



MASSEY UNIVERSITY  
TE KUNENGA KI PŪREHUROA  
UNIVERSITY OF NEW ZEALAND

# Creative Arts

College of Creative Arts,  
Toi Rauwhārangī course guide

2022



Toi | Mōhio | Mātauranga  
Mana | Whanaungatanga

# How to build your creative arts degree

## Semester 1:

15 + 15 + 15 + 15 = 60

## Semester 2:

15 + 15 + 15 + 15 = 60

= 120 credits  
One year total

## Three year degree:

Creative Media Production,  
Commercial Music

120 year one + 120 year two + 120 year three

= 360 credits

Three years total

## Honours year:

Creative Media Production,  
Commercial Music

After completing your three year bachelor degree, you can choose to extend your studies further by doing an honours year.

120 credits

One year total

## Four year degree:

(Hons/non-Hons)

Design, Fine Arts,  
Māori Visual Arts

120 year one + 120 year two + 120 year three + 120 year four

= 480 credits

Four years total

## Hours required:

Approximate hours of work recommended per credits, including class time and independent work

### 60 credits

Full-time per semester

⌚ 40 hours per week

### 15 credit

Standard course

⌚ 10 hours per week for one semester

### 15 credit

Six week block course

⌚ 20 hours per week for six weeks

(eg first year core studio blocks in art and design)

### 15 credit

Double Semester course

⌚ 5 hours per week for two semesters

# Nau mai Haere mai Welcome to the College of Creative Arts

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## 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 ask at Student Central on campus.

Visit online:  
[creative.massey.ac.nz/study/design/#integrated](https://creative.massey.ac.nz/study/design/#integrated)

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

# 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:**

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

## Wellington Campus

# Overview

BDes (Hons) / BDes

## 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

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

## 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

<b>Design Studio IIA</b> _____.257  <b>Major</b> Select one <b>Concept Design</b> <b>Fashion Design</b> <b>Industrial Design</b> <b>Integrated Design</b> <b>Photography</b> <b>Spatial Design</b> <b>Textile Design</b> <b>Visual Communication Design</b>  12 weeks <b>30 credits</b>	<b>Design Studio IIB</b> _____.258  <b>Major</b> Selected in semester 1  12 weeks <b>30 credits</b>
<b>Creative Cultures &amp; Contexts I</b> 237.230  12 weeks <b>15 credits</b>	<b>Creative Cultures &amp; Contexts II</b> 237.231 or <b>Creative Collaboration</b> 197.288  12 weeks <b>15 credits</b>
<b>Elective</b> 100* or 200 level  12 weeks <b>15 credits</b>	<b>Elective</b> 100* or 200 level  12 weeks <b>15 credits</b>

 **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.

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### 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**

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### 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**

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**

12 weeks  
**45 credits**

**Creative Leadership**  
197.465 or  
**Exhibition**  
213.465 or  
**Creative Exposition**  
237.465

12 weeks  
**15 credits**

\* **Please note** that you are only able to take 180 credits in total at 100 level throughout your degree.

# Core Studio Courses

BDes (Hons) / BDes

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.

**Art Lab 213.157** S1B1, S2B2 **Fine Arts Major**  
Art-making across different media, exploring selected processes used by contemporary artists to generate work.

**Art Place 213.158** S1B2, S2B1 **Fine Arts Major**  
Producing art works in relation to site and context.

**Dress 212.157** S1B1, S2B1, S2B2 **Fashion Major**  
Designing and making garments, with a focus on exploring the relationship between body and 'dress'.

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

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

**Material 223.157** S1B2, S2B2 **Textile Major**  
Designing and making textiles through the investigation of surface, form, textures, colour and line for materials.

**Object 198.157** S1B1, S2B1 **Industrial Major**  
Designing and making objects for human use and experience.

**Screen 222.157** S1B1, S1B2, S2B1, S2B2  
**Visual Communication Major**  
Designing for screen media, with a focus on both static and sequential imagery.

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

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

2

Second Year  
30 credits each

To get into 2nd year design studio, in 1st year you must pass:

- The Studio 1 course for your major, plus
- Two other Studio 1 courses, plus
- At least one makers in context course

## 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

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.

<b>Fashion</b>	<b>212.453</b>
<b>Industrial</b>	<b>198.453</b>
<b>Photography</b>	<b>221.453</b>
<b>Spatial</b>	<b>224.453</b>
<b>Textiles</b>	<b>223.453</b>
<b>VCD</b>	<b>222.453</b>
<b>Concept</b>	<b>296.453</b>

### 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

<b>Fashion</b>	<b>212.454</b>
<b>Industrial</b>	<b>198.454</b>
<b>Photography</b>	<b>221.454</b>
<b>Spatial</b>	<b>224.454</b>
<b>Textiles</b>	<b>223.454</b>
<b>VCD</b>	<b>222.454</b>
<b>Concept</b>	<b>296.454</b>

## Fourth Year

Mixed credits

### 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)

<b>Fashion</b>	<b>212.455</b>
<b>Industrial</b>	<b>198.455</b>
<b>Photography</b>	<b>221.455</b>
<b>Spatial</b>	<b>224.455</b>
<b>Textiles</b>	<b>223.455</b>
<b>VCD</b>	<b>222.455</b>
<b>Concept</b>	<b>296.455</b>

# Shared Core Courses

BDes (Hons) / BDes

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



Photo: Mark Tantrum

### 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

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

Be introduced to curatorial strategies for diverse sites of cultural display, including museums, galleries, billboards, online spaces, the street, portable devices and structures. Be opened up to different modes of representation, collection, archiving, display and distribution and cultural and ethical concerns for both community and institutional contexts.

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 or 296.358)

#### 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 or 296.358)



## 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](https://massey.ac.nz/design-pathways)

# How to navigate your pathway

BDes (Hons) / BDes


## 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, drawing and rendering, traditional and digital media explorations, visual style and storytelling.

### 1 First Year

#### **Drawing the Body I**

213.155

#### **Contemporary Drawing**

213.154

#### **Visualisation for Media Production**

289.102

### 2 Second Year

#### **Illustrated Characters**

222.232

#### **Narrative Illustration**

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

**Printmaking**  
222.104

**Visual Identity Systems**  
197.123

## 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: Interpretive Typography)

**Spatial Type**  
222.449

**Contemporary Letterpress**  
222.409

**Experiential Information Design**  
222.408

# 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

**Intro to Programming for Interactive Projects**  
289.114

## 2 Second Year

**Web and Interactive Production**  
289.212

**Interaction and Interface I**  
197.238

**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)

**Interaction and Interface II**  
197.338

**Service and Experience Design**  
197.379

## 4 Fourth Year

**Experiential Information Design**  
222.408

**Design for Festivals and Events**  
197.435

# How to navigate your pathway

BDes (Hons) / BDes

## 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

Exhibition

213.465



protein that's gold for  
you and your environment

**Fools**  
FLOUR FLOUR







# 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

# Overview

BFA (Hons) / BFA

## 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


<b>Studio I S1B1</b> ____.157/8  Select one <b>Art Lab</b> <b>Dress</b> <b>Lens</b> <b>Object</b> <b>Screen</b> <b>Space</b>  6 weeks <b>15 credits</b>	<b>Studio I S1B2</b> ____.157/8  Select one <b>Art Place</b> <b>Imagine</b> <b>Lens</b> <b>Material</b> <b>Screen</b> <b>Type</b>  6 weeks <b>15 credits</b>	<b>Studio I S2B1</b> ____.157/8  Select one <b>Art Place</b> <b>Dress</b> <b>Lens</b> <b>Object</b> <b>Screen</b> <b>Space</b> <b>Type</b>  6 weeks <b>15 credits</b>	<b>Studio I S2B2</b> ____.157/8  Select one <b>Art Lab</b> <b>Dress</b> <b>Imagine</b> <b>Lens</b> <b>Material</b> <b>Screen</b> <b>Type</b>  6 weeks <b>15 credits</b>
<b>Communication for Makers</b> 237.130  12 weeks <b>15 credits</b>		<b>Conversations in Creative Cultures</b> 237.131  12 weeks <b>15 credits</b>	
<b>Elective</b> 100 level  12 weeks <b>15 credits</b>		<b>Elective</b> 100 level  12 weeks <b>15 credits</b>	

## 2 Second Year Development

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

### Semester 1 Weeks 1–12

<b>Art Studio IIA</b> 213.241  12 weeks <b>30 credits</b>	<b>Art Studio IIB</b> 213.242  12 weeks <b>30 credits</b>
<b>Creative Cultures &amp; Contexts I</b> 237.230  12 weeks <b>15 credits</b>	<b>Creative Cultures &amp; Contexts II</b> 237.231 or <b>Creative Collaboration</b> 197.288  12 weeks <b>15 credits</b>
<b>Elective</b> 100* or 200 level  12 weeks <b>15 credits</b>	<b>Elective</b> 100* or 200 level  12 weeks <b>15 credits</b>

 **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.

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**Third Year**

Expansion

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

**Semester 1**  
 Weeks 1–12

<b>Art Studio IIIA</b> 213.341	<b>Art Studio IIIB</b> 213.342
12 weeks 30 credits	12 weeks 30 credits
<b>Creative Cultures &amp; Ideas</b> 237.330	<b>Creative Cultures &amp; Display</b> 237.331 or <b>Creative Communities</b> 197.388
12 weeks 15 credits	12 weeks 15 credits
<b>Elective</b> 100*, 200 or 300 level	<b>Intro to Fine Art Res.</b> (compulsory for honours students) 213.357 or <b>Elective</b> 100, 200 or 300 level
12 weeks 15 credits	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

<b>Art Studio IVA Research</b> 213.441	<b>Art Studio IVB</b> 213.442
12 weeks 30 credits	
<b>Research Seminar</b> 213.463	
12 weeks 15 credits	
<b>Elective</b> 400 level	<b>Creative Leadership</b> 197.465 or <b>Exhibition</b> 213.465 or <b>Creative Exposition</b> 237.465
12 weeks 15 credits	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

<b>Art Studio IVA Practice</b> 213.440	<b>Art Studio IVB</b> 213.442
12 weeks 30 credits	
<b>Elective</b> 100*, 200, 300 or 400 level	
12 weeks 15 credits	
<b>Elective</b> 100*, 200, 300 or 400 level	<b>Creative Leadership</b> 197.465 or <b>Exhibition</b> 213.465 or <b>Creative Exposition</b> 237.465
12 weeks 15 credits	12 weeks 15 credits

\* Please note that you are only able to take 180 credits in total at 100 level throughout your degree.

# Core Studio Courses

BFA (Hons) / BFA

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.

#### **Art Lab 213.157** S1B1, S2B2 **Fine Arts Major**

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

#### **Art Place 213.158** S1B2, S2B1 **Fine Arts Major**

Producing art works in relation to site and context.

#### **Dress 212.157** S1B1, S2B1, S2B2 **Fashion Major**

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

#### **Imagine 296.157** S1B2, S2B2 **Concept Design Major**

Designing for imagined conceptual worlds through iterative drawing, modelling and prototyping.

#### **Lens 221.157** S1B1, S1B2, S2B1, S2B2 **Photography Major**

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

#### **Material 223.157** S1B2, S2B2 **Textile Major**

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

#### **Object 198.157** S1B1, S2B1 **Industrial Major**

Designing and making objects for human use and experience.

#### **Screen 222.157** S1B1, S1B2, S2B1, S2B2

#### **Visual Communication Major**

Designing for screen media, with a focus on both static and sequential imagery.

#### **Space 224.157** S1B1, S2B1 **Spatial Major**

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

#### **Type 222.158** S1B2, S2B1, S2B2

#### **Visual Communication Major**

Designing using type, with a focus on composition and form.

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.**

4

**Fourth Year**

Mixed credits

**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)

# Shared Core Courses

BFA (Hons) / BFA

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

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### 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



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

Be introduced to curatorial strategies for diverse sites of cultural display, including museums, galleries, billboards, online spaces, the street, portable devices and structures. Be opened up to different modes of representation, collection, archiving, display and distribution and cultural and ethical concerns for both community and institutional contexts.

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 or 296.358)

**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 or 296.358)

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





# 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:**

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

## Wellington Campus

# Overview

BCMP

## 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

Select two:
<input type="checkbox"/> Animation 289.103
<input type="checkbox"/> Digital Video 289.105
<input type="checkbox"/> Games 289.106
<input type="checkbox"/> Producing & Directing 289.115
<input type="checkbox"/> Visualisation 289.102
<input type="checkbox"/> Web & Mobile 289.101
12 weeks
15 credits each

<b>Introduction to Creative Media Production</b> 289.100
12 weeks
15 credits

<b>Elective</b> 100 level
12 weeks
15 credits

### Semester 2 Weeks 1–12

Select two:
<input type="checkbox"/> 3D Modelling 289.111
<input type="checkbox"/> Audio 289.107
<input type="checkbox"/> Scripted Film & Video Production 289.112
<input type="checkbox"/> Immersive Media 289.116
<input type="checkbox"/> Prototyping for Creative Tech 289.113
<input type="checkbox"/> Programming for Interactive 289.114
<input type="checkbox"/> Time-based Editing 289.110
<input type="checkbox"/> VFX 289.104
12 weeks
15 credits each

<b>Working with Scripted Material</b> 289.120
12 weeks
15 credits

<b>Elective</b> 100 level
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

<b>Cross-media Production</b> 289.204
12 weeks
15 credits
<b>Philosophical Perspectives on Creative Practice</b> 133.257
12 weeks
15 credits

<b>Portfolio and Dissemination</b> 289.221
12 weeks
15 credits

<b>Elective</b> 100 or 200 level
12 weeks
15 credits

### Semester 2 Weeks 1–12

<b>Intermedia</b> 289.205
12 weeks
15 credits
<b>Production Development</b> 289.206
12 weeks
15 credits

Your pathway:
<input type="checkbox"/> Animation 289.208
<input type="checkbox"/> VFX 289.209
<input type="checkbox"/> Games 289.210
<input type="checkbox"/> Film & TV 289.211
<input type="checkbox"/> Creative Tech 289.212
<input type="checkbox"/> Producing & Directing 289.215
<input type="checkbox"/> Immersive Media 289.216
12 weeks
15 credits

<b>Elective</b> 100 or 200 level
12 weeks
15 credits

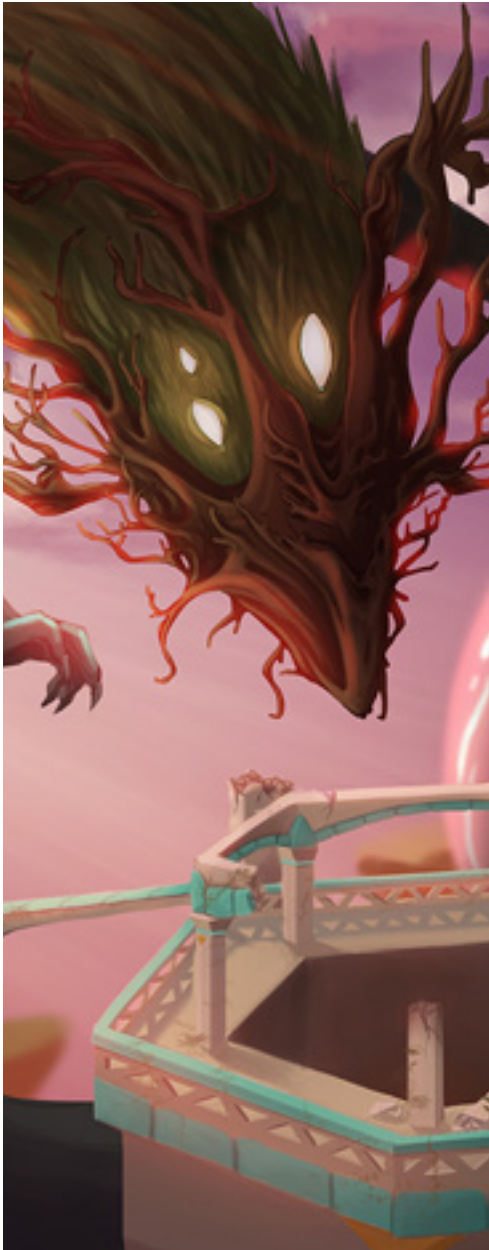
3

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:</div> <div><input type="checkbox"/> Animation 289.308</div> <div><input type="checkbox"/> VFX 289.309</div> <div><input type="checkbox"/> Games 289.310</div> <div><input type="checkbox"/> Film &amp; TV 289.311</div> <div><input type="checkbox"/> Creative Tech 289.312</div> <div><input type="checkbox"/> Producing &amp; Directing 289.315</div> <div><input type="checkbox"/> Immersive Media 289.316</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>

Please note that you must take an elective at 200 level or higher before the completion of your degree.



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

Choosing first  
year courses

**Pick one required  
pathway course**

You must take at least one required pathway course.

**Pick any three other  
CMP courses at 100  
level**

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

Key

Required  
pathway course

Recommended  
Course

Producing &  
Directing

1 First Year

**Intro to Producing  
& Directing**  
289.115

**Intro to Audio Production  
& Sound Design**  
289.107

Plus two courses from  
another pathway

2 Second Year

**Applied Producing  
& Directing**  
289.215

3 Third Year

**Advanced Producing  
& Directing Practice**  
289.315

Film &  
Television

1 First Year

**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 Scripted Film  
& Video Production**  
289.112

2 Second Year

**Video & Sound  
Production**  
289.211

3 Third Year

**Advanced Video  
& Sound Practice**  
289.311

Game  
Development

1 First Year

**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

2 Second Year

**Game Technologies  
Project**  
289.210

3 Third Year

**Advanced Game Practice**  
289.310

# Creative Technologies

## 1 First Year

**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

## 2 Second Year

**Web & Interactive Production**  
289.212

## 3 Third Year

**Advanced Creative Technologies**  
289.312

# Immersive Media

## 1 First Year

**Intro to Immersive Media**  
289.116

**Intro to Programming for Interactive Projects**  
289.114

**Intro to Game Technologies**  
289.106

**Intro to 3D Modelling & Texturing**  
289.111

**Intro to Digital Video Production**  
289.105

## 2 Second Year

**Immersive Production**  
289.216 (Available 2023)

## 3 Third Year

**Advanced Immersive Production**  
289.316 (Available 2024)

# Animation & VFX

## 1 First Year

**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

**Animation**  
**Computer Animation Production**  
289.208

## 3 Third Year

**Animation**  
**Advanced Computer Animation Practice**  
289.308

**VFX**  
**VFX Production**  
289.209

**VFX**  
**Advanced VFX Practice**  
289.309

# Core Studio Courses

BCMP

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 Scripted Film & Video Production

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 Immersive Media

289.116 Required for Immersive Media pathway

Get to know industry standard digital tools for immersive media. Gain a basic creative and technical knowledge and understanding of immersive production technologies and concepts, and a critical understanding of a wide range of immersive applications.

### 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

### **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)

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

#### **Immersive Media Production**

**289.216** (Available 2023)

Further your application of industry standard digital tools for immersive projects. Gain extended creative and technical knowledge and understanding of immersive production processes and concepts essential for the production of immersive experiences.

Prerequisite: Intro to Immersive Media (289.116)

### **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)

# Core Studio Courses

BCMP

3

## Third Year

### 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), and 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 any 200 level pathway course.

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 Immersive Production

289.316 15 credits (Available 2024)

Gain advanced knowledge of immersive production techniques and technologies for an immersive project. You will also acquire an advanced understanding of production techniques, technologies and processes for audience engagement and media distribution.

Prerequisite: Immersive Media Production (289.216)

##### 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)



# Other Core Courses

BCMP / All 15 credits

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



Wiktorja Ojrzyńska, Bachelor of Creative Media Production

Sofia Machray,  
Bachelor of Commercial Music



# 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

Select Your Major:

- ☐ **Industry** 133.167
- ☐ **Practice** 133.175
- ☐ **Technology** 133.185

12 weeks  
15 credits

Your Major:

- ☐ **Industry** 133.168
- ☐ **Practice** 133.176
- ☐ **Technology** 133.186

12 weeks  
15 credits

**Music Course\***  
100 Level

12 weeks  
15 credits

**Elective**  
100 level

12 weeks  
15 credits

#### Semester 2

Weeks 1–12

**Contemporary Musicology**  
133.154

12 weeks  
15 credits

**Music Media 1**  
133.152

12 weeks  
15 credits

**Music Project 1**  
133.153

12 weeks  
30 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

Your Major:

- ☐ **Industry** 133.260
- ☐ **Practice** 133.275
- ☐ **Technology** 133.281

12 weeks  
15 credits

Your Major:

- ☐ **Industry** 133.267
- ☐ **Practice** 133.276
- ☐ **Technology** 133.288

12 weeks  
15 credits

**Elective**  
100 or 200 level

12 weeks  
15 credits

**Elective**  
100 or 200 level

12 weeks  
15 credits

#### Semester 2

Weeks 1–12

**Music Media 2**  
133.256

12 weeks  
15 credits

**Philosophical Perspectives on Creative Practice**  
133.257

12 weeks  
15 credits

**Music Project 2**  
133.253

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

Please note that you must take an elective at 200 level or higher before the completion of your degree.



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><div>Prototyping and Development for Advanced Music Projects</div><div>133.701</div><div><div>12 weeks</div><div>30 credits</div></div></div>	<div><div>Advanced Music Research Project</div><div>133.803</div><div><div>12 weeks</div><div>60 credits</div></div></div>
<div><div>Critical Frameworks for Music</div><div>133.702</div><div><div>12 weeks</div><div>15 credits</div></div></div>	
<div><div>Contemporary Music Project</div><div>133.703</div><div><div>12 weeks</div><div>15 credits</div></div></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 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 Engineering 1	133.185
Musical Interface and Interaction 1	133.186

**2****Second Year**

15 credits each

**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

# Core Major Courses

BCommMus

3

## 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)



# Shared Core Courses

BCommMus

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: 30 credits of 200 level Music Courses and 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 visit [creative.massey.ac.nz](https://creative.massey.ac.nz)



ALWAYS

WORK ON BROWN PAPER

# 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

# Electives

All 15 credits

## 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.

### Looking for Summer School Courses?

Some are listed here, but for up-to-date options, ask at Student Central or visit [creative.massey.ac.nz](https://creative.massey.ac.nz) in July.

**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

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

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 (Manawatū and Wellington), Semester 2 (Wellington)

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 (Manawatū and Wellington), Semester 2, SS 2022 (Wellington)

Gain competence in specific printmaking techniques, skills and processes.

## Art

### **Ngā Hanga Whakairo: Traditional Māori Visual Art**

**150.106** Semester 1

(Manawatū, 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 (Manawatū and Wellington), Semester 2 (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

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 Scripted Film & Video Production**

**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.

### **Intro to Immersive Media**

**289.116** Semester 2

Get to know industry standard digital tools for immersive media. Gain a basic creative knowledge and technical knowledge and understanding of immersive production technologies and concepts, and a critical understanding of a wide range of immersive applications

### **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 SS2022

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](http://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

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.

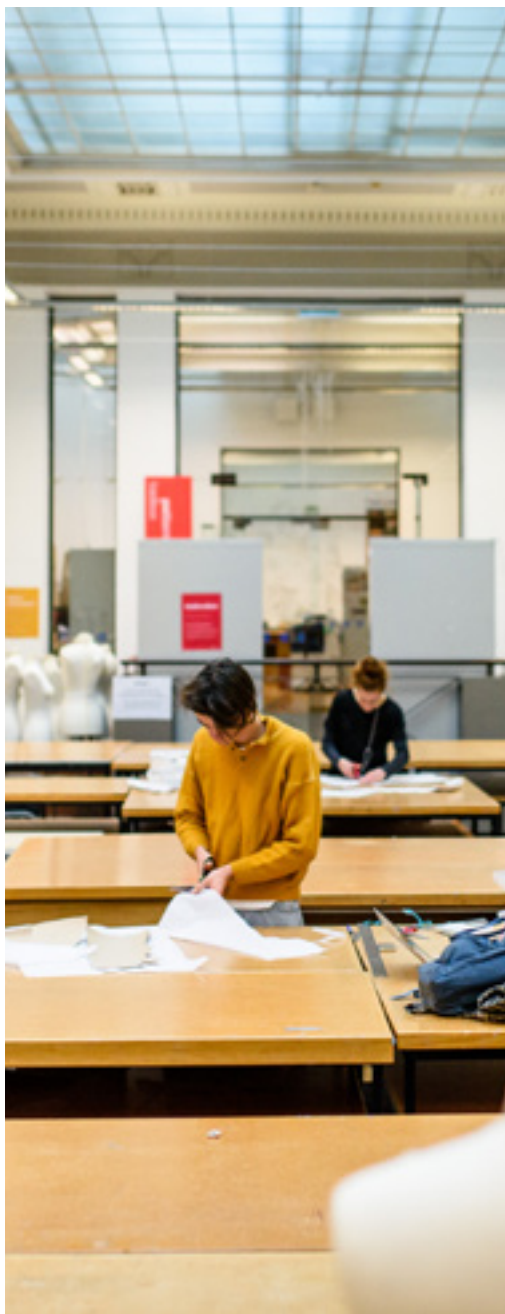


Photo: Mark Tantrum



## 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

#### Interaction and Interface I

**197.238** Semester 1

Focus in on issues and design considerations particular to the interface between technology and people. Principles of usability and interaction will be applied to a range of situations including hand-held, web located, environmental and spatial.

Prerequisite: 75 credits at 100 level including 198.157 or 212.157 or 213.157 or 213.158 or 221.157 or 222.157 or 222.158 or 223.157 or 224.157 or 296.157

Restriction: 198.291

#### 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), or Imagine (296.157), plus 60 more credits at 100 level

#### 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 2022

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

### **Narrative Illustration**

**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

### **Illustrated Characters**

**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), or Imagine (296.157), 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

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## **Art**

### **Drawing in Practice**

**213.254** SS 2022

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:**

#### **Painting II**

**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 F:  
Kāpunipuni Māori – Māori Knowledge Internship**

**213.261** Semester 2

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.

**Contemporary Project G: Sculpture II**

**213.262** Semester 2

Develop further your skills as a sculptor through a combination of lectures and hands on workshops that include metalwork, ceramics, mould making, 3D printing and more.

Appropriate Prior Study: 213.151 Intro to Sculpture

**Contemporary Art Project H:  
Art and Politics/Political Art**

**213.263** Semester 1

From protest to provocation, is your art a call to action? This course uses art production to explore and critique the power dynamics that are everywhere in contemporary life.

**Māori Art and Design Studio IIA – Toi Atea**

**237.217** Semester 2

The development of individual work that grows out of the investigation of a select range of Māori concepts, art forms, imagery, values and approaches that reflect a Māori world view.

Prerequisite: At least 45 credits from 100 level and 237.117

## 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 Scripted Film & Video Production (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

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](http://www.massey.ac.nz) to check out further options.

### **Creative Processes**

**139.223** Semester 2

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.

### **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.

### **Screen Media**

**154.208** Semester 2 by distance only

An exploration of the formal and textual features of film and television, and their relationship to technological change, with an emphasis on how film and television have both shaped and been transformed by digital media.

### **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**

#### **Interaction and Interface II**

**197.338** Semester 2

Expand your knowledge and proficiency with specific aspects of human-technology interaction. Intensify your focus on areas such as small-screen interface, web-based networking, touch control, reactive environments and spatial interaction.

Prerequisite: 197.238, plus 198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258

Restriction: 197.377

#### **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 or 296.258)

#### **Internship**

**197.383** Double Semester, Semester 2, SS 2022

Develop your creative practice while working within a collaborative relationship with a mentor, researcher, external group or professional.

Prerequisite: Design major studio at 200 level (198.258 or 212.258 or 221.258 or 222.258 or 223.258 or 224.258 or 296.258)

#### **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 or 296.258)

### **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 or 296.258)

### **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), Concept Design Studio IIA (296.257), 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 or 296.258)

### **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 or 296.258)

## **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 or 296.258)

## **Textile Print Project**

**223.312** Semester 2

Offered in even years (2022, 2024 etc.)

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

Prerequisite: 45 credits at 200 level

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# **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, Freeconomy 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](http://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.

### **Theatre in Production**

**139.320** Semester 1

Study theatre as an expressive art, with a focus on processes of adaptation, particularly the creation of new texts from old. You will combine critical and practical research, including the presentation of a developed stage work, to examine how design, music and acting generate meaning in the performance of a text.

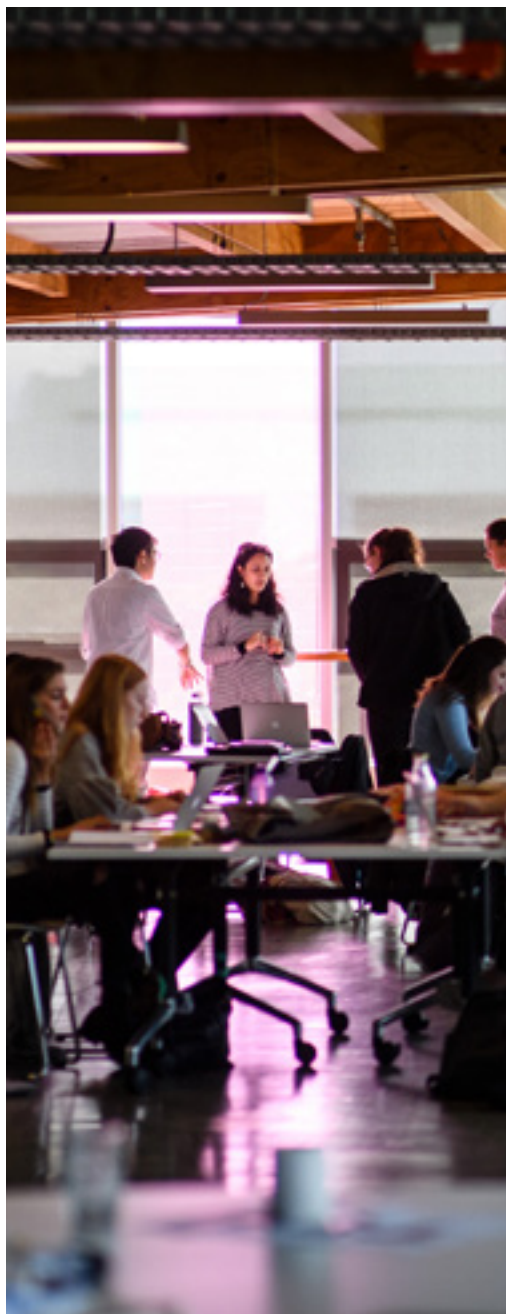


Photo: Mark Tantrum

## 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

### 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:**

##### *Interpretive Typography:*

Develop work to be considered for submission into the International Society of Typographic Designers student 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-focused 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.

### Design for Festivals and Events

**197.435** Semester 1 early February start

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

### Play, Research & Design

**197.436** 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

**197.470** Semester 1

Investigate how understanding "ecology" can catalyse research that may transform a current social or environmental issue. Engage in practices that include behavioural change frameworks, transformation design and sustainable design.

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 2022

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.

### Industrial Design Digital Representation

**198.463** Semester 1

Explore digital design processes and their integration into design research.

Prerequisite: Permission Course Coordinator

### 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 or 296.358)

## **Photography and Visuality**

**221.457** Semester 1

Examine photography's relationships with vision and visuality 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 or 296.358)

## **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 or 296.358)

## **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), Textiles Design Studio IIIB (223.358) or Permission Course Coordinator

## **Sustainable Colouration**

**223.412** S1B3 Winter School (June – July) 2022

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

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# **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

The music minors consist of 75 credits, 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 Certificates

CFS and CUP

## 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.

### Creative pathway courses

You can choose from 5 electives in the pathway, including 3 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 Semester 1

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 Semester 1

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 Semester 2

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 Māori Culture

150.001 Semester 1, Semester 2

Be introduced to the study of Māori culture, including the principles and implications of bi-culturalism and Te Tiriti o Waitangi.

#### Foundation Communications

192.011 Semester 1, Semester 2

Engage in an introduction to the skills necessary for successful communication individually and in groups, and across a variety of contexts.

## Certificate in Foundation Studies

CFS is 120 credits of study over two semesters

### Semester 1

Weeks 1–12

<b>Academic Language and Writing 1</b> 192.040	<b>Academic Language and Writing 2</b> 192.041
<b>Study Skills and Strategies</b> 192.042	<b>Critical Academic Skills</b> 192.043
<b>Foundation Drawing</b> 293.001	<b>Foundation Māori Culture</b> 150.001 or <b>Foundation Communication</b> 192.011
<b>Foundation Sound and Image</b> 293.002	<b>Foundation Fabricate</b> 293.003

### Semester 2

Weeks 1–12

## Certificate of University Preparation

CUP is 60 credits of study over one semester

### Semester 1 or 2

Weeks 1–12

<b>Study Skills and Strategies</b> 192.042
<b>Critical Academic Skills</b> 192.043
<b>Creative Pathway Course</b>
<b>Creative Pathway Course</b>



## Eligibility criteria

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



## Interested in a shorter course of study?

We have stair-cased options for you if you'd like to complete a semester or two before you commit to a full degree, or continue your practice beyond academia.

The **Certificate in Visual Arts** will give you a taster of 60 credits from the first year.

The **Diploma in Visual Arts** is equivalent to one year full time study, and is made up of a flexible options of 120 credits at 100 level.

For further information, call the contact centre, or visit our website and search for Certificate in Visual Arts or Diploma in Visual Arts.

# 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**

# Overview

BMVA

## 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

<b>Mata Puare Studio IA</b> 150.107
12 weeks 30 credits
<b>Ngā Hanga Whakairo</b> 150.106
12 weeks 15 credits
<b>Te Reo Whakahoahoa</b> 300.110
12 weeks 15 credits

### Semester 2 Weeks 1–12

<b>Mata Puare Studio IB</b> 150.108
12 weeks 45 credits
<b>Te Reo Kōnakinaki</b> 300.111
12 weeks 15 credits

## 2 Second Year Mana Tiriti

Awaken your responsibility to Te Tiriti o Waitangi. Become aware and engaged with the political context.

### Semester 1 Weeks 1–12

<b>Mata Oho Studio IIA</b> 150.207
12 weeks 30 credits
<b>Te Kawenata o Waitangi</b> 150.201
12 weeks 15 credits
<b>Elective or Te Reo Kōrerorero</b> 300.210
12 weeks 15 credits

### Semester 2 Weeks 1–12

<b>Mata Oho Studio IIB</b> 150.208
12 weeks 45 credits
<b>Ngā Momo Whakairo</b> 150.206
12 weeks 15 credits

 Core studio courses    Other core courses    Elective courses

3

Third Year

Mana Whenua

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

Semester 1  
Weeks 1–12

<p>Mata Ara Studio IIIA 150.307</p> <p>12 weeks 30 credits</p>
<p>Te Reo Kōrerorero 300.210 or Elective</p> <p>12 weeks 15 credits</p>
<p>Elective</p> <p>12 weeks 15 credits</p>

Semester 2  
Weeks 1–12

<p>Mata Ara Studio IIIB 150.308</p> <p>12 weeks 60 credits</p>
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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

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

<p>Matatau Studio IVB 150.408</p> <p>12 weeks 60 credits</p>
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Johnson Witehira  
(Tamahaki, Ngāpuhi,  
Ngāti Haua),  
'The Land of Tara'

# Core Studio Courses

BMVA

## 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)

# Other Core Courses

BMVA • All 15 credits



## 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 tauira 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 tuihitihi 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 kīwaha.

Prerequisite: Te Reo Kōnakinaki (300.111)



## Core Courses

### **Ngā Hanga Whakairo: Traditional Māori Visual Art**

150.106 Semester 1 (Wellington, Manawatū and by 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.

### **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.

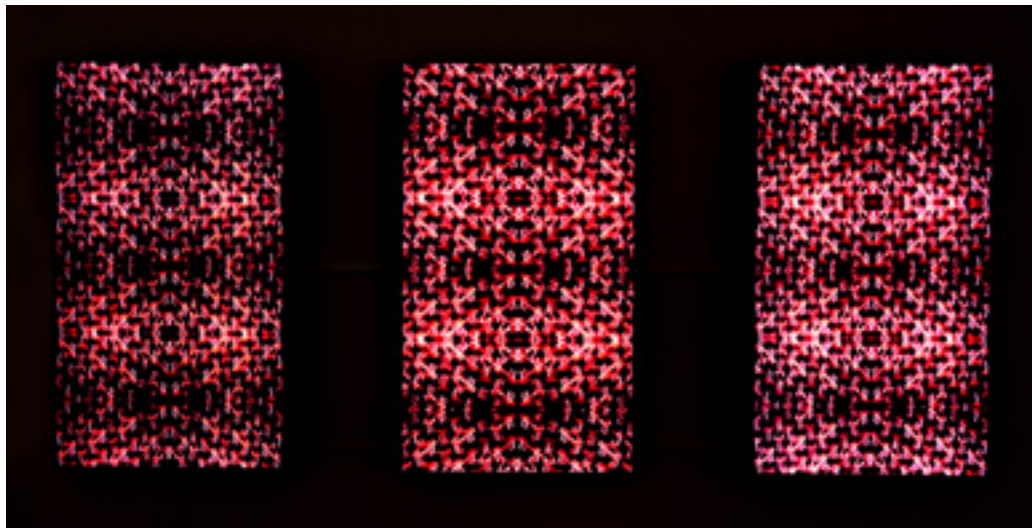
Prerequisite: Ngā Hanga Whakairo (150.106)

### **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



Kauri Wharewera (PGDipMVA 2020) digital media installation.



# Electives

All 15 credits



## Recommended electives

**These electives are recommended by the Head of School as particularly suitable for Māori Visual Arts students.**

To enrol in the following electives, you will need to request 'Special Permission' in your portal. Ask us to help you through the process.

### 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.

### Photography as an Agent of Change

**221.100** Semester 1

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

Gain competence in specific printmaking techniques, skills and processes.



## 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. 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

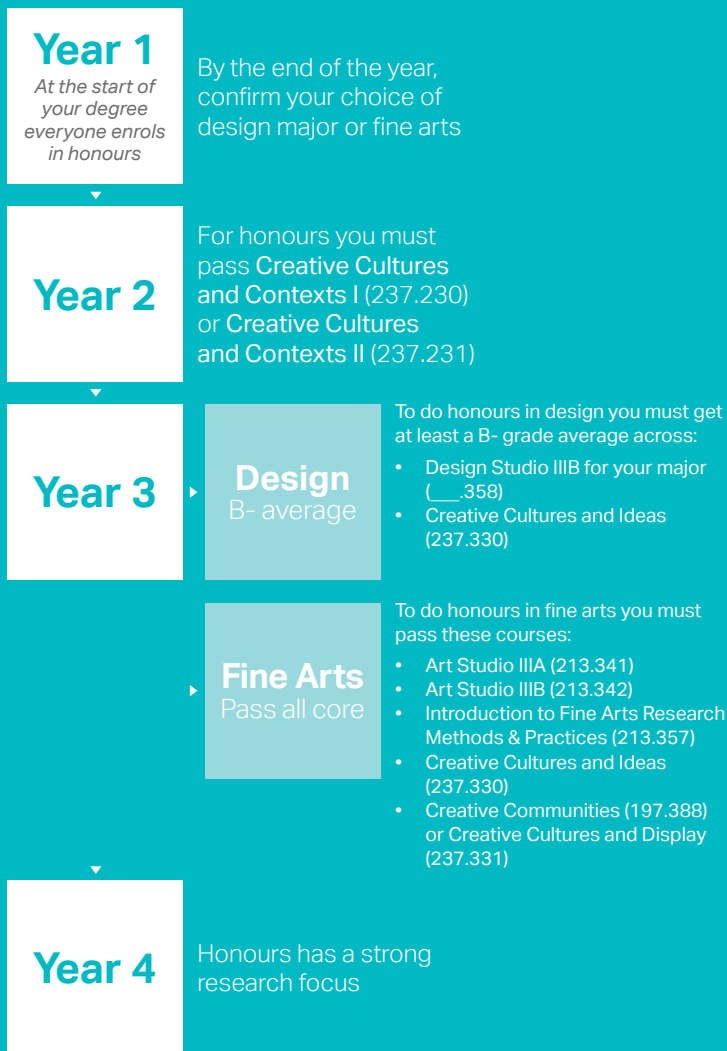
Explore issues that concern Māori women in all contexts, including the roles that Māori women assume both within a Māori social framework and beyond. Examine theories of mana wahine and the ways mana is maintained, enhanced or lessened.

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:

**Core studio /  
major  
courses**

+

**Shared  
core / other  
compulsory  
courses**

=

**Giving  
you the  
knowledge  
and skills  
you need**

+

**Electives**  
Your free  
choice, adding  
extra skills

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