



MASSEY UNIVERSITY
TE KUNENGA KI PŪREHUROA
UNIVERSITY OF NEW ZEALAND

Creative Arts

College of Creative Arts,
Toi Rauwhārangī course guide

2023



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:

Commercial Music

120

year one

+

120

year two

+

120

year three

=

360

credits

Three years total

Honours year:

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,
Screen Arts,
Māori Visual Arts

120

year one

+

120

year two

+

120

year three

Screen Arts
can exit
study after
3 years

+

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 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

Email us:
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:

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

Wellington Campus

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

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

2 Second Year

Development

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

Semester 1

Weeks 1–12

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

 **Core major courses**  **Shared core courses**  **Elective courses**

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

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	Material	223.157
Fine Arts Major	S1B1	Textile Major	S1B2
Art-making across different media, exploring selected processes used by contemporary artists to generate work.	S2B2	Designing and making textiles through the investigation of surface, form, textures, colour and line for materials.	S2B2
Art Place	213.158	Object	198.157
Fine Arts Major	S1B2	Industrial Major	S1B1
Producing art works in relation to site and context.	S2B1	Designing and making objects for human use and experience.	S2B1
Dress	212.157	Screen	222.157
Fashion Major	S1B1	Visual Communication Major	S1B1
Designing and making garments, with a focus on exploring the relationship between body and 'dress'.	S2B1	Designing for screen media, with a focus on both static and sequential imagery.	S1B2
Imagine	296.157	Space	224.157
Concept Design Major	S1B2	Spatial Major	S1B1
Designing for imagined conceptual worlds through iterative drawing, modelling and prototyping.	S2B2	Understanding, representing and creating 3D space through a range of drawing and mapping processes.	S2B1
Lens	221.157	Type	222.158
Photography Major	S1B1	Visual Communication Major	S1B2
Photographic image-making, using digital photographic capture, editing and basic processing methods.	S1B2	Designing using type, with a focus on composition and form.	S2B1
	S2B1		S2B2
	S2B2		

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.

Fashion	212.453
Industrial	198.453
Photography	221.453
Spatial	224.453
Textiles	223.453
VCD	222.453
Concept	296.453

Semester 2 / Honours**Research Project ____454**

45 credits

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

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

Fashion	212.454
Industrial	198.454
Photography	221.454
Spatial	224.454
Textiles	223.454
VCD	222.454
Concept	296.454

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)

Fashion	212.455
Industrial	198.455
Photography	221.455
Spatial	224.455
Textiles	223.455
VCD	222.455
Concept	296.455



Karen Villareal, Visual Communication Design

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

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



Sophie Forsyth, Spatial Design

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 and strategic dimensions of professional practice through engagement with experts from the creative sector. Students will develop an understanding of their position as creative citizens within a broader community.

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 49–67

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 49–67.

How to navigate your pathway

Visual Communication Design Majors

Visual Communication Design develops broad skills in human-centred design to help guide, inform, persuade and solve complex design problems. Pathways allow you to follow your interests and aspirations by developing a higher level of expertise in specific areas through a range of courses that fit together well and build on each other, sometimes in combination with electives from other disciplines. These pathways can give you specialised skills and in-depth knowledge if you have a particular creative direction or career in mind, and they can be tailored by interest so you can explore the breadth of communication design opportunities.

Jean Donaldson

Graphic Design

Shape the way people see the world. Graphic Design is one of the most prevalent forms of communication and can be utilised across a broad range of media and outputs. Hone your skills in successfully conveying ideas through the arrangement of words and images. This pathway enables students to develop conceptual thinking and technical skills.

100 Level

Core should include:

Screen	222.157
Type	222.158

Electives might include:

Visual Identity Systems	197.123
Printmaking	222.104
Coding for Creative Practice	197.119
Drawing the Body I	213.155

Electives might include:

Contemporary Design Project B	197.331
Contemporary Design Project C	197.332
Service and Experience Design	197.379
Sequential Art	222.326
Editorial Design	222.347
Narrative Information Design	222.348

200 Level

Core will include:

Design Studio IIA	222.257
Design Studio IIB	222.258

Electives might include:

Letterpress	222.208
Narrative Illustration	222.225
Typographic Systems	222.248
Brand Communication	222.215

300 Level

Core will include:

Design Studio IIIA	222.357
Design Studio IIIB	222.358

Select two modules from:

Designing to guide: Web
Designing to inform: Print
Designing to persuade: Video
Designing to facilitate: Interaction

400 Level

Core will include:

Research and Development	222.453
Research Project Or Studio Project	222.454
	222.455

Electives might include:

Design Awards & Competitions (ISTD)	197.434
Experiential Information Design	222.408
Contemporary Letterpress	222.409
Image and Identity	222.417
Illustration Studio Practice	222.425
Spatial Type	222.449
Innovations in Illustration (VCD Special Topic F)	222.496



George Naylor



Sam Fraser

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.

100 Level

Core should include:

Screen	222.157
Type	222.158

Electives might include:

Drawing the Body I	213.155
Contemporary Drawing	213.154
Printmaking	222.104

200 Level

Core will include:

Design Studio IIA	222.257
Design Studio IIB	222.258

Electives might include:

Illustrated Characters	222.232
Narrative Illustration	222.225
Drawing the Body II	213.255

300 Level

Core will include:

Design Studio IIIA	222.357
Design Studio IIIB	222.358

Electives might include:

Sequential Art	222.326
Concept Design for Imaginary Worlds	222.333
Contemporary Wallcoverings	223.301

400 Level

Core will include:

Research and Development	222.453
Research Project Or Studio Project	222.454
Studio Project	222.455

Electives might include:

Illustration Studio Practice	222.425
Innovations in Illustration	222.496

Colour coding:



Typography

Explore typography from the fundamental principles of letterforms and legibility through to systems to structure complex information and narratives. This pathway develops skills from interpreting simple concepts through to complex self-directed research projects with an advanced level of craft and conceptual thinking that can be applied to the design of publications, digital outputs and spaces.

100 Level

Core should include:

Screen	222.157
Type	222.158

Electives might include:

Design Studio I: Type	222.158
Printmaking	222.104
Visual Identity Systems	197.123

200 Level

Core will include:

Design Studio IIA	222.257
Design Studio IIB	222.258

Electives might include:

Typographic Systems	222.248
Letterpress	222.208
Design Studio IIA: VCD	222.257

300 Level

Core will include:

Design Studio IIIA	222.357
Design Studio IIIB	222.358

Electives might include:

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

400 Level

Core will include:

Research and Development	222.453
Research Project Or Studio Project	222.454
Studio Project	222.455

Electives might include:

Design Awards & Competitions	197.434
(Module: Interpretive Typography) Spatial Type	222.449
Contemporary Letterpress	222.409
Experiential Information Design	222.408



Hannah Wedlock, Duncan Van Der Schyff, Jess Williams



Emma Schou

Moving Image

Encompassing diverse practices such as motion graphics, animation, video, generative digital media, immersive media and projection mapping, the skills you will deepen in this pathway are in increasing demand in multiple sectors. You will learn how to persuade, inform and engage using moving image, and create compelling visual narratives using industry-standard technology.

100 Level

Core should include:

Screen	222.157
Type	222.158

Electives might include:

Coding for Creative Practice	197.119
Intro to Film Production	289.112
Creative Writing I	139.123

200 Level

Core will include:

Design Studio IIA	222.257
Design Studio IIB	222.258

Electives might include:

Narrative Illustration	222.225
Brand Communication	222.215
Animation Production	289.208
Film Production	289.211

300 Level

Core will include:

Design Studio IIIA	222.357
(Module: Designing to persuade: Moving Image)	
Design Studio IIIB	222.358

Electives might include:

Concept Design for Imaginary Worlds	222.333
Sequential Art	222.326
Script Writing	139.323

400 Level

Core will include:

Research and Development	222.453
Research Project Or Studio Project	222.454
	222.455

Electives might include:

Image and Identity	222.417
Experimental Information Design	222.408

Interaction Design

Explore how humans interact with objects, spaces, and technology. You'll develop skills in user experience (UX) and information architecture (IA) as well as a wide range of media and user scenarios. This pathway covers areas such as designing website and app interfaces, exhibitions, interactive installations, and exciting emerging technologies like virtual and augmented reality.

100 Level

Core should include:

Screen	222.157
Type	222.158

Electives might include:

Coding for Creative Practice	197.119
Intro to Web Development	289.101
Intro to Programming for Interactive Projects	289.114

200 Level

Core will include:

Design Studio IIA	222.257
Design Studio IIB	222.258

Electives might include:

Interaction and Interface I	197.238
Design Studio IIA: VCD	222.257

300 Level

Core will include:

Design Studio IIIA	222.357
Design Studio IIIB	222.358

Electives might include:

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

400 Level

Core will include:

Research and Development	222.453
Research Project Or Studio Project	222.454
	222.455

Electives might include:

Experiential Information Design	222.408
Design for Festivals and Events	197.435



Sarah Illingworth



Matt Kendrew

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.

100 Level

Core should include:

Screen	222.157
Type	222.158

Electives might include:

Visual Identity Systems	197.123
Design Studio I: Screen	222.157
Design Studio I: Type	222.158

200 Level

Core will include:

Design Studio IIA	222.257
Design Studio IIB	222.258

Electives might include:

Brand Communication	222.215
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300 Level

Core will include:

Design Studio IIIA	222.357
Design Studio IIIB	222.358

Electives might include:

Service and Experience Design	197.379
Editorial Design	222.347

400 Level

Core will include:

Research and Development	222.453
Research Project	222.454
Or	
Studio Project	222.455

Electives might include:

Image and Identity	222.408
Exhibition	213.465

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.

100 Level

Core should include:

Screen	222.157
Type	222.158

Electives might include:

Visual Identity Systems	197.123
Visualisation for Media Production	289.102
Intro: Web & Mobile Media	289.101
Intro to Media Technology	289.113
Intro to Visual Effects	289.104

200 Level

Core will include:

Design Studio IIA	222.257
Design Studio IIB	222.258

Electives might include:

Brand Communication	222.215
Web & Interactive Production	289.212

300 Level

Core will include:

Design Studio IIIA	222.357
Design Studio IIIB	222.358

Electives might include:

Service and Experience Design	197.379
Editorial Design	222.347
Narrative Information Design	222.348

400 Level

Core will include:

Research and Development	222.453
Research Project	222.454
Or	
Studio Project	222.455

Electives might include:

Image and Identity	222.408
Exhibition	197.435
Experiential Design	222.408

Colour coding:





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

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

2 Second Year Development

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

Semester 1 Weeks 1–12

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

 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.

3

Third Year

Expansion

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

Semester 1
Weeks 1–12
Art Studio IIIA
213.341

 12 weeks
30 credits

**Creative Cultures
& Ideas**
237.330

 12 weeks
15 credits

Elective
100*, 200 or 300 level

 12 weeks
15 credits
Semester 2
Weeks 1–12
Art Studio IIIB
213.342

 12 weeks
30 credits

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

 12 weeks
15 credits

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

 12 weeks
15 credits

4

Fourth Year (Hons)

Innovation

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

Semester 1
Weeks 1–12
**Art Studio IVA
Research**
213.441

 12 weeks
30 credits

Research Seminar
213.463

 12 weeks
15 credits

Elective
400 level

 12 weeks
15 credits
Semester 2
Weeks 1–12
Art Studio IVB
213.442

 12 weeks
45 credits

Creative Leadership
197.465 or
Exhibition
213.465 or
Creative Exposition
237.465

 12 weeks
15 credits
Fourth Year

Innovation

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

Semester 1
Weeks 1–12
**Art Studio IVA
Practice**
213.440

 12 weeks
30 credits

Elective
100*, 200, 300
or 400 level

 12 weeks
15 credits

Elective
100*, 200, 300
or 400 level

 12 weeks
15 credits
Semester 2
Weeks 1–12
Art Studio IVB
213.442

 12 weeks
45 credits

Creative Leadership
197.465 or
Exhibition
213.465 or
Creative Exposition
237.465

 12 weeks
15 credits

* 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	Material	223.157
Fine Arts Major	S1B1	Textile Major	S1B2
Art-making across different media, exploring selected processes used by contemporary artists to generate work.	S2B2	Designing and making textiles through the investigation of surface, form, textures, colour and line for materials.	S2B2
Art Place	213.158	Object	198.157
Fine Arts Major	S1B2	Industrial Major	S1B1
Producing art works in relation to site and context.	S2B1	Designing and making objects for human use and experience.	S2B1
Dress	212.157	Screen	222.157
Fashion Major	S1B1	Visual Communication Major	S1B1
Designing and making garments, with a focus on exploring the relationship between body and 'dress'.	S2B1	Designing for screen media, with a focus on both static and sequential imagery.	S1B2
	S2B2		S2B1
Imagine	296.157	Space	224.157
Concept Design Major	S1B2	Spatial Major	S1B1
Designing for imagined conceptual worlds through iterative drawing, modelling and prototyping.	S2B2	Understanding, representing and creating 3D space through a range of drawing and mapping processes.	S2B1
Lens	221.157	Type	222.158
Photography Major	S1B1	Visual Communication Major	S1B1
Photographic image-making, using digital photographic capture, editing and basic processing methods.	S1B2	Designing using type, with a focus on composition and form.	S2B1
	S2B1		S2B2
	S2B2		

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)



Kate Ritchie, Fine Arts

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

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



Amber Thomas, Fine Arts

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 and strategic dimensions of professional practice through engagement with experts from the creative sector. Students will develop an understanding of their position as creative citizens within a broader community.

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 49–67

As a Fine Arts student, you can take electives from anywhere in the College of Creative Arts provided you have the prerequisites; see pages 49–67 for all the details. For courses from other parts of Massey, ask at Student Central or visit massey.ac.nz/study/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

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

Semester 2 Weeks 1–12

Mata Puare Studio IB 150.108
12 weeks 45 credits
Te Reo Kōnakinaki 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

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

Semester 2 Weeks 1–12

Mata Oho Studio IIB 150.208
12 weeks 45 credits
Ngā Momo Whakairo 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

Mata Ara
Studio IIIA
150.307

12 weeks
30 credits

Te Reo Kōrerorero
300.210
or
Elective

12 weeks
15 credits

Elective

12 weeks
15 credits

Semester 2
Weeks 1–12

Mata Ara
Studio IIIB
150.308

12 weeks
60 credits

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

Matatau
Studio IVA
150.407

12 weeks
60 credits

Semester 2
Weeks 1–12

Matatau
Studio IVB
150.408

12 weeks
60 credits



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 kōrerorero i waenganui i te tangata.

Course 300.110 is more suitable for beginners.

Te Reo Kōrerorero: Discussing in Te Reo

300.210 Semester 1

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

Prerequisite: Te Reo Kōnakinaki (300.111)



Core Courses

Ngā Hanga Whakairo: Traditional Māori Visual Art

150.106 Semester 1 (Wellington, Manawātū 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.

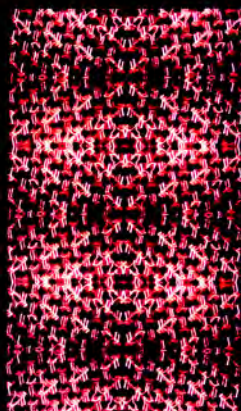
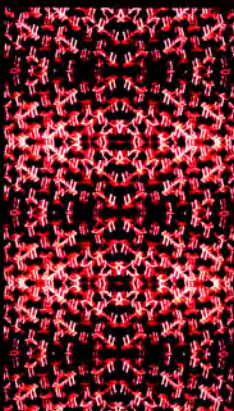
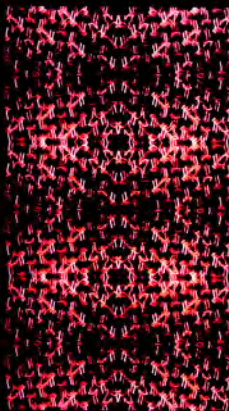
Prerequisite: Ngā Hanga Whakairo (150.106)

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)

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



Bachelor of Screen Arts with Honours

Gain the skills and creativity to realise your vision across a wide range of screen-based specialisations. This four-year Honours qualification also has an exit point at third year for students who wish to graduate with a Bachelor of Screen Arts.

With an emphasis on production, you'll take projects through development of initial concepts and narratives to a completed and distributable work. You'll respond to briefs that combine creative studio practice, storytelling, professional practice and portfolio development, using industry-standard production facilities, studios and labs.

**Prepare for industry through one or more
of the following majors:**

Animation
Factual Production
Film Production
Game Development
Immersive Media
Media Technology
Visual Effects

Wellington Campus

Overview

BSA (Hons)

1 First Year Explore

We welcome you to the College of Creative Arts. Explore new types of media. Explore subjects that are new to you. Experiment, take risks and discover new possibilities for your creative journey and career.

Semester 1 Weeks 1–12

Professional Cultures 1		289.150
24 weeks 15 credits		
Introduction:	Introduction:	
Factual 289.117	Animation 289.103	
Production	Film Production 289.112	
Game 289.106	Immersive Media 289.116	
Development		
Media 289.113		
Technology		
Visual Effects 289.104		
12 weeks 15 credits each	12 weeks 15 credits each	
Intro course (from above) Or Visualisation for Media Production 289.102	Intro course (from above) Or Working with Scripted Material 289.120	
12 weeks 15 credits each	12 weeks 15 credits each	
	Introduction: Screen Arts 289.100	
	12 weeks 15 credits	
Elective	Elective	
100 level	100 level	
12 weeks 15 credits	12 weeks 15 credits	

2 Second Year Develop

Dive deeper into the disciplines and practices that interest you and complete project work for your creative portfolio. Work in interdisciplinary teams in Intermedia and move towards confirming your Major.

Semester 1 Weeks 1–12

Professional Cultures 2		289.250
24 weeks 15 credits		
Production:	Project:	
Animation 289.208	Animation 289.218	
Factual 289.217	Factual 289.227	
Film 289.211	Film 289.222	
Game 289.210	Game 289.230	
Immersive Media 289.216	Immersive Media 289.226	
Media 289.213	Media 289.223	
Technology	Technology	
Visual Effects 289.209	Visual Effects 289.219	
12 weeks 15 credits	12 weeks 15 credits	
	Perspectives on Creative Practice 289.200	
	12 weeks 15 credits	
Audio Production 289.240	Intermedia 289.205	
12 weeks 15 credits	12 weeks 15 credits	
Elective	Elective	
100 or 200 level	100 or 200 level	
12 weeks 15 credits	12 weeks 15 credits	

Core studio courses

Other core courses

Elective courses

3

Third Year*

Realise

Form your cross-specialisation group to create a full professional production in your Major Project. Work through the ideation, pre-production, production and post-production cycles required to complete an industry-standard creative work.

Semester 1
Weeks 1–12

Semester 2
Weeks 1–12

Professional Cultures 3		289.350	
24 weeks 15 credits			
Major Project Development	289.303	Screen Arts Major Project	289.333
12 weeks 15 credits			
Advanced Critical Practice for Screen	289.300		
12 weeks 15 credits		12 weeks 30 credits	
Studio and Location Audio	289.340	Screen Production Development	289.323
12 weeks 15 credits		12 weeks 15 credits	
Elective			
100, 200 or 300 level			
12 weeks 15 credits			

4

Fourth Year (Hons)

Lead

Spend the year focused on developing and realising a substantial piece of work, bringing all of your specialist knowledge and professional skills to bear on a large group project. Announce to the world your arrival as a creative expert in your field.

Semester 1
Weeks 1–12

Semester 2
Weeks 1–12

Professional Cultures 4		289.750	
24 weeks 15 credits			
Production Planning and Development	289.701	Advanced Production	289.803
12 weeks 30 credits			
Screen Arts Critical Frameworks	289.702		
12 weeks 15 credits		12 weeks 60 credits	

*There is an exit point at the end of third year for students who wish to graduate with a Bachelor of Screen Arts.

How your major works

You can choose up to six intro courses in your first year. Try out different disciplines and gain a sense of where you would like to focus.



Photo: Jason Mann

Second Year You will develop increased depth and hone in on your major area of learning. The first semester Production courses are places to develop skills and expertise, while the second semester Project courses lead towards a completed project, helping to build your creative portfolio.

Third Year Major specific learning continues through a series of modules within the Major Project Development course. This is also where planning occurs for the Screen Arts Major Project (Sem 2). Third year students assist the fourth year students on their final Advanced Production projects.

Fourth Year Students continue working in their major disciplines within the Production Planning and Development course, before delivering a significant body of work in their Advanced Production course, supported by third year students in creative teams.

Animation

First Year

Intro:	289.103
Animation	

Second Year

Animation	289.208
Production	
Animation	289.218
Project	

Third Year

Major Project	289.303
Development	
And	
Screen Arts	289.333
Major Project	

Fourth Year

Production	289.701
Planning and	
Development	
And	
Advanced	289.803
Production	

Factual Production

First Year

Intro: Factual	289.117
Production	

Second Year

Factual	289.217
Production	
Factual	289.227
Project	

Third Year

Major Project	289.303
Development	
And	
Screen Arts	289.333
Major Project	

Fourth Year

Production	289.701
Planning and	
Development	
And	
Advanced	289.803
Production	

Film Production

First Year

Intro: Film	289.112
Production	

Second Year

Film	289.211
Production	
Film	289.222
Project	

Third Year

Major Project	289.303
Development	
And	
Screen Arts	289.333
Major Project	

Fourth Year

Production	289.701
Planning and	
Development	
And	
Advanced	289.803
Production	



Night Lights, Film Production



Finding the Lighthouse, Film Production



Acolyte, Film Production

Game Development

First Year

Intro: Game Development 289.106

Second Year

Game Production 289.210

Game Project 289.230

Third Year

Major Project Development And 289.303

Screen Arts Major Project 289.333

Fourth Year

Production Planning and Development And 289.701

Advanced Production 289.803

Immersive Media

First Year

Intro: Immersive Media 289.116

Second Year

Immersive Media Production 289.216

Immersive Media Project 289.226

Third Year

Major Project Development And 289.303

Screen Arts Major Project 289.333

Fourth Year

Production Planning and Development And 289.701

Advanced Production 289.803

Media Technology

First Year

Intro: Media Technology 289.113

Second Year

Media Technology Production 289.213

Media Technology Project 289.223

Third Year

Major Project Development And 289.303

Screen Arts Major Project 289.333

Fourth Year

Production Planning and Development And 289.701

Advanced Production 289.803

Visual Effects

First Year

Intro: Visual Effects 289.104

Second Year

Visual Effects Production 289.209

Visual Effects Project 289.219

Third Year

Major Project Development And 289.303

Screen Arts Major Project 289.333

Fourth Year

Production Planning and Development And 289.701

Advanced Production 289.803

Core Studio Courses

BSA (Hons)

1 First Year 15 credits each

Be introduced to the principles and concepts of your choice of discipline. Gain a creative and basic technical knowledge of the tools and techniques essential to the development and production in a selection of subjects.

You must choose four courses from the list below including one for your major. You can also take up to two more of these courses as electives if you wish.

Courses run in 12 week blocks.

Semester 1

Intro: Factual Production	289.117
Intro: Game Development	289.106
Intro: Media Technology	289.113
Intro: Visual Effects	289.104

Visualisation for Media Production 289.102

Develop visualisation and rendering techniques to give visual form to abstract ideas and concepts. These visualisations will be applied to a range of formats including storyboarding, concept visualisation and character development.

Semester 2

Intro: Animation	289.103
Intro: Film Production	289.112
Intro: Immersive Media	289.116

Working with Scripted Material 289.120

An introduction to the processes of reading, interpreting, and working with scripted content with the intent of realising the material through various production practices. Work with scripts for multiple platforms, engaging through the lenses of production, interpretation, self-reflection and indigenous making.

2 Second Year 15 credits each

Spend the first semester continuing to develop your creative and technical toolkit in the production courses, while generating completed projects for your portfolio in the second semester.

Semester 1

Further the application of industry standard tools for production in your discipline. Gain extended creative and technical understanding of processes and develop your knowledge and application of aesthetics and form.

Prerequisite: For all majors, you need to pass 75 credits from your first year at College of Creative Arts

Animation Production	289.208
Factual Production	289.217
Film Production	289.211
Game Production	289.210
Immersive Media Production	289.216
Media Technology Production	289.213
Visual Effects Production	289.209

Semester 2

Further extend knowledge of industry standard tools for your major. Apply techniques, creative approaches and methodologies to the production of a screen arts project.

Prerequisite: For all majors, you need to pass the previous semester's production course corresponding to your major

Animation Project	289.218
Factual Project	289.227
Film Project	289.222
Game Project	289.230
Immersive Media Project	289.226
Media Technology Project	289.223
Visual Effects Project	289.219

3

Third Year

Mixed credits

Continue your discipline training and form collaborative teams in the first semester before undertaking a substantial creative work in the second semester.

Semester 1**Major Project Development**

289.303 15 credits

Engage in technical prototyping, technical ideation, and practical experimentation associated with preparing for your Major Project. Techniques are project and discipline-specific and may include developing new technologies and learning pipeline-specific methods and tools.

Prerequisite: Any 200 level major production course or 289.204

Semester 2**Screen Arts Major Project**

289.333 30 credits

Work to an advanced technical, creative and professional standard in a collaborative production environment to complete a Major Project. Put into production the projects developed in the Major Project Development course managing deadlines and schedules to ensure project completion.

Prerequisite: Major Project Development 289.303

4

Fourth Year

Mixed credits

Demonstrate your expertise with an advanced production which you plan over the first semester and produce in the second semester. Manage and engage with collaborative teams, including Third Year students who will assist you.

Semester 1**Production Planning and Development**

289.701 30 credits

Gain professional knowledge and develop expertise in a range of creative research practices, tools and techniques for organising large scale productions. Apply these skills toward planning and communicating an Advanced Production Project.

Prerequisite: Screen Arts Major Project 289.333 or 289.306

Semester 2**Advanced Production**

289.803 60 credits

Produce and finalise an advanced work demonstrating highly executed production standards informed by their research. Demonstrate and sustain a professional, creative and technical level of proficiency together with professional production management of workloads and deadlines.

Prerequisite: Production, Planning and Development 289.701



Finding the Lighthouse, Film Production

Shared Core Courses

BSA (Hons)/ All 15 credits

1 First Year

15 credits each

Professional Cultures 1

289.150 Double Semester

An introduction to industry best practice for building a sustainable and healthy career in the field of screen arts. Students will also be supported in gaining communication and interpersonal skills and develop their personal growth and engagement in learning.

Introduction to Screen Arts

289.100 Semester 2

An introduction to the challenges and responsibilities facing a new practitioner of the production of screen arts in Aotearoa. Students will critically investigate screen practices and texts, gaining a greater understanding of their own values and processes as a creative practitioner.

2 Second Year

15 credits each

Professional Cultures 2

289.250 Double Semester

Further industry best practice for building a sustainable and healthy career in the field of screen arts. Students will continue to be supported in developing their communication and interpersonal skills and strengthen personal and growth and engagement in learning at this level.

Prerequisite: 75 credits from College of Creative Arts, including 289.120 or 289.100

Perspectives on Creative Practice

289.200 Semester 2

Study a range of perspectives on the nature, purpose and value of creative work, exploring theoretical positions to develop cognitive tools for the analysis of practice and research. Students are enabled to develop strategies of collaboration and communication within group environments and to employ reflective and analytical approaches.

Intermedia

289.205 Semester 2

Students will 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.

Audio Production

289.240 Semester 1

Gain a knowledge and understanding of industry standard tools for audio production. Students will also gain a creative and technical understanding of audio production processes and develop their knowledge and application of aesthetics and form.



Liam Banks, Animation

3

Third Year

15 credits each

Professional Cultures 3

289.350 Double Semester

Develop professional skills in preparation for a career in the creative industries. Students will be supported in developing professional communication and presentation skills and to continue to strengthen personal growth and engagement in learning at this level.

Prerequisite: 289.250 or 289.221

Advanced Critical Practice for Screen

289.300 Semester 1

Develop an understanding of disciplinary specific theoretical and methodological frameworks relevant to creative practice. Through engagement with pertinent critical texts, students will become equipped with the intellectual tools for advanced critical exploration of their own work.

Studio and Location Audio

289.340 Semester 1

Gain knowledge and understanding of audio production tools in the studio and on location. Students will also be introduced to working with interactive audio platforms and environments.

Prerequisite: 289.240, or 289.107, or 289.211 and 289.210

Screen Production Development

289.323 Semester 2

Work in trans-disciplinary teams assisting in the production of honours year projects. You will take on assistant production roles that support various scheduled production tasks, and reflect on the development of your own practice.

Prerequisite: 289.303

4

Fourth Year

15 credits each

Professional Cultures 4

289.750 Double Semester

Develop professional skills for working on large scale productions and showing leadership. Students will be further supported in portfolio development and preparing for employment or self-employment in the creative industries. Students will also be supported in developing professional communication and presentation skills and to continue to strengthen personal growth and engagement in learning at this level.

Prerequisite: 289.350 or 289.306

Screen Arts Critical Frameworks

289.702 Semester 1

Students become competent in situating their work within research methodologies and principles to support their development as critically-informed creative practitioners. Students learn to frame and present their creative practice as research via the development of critical reflexive and analytical skills, and to engage in the development of a research proposal for their advanced production project.

Co Requisite: 289.701



Electives

Pages 49–67

As a Screen Arts student, you can take electives from anywhere in the College of Creative Arts provided you have the prerequisites; see pages 49–67 for all the details. For courses from other parts of Massey, ask at Student Central or visit massey.ac.nz/study/courses.



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

Overview

BCommMus

1 First Year

Introduction

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

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
Select Your Major:	Contemporary Musicology 133.154
Industry 133.167	
Practice 133.175	
Technology 133.185	
12 weeks 15 credits	12 weeks 15 credits
Your Major:	Music Media 1 133.152
Industry 133.168	
Practice 133.176	
Technology 133.186	
12 weeks 15 credits	12 weeks 15 credits
Music Course* 100 Level	Music Project 1 133.153
12 weeks 15 credits	
Elective 100 level	
12 weeks 15 credits	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	Semester 2 Weeks 1–12
Your Major:	Music Media 2 133.256
Industry 133.260	
Practice 133.275	
Technology 133.281	
12 weeks 15 credits	12 weeks 15 credits
Your Major:	Philosophical Perspectives on Creative Practice 133.257
Industry 133.267	
Practice 133.276	
Technology 133.288	
12 weeks 15 credits	12 weeks 15 credits
Elective 100 or 200 level	Music Project 2 133.253
12 weeks 15 credits	
Elective 100 or 200 level	
12 weeks 15 credits	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>Your Major:</div> <div><div>Industry133.360</div><div>Practice133.375</div><div>Technology133.381</div></div> <div>12 weeks 15 credits</div>	<div>Major Project Production:</div> <div><div>Industry133.368</div><div>Practice133.378</div><div>Technology133.388</div></div> <div>12 weeks 30 credits</div>
<div>Your Major:</div> <div><div>Industry133.365</div><div>Practice133.376</div><div>Technology133.389</div></div> <div>12 weeks 15 credits</div>	<div>12 weeks 30 credits</div>
<div>Major Project Pre-Production133.350</div> <div>12 weeks 15 credits</div>	<div>Graduate Portfolio Development133.356</div> <div>12 weeks 15 credits</div>
<div>Elective100, 200 or 300 level</div> <div>12 weeks 15 credits</div>	<div>Political Economy, Freeconomy and Community133.355</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.



Lachlan Ferris, Music Technology

Honours

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

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
<div>Prototyping and Development for Advanced Music Projects133.701</div> <div>12 weeks 30 credits</div>	<div>Advanced Music Research Project133.803</div> <div>12 weeks 60 credits</div>
<div>Critical Frameworks for Music133.702</div> <div>12 weeks 15 credits</div>	
<div>Contemporary Music Project133.703</div> <div>12 weeks 15 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 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)



Samuelu Vaofusi (sxmmy), Music Practice

Core Major Courses

BCommMus



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

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)

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)

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 49–67

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 69. For courses from other parts of Massey, ask at Student Central or visit massey.ac.nz/study/courses



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....	Screen Arts
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

100 Level

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

All 15 credits

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

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 to the creative arts Bachelor programmes.

Annalise Chan, Visual Communication Design

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.

Screen Arts

Introduction to Screen Arts

289.100 Semester 2

An introduction to the challenges and responsibilities facing a new practitioner of the production of screen arts in Aotearoa. Students will critically investigate screen practices and texts, gaining a greater understanding of their own values and processes as a creative practitioner.

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 Animation

289.103 Semester 2

Be introduced to the principles and concepts of animation. Gain a creative and basic technical knowledge of the tools and techniques essential to the development and production of animation.

Intro to Visual Effects

289.104 Semester 1

Be introduced to the principles and concepts of visual effects. Gain a creative and basic technical knowledge of the tools and techniques essential to the development and production of visual effects.

Intro to Game Development

289.106 Semester 1

Be introduced to the principles and concepts of game development. Gain a creative and basic technical knowledge of the tools and techniques essential to the development and production of Games.

Intro to 3D Modelling & Texturing

289.111 Semester 2

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

Intro to Film Production

289.112 Semester 2

Be introduced to the principles and concepts of film production. Gain a creative and basic technical knowledge of the tools and techniques essential to the development and production of film.

Intro to Media Technology

289.113 Semester 1

Be introduced to the principles and concepts of media technologies. Gain a creative and basic technical knowledge of the tools and techniques essential to the development and production of media technology.

Intro to Immersive Media

289.116 Semester 2

Be introduced to the principles and concepts of immersive media. Gain a creative and basic technical knowledge of the tools and techniques essential to the development and production of immersive media.

Intro to Factual Production

289.117 Semester 1

Be introduced to the principles and concepts of factual production. Gain a creative and basic technical knowledge of the tools and techniques essential to the development and production of factual content.

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.

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, SS2023

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 creative courses from the College of Humanities and Social Sciences

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.

Course finder

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

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 in August.

200 Level

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

Second year Creative Arts students can also take 100 level electives.

All 15 credits

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

Holly Mason, Fine Arts

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

Art and Design Special Topic II

197.291

Conceptual Animation Semester 2

Students will explore aspects of animation as a pre-visualisation, storytelling and concept communication tool for design. Students will use a variety of programs to develop skills in a variety of conceptual animation processes relevant to their creative practice.

Visualising Space SS 2022, SS 2023

Learn the fundamentals of spatial visualisation. Develop skills and understanding around visually communicating the experience of people in space and time.

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, SS 2023

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

Art

Drawing in Practice

213.254 SS 2022, SS 2023

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 Project G: Sculpture II

213.262 Semester 1

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

Screen Arts

Perspectives on Creative Practice

289.200 Semester 2

Study a range of perspectives on the nature, purpose and value of creative work, exploring theoretical positions to develop cognitive tools for the analysis of practice and research. Students are enabled to develop strategies of collaboration and communication within group environments and to employ reflective and analytical approaches.

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.

Animation Production

289.208 Semester 1

Further the application of industry standard tools for animation production. Gain extended creative and technical understanding of animation processes and develop knowledge and application of aesthetics and form.

Visual Effects Production

289.209 Semester 1

Further the application of industry standard tools for visual effects production. Gain extended creative and technical understanding of visual effects processes and develop knowledge and application of aesthetics and form.

Game Production

289.210 Semester 1

Further the application of industry standard tools for game development. Gain extended creative and technical understanding of game development processes and develop knowledge and application of aesthetics and form.

Film Production

289.211 Semester 1

Further the application of industry standard tools for film production. Gain extended creative and technical understanding of film production processes and develop knowledge and application of aesthetics and form.

Media Technology Production

289.213 Semester 1

Further the application of industry standard tools for media technology. Gain extended creative and technical understanding of media technologies and develop knowledge and application of aesthetics and form.

Immersive Media Production

289.216 Semester 1

Further the application of industry standard tools for immersive media. Gain extended creative and technical understanding of immersive media processes and develop knowledge and application of aesthetics and form.

Factual Production

289.217 Semester 1

Further the application of industry standard tools for factual production. Gain extended creative and technical understanding of factual production processes and develop knowledge and application of aesthetics and form.

Animation Project

289.218 Semester 2

Further extend knowledge of industry standard tools for animation production. Apply techniques, creative approaches, and methodologies to the production of a short animation project. *Prerequisite:* Animation Production (289.208)

Visual Effects Project

289.219 Semester 2

Further extend knowledge of industry standard tools for visual effects. Apply techniques, creative approaches, and methodologies to the production of a short visual effects project. *Prerequisite:* Visual Effects Production (289.209)

Game Project

289.230 Semester 2

Further extend knowledge of industry standard tools for game production. Apply techniques, creative approaches, and methodologies to the production of a short game project. *Prerequisite:* Game Production (289.210)

Film Project

289.222 Semester 2

Further extend knowledge of industry standard tools for film production. Apply techniques, creative approaches, and methodologies to the production of a short film project. *Prerequisite:* Film Production (289.211)

Media Technology Project

289.223 Semester 2

Further extend knowledge of industry standard tools for media technology. Apply techniques, creative approaches, and methodologies to the production of a short project. *Prerequisite:* Media Technology Production (289.213)

Immersive Media Project

289.226 Semester 2

Further extend knowledge of industry standard tools for immersive media production. Apply techniques, creative approaches, and methodologies to the production of an immersive media project. *Prerequisite:* Immersive Media Production (289.216)

Factual Project

289.227 Semester 2

Further extend knowledge of industry standard tools for factual production. Apply techniques, creative approaches, and methodologies to the production of a short factual project. *Prerequisite:* Factual Production (289.217)

Audio Production

289.240 Semester 1

Gain a knowledge and understanding of industry standard tools for audio production. Students will also gain a creative and technical understanding of audio production processes and develop their knowledge and application of aesthetics and form.

Screen Arts Special Topic 2B:

Advancing Story to Script

289.292 Semester 1

Develop and apply processes for working with linear and non-linear screen narratives for screen arts. Craft an original story concept into an industry-standard short-form script for potential production.

Prerequisite: Special Permission

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)

Music Special Topic: Composing for Screen Media

133.290 Semester 1

Gain an understanding of how to compose for screen-based media. Perspectives on how to analyse and score a scene, together with an understanding of theoretical concepts, will be covered alongside genre conventions.

Prerequisite: Special Permission

Other recommended creative courses from the College of Humanities and Social Sciences

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 1

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 1

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

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.

Course finder

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

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 in August.

300 Level

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

Third year Creative Arts students can also take 100 and 200 level electives.

All 15 credits

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

Photo: Matthew Knight

Design

Contemporary Design Project B: Costume and Prop Design

197.331 Semester 2

Learn how to create costumes and props for film and location-based experiences. Explore the advancements in technology used within fabrication for the entertainment industries and how this enhances and builds upon traditional forms of costume and prop-making.

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 or 296.158

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, Extended Semester 2 (July–Jan)

Develop your creative practice while working within a collaborative relationship with a mentor, researcher, external group or professional. This course can be taken as either a double semester course, or from July through to January, depending on what arrangements fit the collaborative relationship.

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)



Sage Rossie, Photography

Industrial Design Special Topic A

198.308 Semester 2

Develop a nuanced understanding of how and why people experience different emotions when interacting with designs.

Prerequisite: Special Permission required

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 (2024, 2026 etc.)

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

Prerequisite: 45 credits at 200 level

Art

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

Screen Arts

Studio and Location Audio

289.340 Semester 1

Gain knowledge and understanding of audio production tools in the studio and on location. Be introduced to working with interactive audio platforms and environments.

Prerequisite: Audio production (289.240), or Intro to Audio and Sound (289.107), or Intro to Time-Based Editing (289.110), and Film Production (289.211)

Advanced Audio

289.341 Semester 2

Gain an advanced knowledge and understanding of creative and technical processes, including sound and music recording, editing, and mixing. Students will also advance their knowledge of audio production for interactive platforms.

Prerequisite: Studio and Location Audio 289.340

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 creative courses from the College of Humanities and Social Sciences

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.

Creativity in the Community

139.333 Semester 1

Working collaboratively, you will apply skills in theatre, performance, film-making, creative writing, media practice or mixed media to develop a creative response to a social issue or community need.



400 Level

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

Third year Creative Arts students can also take 100, 200 and 300 level electives.

All 15 credits

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

Morghan Harper, Visual Communication Design

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 or 296.358)

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: 75 credits at 300 level from CoCA.

Play, Research & Design

197.436 Semester 1

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: 75 credits at 300 level from CoCA.



Photo: Jason Mann

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 or 296.358)

Social Interventions Through Design

197.471 SS 2023

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 SS 2023

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

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

Art

Art in Context

213.464 Semester 1

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

Prerequisite: 75 credits at 300 level



Course finder

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Minors

Add a recognised area of specialisation to your degree



Cormac Griffin

Other Minors from Massey

Here are a small selection of minors offered on the Wellington Campus. For other minors including Creative Writing, Marketing and Communication Management, check out our website or call student central for advice on how minors might work for your study journey.

Minor subjects

Please see the Massey website for those offered by distance.

Media Studies

Semester 1

Advertising and Consumer Society	154.202
Digital Media Production I	154.204
Script Writing	139.323
Creativity in the Community	139.333
Prerequisite: Any one of 139.123, 139.104, 139.133, 154.204, or 139.223	

Semester 2

Screen Media	154.208
Documentary (Non-Fiction) Film	154.224
Digital Media: Theory and Practice	154.250
Culture, Power and The Media	154.301
Digital Media Production II	154.304
Prerequisite: 154.204	
Social Media and Digital Cultures	154.311

Expressive Arts

Semester 1

Creative Writing II: Creative Nonfiction	139.280
Fiction Writing	139.285
Digital Media Production I	154.204
Script Writing	139.323
Creativity in the Community	139.333
Prerequisite: Any one of 139.123, 139.104, 139.133, 154.204, or 139.223	

Semester 2

Creative Processes	139.223
Documentary (Non-Fiction) Film	154.224
The Publishing Project	139.340
Prerequisite: Any 200 level course with a 139 prefix or 219.202	

Creative Writing III: Starting Your Manuscript

Prerequisite: Any 200 level Creative Writing course

Digital Media Production II

Prerequisite: 154.204

Composite Minor

A composite minor consists of 60 credits from Expressive Arts and Media Studies courses.

Expressive Arts 30 credits

Plus

Media Studies 30 credits

Including at least

One course at 300 level 15 credits



Jaedyn Randell, Music Technology



For more information about minors

Please contact an Academic Adviser (0800 Massey), or go into Student Central.

Liam Madgwick, Music Technology

Music Minors

The music minors consist of 75 credits, with at least 15 credits at 300 level.

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 Technology

First Year

Music and Sound Engineering 1 133.185

Musical Interface and Interaction 1 133.186

Second Year

Music and Sound Engineering 2 133.288

Musical Interface and Interaction 1 133.281

Third Year

Advanced Sound and Music Technologies 133.389

Or

Musical Interface and Interaction 3 133.381

Music Practice

First Year

Music Practice 1 133.175

Music Production and Composition 1 133.176

Second Year

Music Practice 2 133.275

Music Production and Composition 2 133.276

Third Year

Music Practice 3 133.375

Or

Music Production and Composition 3 133.376

Music Industry

First Year

Music Entrepreneurship 1 133.167

Music Artist Development 139.333

Second Year

Music Entrepreneurship 2 133.267

Music Audience Development 133.260

Third Year

Music Entrepreneurship 3 133.365

Or

Music Business Development 133.360

Foundation Certificates

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



Photo: Jeff McEwan

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.



Fab Lab Wgtn

Eligibility criteria

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

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

Certificate in Foundation Studies

CFS is 120 credits of study over two semesters

Semester 1

Weeks 1–12

Core courses:

Academic Language and Writing 1	192.040
Study Skills and Strategies	192.042

Electives courses:

Foundation Drawing	293.001
Foundation Sound and Image	293.002

Semester 2

Weeks 1–12

Core courses:

Academic Language and Writing 2	192.041
Critical Academic Skills	192.043

Electives courses:

Foundation Māori Culture Or Foundation Communications	150.001
Foundation Fabricate	192.011
	293.003

Certificate of University Preparation

CUP is 60 credits of study over one semester

Semester 1 or 2

Weeks 1–12

Core courses:

Study Skills and Strategies	192.042
Critical Academic Skills	192.043

Electives courses:

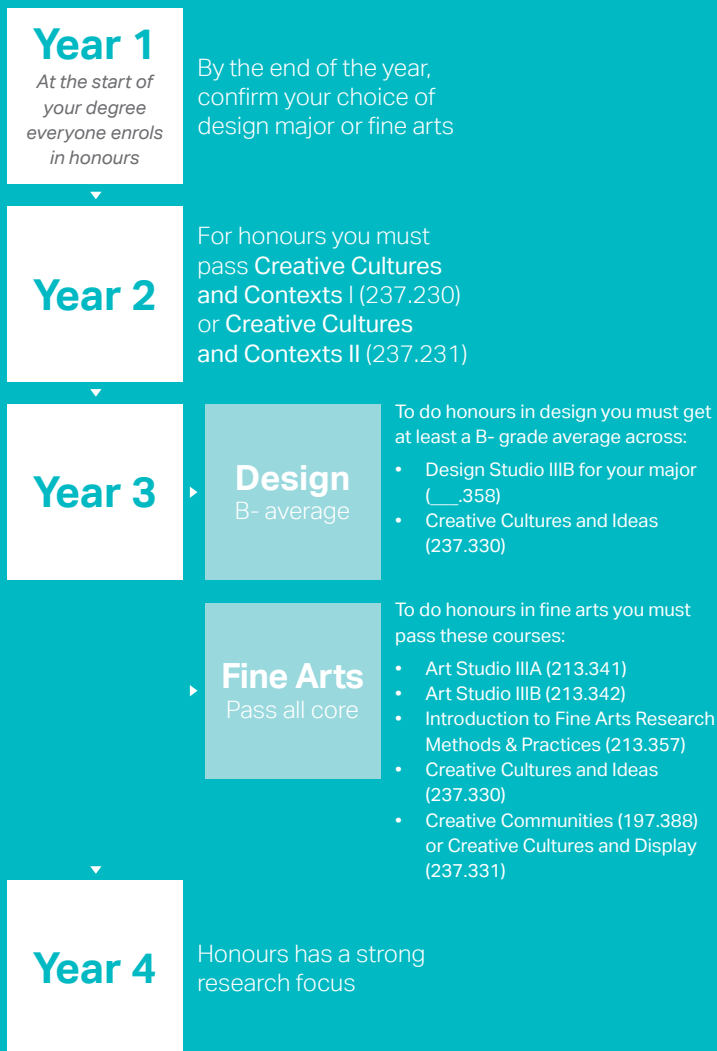
Choose a Creative Pathway Course
Choose a Creative Pathway Course



Photo: Jason Mann

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.