



TE KUNENGA | MASSEY
KI PŪREHUROA | UNIVERSITY
UNIVERSITY OF NEW ZEALAND

Creative Arts

College of Creative Arts,
Toi Rauwhārangī course guide

2024



Toi | Mōhio | Mātauranga
Mana | Whanaungatanga

How to build your creative arts degree

Semester 1:

$$15 + 15 + 15 + 15 = 60$$

Semester 2:

$$15 + 15 + 15 + 15 = 60$$

120
credits

One year total

Three year degree:

Commercial Music

$$120 \text{ year one} + 120 \text{ year two} + 120 \text{ year three}$$

360
credits

Three years total

Four year degree:

(Hons/non-Hons)

Design, Fine Arts,
Screen Arts,
Māori Visual Arts

$$120 \text{ year one} + 120 \text{ year two} + 120 \text{ year three} + 120 \text{ year four}$$

480
credits

Four years total

Screen Arts
can exit
study after
3 years

Hours required:

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

60 credits

Full-time per semester

⌚ 40 hours per week

15 credit

Standard course

⌚ 10 hours per week for one semester

15 credit

Six week block course

⌚ 20 hours per week for six weeks

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

15 credit

Double Semester course

⌚ 5 hours per week for two semesters

Nau mai Haere mai

Welcome to the College of Creative Arts

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Interested in more of an integrated approach?

Integrated Design is a major that gives you a multi-disciplinary approach to combine and explore various subject areas across a selection of design programmes, including visual communication design, fashion, textiles, photography, concept, spatial and industrial design. Integrated design allows you to carve your own creative path and learn to solve all kinds of design problems. Become a highly sought-after designer with a unique approach and the ability to work across many design disciplines.

For more information ask at Student Central on campus.

Visit online:
creative.massey.ac.nz/study/design/#integrated

Email us:
schoolofdesign@massey.ac.nz

Bachelor of Design with Honours

Te Tohu Paetahi mō Te Hoahoa

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

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

Design core studio, first year:

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

Wellington Campus

Overview

BDes (Hons) / BDes

1

First Year

Introduction

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

Semester 1
Weeks 1–12

Semester 2
Weeks 1–12

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

2

Second Year

Development

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

Semester 1
Weeks 1–12

Semester 2
Weeks 1–12

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

 **Core major courses**

 **Shared core courses**

 **Elective courses**

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

3 Third Year Expansion

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

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
Design Studio IIIA ____357 Major Selected at 200 level 12 weeks 30 credits	Design Studio IIIB ____358 Major Selected at 200 level 12 weeks 30 credits
Creative Cultures & Ideas 237.330 12 weeks 15 credits	Creative Cultures & Display 237.331 or Creative Communities 197.388 12 weeks 15 credits
Elective 100*, 200 or 300 level 12 weeks 15 credits	Elective 100*, 200 or 300 level 12 weeks 15 credits

4 Fourth Year (Hons) Innovation

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

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
Research & Development ____453 Major Selected at 200 level 12 weeks 30 credits	Research Project ____454 Major Selected at 200 level 12 weeks 45 credits
Elective 400 level 12 weeks 15 credits	Creative Leadership 197.465 or Exhibition 213.465 or Creative Exposition 237.465 12 weeks 15 credits
Elective 400 level 12 weeks 15 credits	Elective 100*, 200 or 300 level 12 weeks 15 credits

Fourth Year Innovation

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

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
Elective 100*, 200, 300 or 400 level 12 weeks 15 credits	Studio Project ____455 Major Selected at 200 level 12 weeks 45 credits
Elective 100*, 200, 300 or 400 level 12 weeks 15 credits	Elective 100*, 200, 300 or 400 level 12 weeks 15 credits
Elective 100*, 200, 300 or 400 level 12 weeks 15 credits	Elective 100*, 200, 300 or 400 level 12 weeks 15 credits
Elective 100*, 200, 300 or 400 level 12 weeks 15 credits	Creative Leadership 197.465 or Exhibition 213.465 or Creative Exposition 237.465 12 weeks 15 credits
Elective 100*, 200, 300 or 400 level 12 weeks 15 credits	Elective 100*, 200, 300 or 400 level 12 weeks 15 credits

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

Core Studio Courses

BDes (Hons) / BDes

1

First Year

15 credits each

Studio I

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

You must do four courses from the list below, including one for your major. Courses run in six week blocks.

Art Lab 213.157 Material 223.157

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

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

Art Place 213.158

Fine Arts Major S1B2
Producing art works S2B1
in relation to site and context.

Object 198.157

Industrial Major S1B1
Designing and S2B1
making objects for human use and experience.

Dress 212.157

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

Screen 222.157

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

Imagine 296.157

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

Space 224.157

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

Lens 221.157

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

Type 222.158

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

2

Second Year

30 credits each

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

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

Semester 1

Design Studio IIA __.257

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

Course code for your major:

Concept 296.257

Fashion 212.257

Industrial 198.257

Photography 221.257

Spatial 224.257

Textiles 223.257

VCD 222.257

Semester 2

Design Studio IIB __.258

Continue to explore issues relevant to creative practice, such as tangible and intangible qualities, emotion and affect, value, exchange and what it takes to make innovative contributions to the wider community.

Prerequisite: for each major, you must pass the previous semester's core studio course in order to advance to the next one

Concept 296.258

Fashion 212.258

Industrial 198.258

Photography 221.258

Spatial 224.258

Textiles 223.258

VCD 222.258

3

Third Year

30 credits each

Semester 1

Design Studio IIIA __.357

Work individually or collaboratively on projects, while establishing your own unique creative voice and critical approach to practice. Consolidate and expand major-specific concepts, techniques, skills and processes in the production of creative work, with opportunities for varied contextual applications.

Prerequisite: for each major, you must pass the previous semester's core studio course in order to advance to the next one

Concept 296.357

Fashion 212.357

Industrial 198.357

Photography 221.357

Spatial 224.357

Textiles 223.357

VCD 222.357

Semester 2

Design Studio IIIB __.358

Work individually or collaboratively on projects, with opportunities to apply your specialist skills to a range of contexts. In addition, develop and apply transferable skills relevant to professional environments. Advance major-specific concepts, techniques, skills and processes in the production of creative work.

Prerequisite: for each major, you must pass the previous semester's core studio course in order to advance to the next one

Concept 296.358

Fashion 212.358

Industrial 198.358

Photography 221.358

Spatial 224.358

Textiles 223.358

VCD 222.358

4

Fourth Year (Hons)

Mixed credits

Semester 1 / Honours

To get into honours, you must have:

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

Research and Development __.453

30 credits

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

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

Semester 2 / Honours

Research Project __.454

45 credits

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

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

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

Fourth Year

Mixed credits

Semester 1 / BDes

Take four electives of your choice

15 credits each

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

Semester 2 / BDes

Studio Project __.455

45 credits

Develop and realise an advanced project in your chosen major.

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

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



Aditi Tiwari, Fashion Design

Shared Core Courses

BDes (Hons) / BDes

1 First Year

15 credits each

Makers in Context

Communication for Makers

237.130 Semester 1

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

Conversations in Creative Cultures

237.131 Semester 2

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

2 Second Year

15 credits each

Makers in Context

You must pass one of these to remain eligible for honours

Creative Cultures and Contexts I

237.230 Semester 1

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

Prerequisite: 75 credits at 100 level

Creative Cultures and Contexts II

237.231 Semester 2

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

Prerequisite: 75 credits at 100 level

Creative Citizenship

Creative Collaboration

197.288 Semester 2

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

Prerequisite: 75 credits at 100 level



Abby Brown, Textile Design

3

Third Year

15 credits each

Makers in Context

Creative Cultures and Ideas

This course is required for honours

237.330 Semester 1

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

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

Creative Cultures and Display

237.331 Semester 2

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

Prerequisite: 75 credits at 200 level

Creative Citizenship

Creative Communities

197.388 Semester 2

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

Prerequisite: 75 credits at 200 level

4

Fourth Year

15 credits each

External Focus

Creative Leadership

197.465 Semester 2

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

Prerequisite: Design or fine art core studio at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358 or 296.358)

Exhibition

213.465 Semester 2

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

Corequisite: Design or fine art core studio at 400 level (____.453 and _____.454, or _____.455, or 213.442)

Creative Exposition

237.465 Semester 2

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

Prerequisite: Creative Cultures and Ideas (237.330), plus design or fine art core studio at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358 or 296.358)



Electives

Pages 49–62

As a Design student, you can take electives from anywhere in the College of Creative Arts provided you have the prerequisites. To help you choose between all the different options, we have identified some sets of electives that fit together well. See VCD pathways on the next page or check out our full list of electives on page 49–62.

How to navigate your pathway

Visual Communication Design Majors

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

Graphic Design

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

100 Level

Core should include:

Screen	222.157
Type	222.158

Electives might include:

Service and Experience Design	197.379
Sequential Art	222.326
Editorial Design	222.347
Narrative Information Design	222.348

Electives might include:

Visual Identity Systems	197.123
Printmaking	222.104
Coding for Creative Practice	197.191
Contemporary Drawing	213.154
Photography as an Agent of Change	221.100

400 Level

Core will include:

Research and Development	222.453
Research Project Or Studio Project	222.454
	222.455

200 Level

Core will include:

Design Studio IIA	222.257
Design Studio IIB	222.258

Electives might include:

Design Awards & Competitions (ISTD)	197.434
Experiential Information Design	222.408
Image and Identity	222.417
Illustration Studio Practice	222.425
Spatial Type	222.449
Illustration Art Now	222.424

300 Level

Core will include:

Design Studio IIIA	222.357
Design Studio IIIB	222.358

Select two modules from:

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



Sophie Hooper



Eliza Rodgers

Illustration Practice

Explore illustration as both art form, and as a medium for design communication. This entails developing industry-level illustration skills for print and online platforms including: text analysis, conceptual development, visual representation, drawing and rendering, traditional and digital media explorations, visual style and storytelling.

100 Level

Core should include:

Screen	222.157
Type	222.158

Electives might include:

Contemporary Drawing	213.154
Printmaking	222.104

200 Level

Core will include:

Design Studio IIA	222.257
Design Studio IIB	222.258

Electives might include:

Illustrated Characters	222.232
Narrative Illustration	222.225
Drawing in Practice	213.254

300 Level

Core will include:

Design Studio IIIA	222.357
Design Studio IIIB	222.358

Electives might include:

Sequential Art	222.326
Contemporary Wallcoverings	223.301

400 Level

Core will include:

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

Electives might include:

Illustration Studio Practice	222.425
Illustration Art Now	222.424

Typography

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

100 Level

Core should include:

Screen	222.157
Type	222.158

Electives might include:

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

200 Level

Core will include:

Design Studio IIA	222.257
Design Studio IIB	222.258

Electives might include:

Typographic Systems	222.248
Letterpress	222.208

300 Level

Core will include:

Design Studio IIIA	222.357
Design Studio IIIB	222.358

Electives might include:

Editorial Design	222.347
Narrative Information Design	222.348

400 Level

Core will include:

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

Electives might include:

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

Colour coding:



Recommended



Optional



Lilly Overton



Tina Zeng

Moving Image

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

100 Level

Core should include:

Screen	222.157
Type	222.158

Electives might include:

Coding for Creative Practice	197.191
Intro to Film Production	289.112

200 Level

Core will include:

Design Studio IIA	222.257
Design Studio IIB	222.258

Electives might include:

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

300 Level

Core will include:

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

Electives might include:

Sequential Art	222.326
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400 Level

Core will include:

Research and Development	222.453
Research Project Or Studio Project	222.454
	222.455

Electives might include:

Image and Identity	222.417
Experimental Information Design	222.408

Interaction Design

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

100 Level

Core should include:

Screen	222.157
Type	222.158

Electives might include:

Coding for Creative Practice	197.191
Intro to Media Technology	289.113
Immersive Media	289.116

200 Level

Core will include:

Design Studio IIA	222.257
Design Studio IIB	222.258

Electives might include:

Media Technology Production	289.213
Immersive Media Production	289.216

300 Level

Core will include:

Design Studio IIIA	222.357
Design Studio IIIB	222.358

Electives might include:

(Module: Guide: Web &/or Facilitate: Mobile Application)	222.357
Service and Experience Design	197.379

400 Level

Core will include:

Research and Development	222.453
Research Project Or Studio Project	222.454
	222.455

Electives might include:

Experiential Information Design	222.408
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Connor Ferguson



Brianna Cox

Branding

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

100 Level

Core should include:

Screen	222.157
Type	222.158

Electives might include:

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

200 Level

Core will include:

Design Studio IIA	222.257
Design Studio IIB	222.258

Electives might include:

Brand Communication	222.215
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300 Level

Core will include:

Design Studio IIIA	222.357
Design Studio IIIB	222.358

Electives might include:

Service and Experience Design	197.379
Editorial Design	222.347

400 Level

Core will include:

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

Electives might include:

Image and Identity Exhibition	222.408
	213.465

Information Design

Learn how to transform complex data and information into impactful messages. In a world that is increasingly built on information and facts, information design takes these elements and makes them accessible and entertaining. You'll become a storyteller of data, unlocking the skills to engage users and change minds.

100 Level

Core should include:

Screen	222.157
Type	222.158

Electives might include:

Visual Identity Systems	197.123
Visualisation for Media Production	289.102
Intro to Media Technology	289.113
Intro to Visual Effects	289.104

200 Level

Core will include:

Design Studio IIA	222.257
Design Studio IIB	222.258

Electives might include:

Brand Communication	222.215
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300 Level

Core will include:

Design Studio IIIA	222.357
Design Studio IIIB	222.358

Electives might include:

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

400 Level

Core will include:

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

Electives might include:

Image and Identity Exhibition	222.417
	213.465
Experiential Design	222.408

Colour coding:



Recommended



Optional



Bachelor of Fine Arts with Honours

Te Tohu Paetahi mō Te Toi Ataata

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

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

Fine arts core studio, first year:

Art Place
Art Lab

Wellington Campus

Overview

BFA (Hons) / BFA

1

First Year

Introduction

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

Semester 1 Weeks 1–12

Studio I S1B1 ____157/8 Select one Art Lab Dress Lens Object Screen Space	Studio I S1B2 ____157/8 Select one Art Place Imagine Lens Material Screen Type	Studio I S2B1 ____157/8 Select one Art Place Dress Lens Object Screen Space Type	Studio I S2B2 ____157/8 Select one Art Lab Dress Imagine Lens Material Screen Type
6 weeks 15 credits	6 weeks 15 credits	6 weeks 15 credits	6 weeks 15 credits
Communication for Makers 237.130		Conversations in Creative Cultures 237.131	
12 weeks 15 credits		12 weeks 15 credits	
Elective 100 level		Elective 100 level	
12 weeks 15 credits		12 weeks 15 credits	

2

Second Year

Development

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

Semester 1 Weeks 1–12

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

 Core major courses

 Shared core courses

 Elective courses

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

3

Third Year

Expansion

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

Semester 1 Weeks 1–12	Semester 2 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 Communities 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

4

Fourth Year (Hons)

Innovation

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

Semester 1 Weeks 1–12	Semester 2 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 Leadership 197.465 or Exhibition 213.465 or Creative Exposition 237.465
12 weeks 15 credits	12 weeks 15 credits

Fourth Year

Innovation

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

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

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

Core Studio Courses

BFA (Hons) / BFA

1

First Year

15 credits each

Studio I

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

You must do four courses from the list below, including one for your major. Courses run in six week blocks.

Art Lab 213.157

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

Art Place 213.158

Fine Arts Major S1B2
Producing art works S2B1 in relation to site and context.

Dress 212.157

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

Imagine 296.157

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

Lens 221.157

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

Material 223.157

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

Object 198.157

Industrial Major S1B1
Designing and S2B1 making objects for human use and experience.

Screen 222.157

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

Space 224.157

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

Type 222.158

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

2

Second Year

30 credits each

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

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

Semester 1

Art Studio IIA

213.241

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

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

Semester 2

Art Studio IIB

213.242

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

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

3

Third Year

30 credits each

Semester 1

Art Studio IIIA

213.341 30 credits

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

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

Semester 2

Art Studio IIIB

213.342 30 credits

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

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

Semester 2 / extra core course for Honours

Introduction to Fine Arts Research Methods and Practices

213.357 15 credits

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

Prerequisite: Creative Cultures and Ideas (237.330)

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

4

Fourth Year

Mixed credits

Semester 1 / Honours

Art Studio IVA Research

213.441 30 credits

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

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

Corequisite: Research Seminar (213.463)

Research Seminar

213.463 15 credits

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

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

Corequisite: Art Studio IVA Research (213.441)

Semester 1 / BFA

Art Studio IVA Practice

213.440 30 credits

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

Prerequisite: Art Studio IV (213.342)

Semester 2 / everyone

Art Studio IVB

213.442 45 credits

You further advance the exploration of content and context articulated in your independent project outline from semester 1, and produce a substantial and innovative body of contemporary art work.

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



Sorcha Ashworth, Fine Arts

Shared Core Courses

BFA (Hons) / BFA

1

First Year

15 credits each

Makers in Context

Communication for Makers

237.130 Semester 1

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

Conversations in Creative Cultures

237.131 Semester 2

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

2

Second Year

15 credits each

Makers in Context

You must pass one of these to remain eligible for honours

Creative Cultures and Contexts I

237.230 Semester 1

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

Prerequisite: 75 credits at 100 level

Creative Cultures and Contexts II

237.231 Semester 2

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

Prerequisite: 75 credits at 100 level

Creative Citizenship

Creative Collaboration

197.288 Semester 2

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

Prerequisite: 75 credits at 100 level



Ange Oliver, Fine Arts

3 Third Year

15 credits each

Makers in Context

Creative Cultures and Ideas

This course is required for honours

237.330 Semester 1

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

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

Creative Cultures and Display

237.331 Semester 2

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

Prerequisite: 75 credits at 200 level

Creative Citizenship

Creative Communities

197.388 Semester 2

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

Prerequisite: 75 credits at 200 level

4 Fourth Year

15 credits each

External Focus

Creative Leadership

197.465 Semester 2

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

Prerequisite: Design or fine art core studio at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358 or 296.358)

Exhibition

213.465 Semester 2

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

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

Creative Exposition

237.465 Semester 2

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

Prerequisite: Creative Cultures and Ideas (237.330), plus design or fine art core studio at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358 or 296.358)

Electives

Pages 49–62

As a Fine Arts student, you can take electives from anywhere in the College of Creative Arts provided you have the prerequisites; see pages 49–62 for all the details. For courses from other parts of Massey, ask at Student Central or visit massey.ac.nz/study/courses.



Interested in a shorter course of study?

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

Certificate in Visual Arts

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



Diploma in Visual Arts

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



Bachelor of Māori Visual Arts

Te Tohu Paetahi Toi Ataata Māori

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

Manawatū Campus

Overview

BMVA

1

First Year

Mana Whakapapa

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

Semester 1 Weeks 1–12

**Mata Puare
Studio IA**
150.107

12 weeks
30 credits

**Ngā Hanga
Whakairo**
150.106

12 weeks
15 credits

Te Reo Whakahoahoa
300.110

12 weeks
15 credits

Semester 2 Weeks 1–12

**Mata Puare
Studio IB**
150.108

12 weeks
45 credits

**Te Reo
Kōnakinaki**
300.111

12 weeks
15 credits

2

Second Year

Mana Tiriti

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

Semester 1 Weeks 1–12

**Mata Oho
Studio IIA**
150.207

12 weeks
30 credits

Te Kawenata o Waitangi
150.201

12 weeks
15 credits

Elective
or
Te Reo Kōrerorero
300.210

12 weeks
15 credits

Semester 2 Weeks 1–12

**Mata Oho
Studio IIB**
150.208

12 weeks
45 credits

**Ngā Momo
Whakairo**
150.206

12 weeks
15 credits

 Core studio courses

 Other core courses

 Elective courses

3

Third Year

Mana Whenua

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

Semester 1 Weeks 1–12

**Mata Ara
Studio IIIA**
150.307

12 weeks
30 credits

Te Reo Kōrerorero
300.210
or
Elective

12 weeks
15 credits

Elective

12 weeks
15 credits

Semester 2 Weeks 1–12

**Mata Ara
Studio IIIB**
150.308

12 weeks
60 credits

4

Fourth Year

Mana Tangata

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

Semester 1 Weeks 1–12

**Matatau
Studio IVA**
150.407

12 weeks
60 credits

Semester 2 Weeks 1–12

**Matatau
Studio IVB**
150.408

12 weeks
60 credits



Mana Moana Pōneke, 2023
Co-Directed by Rachael Rakena (Ngāi Tahu, Ngā Puhī)
and Mike Bridgman (Tonga, Ngāti Pākeha)
Produced by Storybox

In this image:
Solo o le Vasa | Poem of the Sea, poem by Frances C. Koya Vaka'uta,
animation by Manatoa Productions. From Pasifika Voices collection
originally made for UNFCCC (United Nations Framework Convention
on Climate Change) COP-27 with special poetry curator
Audrey Brown-Pereira.
Photo: Jeff McEwan

Core Studio Courses

BMVA

1 First Year

Mata Puare: Studio IA

150.107 30 credits

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

Mata Puare: Studio IB

150.108 45 credits

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

2 Second Year

Mata Oho: Studio IIA

150.207 30 credits

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

Prerequisite: Mata Puare: Studio IA (150.107)

Mata Oho: Studio IIB

150.208 45 credits

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

Prerequisite: Mata Puare: Studio IB (150.108)

3 Third Year

Mata Ara: Studio IIIA

150.307 30 credits

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

Prerequisite: Mata Oho: Studio IIA (150.207)

Mata Ara: Studio IIIB

150.308 60 credits

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

Prerequisite: Mata Oho: Studio IIB (150.208)

4 Fourth Year

Matatau: Studio IVA

150.407 60 credits

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

Prerequisites: Mata Ara: Studio IIIA (150.307)

Matatau: Studio IVB

150.408 60 credits

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

Prerequisite: Mata Ara: Studio IIIB (150.308)

Other Core Courses

BMVA / All 15 credits

Core Language Courses

Te Reo Whakahoahoa: Socialising in Māori

300.110 Semester 1

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

Te Reo Kōnakinaki: Developing Te Reo

300.111 Semester 2

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

Course 300.110 is more suitable for beginners.

Te Reo Kōrerorero: Discussing in Te Reo

300.210 Semester 1

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

Prerequisite: Te Reo Kōnakinaki (300.111)

Core Courses

Ngā Hanga Whakairo: Traditional Māori Visual Art

150.106 Semester 1 (Manawatū and by distance)

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

Ngā Momo Whakairo: Contemporary Māori Visual Art

150.206 Semester 2 (Manawatū and by distance)

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

Prerequisite: Ngā Hanga Whakairo (150.106)

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

150.201 Semester 3

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

Prerequisite: Any 100 level BA course



Kauri Wharewera (PGDipMVA 2020)

Electives

All 15 credits

Recommended electives

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

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

Contemporary Drawing

213.154 Semester 1

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

Other electives

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

Introductory Social Anthropology

146.101 Semester 1

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

He Tirohanga o Mua: Māori Custom, Lore and Economics

150.114 Semester 1

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

Introduction to Media Studies

154.101 Semester 1 (By distance only)

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

Visual Ethnography

146.206 Semester 1 (By distance only)

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

Prerequisite: 45 credits at 100 level

Tikanga-ā-Iwi: Tribal Development

150.213 Semester 1 (By distance only)

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

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

Mana Wāhine: Māori Women

150.303 Semester 1 (By distance only)

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

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



Bachelor of Screen Arts with Honours

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

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

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

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

Wellington Campus

Overview

BSA (Hons)

1

First Year

Explore

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

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
Professional Cultures 1 289.150	
24 weeks 15 credits	
Choose Two: Introduction:	Choose Two: Introduction:
Factual Production 289.117	Animation 289.103
Game Development 289.106	Film Production 289.112
Media Technology 289.113	Immersive Media 289.116
Visual Effects 289.104	3D Modelling & Texturing 289.111
Visualisation for Media Production 289.102	Working With Scripted Material
12 weeks 15 credits each	12 weeks 15 credits each
	Introduction: Screen Arts 289.100
	12 weeks 15 credits
Elective 100 level	Elective 100 level
	This elective may be taken in S1 or S2
12 weeks 15 credits	12 weeks 15 credits

2

Second Year

Develop

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

Semester 1 Weeks 1–12	Semester 2 Weeks 1–12
Professional Cultures 2 289.250	
24 weeks 15 credits	
Production:	Project:
Animation 289.208	Animation 289.218
Factual 289.217	Factual 289.227
Film 289.211	Film 289.222
Game 289.210	Game 289.230
Immersive Media 289.216	Immersive Media 289.226
Media Technology 289.213	Media Technology 289.223
Visual Effects 289.209	Visual Effects 289.219
12 weeks 15 credits	12 weeks 15 credits
Audio Production 289.240	Perspectives on Creative Practice 289.200
12 weeks 15 credits	12 weeks 15 credits
	Intermedia 289.205
	12 weeks 15 credits
Elective 100 or 200 level	Elective 100 or 200 level
	This elective may be taken in S1 or S2
12 weeks 15 credits	12 weeks 15 credits

Core studio courses

Other core courses

Elective courses

3

Third Year

Realise



Bachelor of
Screen Arts
exit point

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

Semester 1
Weeks 1–12

Semester 2
Weeks 1–12

Professional Cultures 3		289.350	
24 weeks 15 credits			
Major Project Development	289.303	Screen Arts Major Project	289.333
12 weeks 15 credits			
Studio and Location Audio		289.340	
12 weeks 15 credits		12 weeks 30 credits	
Advanced Critical Practice for Screen	289.300	Screen Production Development	289.323
12 weeks 15 credits		12 weeks 15 credits	
Elective 100, 200 or 300 level			
This elective may be taken in S1 or S2			
12 weeks 15 credits			

**Bachelor of
Screen Arts
exit point**

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

4

Fourth Year (Hons)

Lead

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

Semester 1
Weeks 1–12

Semester 2
Weeks 1–12

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

How your major works

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



Visual Effects

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

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

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

Animation

First Year

Intro: Animation 289.103

Second Year

Animation Production 289.208

Animation Project 289.218

Third Year

Major Project Development And 289.303

Screen Arts Major Project 289.333

Fourth Year

Production Planning and Development And 289.701

Advanced Production 289.803

Factual Production

First Year

Intro: Factual Production 289.117

Second Year

Factual Production 289.217

Factual Project 289.227

Third Year

Major Project Development And 289.303

Screen Arts Major Project 289.333

Fourth Year

Production Planning and Development And 289.701

Advanced Production 289.803

Film Production

First Year

Intro: Film Production 289.112

Second Year

Film Production 289.211

Film Project 289.222

Third Year

Major Project Development And 289.303

Screen Arts Major Project 289.333

Fourth Year

Production Planning and Development And 289.701

Advanced Production 289.803



Mara & Blu, Game Development



Immersive Media



Night Lights, Visual Effects

Game Development

First Year

Intro: Game Development 289.106

Second Year

Game Production 289.210

Game Project 289.230

Third Year

Major Project Development And 289.303

Screen Arts Major Project 289.333

Fourth Year

Production Planning and Development And 289.701

Advanced Production 289.803

Immersive Media

First Year

Intro: Immersive Media 289.116

Second Year

Immersive Media Production 289.216

Immersive Media Project 289.226

Third Year

Major Project Development And 289.303

Screen Arts Major Project 289.333

Fourth Year

Production Planning and Development And 289.701

Advanced Production 289.803

Media Technology

First Year

Intro: Media Technology 289.113

Second Year

Media Technology Production 289.213

Media Technology Project 289.223

Third Year

Major Project Development And 289.303

Screen Arts Major Project 289.333

Fourth Year

Production Planning and Development And 289.701

Advanced Production 289.803

Visual Effects

First Year

Intro: Visual Effects 289.104

Second Year

Visual Effects Production 289.209

Visual Effects Project 289.219

Third Year

Major Project Development And 289.303

Screen Arts Major Project 289.333

Fourth Year

Production Planning and Development And 289.701

Advanced Production 289.803

Core Studio Courses

BSA (Hons)

1

First Year

15 credits each

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

You must choose four courses from the list below including one for your major. You can also take up to two more of these courses as electives if you wish. Full descriptions of each course can be found on pages 52.

Courses run in 12 week blocks.

Semester 1

Major Studios

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

Additional Studios

Visualisation for Media Production	289.102
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Semester 2

Major Studios

Intro: Animation	289.103
Intro: Film Production	289.112
Intro: Immersive Media	289.116
Intro: Visual Effects	289.104

Additional Studios

3D Modelling & Texturing	289.111
Working with Scripted Material	289.120

2

Second Year

15 credits each

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

Semester 1

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

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

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

Semester 2

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

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

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

3

Third Year Mixed credits

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

Semester 1

Major Project Development

289.303 15 credits

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

Prerequisite: Any 200 level major project course or 289.204

Semester 2

Screen Arts Major Project

289.333 30 credits

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

Prerequisite: Major Project Development 289.303

4

Fourth Year Mixed credits

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

Semester 1

Production Planning and Development

289.701 30 credits

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

Prerequisite: Screen Arts Major Project 289.333 or 289.306

Semester 2

Advanced Production

289.803 60 credits

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

Prerequisite: Production, Planning and Development 289.701



FAU, Factual Production

Shared Core Courses

BSA (Hons)/ All 15 credits

1

First Year

15 credits each

Professional Cultures 1

289.150 Double Semester

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

Introduction to Screen Arts

289.100 Semester 2

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

2

Second Year

15 credits each

Professional Cultures 2

289.250 Double Semester

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

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

Perspectives on Creative Practice

289.200 Semester 2

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

Intermedia

289.205 Semester 2

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

Audio Production

289.240 Semester 1

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



Photo: Crystal Richardson

3

Third Year

15 credits each

Professional Cultures 3

289.350 Double Semester

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

Prerequisite: 289.250 or 289.221

Advanced Critical Practice for Screen

289.300 Semester 1

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

Studio and Location Audio

289.340 Semester 1

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

Prerequisite: 289.240, or 289.107, or 289.211 and 289.210

Screen Production Development

289.323 Semester 2

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

Prerequisite: 289.303

4

Fourth Year

15 credits each

Professional Cultures 4

289.750 Double Semester

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

Prerequisite: 289.350 or 289.306

Screen Arts Critical Frameworks

289.702 Semester 1

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

Co Requisite: 289.701



Electives

Pages 49–62

As a Screen Arts student, you can take electives from anywhere in the College of Creative Arts provided you have the prerequisites; see pages 49–62 for all the details. For courses from other parts of Massey, ask at Student Central or visit massey.ac.nz/study/courses.



Photo: Crystal Richardson

Bachelor of Commercial Music

Te Tohu Paetahi
mō Te Pūoro Pakihi

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

Majors

Music Industry

Music Practice

Music Technology

Wellington Campus

Overview

BCommMus

1

First Year

Introduction

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

Semester 1 Weeks 1–12

Select Your Major:	
Industry	133.167
Practice	133.175
Technology	133.185
12 weeks	
15 credits	

Your Major:	
Industry	133.168
Practice	133.176
Technology	133.186
12 weeks	
15 credits	

Music Course*	
100 Level	
See page 44 for your selection	
12 weeks	
15 credits	

Elective	
100 level	
12 weeks	
15 credits	

Semester 2 Weeks 1–12

Music, People, Places	133.154
12 weeks	
15 credits	

Music Media 1	133.152
12 weeks	
15 credits	

Music Project 1	133.153
12 weeks	
30 credits	

2

Second Year

Development

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

Semester 1 Weeks 1–12

Your Major:	
Industry	133.260
Practice	133.275
Technology	133.281
12 weeks	
15 credits	

Your Major:	
Industry	133.267
Practice	133.276
Technology	133.288
12 weeks	
15 credits	

Elective	
100 or 200 level	
12 weeks	
15 credits	
Elective	
100 or 200 level	
12 weeks	
15 credits	

Semester 2 Weeks 1–12

Music Media 2	133.256
12 weeks	
15 credits	

Music and Ethics	133.257
12 weeks	
15 credits	

Music Project 2	133.253
12 weeks	
30 credits	

 Core major courses

 Shared core courses

 Elective courses

3

Third Year

Realisation

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

Semester 1
Weeks 1–12

Your Major:	
Industry	133.360
Practice	133.375
Technology	133.381
12 weeks 15 credits	

Your Major:	
Industry	133.365
Practice	133.376
Technology	133.389
12 weeks 15 credits	

Major Project Pre-Production	133.350
12 weeks 15 credits	
Elective 100, 200 or 300 level	
12 weeks 15 credits	

Semester 2
Weeks 1–12

Major Project Production:	
Industry	133.368
Practice	133.378
Technology	133.388
12 weeks 30 credits	

Graduate Portfolio Development	133.356
12 weeks 15 credits	

Music, Politics, Economies	133.355
12 weeks 15 credits	



Photo: Capture Studio

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

Core Major Courses

BCommMus

1 First Year 15 credits each

Music Industry

Semester 1

Artist Development

133.168

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

Music Entrepreneurship 1

133.167

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

Music Practice

Semester 1

Music Practice 1

133.175

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

Production and Composition 1

133.176

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

Music Technology

Semester 1

Music and Sound Engineering 1

133.185

Learn the key concepts, techniques, and principles of sound reinforcement, recording and mixing. We cover both live and studio techniques, signal processing, microphone workings and placement, monitoring, digital multi-track recording and editing, MIDI, dynamics, EQ and effects. We also cover basic PA installation and operation skills. Please note that this course is required for access to the recording studio space for students outside of the Music Technology major.

Musical Interface and Interaction 1

133.186

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

* All Majors select one of the music courses below

Semester 1

Music Entrepreneurship 1	133.167
Artist Development	133.168
Music Practice 1	133.175
Production and Composition 1	133.176
Music and Sound Engineering 1	133.185
Musical Interface and Interaction 1	133.186

2

Second Year

15 credits each

Music Industry

Semester 1

Audience Development

133.260

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

Prerequisite: Artist Development (133.168)

Music Entrepreneurship 2

133.267

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

Prerequisite: Music Entrepreneurship 1 (133.167)

Music Practice

Semester 1

Music Practice 2

133.275

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

Prerequisite: Music Practice 1 (133.175) or Audition

Production and Composition 2

133.276

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

Prerequisite: Production and Composition 1 (133.176)

Music Technology

Semester 1

Music and Sound Engineering 2

133.288

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

Prerequisite: Music and Sound Engineering (133.185)

Musical Interface and Interaction 2

133.281

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

Prerequisite: Musical Interface and Interaction 1 (133.186)



Photo: Crystal Richardson

Core Major Courses

BCommMus

3

Third Year

15 credits unless noted

Music Industry

Semester 1

Music Business Development

133.360

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

Prerequisite: Audience Development (133.260)

Music Entrepreneurship 3

133.365

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

Prerequisite: Music Entrepreneurship 2 (133.267)

Music Practice

Semester 1

Music Practice 3

133.375

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

Prerequisite: Music Practice 2 (133.275)

Production and Composition 3

133.376

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

Prerequisite: Production and Composition 2 (133.276)

Music Technology

Semester 1

Advanced Sound and Music Technologies

133.389

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

Prerequisite: Music and Sound Engineering 2 (133.288)

Musical Interaction and Interface 3

133.381

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

Prerequisite: Musical Interaction and Interface 2 (133.281)

All Majors

Semester 2

Major Project: 30 credits

Music Industry 133.368

Music Practice 133.378

Music Technology 133.388

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

Prerequisite: Major Project Pre-production (133.350)

Shared Core Courses

BCommMus

1

First Year

15 credits

Semester 2

Music, People, Places

133.154

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

Music Media 1

133.152

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

Prerequisite: 30 credits of 100 level Music Courses

Music Project 1

133.153

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

Prerequisite: 30 credits of 100 level Music Courses

2

Second Year

Semester 2

Music Media 2

133.256

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

Prerequisite: Music Media 1 (133.152)

Music Project 2

133.253

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

Prerequisite: 30 credits of 200 level Music Courses and Music Project 1 (133.153)

Music and Ethics

133.257

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

Prerequisite: Any 45 credits at 100 level

3

Third Year

Semester 1

Major Project Pre-production

133.350

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

Prerequisite: Music Project 2 (133.253)

Semester 2

Graduate Portfolio Development

133.356

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

Prerequisite: 60 credits of 200 level Music Courses

Music, Politics, Economies

133.355

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

Prerequisite: Music and Ethics (133.257) and Music, People, Places (133.154)



Electives

Pages 49–62

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

You can use your elective slots to minor in a second branch of Commercial Music. Required courses for each minor are shown on page 64. For courses from other parts of Massey, ask at Student Central or visit massey.ac.nz/study/courses



Electives

Key

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

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

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

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

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

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

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

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

S1B1 = Semester 1, Weeks 1–6

S1B2 = Semester 1, Weeks 7–12

S2B1 = Semester 2, Weeks 1–6

S2B2 = Semester 2, Weeks 7–12

Wellington Campus

100 Level

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

All 15 credits

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

Abby Brown, Textile Design

Māori Art and Design Studio I – Toi Atea

237.117 Semester 1

Welcoming students across all disciplines in the College of Creative Arts, this module will introduce you to modes of creative expression in response to the campus marae, Te Rau Karamu. Students will work with a team of Māori artists and lecturers to create new work that explores a range of values, concepts, traditions in relation to whakapapa and the whare whakairo. This is open to all students who whakapapa to Te Moana-nui-a-kiwa (Māori and Pacific).

Visual Identity Systems

197.123 Semester 1, Semester 2

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

Creative Coding and Digital Fabrication (Art & Design Special Topic I)

197.191 Semester 2

Be introduced to the fundamentals of computer programming, 3D modelling, and 2D and 3D digital fabrication methods as tools to create art and design. Through an iterative making process, you will develop an understanding of design considerations, workflows and new methods of creating using contemporary digital technologies.

Modelling and Prototyping for Product Design

198.124 Semester 1

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

Fashion Pattern Making

212.100 Semester 1, Semester 2

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

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 2023

Gain competence in specific printmaking techniques, skills and processes.



Choosing your electives

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

For more details on these courses check them out online at: massey.ac.nz/study/courses

Photo: Capture Studios

Ngā Hanga Whakairo: Traditional Māori Visual Art

150.106 Semester 1 (Manawatū and via Distance*)

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

* Please note that while this course is offered online for distance students, there is an in-person 2 day contact course held at Te Papa in Wellington for all students.

Painting

213.150 Semester 1

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

Contemporary Sculpture

213.151 Semester 2

Be introduced to aspects of contemporary sculpture looking at concepts and object making. Gain hands-on experiences through a variety of exercises that will benefit students from all creative disciplines. Choose from two different briefs, one which focuses on soft structures for the creation of inhabitable structures, the other on creating a sculpted object that is then 'placed' in a physical environment.

Contemporary Drawing

213.154 Semester 1 (Manawatū and Wellington), Semester 2 (Wellington)

Learn the fundamentals of representational drawing through observation, line, tone, volume, perspective and composition. This will include drawing the body, still-life and other subjects rendered in a variety of media, modes of expression and a broad range of approaches.

Introduction to Screen Arts

289.100 Semester 2

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

Visualisation for Media Production

289.102 Semester 1

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

Intro to Animation

289.103 Semester 2

Discover how animators create the illusion of life using animation principles, gesture and immersive realism. Use industry tools with traditional, 2D and 3D computer workflows. Explore and apply a variety of animation production skills. Gain the basic knowledge and techniques for your emerging animation practice.

Intro to Visual Effects

289.104 Semester 1

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

Intro to Game Development

289.106 Semester 1

Be introduced to the principles and technology required to develop video games. Understand design thinking and creative problem solving as it relates to game development. Learn introductory programming fundamentals, game design, interactive narrative, and game technology through project-based work.

Intro to 3D Modelling & Texturing

289.111 Semester 2

Learn to create digital 3D assets for design, games, and visual effects and create physical props and costume elements using 3D printing. Engage industry-standard programmes to explore digital creation including; sculpting, modelling, texturing, and lighting that are essential for design, animation, VFX, AR/VR, and emerging media.

Intro to Film Production

289.112 Semester 2

Be introduced to the principles, concepts and equipment of practical filmmaking. In project-based work students develop their creative and technical knowledge, working with film production tools and techniques across creative development, planning and production of narrative film projects.

Intro to Media Technology

289.113 Semester 1

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

Intro to Immersive Media

289.116 Semester 2

Learn the principles and concepts of 360-degree storytelling necessary for augmented and virtual reality. Gain a creative and basic technical knowledge of the tools and techniques essential to developing and producing immersive media and create your own short immersive project.

Intro to Factual Production

289.117 Semester 1

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

Working with Scripted Material

289.120 Semester 2

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

Music Media 1

133.152 Semester 2

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

Prerequisite: 30 credits of 100 level Music Courses

Music, People, Places

133.154 Semester 2

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

Music Entrepreneurship 1

133.167 Semester 1

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

Artist Development

133.168 Semester 1

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

Music Practice 1

133.175 Semester 1

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

Production and Composition 1

133.176 Semester 1

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

Introduction to Ableton Live

133.178 SS 2023, SS 2024

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

Music and Sound Engineering 1

133.185 Semester 1

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

Please note that this course is required for access to the recording studio space for students outside of the Music Technology major.

Musical Interface and Interaction 1

133.186 Semester 1

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

Looking for more detail?

Head to the course finder at massey.ac.nz/study/courses for more about the learning experience of these courses.

Looking for summer school courses?

Some are listed here, but for up-to-date options, ask at Student Central or visit creative.massey.ac.nz.

200 Level

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

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

All 15 credits

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

Mia Morris, Master of Fine Arts
Photo: Crystal Richardson

Māori Art and Design Studio IIA – Toi Atea

237.217 Semester 1

Welcoming students across all disciplines in the College of Creative Arts, this module will develop your creative expression in response to the campus marae, Te Rau Karamu. Students will work with a team of Māori artists and lecturers to create new work that grows out of the investigation of a select range of values, concepts, approaches that reflect te ao Māori and Mana Motuhake. This is open to all students who whakapapa to Te Moana-nui-a-kiwa (Māori and Pacific).

Communicating and Visualising Design

(Contemporary Design Project 2A)

197.238 Semester 1

Explore the fundamentals of visualising and communicating design practice through creative and technical learning. Students are offered two briefs to choose from, each with specialised content. These briefs focus on either: Product Visualisation and Communication or Visualising Space. Students will be able to choose their brief prior to the start of semester on Stream.

Fashion Communication

212.226 Semester 2

Develop the skills of fashion communication through creative practice and a sustainable fashion lens, to critically explore the way in which fashion is communicated to the world. Through creative and technical learning, students explore trends, fashion illustration, fashion promotion, styling, the photoshoot, and fashion writing.

Prerequisite: 75 credits at 100 level

Conceptual Animation (Art and Design Special Topic II)

197.291 Semester 1

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

Furniture Design

198.213 Semester 2

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

Prerequisite: Art Lab (213.157) or Art Place (213.158) or Dress (212.157) or Lens (221.157) or Material (223.157) or Object (198.157) or Screen (222.157) or Space (224.157) or Type (222.158), or Imagine (296.157), plus 60 more credits at 100 level



Photo: Crystal Richardson

Photography and the Studio

221.220 Semester 1, Semester 2

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

Prerequisite: 75 credits at 100 level

Photography and the Darkroom

221.222 Semester 1, Semester 2, SS 2023, SS 2024

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

Prerequisite: 75 credits at 100 level

Letterpress

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

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

Prerequisite: 75 credits at 100 level

Brand Communication

222.215 Semester 1, Semester 2

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

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

Narrative Illustration

222.225 Semester 2

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

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

Illustrated Characters

222.232 Semester 1

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

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

Typographic Systems

222.248 Semester 1, Semester 2

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

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

Fashion Textiles

223.211 Semester 1

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

Prerequisite: Art Lab (213.157) or Art Place (213.158) or Dress (212.157) or Lens (221.157) or Material (223.157)

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 in Practice

213.254 Semester 2, SS 2023, SS 2024

Further exploration of drawing, both representational and expanded creative practice, in which students pursue a project based on drawing the body and/or other contemporary subjects.

Prerequisite: Contemporary Drawing (213.154)

Painting II (Contemporary Art Project A)

213.256 Semester 2

The field of painting is constantly evolving and adapting to our current environment. Through painting and drawing, this course explores forms of representations that include the body, environment, object, and space. Students will be introduced to theory and practice, extending their skills through the development of an individual studio project.

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

Sculpture II (Contemporary Art Project G)

213.262 Semester 1

Further develop your skills as a sculptor and an understanding of materials and process' through a combination of lectures and hands on workshops that include metalwork, ceramics, silicone moulds, 3D printing and more.

Appropriate Prior Study: 213.151 Intro to Sculpture

Ngā Momo Whakairo: Contemporary Māori Visual Art

150.206 Semester 2 (Manawatū and by distance)

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)

Perspectives on Creative Practice

289.200 Semester 2

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

Intermedia

289.205 Semester 2

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

Animation Production

289.208 Semester 1

Develop your understanding of industry tools and practices in animation. Learn about production pipelines. Expose yourself to developments that are enhancing animation workflow and its visual aesthetic. Extend your creativity and apply your new understanding of animation processes. Experiment, explore and create original animated works.

Visual Effects Production

289.209 Semester 1

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

Game Production

289.210 Semester 1

Develop a deeper understanding of the pipeline and project planning around game development by using industry-specific language, game development pipelines, project scoping, pitching, and technical prototyping. Take a project from an idea to a clearly communicated and defined project.

Film Production

289.211 Semester 1

Obtain practical experience in film industry tools and processes in narrative film production. Working in teams, students are introduced to cinema workflows and advanced equipment and take a lead role in a short film production.

Media Technology Production

289.213 Semester 1

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

Immersive Media Production

289.216 Semester 1

Apply your 360 storytelling and rapid prototyping knowledge to develop your immersive media project. Furthermore, learn to use game engines to create 3D worlds and characters for immersive environments, as you deepen your knowledge and application of aesthetics and form.

Factual Production

289.217 Semester 1

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

Advancing Story to Script (Screen Arts Special Topic 2C)

289.292 Semester 1

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

Prerequisite: Any 45 Credits at 100-level

Music and Ethics

133.257 Semester 2

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

Prerequisite: Any 45 credits at 100 level

Production and Composition 2

133.276 Semester 1

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

Prerequisite: Music Production and Composition 1 (133.176)

Musical Interface and Interaction 2

133.281 Semester 1

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

Prerequisite: Musical Interface and Interaction 1 (133.186)

Applied Lighting and Visuals for Music

133.287 Semester 1

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

Composing for Screen Media (Music Special Topic)

133.290 Semester 1

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

Prerequisite: 133.176 or Special Permission

Looking for more detail?

Head to the course finder at massey.ac.nz/study/courses for more about the learning experience of these courses.

Looking for summer school courses?

Some are listed here, but for up-to-date options, ask at Student Central or visit creative.massey.ac.nz.

300 Level

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

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

All 15 credits

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

Fletcher Blazek, Concept Design

Māori Art and Design Studio IIIA - Toi Atea Mana Moana and Puanga, Matariki Public Events and Festivals

237.317 Semester 1

Welcoming senior students from all disciplines in the College of Creative Arts, this module is taught from the campus marae, Te Rau Karamu, and involves working with a team of Māori and Pasifika artists, lecturers and peers. Students will work collaboratively to create and produce artwork and the Mana Moana public art events for the observance of Matariki Public Holiday. These projects will investigate a range of values, concepts, and approaches in relation to te taiao, mana whenua, mana moana, whanaungatanga, our environment and our relationship to it. This is open to all students who whakapapa to Te Moananui-a-kiwa (Māori and Pacific).

Costume and Prop Design (Contemporary Design Project B)

197.331 Semester 1

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

Internship

197.383 Double Semester, Extended Semester 2 (July–Jan)

Learn about professional creative practice in an internship, alongside a creative professional, researcher, in hapu/iwi or indigenous framework that you connect with. This course is open to all creative arts disciplines and can be taken as either a double semester course, or from July through to January, depending on what arrangements fit the collaborative relationship.

Prerequisite: Special Permission

Service and Experience Design

197.379 Semester 1

Learn and apply human-centred design processes that enable you to view services from different participants' perspectives, identify their needs on a practical and emotive level, and use a combination of touchpoints and mediums to improve the service experience in a meaningful way.

Prerequisite: Design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258 or 296.258)

Design and Emotion (Industrial Design Special Topic A)

198.308 Semester 2

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

Prerequisite: Special Permission

Product Development

198.315 Semester 1

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

Prerequisite: Design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258 or 296.258)

Drape for Design

212.304 Semester 1

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

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

Contoured and Knit Apparel

212.309 Semester 2

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

Prerequisite: Fashion core at 200 level (212.258)

Photography and the Body

221.320 Semester 1

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

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

Photography and the Advanced Darkroom

221.322 Semester 1

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

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

Sequential Art

222.326 Semester 2

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

Prerequisite: Design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258 or 296.258)

Editorial Design

222.347 Semester 1, Semester 2

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

Prerequisite: Type (222.158) plus design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258 or 296.258)

Narrative Information Design

222.348 Semester 2

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

Prerequisite: Type (222.158) plus design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258 or 296.258)

Contemporary Wallcoverings

223.301 Semester 1

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

Prerequisite: Material (223.157) plus design major or fine arts studio at 200 level (198.258 or 212.258 or 213.242 or 221.258 or 222.258 or 223.258 or 224.258 or 296.258)

Textile Print Project

223.312 Semester 2. Offered in even years (2024, 2026 etc.)

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

Prerequisite: 45 credits at 200 level



Alicia Adamson, Spatial Design



Cherry Shiu, Spatial Design

Studio and Location Audio

289.340 Semester 1

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

Prerequisite: Audio production (289.240)

Music, Politics, Economies

133.355 Semester 2

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

Prerequisite: Music and Ethics (133257) and Music, People, Places (133154)

Looking for more detail?

Head to the course finder at massey.ac.nz/study/courses for more about the learning experience of these courses.

Looking for summer school courses?

Some are listed here, but for up-to-date options, ask at Student Central or visit creative.massey.ac.nz.

400 Level

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

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

All 15 credits

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May be subject to change.

Oliver Mortimer, Industrial Design

Designing Science Fiction

197.433 Semester 1

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

Prerequisite: Any design major or fine arts core at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358 or 296.358)

Design Awards and Competitions

197.434 Semester 1

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

Module on offer in S1B1:

Interpretive Typography:

Develop work to be considered for submission into the International Society of Typographic Designers student assessment, to gain membership in this prestigious society. For visual communication design students with prior learning in typography.

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

Contact: Annette O'Sullivan or Fay McAlpine.

Module on offer in S1B2:

Fashion Competitions, Awards and Exhibition:

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

Appropriate Prior Study: 212.358 or 223.358

Contact: Sue Prescott.

Play, Research & Design

197.436 Semester 1

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

Prerequisite: 75 credits at 300 level from College of Creative Arts

Creative Ecologies

197.470 Semester 1

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

Prerequisite: Any design major or fine arts core at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358 or 296.358)

Social Interventions Through Design

197.471 SS 2023, SS 2024

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

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

Industrial Design Digital Representation

198.463 Semester 1

Explore digital design processes and their integration into design research.

Prerequisite: Permission Course Coordinator

Apparel Production Research

212.403 Semester 1

Investigate advanced apparel production processes, informed by research. Expand your advanced technical knowledge through design exploration, sampling and prototyping.

Prerequisite: Fashion core at 300 level (212.358), or Fashion Construction (212.101) and Fashion Pattern Making (212.100)

Photography and the Archive

221.456 Semester 1

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

Prerequisite: Any photo course at 300 level, or a non-photo core at 300 level (198.358 or 212.358 or 213.342 or 222.358 or 223.358 or 224.358 or 296.358)

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)

Image and Identity

222.417 Semester 1

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

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

Illustration Studio Practice

222.425 Semester 1

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

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

Spatial Type

222.449 Semester 1

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

Prerequisite: Any design major or fine arts core at 300 level (198.358 or 212.358 or 213.342 or 221.358 or 222.358 or 223.358 or 224.358 or 296.358)

Illustration Art Now

222.424 Semester 1

Explore ways in which illustration can be 'lifted off the printed page', and be extended and applied to contemporary scenarios and social, personal and historic narratives via explorative and sometimes experimental techniques.

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

Sustainable Colouration

223.412 SS 2023

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

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

Art in Context

213.464 Semester 1

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

Prerequisite: 75 credits at 300 level

Other recommended electives from the College of Humanities and Social Sciences

100 Level

Creative writing 1

139.123 Semester 1

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

Creative Communication

139.133 Semester 2

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

Introduction to Media Studies

154.101 Semester 1

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

200 Level

Creative Writing II

139.280 Semester 1

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

Fiction Writing

139.285 Semester 1

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

Advertising and Consumer Society

154.202 Semester 1

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

Screen Media

154.208 Semester 2

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

Documentary Film

154.224 Semester 2

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

300 Level

Script Writing

139.323 Semester 1

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

Gender and Race in the Media

154.302 Semester 1

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

Creativity in the Community

139.333 Semester 1

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

Minors

Add a recognised area of specialisation to your degree

Photo: Crystal Richardson

Other Minor subjects

For other minors including Creative Writing, Marketing and Communication Management, scan the QR code or call student central for advice on how minors might work for your study journey.



Minors offered on the Wellington Campus

Here are a small selection of minors offered on the Wellington Campus.

Media Studies

Semester 1

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

Semester 2

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

Expressive Arts

Semester 1

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

Semester 2

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

Creative Writing III: 139.380 Starting Your Manuscript

Prerequisite: Any 200 level Creative Writing course

Digital Media Production II 154.304

Prerequisite: 154.204

Composite Minor

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

Expressive Arts 30 credits

Plus

Media Studies 30 credits

Including at least

One course at 300 level 15 credits



Anna Wild, Music Practice

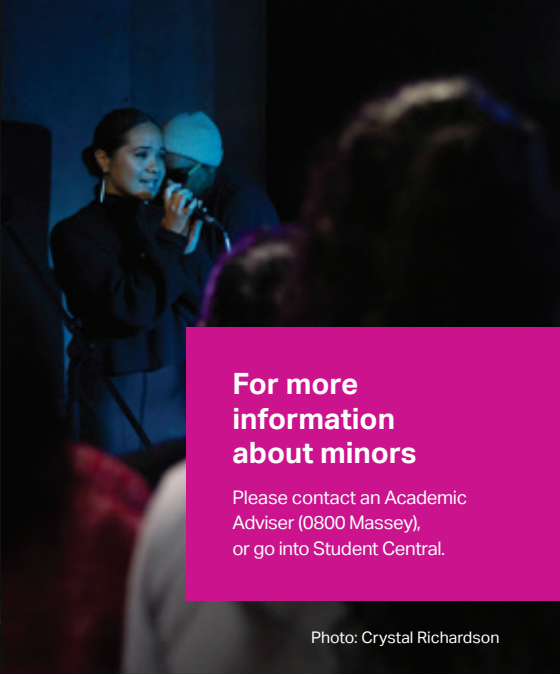


Photo: Crystal Richardson

For more information about minors

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

Music Minors

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

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

Music Practice requires a successful audition.

Music Technology

First Year

Music and Sound Engineering 1 133.185

Musical Interface and Interaction 1 133.186

Second Year

Music and Sound Engineering 2 133.288

Musical Interface and Interaction 2 133.281

Third Year

Advanced Sound and Music Technologies 133.389

Or

Musical Interface and Interaction 3 133.381

Music Practice

First Year

Music Practice 1 133.175

Music Production and Composition 1 133.176

Second Year

Music Practice 2 133.275

Music Production and Composition 2 133.276

Third Year

Music Practice 3 133.375

Or

Music Production and Composition 3 133.376

Music Industry

First Year

Music Entrepreneurship 1 133.167

Music Artist Development 139.333

Second Year

Music Entrepreneurship 2 133.267

Music Audience Development 133.260

Third Year

Music Entrepreneurship 3 133.365

Or

Music Business Development 133.360

Foundation Certificates

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



Photo: Jeff McEwan

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

Creative pathway courses

You can choose from 5 electives in the pathway, including 3 new creative arts courses that will introduce you to a world of making, drawing, thinking and creating. See below for more information on the creative pathway courses.

Foundation Drawing

293.001 Semester 1

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

Foundation Sound and Image

293.002 Semester 1

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

Foundation Fabricate

293.003 Semester 2

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

Foundation Māori Culture

150.001 Semester 1, Semester 2

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

Foundation Communications

192.011 Semester 1, Semester 2

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



Fab Lab Wgtn

Eligibility criteria

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

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

Certificate in Foundation Studies

CFS is 120 credits of study over two semesters

Semester 1

Weeks 1-12

Core courses

Academic Language and Writing 1	192.040
Study Skills and Strategies	192.042

Electives courses

Foundation Drawing	293.001
Foundation Sound and Image	293.002

Semester 2

Weeks 1-12

Core courses

Academic Language and Writing 2	192.041
Critical Academic Skills	192.043

Electives courses

Foundation Māori Culture Or	150.001
Foundation Communications	192.011
Foundation Fabricate	293.003

Certificate of University Preparation

CUP is 60 credits of study over one semester

Semester 1 or 2

Weeks 1-12

Core courses

Study Skills and Strategies	192.042
Critical Academic Skills	192.043

Electives courses

Choose a Creative Pathway Course	
Choose a Creative Pathway Course	



Photo: Crystal Richardson

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 Communities (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:

Core studio / major courses

+

Shared core / other compulsory courses

=

Giving you the knowledge and skills you need

+

Electives
Your free choice, adding extra skills

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

