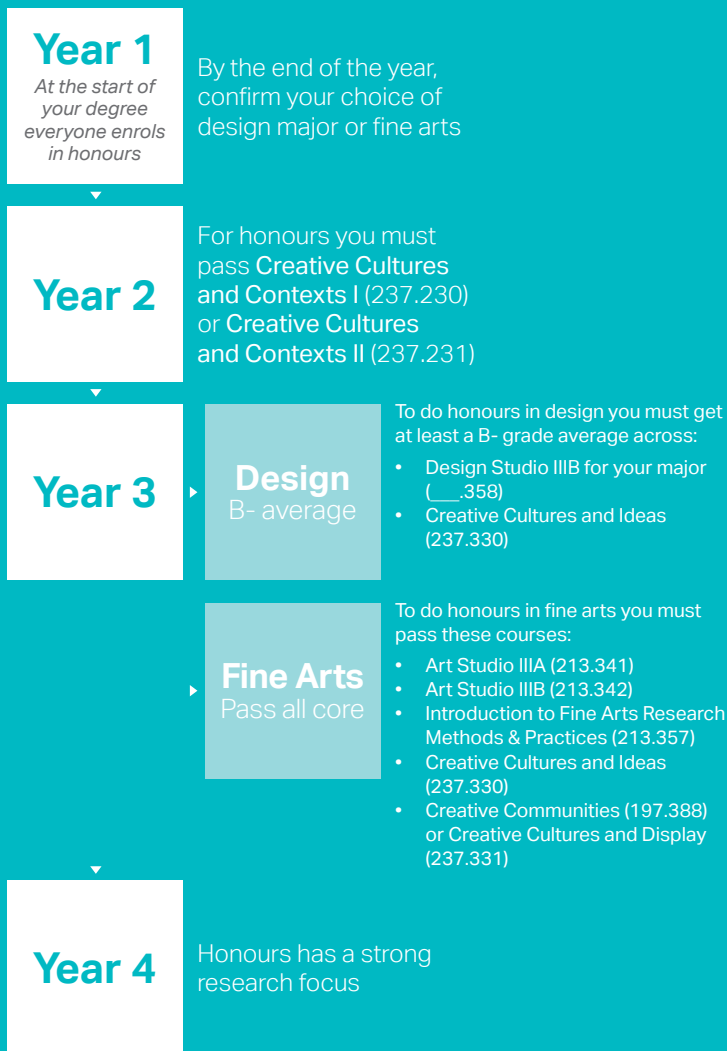
Explore issues that concern Māori women in all contexts, including the roles that Māori women assume both within a Māori social framework and beyond. Examine theories of mana wahine and the ways mana is maintained, enhanced or lessened.

Prerequisite: He Huarahi Rangahau: Māori & Research (150.216) or approved alternative research methods course



Design & Fine Arts

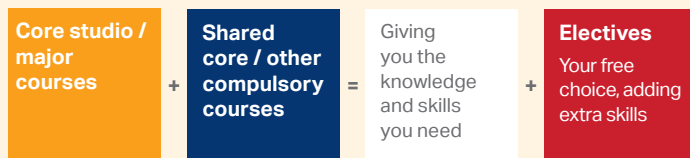
How your honours degree works



All Creative Arts students

Make sure
you enrol in
all required
courses and
electives

The colour system shows the different types of courses:



For step-by-step instructions on how to complete your online course enrolment, call 0800 MASSEY and ask for the College of Creative Arts Course Enrolment Guide for your degree.