

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

**2018**

College of Creative Arts  
Toi Rauwhārangi

**Undergraduate  
Degrees**



**MASSEY**  
**UNIVERSITY**  
TE KUNENGA KI PŌREHURŌA

UNIVERSITY OF NEW ZEALAND

# How to build your creative arts degree

Semester 1:

15

+

15

+

15

+

15

=

60

One year total

Semester 2:

15

+

15

+

15

+

15

=

60

= 120 credits

Three year degree:

Creative Media Production,  
Commercial Music

120

year one

+

120

year two

+

120

year three

=

360

credits

Three years total

Four year degree:

Design, Fine Arts,  
Māori Visual Arts

120

year one

+

120

year two

+

120

year three

+

120

year four

=

480

credits

Four years total

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

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**MASSEY  
UNIVERSITY**  
TE KUNENGA KI PŌREHUOA

UNIVERSITY OF NEW ZEALAND



Photo: Tristam Sparks

# Bachelor of Design with Honours

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

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

## **Design core studio, first year:**

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

## **Wellington Campus**

# BDes (Hons) / BDes

## First Year / Introduction

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

Can't decide? Watch our course trailer videos at [creative.massey.ac.nz](http://creative.massey.ac.nz).

Semester 1		Semester 2	
Weeks 1–6	Weeks 7–12	Weeks 1–6	Weeks 7–12
<b>Studio I B1</b> ____.157/8  Select one <b>Dress</b> <b>Art Place</b> <b>Lens</b> <b>Screen</b> <b>Type</b> <b>Space</b>  6 weeks 15 credits	<b>Studio I B2</b> ____.157/8  Select one <b>Object</b> <b>Art Lab</b> <b>Lens</b> <b>Screen</b> <b>Type</b> <b>Material</b>  6 weeks 15 credits	<b>Studio I B3</b> ____.157/8  Select one <b>Dress</b> <b>Art Place</b> <b>Lens</b> <b>Screen</b> <b>Type</b> <b>Space</b>  6 weeks 15 credits	<b>Studio I B4</b> ____.157/8  Select one <b>Object</b> <b>Art Lab</b> <b>Lens</b> <b>Screen</b> <b>Type</b> <b>Material</b>  6 weeks 15 credits
<b>Communication for Makers</b> 237.130  12 weeks 15 credits		<b>Conversations in Creative Cultures</b> 237.131  12 weeks 15 credits	
<b>Elective</b> 100 level  12 weeks 15 credits		<b>Elective</b> 100 level  12 weeks 15 credits	

## Second Year / Development

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

Semester 1	Semester 2
Weeks 1–12	Weeks 1–12
<b>Design Studio IIA</b> ____.257  <b>Major</b> Select one <b>Fashion Design</b> <b>Industrial Design</b> <b>Photography</b> <b>Spatial Design</b> <b>Textile Design</b> <b>Visual Communication Design</b>  12 weeks 30 credits	<b>Design Studio IIB</b> ____.258  <b>Major</b> Selected in semester 1  12 weeks 30 credits
<b>Creative Cultures &amp; Contexts I</b> 237.230  12 weeks 15 credits	<b>Creative Cultures &amp; Contexts II</b> 237.231 or <b>Creative Industries</b> 197.288  12 weeks 15 credits
<b>Elective</b> 100 or 200 level  12 weeks 15 credits	<b>Elective</b> 100 or 200 level  12 weeks 15 credits

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

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

Semester 1	Semester 2
Weeks 1–12	Weeks 1–12
<b>Design Studio IIIA</b> ____ .357  <b>Major</b> Selected at 200 level	<b>Design Studio IIIB</b> ____ .358  <b>Major</b> Selected at 200 level
12 weeks 30 credits	12 weeks 30 credits
<b>Creative Cultures &amp; Ideas</b> 237.330	<b>Creative Cultures &amp; Display</b> 237.331 or <b>Creative Enterprise</b> 197.388
12 weeks 15 credits	12 weeks 15 credits
<b>Elective</b> 100, 200 or 300 level	<b>Elective</b> 100, 200 or 300 level
12 weeks 15 credits	12 weeks 15 credits

BDes (Hons) only

### Fourth Year (Hons) / Innovation

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

Semester 1	Semester 2
<b>Weeks 1–12</b> <b>Research &amp; Development</b> ____ .453 <b>Major</b> Selected at 200 level  12 weeks 30 credits	<b>Weeks 1–12</b> <b>Research Project</b> ____ .454 <b>Major</b> Selected at 200 level  12 weeks 45 credits
<b>Elective</b> 400 level  12 weeks 15 credits	
<b>Elective</b> 400 level  12 weeks 15 credits	<b>Creative Futures</b> 197.465 or <b>Exhibition</b> 213.465 or <b>Creative Exposition</b> 237.465  12 weeks 15 credits

BDes only

#### Fourth Year / Innovation

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

Semester 1	Semester 2
<b>Weeks 1–12</b>	<b>Weeks 1–12</b>
<b>Elective</b> 100, 200, 300 or 400 level  12 weeks 15 credits	<b>Studio Project</b> ____ .455  <b>Major</b> Selected at 200 level
<b>Elective</b> 100, 200, 300 or 400 level  12 weeks 15 credits	
<b>Elective</b> 100, 200, 300 or 400 level  12 weeks 15 credits	
<b>Elective</b> 100, 200, 300 or 400 level  12 weeks 15 credits	12 weeks 45 credits
<b>Elective</b> 100, 200, 300 or 400 level  12 weeks 15 credits	<b>Creative Futures</b> 197.465 or <b>Exhibition</b> 213.465 or <b>Creative Exposition</b> 237.465  12 weeks 15 credits

First Year / 15 credits each

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

You must do four courses from the list below, including one for your major. Courses run in six week blocks. Not all courses run every time, so check the diagram on page 2.

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

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

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

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

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

**Object 198.157**  
Designing and making objects for human use and experience. (Industrial)

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

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

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

Prerequisite: Portfolio

Second Year / 30 credits each

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

- the Studio 1 course for your major (see below), plus
- two other Studio 1 courses, plus
- at least one critical & contextual course in 1st year.

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

**Semester 1**

**Design Studio IIA (\_\_.257)**

Explore key issues for creative practice through your studio work, including the source and acknowledgement of ideas, client relationships, design responsibility, sustainability and ethical considerations.

Course code for your major:	
Industrial	198.257
Fashion	212.257
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

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

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

Industrial	198.357
Fashion	212.357
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

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



# Fourth Year

## Semester 1 / Honours only

To get into honours, you must have a B-grade average for 3rd year Semester 2 core studio plus Creative Cultures and Ideas (237.330).

### Research and Development ( \_\_.453)

30 credits

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

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

## 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

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

## 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)

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



Photo: Mark Tantrum

# Shared Core Courses

All 15 credits / Design, shared with fine art students

## First Year

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### Critical & Contextual Studies

#### Communication for Makers

237.130 Semester 1

Learn fundamentals of academic writing and a range of communication skills in the creative arts, while gaining a basic overview of historical epochs from the 18th century to the present, and an understanding of the importance of creative practice today.

#### Conversations in Creative Cultures

237.131 Semester 2

Learn about the concept of world views, and gain an introduction to key issues and debates concerning cultural identity in Aotearoa New Zealand and what they mean for art and design.

## Second Year

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### Critical & Contextual Studies

**You must pass one of these to remain eligible for honours**

#### Creative Cultures and Contexts I

237.230 Semester 1

Gain insights to histories of design and art to develop a critical appreciation of change and context. Choose from a series of theme-based modules that explore the origins and impacts of consumerism, globalisation and sustainability. Prerequisite: 75 credits at 100 level

#### Creative Cultures and Contexts II

237.231 Semester 2

Explore and discover a broad range of critical perspectives relevant to the creative arts. Select from a range of thematic modules. Prerequisite: 75 credits at 100 level

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### Business & Enterprise

#### Creative Industries – the living marketplace

197.288 Semester 2

Work in trans-disciplinary teams to develop, conceptualise and create products, services, events, artworks etc. Culminates in a student-led 'living marketplace' on campus. Prerequisite: 75 credits at 100 level



Photo: Mark Tantrum

## Third Year

### Critical & Contextual Studies

#### **Creative Cultures and Ideas**

**This course is required for honours**

**237.330** Semester 1

Explore and appraise a range of theories that support the critical positioning of creative practices.

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

#### **Creative Cultures and Display**

**237.331** Semester 2

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

Prerequisite: 75 credits at 200 level

### Business & Enterprise

#### **Creative Enterprise**

**197.388** Semester 2

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

Prerequisite: 75 credits at 200 level

## Fourth Year

### External Focus

#### **Creative Futures**

**197.465** Semester 2

Develop professional competencies central to entrepreneurial and industry environments and situate your creative practice in a professional context.

Construct an active strategy to promote yourself and your work persuasively to a defined target audience.  
Prerequisite: Design or fine art core studio at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

#### **Exhibition**

**213.465** Semester 2

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

Corequisite: Design or fine art core studio at 400 level (\_\_\_453 and \_\_\_454, or \_\_\_455, or 213.442)

#### **Creative Exposition**

**237.465** Semester 2

Explore writing as part of your future art/design practice. Investigate diverse approaches to creative research exposition and its relevance for a range of contexts. Identify avenues to publish your art/design writing. There will be plenty of interaction with successful artists and designers who use writing, and people who write about art and design.  
Prerequisite: Creative Cultures and Ideas (237.330), plus design or fine art core studio at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

### **Electives:** pages 32-44

As a Design student, you can take electives from anywhere in the College of Creative Arts provided you have the prerequisites; see pages 32-44 for all the details. For courses from other parts of Massey, ask at Student Central or [www.massey.ac.nz](http://www.massey.ac.nz)



Jordana Bragg  
Fine Arts Crit Week  
Photo: Matt Paterson

# Bachelor of Fine Arts with Honours

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

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

## **Fine Arts core studio, first year:**

Art Place  
Art Lab

## Wellington Campus

# BFA (Hons) / BFA

## First Year / Introduction

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Semester 1		Semester 2	
Weeks 1–6	Weeks 7–12	Weeks 1–6	Weeks 7–12
<b>Studio I B1</b> ____.157/8  Select one <b>Dress Art Place Lens Screen Type Space</b>  6 weeks 15 credits	<b>Studio I B2</b> ____.157/8  Select one <b>Object Art Lab Lens Screen Type Material</b>  6 weeks 15 credits	<b>Studio I B3</b> ____.157/8  Select one <b>Dress Art Place Lens Screen Type Space</b>  6 weeks 15 credits	<b>Studio I B4</b> ____.157/8  Select one <b>Object Art Lab Lens Screen Type Material</b>  6 weeks 15 credits
<b>Communication for Makers</b> 237.130  12 weeks 15 credits		<b>Conversations in Creative Cultures</b> 237.131  12 weeks 15 credits	
<b>Elective</b> 100 level  12 weeks 15 credits		<b>Elective</b> 100 level  12 weeks 15 credits	

## Second Year / Development

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

Semester 1	Semester 2
Weeks 1–12	Weeks 1–12
<b>Art Studio IIA</b> 213.241  12 weeks 30 credits	<b>Art Studio IIB</b> 213.242  12 weeks 30 credits
<b>Creative Cultures &amp; Contexts I</b> 237.230  12 weeks 15 credits	<b>Creative Cultures &amp; Contexts II</b> 237.231 or <b>Creative Industries</b> 197.288  12 weeks 15 credits
<b>Elective</b> 100 or 200 level  12 weeks 15 credits	<b>Elective</b> 100 or 200 level  12 weeks 15 credits

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

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

Semester 1	Semester 2
Weeks 1–12	Weeks 1–12
Art Studio IIIA 213.341	Art Studio IIIB 213.342
12 weeks 30 credits	12 weeks 30 credits
Creative Cultures & Ideas 237.330	Creative Cultures & Display 237.331 or Creative Enterprise 197.388
12 weeks 15 credits	12 weeks 15 credits
Elective 100, 200 or 300 level	Intro to Fine Art Res. (compulsory for honours students) 213.357 or Elective 100, 200 or 300 level
12 weeks 15 credits	12 weeks 15 credits

BFA (Hons) only

### 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 CoCA fine arts honours graduate.

Semester 1	Semester 2
Weeks 1–12	Weeks 1–12
Art Studio IVA Research 213.441	Art Studio IVB 213.442
12 weeks 30 credits	
Research Seminar 213.463	
12 weeks 15 credits	12 weeks 45 credits
Elective 400 level	Creative Futures 197.465 or Exhibition 213.465 or Creative Exposition 237.465
12 weeks 15 credits	12 weeks 15 credits

BFA only

#### 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 CoCA fine arts graduate.

Semester 1	Semester 2
Weeks 1–12	Weeks 1–12
Art Studio IVA Practice 213.440	Art Studio IVB 213.442
Elective 100, 200, 300 or 400 level	Creative Futures 197.465 or Exhibition 213.465 or Creative Exposition 237.465
12 weeks 30 credits	12 weeks 45 credits
12 weeks 15 credits	12 weeks 15 credits

### First Year / 15 credits each

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#### 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 at least one for Fine Arts. Courses run in six week blocks. Not all courses run every time, so check the diagram on page 10.

#### Art Lab 213.157

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

#### Art Place 213.158

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

#### Dress 212.157

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

#### Lens 221.157

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

#### Material 223.157

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

#### Object 198.157

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

#### Screen 222.157

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

#### Space 224.157

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

#### Type 222.158

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

Prerequisite: Portfolio

### Second Year / 30 credits each

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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.

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### 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)

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### 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

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### Third Year

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### 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.

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### 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

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### 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.



## Fourth Year

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### 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. 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)



Photo: Mark Tantrum

# Shared Core Courses

All 15 credits / Fine Arts, shared with design students

## First Year

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### Critical & Contextual Studies

#### **Communication for Makers**

**237.130** Semester 1

Learn fundamentals of academic writing and a range of communication skills in the creative arts, while gaining a basic overview of historical epochs from the 18th century to the present, and an understanding of the importance of creative practice today.

#### **Conversations in Creative Cultures**

**237.131** Semester 2

Learn about the concept of world views, and gain an introduction to key issues and debates concerning cultural identity in Aotearoa New Zealand and what they mean for art and design.

## Second Year

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### Critical & Contextual Studies

**You must pass one of these to remain eligible for honours**

#### **Creative Cultures and Contexts I**

**237.230** Semester 1

Gain insights to histories of design and art to develop a critical appreciation of change and context. Choose from a series of theme-based modules that explore the origins and impacts of consumerism, globalisation and sustainability. Prerequisite: 75 credits at 100 level

#### **Creative Cultures and Contexts II**

**237.231** Semester 2

Explore and discover a broad range of critical perspectives relevant to the creative arts. Select from a range of thematic modules. Prerequisite: 75 credits at 100 level

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### Business & Enterprise

#### **Creative Industries – the living marketplace**

**197.288** Semester 2

Work in trans-disciplinary teams to develop, conceptualise and create products, services, events, artworks etc. Culminates in a student-led 'living marketplace' on campus. Prerequisite: 75 credits at 100 level



Photo: Mark Tantrum

## Third Year

### Critical & Contextual Studies

#### **Creative Cultures and Ideas**

**This course is required for honours**

**237.330** Semester 1

Explore and appraise a range of theories that support the critical positioning of creative practices.

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

#### **Creative Cultures and Display**

**237.331** Semester 2

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

Prerequisite: 75 credits at 200 level

### Business & Enterprise

#### **Creative Enterprise**

**197.388** Semester 2

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

Prerequisite: 75 credits at 200 level

## Fourth Year

### External Focus

#### **Creative Futures**

**197.465** Semester 2

Develop professional competencies central to entrepreneurial and industry environments and situate your creative practice in a professional context.

Construct an active strategy to promote yourself and your work persuasively to a defined target audience.  
Prerequisite: Design or fine art core studio at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

#### **Exhibition**

**213.465** Semester 2

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

Corequisite: Design or fine art core studio at 400 level (\_\_\_453 and \_\_\_454, or \_\_\_455, or 213.442)

#### **Creative Exposition**

**237.465** Semester 2

Explore writing as part of your future art/design practice. Investigate diverse approaches to creative research exposition and its relevance for a range of contexts. Identify avenues to publish your art/design writing. There will be plenty of interaction with successful artists and designers who use writing, and people who write about art and design.  
Prerequisite: Creative Cultures and Ideas (237.330), plus design or fine art core studio at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

### **Electives:** pages 32-44

As a Fine Arts student, you can take electives from anywhere in the College of Creative Arts provided you have the prerequisites; see pages 32-44 for all the details. For courses from other parts of Massey, ask at Student Central or [www.massey.ac.nz](http://www.massey.ac.nz)



Filming on location  
Photo: Mathew Knight

# Bachelor of Creative Media Production

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

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

Film and Television  
Animation and VFX  
Game Development  
Web and Interactive

**Wellington Campus**



# How your degree pathway works

The bold purple courses are required to advance to the next level of the pathway. We strongly recommend you take the light purple courses as well so that you have a complete grounding in the field.

## Web & Interactive

## Film & Television

## Game

## Animation & VFX



# BCMP

## First Year / Introduction

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

Semester 1	Semester 2
Weeks 1–12	Weeks 1–12
<p>Select two introduction courses:</p> <ul style="list-style-type: none"><li>Animation</li><li>Digital Video</li><li>Games</li><li>Time-based Editing</li><li>Visualisation</li><li>Web &amp; Mobile</li></ul> <p>12 weeks 15 credits each</p>	<p>Select two introduction courses:</p> <ul style="list-style-type: none"><li>Audio</li><li>3D Modelling</li><li>Film &amp; Video on Location</li><li>Prototyping for Interactive</li><li>Programing for Interactive</li><li>VFX</li></ul> <p>12 weeks 15 credits each</p>
<p><b>Introduction to Media Studies</b> 154.101</p> <p>12 weeks 15 credits</p>	<p><b>Transmedia Narrative &amp; Storytelling</b> 154.120</p> <p>12 weeks 15 credits</p>
<p><b>Elective</b> 100 level</p> <p>12 weeks 15 credits</p>	<p><b>Elective</b> 100 level</p> <p>12 weeks 15 credits</p>

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

Semester 1	Semester 2
<b>Weeks 1–12</b>	<b>Weeks 1–12</b>
<b>Cross-media Production</b> 289.204	<b>Intermedia</b> 289.205
12 weeks 15 credits	12 weeks 15 credits
<b>Working with Scripted Material</b> 289.220	<b>Production Development</b> 289.206
12 weeks 15 credits	12 weeks 15 credits
<b>Portfolio and Dissemination</b> 289.221	<b>Select one pathway course:</b> <ul style="list-style-type: none"><li>■ Animation</li><li>■ VFX</li><li>■ Games</li><li>■ Video &amp; Sound</li><li>■ Web &amp; Interactive</li></ul>
12 weeks 15 credits	12 weeks 15 credits
<b>Elective</b> 100 or 200 level	<b>Elective</b> 100 or 200 level
12 weeks 15 credits	12 weeks 15 credits

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

Semester 1	Semester 2
Weeks 1–12	Weeks 1–12
Major Project Innovation Lab 289.302	Major Project Production 289.306
12 weeks 15 credits	
Major Project Pre-production 289.303	
12 weeks 15 credits	
Select one advanced pathway course:	
<input type="checkbox"/> Animation <input type="checkbox"/> VFX <input type="checkbox"/> Games <input type="checkbox"/> Video & Sound <input type="checkbox"/> Web & Interactive	
12 weeks 15 credits	12 weeks 45 credits
Elective 100, 200 or 300 level	Critical Reflection 289.307
12 weeks 15 credits	12 weeks 15 credits

# Core Studio Courses

## BCMP

The BCMP degree structure and course lists in this book apply to CMP students who start in 2018. If you started CMP in 2017 or 2016, your courses will be slightly different. For advice, talk to your lecturer or Student Central.

## First Year / 15 credits each

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You must do two per semester. You can take a third as your elective if you wish. Make sure you take at least one required pathway course (see page 18).

### Semester 1

#### Intro to Computer Animation

**289.103** Required for Animation pathway

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

#### Intro to Digital Video Production

**289.105** Required for Film & Television pathway

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

#### Intro to Game Technologies & Mechanics

**289.106** Required for Game Development pathway

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

#### Intro to Time-based Editing

**289.110**

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

#### Intro to Web & Mobile Media

**289.101**

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

#### Visualisation for Media Production

**289.102**

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

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### Semester 2

#### Intro to 3D Modelling & Texturing

**289.111**

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

#### Introduction to Audio Production & Sound Design

**289.107**

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

#### Intro to Film & Video on Location

**289.112**

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

#### Intro to Prototyping for Interactive Projects

**289.113**

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

#### Intro to Programming for Interactive Projects

**289.114** Required for Web & Interactive pathway

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

#### Intro to VFX & Motion Graphics

**289.104** Required for VFX pathway

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



## Second Year

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### Semester 1

#### **Cross-Media Production**

**289.204** 15 credits

Explore the relative strengths and limitations of creative media types through a cross-media project. Explore how to convey your story and story-world in the most effective way through applied cross-media practices.

**Prerequisite:** Two CMP core studio introduction courses at 100 level

#### **Working with Scripted Material**

**289.220**

Read, interpret, and work with scripted content, in the context of creating material for film, television, animation, game, augmented reality, or other emerging media.

### Semester 2

#### **Intermedia**

**289.205** 15 credits

Work with your fellow students to explore experimental and hybrid media arts practices. Focus on the histories of avant-garde and experimental electronic arts, working across disciplines and forms of artistic expression that integrate media technology.

#### **Production Development**

**289.206** 15 credits

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

**Prerequisite:** Cross-Media Production (289.204)

**Plus one of the following pathway courses:**

#### **Computer Animation Production**

**289.208** 15 credits

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

**Prerequisite:** Introduction to Computer Animation (289.103)

#### **Game Technologies Project**

**289.210** 15 credits

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

**Prerequisite:** Introduction to Game Technologies & Mechanics (289.106)

#### **VFX Production**

**289.209** 15 credits

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

**Prerequisite:** Introduction to VFX (289.104)

#### **Video and Sound Production**

**289.211** 15 credits

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

**Prerequisite:** Introduction to Digital Video Production (289.105)

#### **Web & Interactive Production**

**289.212** 15 credits

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

**Prerequisite:** Intro to Programming for Interactive Projects (289.114)

### Third Year

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#### Semester 1

##### **Major Project Innovation Lab**

**289.302** 15 credits

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

Prerequisite: Cross-Media Production (289.204)

##### **Major Project Pre-production**

**289.303** 15 credits

Produce a group pre-production document detailing the planning and resourcing requirements for Major Project Production and Post-production studio courses. Work as a team and communicate professionally with clients at all times, agreeing scope and schedules.

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

Coequisite: Major Project Innovation Lab (289.302)

**Plus one of the following advanced pathway courses:**

##### **Advanced Computer Animation Practice**

**289.308** 15 credits

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

Prerequisite: Computer Animation Production (289.208)

##### **Advanced VFX Practice**

**289.309** 15 credits

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

Prerequisite: VFX Production (289.209)

##### **Advanced Game Practice**

**289.310** 15 credits

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

Prerequisite: Game Technologies Project (289.210)

##### **Advanced Video and Sound Practice**

**289.311** 15 credits

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

Prerequisite: Video & Sound Production (289.211)

##### **Advanced Web and Interactive Practice**

**289.312** 15 credits

(Not offered in 2018)

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

Prerequisite: Web & Interactive Production (289.212)

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#### Semester 2

##### **Major Project Production**

**289.306** 45 credits

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

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

# Other Core Courses /

All 15 credits

## First Year

### Introduction to Media Studies

154.101 Semester 1

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

### Transmedia Narrative & Storytelling

154.120 Semester 2

Explores different approaches to the elements, structures and techniques of storytelling. References a range of historical genres and media contexts.

## Second Year

### Portfolio and Dissemination

289.221 Semester 1

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

Prerequisite: Any three 100-level CMP core studio courses

## Third Year

### Critical Reflection and Response

289.307 Semester 2

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

Corequisite: Major Project Production (289.306)

## Electives: pages 32-44

All the CMP studio options are also available as electives, which means that you could do more than one CMP pathway in your degree. As a BCMP student, you can also take electives from art, design or music; see pages 32-44 for all the details. For courses from other parts of Massey, ask at Student Central or [www.massey.ac.nz](http://www.massey.ac.nz)



Photo: Mark Tantrum



# Bachelor of Commercial Music

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, create media and go on tour. Learn from people with decades of experience in performance, production and promotion.

## **Majors**

Music Industry

Music Practice

Music Technology

## **Wellington Campus**

## 100 Level / Introduction

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

Semester 1	Semester 2
Weeks 1–12	Weeks 1–12
<div>133 . 1 __</div> <div>Major</div> <div>Select one</div> <div><div>■ Music Industry</div><div>■ Music Practice</div><div>■ Music Technology</div></div> <div>12 weeks</div> <div>15 credits</div>	<div>Contemporary Musicology</div> <div>133.154</div> <div>12 weeks</div> <div>15 credits</div>
<div>133 . 1 __</div> <div>Major</div> <div>12 weeks</div> <div>15 credits</div>	<div>Web Development Social Media &amp; the Cloud</div> <div>133.155</div> <div>12 weeks</div> <div>15 credits</div>
<div>133 . 1 __</div> <div>Major</div> <div>12 weeks</div> <div>15 credits</div>	<div>The Recorded Work</div> <div>133.156</div> <div>12 weeks</div> <div>15 credits</div>
<div>Elective</div> <div>100 level</div> <div>12 weeks</div> <div>15 credits</div>	<div>The Gig</div> <div>133.158</div> <div>12 weeks</div> <div>15 credits</div>

## 200 Level / Development

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

Semester 1	Semester 2
Weeks 1–12	Weeks 1–12
<div>133 . 2 __</div> <div>Major</div> <div>12 weeks</div> <div>15 credits</div>	<div>133 . 2 __</div> <div>Major</div> <div>12 weeks</div> <div>15 credits</div>
<div>Music Video Production</div> <div>133.254</div> <div>12 weeks</div> <div>15 credits</div>	<div>Philosophical Perspectives in Music</div> <div>133.257</div> <div>12 weeks</div> <div>15 credits</div>
<div>Music Media</div> <div>133.256</div> <div>12 weeks</div> <div>15 credits</div>	<div>Music Touring</div> <div>133.258</div> <div>12 weeks</div> <div>15 credits</div>
<div>Elective</div> <div>100 or 200 level</div> <div>12 weeks</div> <div>15 credits</div>	<div>Elective</div> <div>100 or 200 level</div> <div>12 weeks</div> <div>15 credits</div>

**300 Level / Realisation**

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

Semester 1	Semester 2
Weeks 1–12	Weeks 1–12
<b>133 .3__</b> <b>Major</b>  12 weeks 15 credits	<b>Major Project Production</b> Industry 133.368 Practice 133.378 Technology 133.388
<b>133 .3__</b> <b>Major</b>  12 weeks 15 credits	12 weeks 15 credits
<b>Major Project Pre-Production</b> Industry 133.367 Practice 133.377 Technology 133.387  12 weeks 15 credits	<b>Graduate Portfolio Development</b> 133.356  12 weeks 15 credits
<b>Elective</b> 100, 200 or 300 level  12 weeks 15 credits	<b>Political Economy, Freeconomy and Community</b> 133.355  12 weeks 15 credits

**The degree structure in this book applies to Commercial Music students who start in 2018.**

If you started your degree in 2017 or 2016, some courses were in a different order. If you need advice, talk to your tutor or Student Central.





# Core Major Courses

## BCommMus / All 15 credits

### First Year

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You must do all the courses listed for your major.  
In 2018, all these courses will be in Semester 1.

### Music Industry

#### 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.

#### Live Music 1

133.167

Develop creative strategies for managing a live music show from the 'DIY' perspective. This course covers planning, budgeting, rudimentary accounting, contracts, risk assessment, promotion and evaluation, plus the basics of health and safety law, working hours and licensing.

#### Music Label Development

133.166

Explore how popular music is promoted and distributed from artist-run, independent and major label perspectives. Consider the historical evolution of music industry, and the opportunities provided by new models of digital innovation.

### Music Practice

#### Music Composition and Arrangement 1

133.176

Learn and practise various approaches to contemporary composition, and key compositional elements, structures and techniques. Explore a wide range of popular genres and histories to understand the relationship between musical and cultural form. Learn music theory and keyboard skills to help you develop song writing and arrangement skills.

Prerequisite: Audition Required

#### Music Instrument Practice 1

133.175

Develop your musical practice supported by working artist-tutors. Gain musicianship skills, creative and technical abilities through practice-based workshops and classes. Learning will be appropriate to a wide range of instruments and technologies representing a wide range of contemporary genres.

Prerequisite: Audition Required

#### Music Studio Production

133.177

Use DAWs (Digital Audio Workstations) to explore the properties of sound, studio equipment, signal paths, microphone placement, capturing musical performance, multi-track recording, mixing techniques including processing and effects and mastering. No previous recording experience required.

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### Music Technology

#### Live Technologies – Sound and Light

133.187

Gain a creative, technical and practical understanding of sound and lighting technologies in the production of live music. Learn how to design, plan, assess, rig and operate live music systems.

#### Music and Sound Engineering

133.185

Learn the key concepts, techniques, and principles of sound, sound recording and mixing. We cover analogue and digital signal processing, microphone workings and placement, monitoring, digital multi-track recording and editing, MIDI, dynamics, EQ and effects, stereo and 5.1 mixing techniques, sound to picture and mastering

#### Musical Interface and Interaction

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.



## Second Year

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You must do all the courses listed for your major.

### Music Industry

#### Live Music 2

**133.267 Semester 1**

Build on your skills from Live Music 1, focusing on complex live music events such as tours and festivals, and exploring large scale event planning and logistics.

#### Music Publishing

**133.268 Semester 2**

Gain an understanding of music rights management, publishing and copyright, and how this relates to the recording, ownership, and exploitation of music. Explore the tensions and challenges facing this side of the music industry in the current digital landscape.

### Music Practice

#### Music Instrument Practice 2

**133.275 Semester 1**

Gain a higher level of technical, artistic and analytical musical skills, through practice-based learning and critique in the continued development of your instrument, vocal or technology-generated discipline.

#### Music Composition and Arrangement 2

**133.276 Semester 2**

Develop advanced song writing techniques to gain a range of creative techniques for composing, arranging and recording linear and non-linear music. Compose and arrange original works using digital tools and technologies.

### Music Technology

#### Music Software Development 1

**133.285 Semester 1**

Turn your ideas into prototype music applications. Use software to develop a range of interactive and generative music applications. Learn to interface with a range of electronic input and output devices

#### Music Hardware and Electronics 1

**133.286 Semester 2**

Build music hardware. Learn analogue and digital electronics specific to audio. Use basic design principles and components to produce practical sound and music projects.



Photo: Mark Tantrum

# Core Major Courses

## BCommMus / 15 credits unless noted

### Third Year

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You must do all the courses listed for your major.

#### Music Industry

##### Semester 1

###### Future Music

133.366

Investigate music future casting through a series of creative and predictive 'ideation' (ideas-generating) workshops. Discuss key texts and case studies, and develop your own proposal for the future of music.

###### The Music Manager

133.365

Explore the wider music industry from the perspective of the music manager, expanding from a local to an international focus.

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#### Music Practice

##### Semester 1

###### Music Composition and Arrangement 3

133.376

Develop a musical understanding beyond conventional and popular music forms. Study advanced theoretical concepts and techniques through a diverse range of graphic and natural scores. Heighten your musical awareness by actively listening and responding in improvisation groups supported by seminar discussions.

###### Music Instrument Practice 3

133.375

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

#### Music Technology

##### Semester 1

###### Music Software Development 2

133.385

Apply user centred and interface development processes in the production of prototype music applications. Learn technologies and platforms for publishing and distributing software applications.

###### Music Hardware and Electronics 2

133.386

Extend your skills with analogue and digital electronics for audio. Participate in electronic and product development workshops to transform your creative ideas into prototype works.

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#### All Majors

##### Semester 1

###### Major Project Pre-production

133.367 Music Industry, 133.377 Music Practice, 133.387 Music Technology

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.

##### Semester 2

###### Major Project 30 credits

133.368 Music Industry, 133.378 Music Practice, 133.388 Music Technology

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

# Shared Core Courses

BCommMus / All 15 credits

## First Year

In 2018, all these first year courses will run in 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.

### The Gig 133.158

Collaborate with students across all three majors to put on a gig. Explore the roles and responsibilities associated with live music, and gain first-hand skills and experience in staging an event.

### The Recorded Work 133.156

Make a recording and aggregate it across digital platforms. Explore contemporary music consumption, distribution and sales models.

### Web Development, Social Media & the Cloud 133.155

Gain the creative and technical skills needed to effectively profile and promote music online. We cover web platforms, user centred design concepts, authoring tools, net personas and social identities, along with discussions around etiquette, copyright, civil rights and privacy.

## Electives: pages 32-44

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

For 2018, there's a new music practice elective, Electronic Music (133.277): see page 36 for details.

You can use your elective slots to minor in a second branch of Commercial Music. Required courses for each minor are shown on page 45.

For courses from other parts of Massey, ask at Student Central or [www.massey.ac.nz](http://www.massey.ac.nz)

## Second Year

### Semester 1

#### Music Media 133.256

Examine a range of media platforms used by the music industry and the influential role that media, image and identity play in the success or failure of launching and sustaining music careers.

#### Music Video Production 133.254

(Not offered in 2018)

Get hands-on with industry-standard digital video production tools and environments for pre-production (eg storyboarding, animatics), production (eg camera, lighting, sound) and post-production (eg editing). Make a music video, and learn basic music video analysis and theory.

### Semester 2

#### Music Touring 133.258

Learn about touring models including multiple venue bookings, support acts, technical and road logistics, wellbeing and communication, planning, management, promotion and merchandising. Bring this all together to produce a short tour.

#### Philosophical Perspectives in Music 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.

## Third Year

Both these third year courses will run in Semester 2

#### Political Economy, Freeconomy & Community 133.355

Investigate music as a cultural form in relation to society, economy and technology. Further develop your ability to reflect critically and to analyse the context in which you work.

#### 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.

# Electives

## Key

This book lists electives in alphabetical order for each level. The first three digits of the course code tell you the subject area of the course:

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

**Prerequisite** You must have passed these courses. In exceptional circumstances, the Head of School can grant 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 held between October and December each year. We post the precise dates online when they are finalised: go to [www.massey.ac.nz/course](http://www.massey.ac.nz/course) and search for the course.

## Wellington Campus

# Electives / All 15 credits

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

## 100 Level / Electives

### 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.

### 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.

### Contemporary Drawing

213.154 Semester 1, Semester 2

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.

### 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 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 own research.

### Digital Fabrication

197.122 Semester 1, Semester 2

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

### 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.

### Fashion Construction

212.101 Semester 1, Semester 2, SS 2017, SS 2018

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

### Fashion Pattern Making

212.100 Semester 1, Semester 2, SS 2017, SS 2018

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

### Introduction to Audio Production & Sound Design

289.107 Semester 2

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

### Introduction to Computer Animation

289.103 Semester 1

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

### Introduction to Digital Video Production

289.105 Semester 1

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

### Intro to Film & Video on Location

289.112 Semester 2

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

### **Introduction to Game Technologies & Mechanics**

**289.106** Semester 1

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

### **Intro to 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 Prototyping for Interactive Projects**

**289.113** Semester 2

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

### **Intro to Programming for Interactive Projects**

**289.114** Semester 2

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

### **Intro to Time-based Editing**

**289.110** Semester 1

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

### **Introduction to VFX & Motion Graphics**

**289.104** Semester 2

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

### **Introduction to Web & Mobile Media**

**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.

### **Live Music 1**

**133.167** Semester 1

Develop creative strategies for managing a live music show from the 'DIY' perspective. This course covers planning, budgeting, rudimentary accounting, contracts, risk assessment, promotion and evaluation plus the basics of health and safety law, working hours and licensing.

### **Live Technologies – Sound & Light**

**133.187** Semester 1

Gain a creative, technical and practical understanding of sound and lighting technologies in the production of live music. Learn how to design, plan, assess, rig and operate live music systems.

### **Māori Art and Design Studio I – Toi Atea**

**237.117** Semester 1, Semester 2

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

### **Musical Interface & Interaction**

**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.

### **Music Composition & Arrangement 1**

**133.176** Semester 1

Learn and practice various approaches to contemporary composition, and key compositional elements, structures and techniques. Explore a wide range of popular genres and histories to understand the relationship between musical and cultural form. Learn music theory and keyboard skills to help you develop song writing and arrangement skills.

**Prerequisite:** Audition required

### **Music Instrument Practice 1**

**133.175** Semester 1

Develop your musical practice supported by working artist-tutors. Gain musicianship skills, creative and technical abilities through practice-based workshops and classes. Learning will be appropriate to a wide range of instruments and technologies representing a wide range of contemporary genres.

**Prerequisite:** Audition required

### **Music Label Development**

**133.166** Semester 1

Explore how popular music is promoted and distributed from artist-run, independent and major label perspectives. Consider the historical evolution of music industry, and the opportunities provided by new models and digital innovation.

### **Music Studio Production**

**133.177** Semester 1

Use DAWs (Digital Audio Workstations) to explore the properties of sound, studio equipment, signal paths, microphone placement, capturing musical performance, multi-track recording, mixing techniques including processing and effects and mastering. No previous recording experience required.

### **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.

### **Photography as an Agent of Change**

**221.100** Semester 1, Semester 2

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

### **Printmaking**

**222.104** Semester 1, Semester 2, SS 2017, SS 2018

Gain competence in specific printmaking techniques, skills and processes.

### **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.

### **Visual Identity Systems**

**197.123** Semester 1, Semester 2

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

### **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.

### **Web Development, Social Media and the Cloud**

**133.155** Semester 2

This is an entry level course for musicians. Gain the creative and technical skills needed to effectively profile and promote music online. We cover web platforms, user-centred design concepts, authoring tools, net personas and social identities, along with discussions around etiquette, copyright, civil rights and privacy.

## **200 Level / Electives**

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**Second year students can also take 100 level electives.**

### **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 CoCA or Introduction to Marketing (115.116) and any other 60 credits

### **Character Design**

**222.232** Semester 1

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

**Prerequisite:** 75 credits at 100 level from CoCA

### **Computer Animation Production**

**289.208** Semester 2

Further your application of industry-standard digital tools for 2D and 3D computer animation. Learn more about character, movement and rendering processes. **Prerequisite:** Introduction to Computer Animation (289.103)

**Contemporary Art Project F: He Wa Rerehiko,  
with Rachael Rakena**

213.261 Semester 1

The widely shared Polynesian concept of time and space, wa, va, vaha'a, describes relational time/space, implying constant moving and adjusting. We will critique cultural notions of space and time that inform our own movement through social, cultural, geographical, physical, and digital space/time using video.

Prerequisite: 75 credits at 100 level from CoCA

**Contemporary Art Project G: Seduction of the Senses:  
Body in Art, with Richard Reddaway**

213.262 Semester 1

Generate artwork exploring the body as subject/object. No particular media will be advocated; rather a range of possibilities will be discussed, from representational forms (such as life-drawing) to the use of the body in time-based media (such as performance and video). This will form the basis on which to develop your own interest in a subject that has been with us all the way: the human body.

Prerequisite: 75 credits at 100 level from CoCA

**Contemporary Art Project H: Everyday Painting:  
connecting site and studio, with Simon Morris**

213.263 Semester 2

This is a painting project that asks questions about how you can discover and explore ideas through observation and experimentation in site and studio. Given you have an interest in painting, this project focuses on individual methods of working as much as the production of a body of painting. You will focus on materiality, form, process and concepts evident within a selected site and produce a series of drawings in site, and a series of studio-based paintings.

Prerequisite: 75 credits at 100 level from CoCA

**Contemporary Art Project I: Zines, with Bryce Galloway**

213.264 Semester 2

Investigate the culture and history of zines then develop your own. Zines are self-published analogue magazines of a limited print-run, unique in content (unlike magazines), tactile and intimate (unlike blogs).

Prerequisite: 75 credits at 100 level from CoCA

**Contemporary Design Project A: Digital Fabrication  
for Fashion and Textiles**

197.228 SS 2018

Learn to design with digital fabrication techniques for fashion and textiles. Be introduced to a range of technologies and applications used for the design, construction and reverse

engineering of garments. Look at the application and integration of pattern and texture to your wearable outcomes.  
Prerequisite: Permission Course Coordinator

**Creative Ecologies I**

197.270 Semester 1

Focus on issues raised by human influence on ecology, culture and economy. Explore the history and contexts of sustainability, and creative responses to future scenarios. Prerequisite: Art Lab (213.157) or Art Place (213.158) or Dress (212.157) or Lens (221.157) or Material (223.157) or Object (198.157) or Screen (222.157) or Space (224.157) or Type (222.158), plus 60 more credits at 100 level

**Cross-Media Production**

289.204 15 credits

Explore the relative strengths and limitations of creative media types through a cross-media project. Explore how to convey your story and story-world in the most effective way through applied cross-media practices.

Prerequisite: Two CMP core studio introduction courses 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

**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

**Drawing The Body II**

213.255 Semester 1, Semester 2

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)

**Electronic Music**

133.277 Semester 1

Learn the techniques used in the production and performance of electronic music, including synthesis, as well as the relevant software and analogue and



digital hardware. You can develop both commercial and experimental music in this course.

**Prerequisite:** Music Composition & Arrangement 1 (133.176) or Music Studio Production (133.177)

### **Fashion Communication (Fashion Special Topic A)**

**212.228** 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

### **Fashion Textiles**

**223.211** Semester 1, Semester 2

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

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

### **Furniture Design**

**198.213** Semester 2

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

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

### **Game Technologies Project**

**289.210** Semester 2

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

**Prerequisite:** Introduction to Game Technologies & Mechanics (289.106)

### **Garment Pattern Drafting & Grading**

**212.200** Semester 1, Semester 2

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 CoCA

### **Interaction and Interface I**

**197.238** Semester 2

Explore the interface between technology and people across hand-held, web-located, environmental and spatial contexts.

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

### **Intermedia**

**289.205** Semester 2

Work with your fellow students to explore experimental and hybrid media arts practices. Focus on the histories of avant-garde and experimental electronic arts, working across disciplines and forms of artistic expression that integrate media technology.

### **Letterpress**

**222.208** Semester 1, Semester 2

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

**Prerequisite:** 75 credits at 100 level

### **Live Music 2**

**133.267** Semester 1

Build on your skills from Live Music 1, focusing on complex live music events such as tours and festivals, and exploring large scale event planning and logistics.

**Prerequisite:** Live Music 1 (133.167)

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

**237.217** Semester 1

Develop individual works that arise from the exploration of Māori concepts, art forms, imagery and values that express identity from a Māori point of view.

**Prerequisite:** Māori Art and Design Studio I – Toi Atea (237.117)

### **Māori Art and Design Studio IIB – Toi Atea**

**237.218** Semester 2

Further develop 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:** Māori Art and Design Studio I – Toi Atea (237.117)

## **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

## **Modelling and Prototyping**

**198.221** Semester 1

Learn how to explore and represent three-dimensional form and function through modelling and prototyping techniques.

Prerequisite: 75 credits at 100 level

## **Music Composition and Arrangement 2**

**133.276** Semester 2

Develop advanced song writing techniques to gain a range of creative techniques for composing, arranging and recording linear and non-linear music. Compose and arrange original works using digital tools and technologies.

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

## **Music Hardware and Electronics 1**

**133.286** Semester 2

Build music hardware. Learn analogue and digital electronics specific to audio. Use basic design principles and components to produce practical sound and music projects.

Prerequisite: any 45 credits at 100 level

## **Music Instrument Practice 2**

**133.275** Semester 2

Gain a higher level of technical, artistic and analytical musical skills through practice-based learning and critique in the continued development of your instrument, vocal or technology-generated discipline.

Prerequisite: Music Instrument Practice 1 (133.175) or Audition

## **Music Media**

**133.256** Semester 1

Examine a range of media platforms used by the music industry and the influential role that media, image and identity play in the success or failure of launching and sustaining music careers.

Prerequisite: Permission Course Coordinator

## **Music Publishing**

**133.268** Semester 2

Gain an understanding of music rights management, publishing and copyright, and how this relates to the recording, ownership and exploitation of music.

Explore the tensions and challenges facing this side of the music industry in the current digital landscape

Prerequisite: Permission Course Coordinator

## **Music Software Development 1**

**133.285** Semester 1

Turn your ideas into prototype music applications. Use software to develop a range of interactive and generative music applications. Learn to interface with a range of electronic input and output devices.

Prerequisite: any 45 credits at 100 level

## **Philosophical Perspectives in Music**

**133.257** Semester 1

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

## **Photography and the Darkroom**

**221.222** Semester 1, Semester 2, SS 2017

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

## **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 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

## **Rapid Ideation**

**197.211** Semester 2

Learn techniques and methods for fast, original idea generation and development, in response to design challenges.

Prerequisite: 75 credits at 100 level

## **Story & Narration**

**222.225** Semester 2

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

Prerequisite: 75 credits at 100 level from CoCA

## **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 CoCA

## **VFX Production**

**289.209** Semester 2

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

Prerequisite: Introduction to VFX (289.104)

## **Video and Sound Production**

**289.211** Semester 2

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

Prerequisite: Introduction to Digital Video Production (289.105)

## **Visualising Space (Art & Design Special Topic II)**

**197.291** SS 2018

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

Prerequisite: Permission Course Coordinator

## **Web & Interactive Production**

**289.212** Semester 2

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

Prerequisite: Intro to Programming for Interactive Projects (289.114)

## **Working with Scripted Material**

**289.220** Semester 1

Read, interpret, and work with scripted content, in the context of creating material for film, television, animation, game, augmented reality, or other emerging media.

## **300 Level / Electives**

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

### **Applied Marketing and Design Strategies for Social Change**

**222.391** SS 2017

Apply design thinking and social marketing to big world problems (eg diabetes). This course puts you in teams with students from Massey Business School. Together, you will create new ideas, attitudes and practices across social and cultural boundaries. You will produce a social marketing plan and creative solutions using a range of media.

Prerequisite: Permission Course Coordinator

### **Advanced Computer Animation Practice**

**289.308** Semester 1

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

Prerequisite: Computer Animation Production (289.208)

### **Advanced VFX Practice**

**289.309** Semester 1

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

Prerequisite: VFX Production (289.209)

### **Advanced Game Practice**

**289.310** Semester 1

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

Prerequisite: Game Technologies Project (289.210)

### **Advanced Video and Sound Practice**

**289.311** Semester 1

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

Prerequisite: Video & Sound Production (289.211)

### **Art Direction**

**222.312** Semester 1

Explore art direction practices to make your concepts come alive. This course focuses on experimental typography and visual narratives. We will encourage you to identify and experiment with the emotions that written and visual language evoke, and to find your visual 'voice'.

Prerequisite: VCD core at 200 level (222.258)

### **Concept Design for Imaginary Worlds**

**222.333** Semester 1

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

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

### **Contemporary Design Project B: Constructing Masculinities through Fashion**

**197.331** Semester 1

Drawing on fashion scholarship, students will explore the varying constructions of masculinity within the field of contemporary menswear, and apply this learning to the production of a contemporary fashion outcome.

Appropriate prior study: Fashion Pattern Making (212.100) or 200-level fashion design core (212.258)

Prerequisite: Permission Course Coordinator

### **Contemporary Design Project C: Advanced Darkroom & Alternative Processes, with Wayne Barrar**

**197.332** Semester 2

We will engage with the histories of photography by applying analogue processes in studio. Workshops will include cyanotype, salt prints, platinum printing, albumen, as well as the construction of digital negatives. We will also visit photographic archives, including at Turnbull Library and Te Papa, to study original materials. All of which will help you create an experimental final project using methods of your choice.

Prerequisite: Permission Course Coordinator

### **Contemporary Shoe Making (Fashion Design Special Topic B)**

**212.328** SS 2018

As a designer in our interdisciplinary world, students will be given the opportunity to design and make a pair of shoes with an expert shoemaker. Through a process of design and development you will evolve a design, make and present your shoes.

Permission Paper Coordinator. Applications for this course will open in about April 2018. Fashion Construction (212.101) or equivalent is essential prior learning. We prefer that you also have Fashion Pattern Making (212.100) and a 200-level design core (\_\_\_\_.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)

### **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 Construction (212.101) and Fashion Pattern Making (212.100), or fashion core at 200 level (212.258)

### **Design for Mixed Realities (Spatial Design Special Topic A)**

**224.302** Semester 2

Conceptualise and prototype mixed reality spatial interfaces. Imagine and explore the potential of experiences that blend physical and virtual realities using immersive technologies.

Prerequisite: Permission Course Coordinator

### **Digital Applications for Fashion Production**

**212.321** Semester 2

Apply an understanding of computer apparel pattern methods specifically oriented to industry design and grading sizes for mass manufacture.

Prerequisite: Garment Pattern Drafting & Grading (212.200) and design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

### **Drape for Design**

**212.304** Semester 1

Explore innovative design pattern processes through application and manipulation of fabric directly on the three dimensional form. Increase your understanding of fabric behaviour, fit and relationship of the garment to the body. **Prerequisite:** Fashion Pattern Making (212.100) or fashion core at 200 level (212.258)

### **Drawing The Body III**

**213.355** Semester 1

Develop an individual drawing project using the body as subject. Use a degree of innovation and experimentation in both the practice of drawing and applied understanding of the representation of the human body. **Prerequisite:** Drawing The Body II (213.255)

### **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)

### **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 CoCA, plus Permission Course Coordinator

### **Industrial Design Visualisation**

**198.362** Semester 2

Learn advanced rendering and visualisation for industrial design, focusing on developing rendering, concept development and presentation skills across a wide range of digital and traditional media. **Prerequisite:** Design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258)

### **Internship**

**197.383** Double Semester, Semester 2

Experience working within the creative community alongside practitioners in an organisation or approved field. **Prerequisite:** Design major studio at 200 level (198.258 or 212.258 or 221.258 or 222.258 or 223.258 or 224.258)

### **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)

### **Open Design & Digital Fabrication**

**198.320** SS 2017, SS 2018

Develop skills in making and digital fabrication in a creative project that explores the philosophies and methods of open design. **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)

### **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)

## **Political Economy, Freeconomy & Community**

**133.355** Semester 2

Investigate music as a cultural form in relation to society, economy and technology. Further develop your ability to reflect critically and to analyse the context in which you work.

## **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)

## **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)

## **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)

## **Textile Interactions**

**223.312** Semester 2, SS 2017

Explore the design, development and construction of textiles for installation, exhibition or performance.

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)

## **400 Level / Electives**

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**Fourth year non-Honours students can also take 100, 200 and 300 level electives**

### **Applied Digital Interfaces (VCD Special Topic F)**

**222.496** Semester 1

Explore the applied use of augmented technologies, virtual reality and haptic interfaces to enhance a user experience. Research the opportunities offered by these contemporary technologies and apply them to a range of communication objectives.

Prerequisite: Permission Course Coordinator. Approved Prior Study: a VCD core studio at 300 level (222.357 or 222.358)

### **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 (212.328), or Fashion Construction (212.101) and Fashion Pattern Making (212.100)

### **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

### **Contemporary Design Project D: Creative Works for Festivals and Events, with Ant Nevin**

**197.440** Semester 1, SS 2017, SS 2018

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

Prerequisite: Permission Course Coordinator

### **Contemporary Design Project E: Toy Design and Construction**

**197.441** SS 2017

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

Prerequisite: Permission Course Coordinator

### **Contemporary Design Project F: Play, Research and Design, with Tanya Marriott**

**197.442** 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: Permission Course Coordinator

### **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)

### **Creative Ecologies III**

**197.470** Semester 1

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

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

### **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, so that you can produce a high calibre award or competition entry.

Modules on offer in Semester 1 2018 are:

#### **International Society of Typographic Designers:**

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

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

Contact: Annette O'Sullivan or Fay McAlpine.

### **Fashion Competitions, Awards and Exhibition:**

Enter WOW, AoFC, Miromoda, or other approved opportunities. For fashion and textile design students. Appropriate Prior Study: Fashion or Textiles 300-level core (212.358 or 223.358). Students from other design disciplines can apply and will be considered on a case by case basis. Contact: Sue Prescott.

### **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)

### **Embroidered Textiles**

**223.411** Semester 1

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

Prerequisite: Fashion Textiles (223.211) or Permission Course Coordinator

### **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)

### **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

### **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)

### **Industrial Design Digital Representation**

**198.463** Semester 1

Explore digital design processes and their integration into design research.

Prerequisite: Permission Course Coordinator

### **Innovations in Illustration (VCD Special Topic G)**

**222.497** 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)

### **Interpretative Typography (VCD Special Topic E)**

This course is now offered as the International Society of Typographic Designers module in Design Awards and Competitions (197.434).

### **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) plus either Photography as an Agent of Change (221.100) or Lens (221.157)

### **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

### **Social Interventions through Design:**

#### **Urban Camouflage**

**197.471** SS 2017, SS 2018

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 (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358)

### **Spatial Practices (Spatial Design Special Topic C)**

**224.490** SS 2018

Work with a spatial design professional to engage in a real-world project or scenario. This course will give you valuable professional practice experience and extend your spatial design expertise.

Prerequisite: 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)

### **Sustainable Colouration**

**223.412** February 2018

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

# Minors

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

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

## The College of Creative Arts offers the following minors:

Music Industry	Live Music 1 133.167	+	Live Music 2 133.267	+	Music Publishing 133.268	+	
	either		The Music Manager 133.365	or	Future Music 133.366		
Music Practice	Music Composition & Arrangement 1 133.176	+	Music Composition & Arrangement 2 133.276	+	Electronic Music 133.277	+	Music Composition & Arrangement 3 133.376
Music Technology	Musical Interface & Interaction 133.186	+	Music Software Development 1 133.285	+	Music Hardware and Electronics 1 133.286	+	
	either		Music Software Development 2 133.385	or	Music Hardware and Electronics 2 133.386		

*Note: if you started one of these minors before 2018, your courses may be different. Student Central can advise you.*

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

Expressive Arts	Marketing	Marketing Communication	Media Studies
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Erena Arapere, 'Pataka'  
Māori Visual Arts alumni

# Bachelor of Māori Visual Arts

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**

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

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

Third Year / Mana Whenua

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

Semester 1	Semester 2
Weeks 1–12	Weeks 1–12
<div>Mata Ara Studio IIIA 150.307</div> <div>12 weeks 30 credits</div> <div>Te Reo Kōrerorero or other approved course 300.210</div> <div>12 weeks 15 credits</div> <div>Te Kawenata o Waitangi 150.201</div> <div>12 weeks 15 credits</div>	<div>Mata Ara Studio IIIB 150.308</div> <div>12 weeks 60 credits</div>

Fourth Year / Mana Tangata

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

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

# Core Studio Courses

BMVA

## First Year

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### **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.

## Second Year

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### **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)

## Third Year

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### **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)

## Fourth Year

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### **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

## Core Language Courses

### **Te Reo Whakahoahoa: Socialising in Māori**

**300.110** 15 credits, 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** 15 credits, 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** 15 credits, 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** 15 credits

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** 15 credits

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** 15 credits

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*



Pāua to the people (2015), Terri Te Tau.

# Electives

BMVA / All 15 credits

## List A

You must take one course from List A.

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### 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 2

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

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

## List B

You must take one course from List B.

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### Visual Ethnography

146.206 Semester 2. 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

### The New Zealand Land Wars

148.204 Not offered in 2018.

Study the New Zealand Land Wars, focusing on the causes, campaigns and consequences.

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)

### He Huarahi Rangahau: Māori & Research

150.216 Semester 2. By distance only.

Be introduced to Māori-focused research. Explore methodological, ethical and philosophical issues through case studies and examine the interface between mātauranga Māori and scientific method.

Prerequisite: Three courses at 100 level including one course from Māori Studies

### Television Studies

154.201 Semester 2

Examine the nature, role and meaning of television within contemporary culture. Explore this through detailed analysis of various television genres such as news, drama, documentary and comedy.

Prerequisite: any 100 level BA course

### The Art of the Film

154.222 Not offered in 2018.

Be introduced to film aesthetics, examining the meanings and effects produced through the use of form and style. Analyse films from popular cinema, art cinema, documentary, animation and the avant-garde.

Prerequisite: any 100 level BA course

### Mana Wāhine: Māori Women

150.303 Semester 2. 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



Photo: Mark Tantrum

**2018**

College of Creative Arts  
Toi Rauwhāangi



**MASSEY**  
**UNIVERSITY**  
TE KUNENGA KI PŪREHUROA

UNIVERSITY OF NEW ZEALAND

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# Design & Fine Arts

## How your honours degree works

### Year 1

*At the start of your degree everyone enrolls in honours*

By the end of the year, confirm your choice of design major or fine arts

### Year 2

For honours you must pass Creative Cultures and Contexts I (237.230) or Creative Cultures and Contexts II (237.231)

### Year 3

**Design**  
B- average

To do honours in design you must get at least a B- grade average across:

- Design Studio IIIB for your major (\_\_\_358)
- Creative Cultures and Ideas (237.330)

**Fine Arts**  
Pass all core

To do honours in fine arts you must pass these courses:

- Art Studio IIIA (213.341)
- Art Studio IIIB (213.342)
- Introduction to Fine Arts Research Methods & Practices (213.357)
- Creative Cultures and Ideas (237.330)
- Creative Enterprise (197.388) or Creative Cultures and Display (237.331)

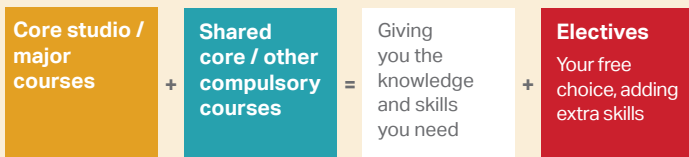
### Year 4

Honours has a strong research focus

# All Creative Arts students

**Make sure you enrol in all required courses and electives**

The colour system shows the different types of courses:



## Design and Fine Arts first years

### Step 1

**Choose a studio course towards your design major or fine arts degree and place into one of the four yellow blocks.**

Choose from the following courses

Art Lab

Art Place

Dress

Lens

Material

Object

Screen

Space

Type

### Semester 1 blocks

B1

+



+



B2

### Semester 2 blocks

B3

+



+



B4

### Step 2

Then place three other courses into the remaining three yellow blocks.