



VICTORIA UNIVERSITY OF  
**WELLINGTON**  
TE HERENGA WAKA

# ENGINEERING & COMPUTER SCIENCES

PŪKAHA ME TE PŪROROHIKO

BACHELOR OF ENGINEERING WITH HONOURS

BACHELOR OF SCIENCE





# CONTENTS

School of Engineering and Computer Science	2
Our degrees	4
Where can your degree take you?	8
Postgraduate pathways	9
Working with industry	10
Explore our subjects	12
Entry requirements	21
Student support	22
Find out more	24



Te Herenga Waka—Victoria University of Wellington has been awarded five stars plus overall in the QS Stars university ratings system. In addition, the University received five stars in all eight categories on which it was evaluated.

**IMPORTANT NOTICE:** Te Herenga Waka—Victoria University of Wellington uses all reasonable skill and care to ensure the information contained in this document is accurate at the time of being made available. However, matters covered by this document are subject to change due to a continuous process of review and to unanticipated circumstances, including those caused by COVID-19. The University therefore reserves the right to make any changes without notice. So far as the law permits, the University accepts no responsibility for any loss suffered by any person due to reliance (either whole or in part) on the information contained in this document, whether direct or indirect, and whether foreseeable or not.

# SCHOOL OF ENGINEERING AND COMPUTER SCIENCE

TE KURA MĀTAI PŪKAHA, PŪROROHIKO

Do you want to make the next major breakthrough in climate change technology, help save a life, build the next big game, or start the next Instagram? Are you someone who likes solving problems and building things? If so, you should consider a degree in Engineering or Computer Science.

With a focus on digital-based technology, our Engineering and Computer Science degrees will provide you with a range of opportunities, from cybersecurity to computer graphics, artificial intelligence to renewable energy systems, and robotics to superconductors. Your degree will equip you with the knowledge to succeed in today's workplace, while preparing you for jobs of the future.

Our experienced, international staff are of the highest calibre and are passionate about supporting students to follow their natural curiosity into new areas of study and research. Ranked number one in New Zealand for intensity of high-quality research, Te Herenga Waka—Victoria University of Wellington values the professional skills of entrepreneurship, ethics, and sustainability.

Students from all walks of life who come to study with us experience our exemplary pastoral care and graduate with academic success and bright futures at the end of their journey with us.

Our students follow the motto “Think it! Plan it! Build it!” This not only refers to new technology, such as the awesome robots you will be designing from your first year, but also applies to your career. Think about what you want! Plan how to get there! Build the skills and tools you need to do so!



“Technology is constantly changing and that’s why it’s a great time to study with us. At the School of Engineering and Computer Science, our programmes are at the forefront of industry and technology. Our established connections with leading businesses in New Zealand’s information technology capital offer you the perfect opportunity to create a rewarding, enjoyable future where you can make a real difference.”

**Professor Dale Carnegie**

Dean, Wellington Faculty of Engineering



# OUR DEGREES

The School of Engineering and Computer Science offers a four-year Bachelor of Engineering with Honours (BE(Hons)) degree and a three-year Bachelor of Science (BSc) degree.

## BACHELOR OF ENGINEERING WITH HONOURS

The Bachelor of Engineering with Honours (BE(Hons)) is a professional degree with a choice of three majors:

- Cybersecurity Engineering (CYBR)
- Electrical and Electronic Engineering (EEEN)
- Software Engineering (SWEN).

Based on the major you choose, you can later specialise in subjects such as Artificial Intelligence, Robotics, and other topics.

The BE(Hons) degree focuses on the design and implementation of real-world systems. A common thread of practical application of knowledge runs through the degree, helping you build on a solid grounding in the underlying principles of mathematics and science—essential for professional engineers.

The BE(Hons) programme provides training for you in the wider skills required to be a success in your chosen career, as you will also be required to complete 800 hours of industrial work placement.

The sample degree programme opposite includes courses in areas such as computer graphics (CGRA), computer science (COMP), engineering (ENGR), and network engineering (NWEN).

## Sample degree programme

### BE(Hons), majoring in Software Engineering

YEAR 1		YEAR 2		YEAR 3		YEAR 4	
Trimester 1	Trimester 2	Trimester 1	Trimester 2	Trimester 1	Trimester 2	Trimester 1	Trimester 2
COMP 102 or COMP 112	COMP 103	NWEN 241	NWEN 243	SWEN 301	SWEN 324	400-level major	400-level major
ENGR 101	ENGR 110	SWEN 221	SWEN 225	SWEN 303	300-level major	400-level major	400-level major
ENGR 121	ENGR 123	COMP 261	CYBR 271	ENGR 301	ENGR 302	ENGR 401	400-level elective
CYBR 171	CGRA 151	Elective	ENGR 201	Elective	Elective	ENGR 489	
60 points	60 points	60 points	60 points	60 points	60 points	60 points	60 points
120 points		120 points		120 points		120 points	

Total points required: 480

Total points completed: 480

Core course   Requirement for major   Elective

Note: All courses are worth 15 points each, except ENGR 489 (30 points).

For degree structures relating to other majors offered as part of the BE(Hons) degree, refer to the *Guide to Undergraduate Study*.



“Information is the world’s most valuable resource, and everyone has the right to have their information protected. The cybersecurity major gives me the knowledge and skills to not only protect this right but also break into one of the most exciting sectors in the world. Once I’ve completed my studies, I believe there’s no limit to what I can accomplish.”

#### Ethan King

Student, Bachelor of Engineering with Honours in Cybersecurity Engineering

# BACHELOR OF SCIENCE

The School also offers three majors as part of the three-year Bachelor of Science (BSc) degree. You'll have the flexibility to combine your study with a second major to create a customised programme of courses suited to your interests and ambitions. You're not required to enrol for a double major.

Students can choose from three majors: Computer Graphics, Computer Science, or Electronic and Computer Systems.

If you choose this degree, you can pursue a career in artificial intelligence, communications, computation, computer graphics, computer systems, distributed systems, electronics, games development, logic, mechatronics, software engineering, or sustainable energy.

## Sample degree programme

### BSc, majoring in Computer Science and Computer Graphics

YEAR 1		YEAR 2		YEAR 3	
Trimester 1	Trimester 2	Trimester 1	Trimester 2	Trimester 1	Trimester 2
COMP 102 or COMP 112	COMP 103	COMP 261	200-level major	300-level major	300-level major
ENGR 121	ENGR 123	200-level major	200-level major	300-level major	300-level major
DSDN 132	CGRA 151	NWEN 241	CGRA 251	CGRA 300	CGRA 300
Elective	Elective	ANFX 201	Elective	300-level major	300-level major
60 points	60 points	60 points	60 points	60 points	60 points
120 points		120 points		120 points	

Total points required: 360

Total points completed: 360

Required for Computer Science major	Required for Computer Graphics major	Elective
-------------------------------------	--------------------------------------	----------

Note: Some courses, such as COMP 102, COMP 103, and COMP 261, are required for both COMP and CGRA majors and will count towards both.

While the structure shown is a sample, there are options to substitute some of the courses above with others you may be keen on. For example, if you're interested in pursuing advanced level mathematics in later years, you can replace ENGR 121 Engineering Mathematics Foundations with MATH 161 Discrete Mathematics.

You can combine these majors with any other major offered at the University. For instance, some of the majors you can combine with Computer Science include Computer Graphics (as shown above), Data Science, Electronic and Computer Systems, Information Systems, or Psychology.

“Computer Science has helped me understand the technology aspect, while Information Systems has helped me understand how to communicate to others what we do from a technology perspective.”

**Xiaotian Liu**

Graduate, Bachelor of Science in Computer Science  
and Information Systems



# WHERE CAN YOUR DEGREE TAKE YOU?

Te Herenga Waka—Victoria University of Wellington’s degrees in Engineering and Computer Science can open the door for you to explore exciting opportunities across a range of industries.

The solid scientific underpinnings of the programme, in combination with extensive practical work, will enable you to thrive in a range of careers, including software and systems development for applications that underpin all areas of society; communication network design and management in a massively connected world; cybersecurity analysis and development for a new era of cyberthreats; and electronics, mechatronics, and robot design for next-generation devices. Our students are creating new systems that make more efficient use of our limited energy supplies, increase the safety of our transportation systems, and improve our healthcare—not to mention enhance our entertainment.

Graduates from the School of Engineering and Computer Science are highly sought after and currently work in some of the world’s leading companies, including Apple, Facebook, Google, Trade Me, Weta Digital, and Xero. Some of the roles you can explore once you complete your degree include:

- electrical or electronic engineer
- environmental analyst or consultant
- game developer
- mobile developer
- robotics engineer
- web developer and tester.



Having completed his Bachelor’s degree majoring in Computer Science and Psychology, Shaun Burnell chose to go further with the Master of Computer Science.

The connections he made during his programme gave Shaun the opportunity to work with a local technology-based start-up. “I was able to use some of the skills I picked up during my study to implement machine-learning systems into the organisation’s production. Clearly, the skills that the programme helps you learn are what the industry is looking for.”

**Shaun Burnell**

Graduate, Master of Computer Science

# POSTGRADUATE PATHWAYS

In an increasingly competitive and constantly evolving job market, postgraduate study helps you to enhance your knowledge and understanding in subjects of your choice.

The Bachelor of Engineering with Honours and the Bachelor of Science degrees can both lead to postgraduate study.

You can explore a full range of postgraduate degrees offered at the School of Engineering and Computer Science, the Computational Media Innovation Centre, Paihau—Robinson Research Institute, and the Wellington ICT Graduate School.

Qualification	Duration	Trimester start date	Type of programme	Entry requirements
<b>Graduate Diploma in Science</b> (Computer Graphics, Computer Science, Electronic and Computer Systems)	Up to 2 years or more if part time (depends on background)	1, 2, 3	Coursework	Bachelor's degree or equivalent
<b>Postgraduate Certificate in Science</b> (Artificial Intelligence, Computer Graphics, Computer Science, Electronic and Computer Systems)	1 trimester	1, 2	Coursework	Bachelor's degree or equivalent with at least a B average
<b>Postgraduate Diploma in Science</b> (Artificial Intelligence, Computer Graphics, Computer Science, Electronic and Computer Systems)	1 year	1, 2	Coursework	Bachelor's degree or equivalent in a relevant subject area with at least a B average
<b>Bachelor of Science with Honours</b> (Artificial Intelligence, Computer Graphics, Computer Science, Electronic and Computer Systems)	1 year	1, 2	Coursework + research project	Satisfactory completion of Part 1 and at least a B+ average in subject area at 300 level
<b>Master of Science</b> (Artificial Intelligence, Computer Graphics, Computer Science, Electronic and Computer Systems)	2 years	1, 2	Coursework + thesis	Bachelor's degree or equivalent in a relevant subject area with at least a B+ average
<b>Master of Engineering by thesis</b>	1 year	Anytime	Thesis + optional coursework	Honours degree or equivalent in a relevant subject area with at least a B+ average
<b>Master of Artificial Intelligence</b>	12–16 months	1	Coursework + research project	Bachelor's degree or equivalent in Computer Science or relevant subject area with at least a B average
<b>Master of Computer Science</b>	12–16 months	1, 2	Coursework + project	Bachelor's degree or equivalent in a relevant subject area with at least a B average
<b>Master of Engineering Practice</b>	12–16 months	1	Coursework + project/ internship	Bachelor's degree or equivalent in a relevant subject area with at least a B average. Includes industry placement or applied research project
<b>Master of Software Development</b>	1 year (full time only)	2	Coursework + internship	Bachelor's degree not in Computer Science or related topic, with at least a B average; basic level of competence in programming required; includes industry placement or applied research project
<b>Doctor of Philosophy (PhD)</b>	3–4 years	Applications due 1 March, 1 July, 1 November	Thesis	Honours or Master's degree with at least B+ average or equivalent

# WORKING WITH INDUSTRY

## ACCREDITATIONS

The Software Engineering major in the Bachelor of Engineering with Honours has been recognised with full accreditation by both Engineering New Zealand under the Washington Accord and IT Professionals New Zealand under the Seoul Accord, making it one of the few dual-accredited software engineering degrees in the world.

The Electronic and Computer Systems Engineering major in the Bachelor of Engineering with Honours, which has been replaced by Electrical and Electronic Engineering, was fully accredited by Engineering New Zealand under the Washington Accord. Our newest major, Cybersecurity Engineering in the Bachelor of Engineering with Honours, will also go through the same rigorous accreditation process.

You can be confident knowing that your degree will be accepted internationally, enabling you to explore working in various countries as a fully recognised professional engineer.

## DIVERSITY AND INCLUSION

In a world where equality and equal opportunity for all has yet to be fully realised, we pride ourselves on creating an inclusive, welcoming environment in which everyone can achieve their full potential.

The Wellington Faculty of Engineering was a founding partner of Engineering New Zealand's diversity agenda.

Our commitment to non-discrimination communicates our desire to support anyone and everyone who wants to work or study with us, regardless of perceived differences—and we believe that these differences are our greatest strengths as we unite in the pursuit of academic excellence.

The Wellington Faculty of Engineering welcomes students, staff, and visitors, regardless of ethnicity, gender, national origin, religion, or sexual orientation. The Faculty is committed to teaching and research that is free from all discrimination.

## INDUSTRY ASSOCIATIONS

The Engineering degree also provides training for you in the non-technical skills needed to be a success in your chosen career, some of which can be gained through 800 hours of industrial work placement.

As a BE(Hons) student, you'll undertake a group project in your third year that will aim to help you produce a real engineering system.

In your fourth year, you'll have the opportunity to undertake an industry-based project as part of your study. Spread over a year, you'll get to understand non-technical aspects of the project, including customer specifications and product testing. The experience of interacting with a problem in real time and developing solutions as part of a team complements students' technical knowledge and prepares you for real-life work environments. Some of the projects our students recently worked on include clinical decision support software for managing sepsis in hospital emergency departments, reliable image classification for wildlife study in New Zealand, using machine learning for dolphin species recognition, and cancer diagnosis with artificial intelligence methods.

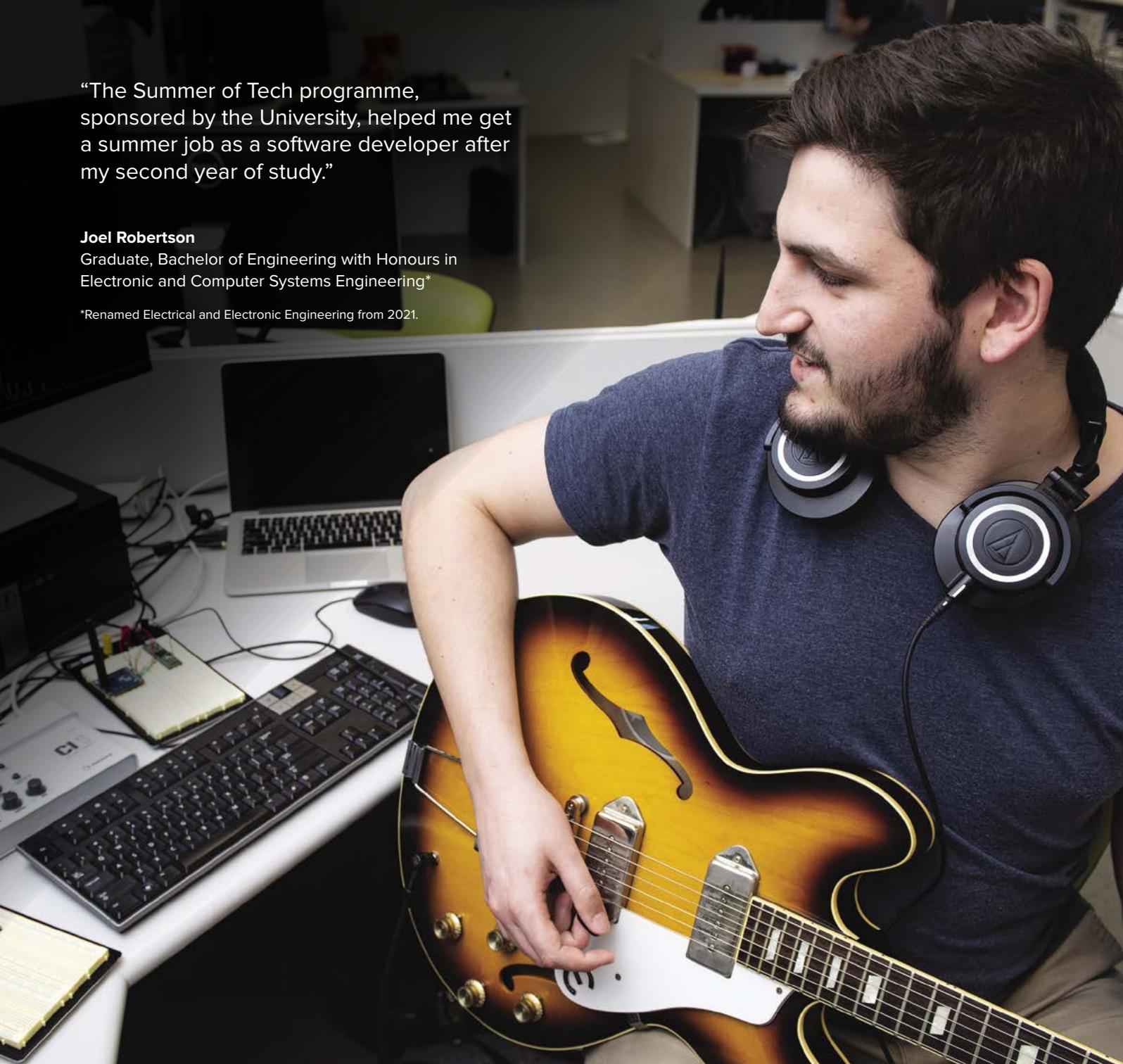
Some companies our students have undertaken projects with include Catalyst Cloud, the Ministry for Primary Industries, and WellingtonNZ.

“The Summer of Tech programme, sponsored by the University, helped me get a summer job as a software developer after my second year of study.”

**Joel Robertson**

Graduate, Bachelor of Engineering with Honours in Electronic and Computer Systems Engineering\*

\*Renamed Electrical and Electronic Engineering from 2021.



# EXPLORE OUR SUBJECTS

Our students gain the training and practical experience required to be a success in their chosen careers. If you want to make a difference in the world, choose from our range of subjects and help create solutions to address key global challenges.

## BACHELOR OF ENGINEERING

### Cybersecurity Engineering

Cybersecurity is at the forefront of modern technology and focuses on protecting and safeguarding computers, networks, and data from unauthorised access, attack, and damage. Developed to meet the increasing demand for cybersecurity professionals, this major covers a range of technology-based and interdisciplinary courses that include aspects of law, policy, social and human factors, ethics, and risk management.

You'll learn how to apply adversarial thinking, security evaluation techniques, and risk assessment methodologies, as well as understand a range of fundamental principles of security engineering that will enable you to adapt to the rapid development of the field.

### Electrical and Electronic Engineering

If you want to help create technologies that shape the world, choose Electrical and Electronic Engineering. Learn the theories behind technology and challenge yourself as you experiment with concepts that are applicable across a range of industries.

During the first year of study, you'll develop sound foundations in electronics, computer science, mathematics, and physics, which will set you up for extensive practical experience, culminating with a full-year engineering project in your final year.

In your third year, you can choose one of our four specialisations—communication engineering, machine learning, renewable energy systems, or robotics—and gain a deeper understanding of the technologies that are shaping our world.

### Software Engineering

If you enjoy working in a team, solving problems, and figuring out how things work, study Software Engineering. With this degree, you'll gain the skills to write code, and design and use complex algorithms. Besides learning the importance of designing good user interfaces, you'll also develop skills in practical topics such as software modelling and touchscreen- and gesture-based interfaces.

Almost all aspects of the modern world involve computers—but it's the software they run that turns these devices into useful tools that can drive our economy and improve lives.

If you plan to make a difference in the world, software can help you formulate solutions to address key global challenges.

If you choose a Software Engineering degree, you can elect to specialise either in Networked Applications or Artificial Intelligence.

 [www.wgtn.ac.nz/subjects](http://www.wgtn.ac.nz/subjects)





“I love solving challenging problems and creating things. And this is why I chose to study engineering—so I could get into a field where I can learn about the world around me, and then use that knowledge to make things that can help to improve people’s lives. I’m pushing myself—and achieving—way more than I thought I could.”

**Megan Fahey**

Student, Bachelor of Engineering with Honours in Electronics and Computer Systems Engineering

## First-year programme structure

The set of courses you choose in your first year of Engineering will depend, in part, on which major you intend to take. A full programme of study consists of eight courses per year.

### FIRST-YEAR CORE COURSES FOR THE BE(Hons)

All first-year CYBR students should take these 100-level courses	
Trimester 1	Trimester 2
COMP 102 Introduction to Computer Program Design or COMP 112 Introduction to Computer Science	COMP 103 Introduction to Data Structures and Algorithms
ENGR 101 Engineering Technology	ENGR 110 Engineering Modelling and Design
ENGR 121 Engineering Mathematics Foundations	ENGR 123 Engineering Mathematics with Logic and Statistics
CYBR 171 Cybersecurity Fundamentals	Optional course of your choice: we recommend CGRA 151 Introduction to Computer Graphics, which could allow you to change to the SWEN major later



All first-year EEEN students should take these 100-level courses	
Trimester 1	Trimester 2
COMP 102 Introduction to Computer Program Design or COMP 112 Introduction to Computer Science	COMP 103 Introduction to Data Structures and Algorithms
ENGR 101 Engineering Technology	ENGR 110 Engineering Modelling and Design
ENGR 121 Engineering Mathematics Foundations	ENGR 122 Engineering Mathematics with Calculus
ENGR 141 Engineering Science	ENGR 142 Engineering Physics for Electronic and Computer Systems

All first-year SWEN students should take these 100-level courses	
Trimester 1	Trimester 2
COMP 102 Introduction to Computer Program Design or COMP 112 Introduction to Computer Science	COMP 103 Introduction to Data Structures and Algorithms
ENGR 101 Engineering Technology	ENGR 110 Engineering Modelling and Design
ENGR 121 Engineering Mathematics Foundations	ENGR 123 Engineering Mathematics with Logic and Statistics
CYBR 171 Cybersecurity Fundamentals	CGRA 151 Introduction to Computer Graphics  (This course meets the Physics requirements for the SWEN major)

## BACHELOR OF SCIENCE

The School of Engineering and Computer Science also offers three majors as part of the three-year Bachelor of Science degree.

### Computer Graphics

Te Herenga Waka—Victoria University of Wellington's Computer Graphics programme is unparalleled in Australasia. Developed in collaboration with the thriving Wellington games and graphics industry, the programme builds on the University's substantial expertise in Computer Science (COMP), Design (DSDN), Engineering (ENGR), and Mathematics (MATH).

Learn about today's animation and game techniques and develop the practical skills to create new kinds of software, visual experiences, and games. Build graphics and visual effects using algorithms, programming, and maths, and learn about design practice and theory.

### Computer Science

An education in computer science prepares you to go on to innovate in extraordinary ways—whether directly in the technology itself or beyond it in wider society. From the clever speech-recognition algorithm on your phone to any of the myriad complex software systems we depend on every day, new creations continue to arise that would have been impossible without the science of computing.

Explore the range of courses we offer, covering topics such as algorithms, artificial intelligence, computer graphics, cybersecurity, databases, networking, programming languages, and software development.

As part of the major in Computer Science, you can elect to complete one of two specialisations—Artificial Intelligence or Cybersecurity—by choosing specific courses within the major.

## Electronic and Computer Systems

Learn the maths and physics that lie at the heart of electronics and mechatronics. Find out why electronic components act the way they do, and study the programming and computer science that sit behind electronic and mechatronic tools such as robots and behind medical devices such as heart sensors and MRI machines.

If you're interested in a career in electronic design, manufacturing, or testing, this major will teach you the strong fundamentals in electronics you'll need.

 [www.wgtn.ac.nz/subjects](http://www.wgtn.ac.nz/subjects)





## First-year programme structure

Computer Graphics	Computer Science	Electronic and Computer Systems
COMP 102 or COMP 112	COMP 102 or COMP 112	COMP 102 or COMP 112
COMP 103	COMP 103	COMP 103
DSDN 132	ENGR 121*	ENGR 121 and ENGR 122, or MATH 142 and MATH 151
CGRA 151	ENGR 123	ENGR 141 and ENGR 142, or PHYS 114 and PHYS 115
ENGR 121 and ENGR 123*	4 electives	2 electives
2 electives		

\*Students who'd like to pursue Mathematics in later years can choose MATH 161 and a second Mathematics elective instead of ENGR 121 and ENGR 123.



“The staff have a wealth of knowledge and connections to the computer graphics industry in Wellington and globally that they are happy to share with students. My favourite subjects involve researching and implementing techniques used in the video game and film industries, which have helped my knowledge and portfolio grow.”

### James Drown

Student, Bachelor of Science with Honours in Computer Graphics

## SPECIALISATIONS

The Electrical and Electronic Engineering and Software Engineering degrees, as well as the Computer Science major under the BSc degree, give you the option to include a specialisation. To take a specialisation, you must complete a prescribed set of courses that ensure you gain an in-depth understanding of some aspects of the field. This particular focus will then be noted on your academic transcript.

If you enrol for Electrical and Electronic Engineering, you can choose one of four specialisations in the third year of your study—Communication Engineering, Machine Learning, Robotics, or Renewable Energy Systems.

If you enrol for Software Engineering, you can specialise in Artificial Intelligence or Networked Applications.

You can also choose to specialise in Artificial Intelligence or Cybersecurity as part of a Bachelor of Science degree majoring in Computer Science.

- **Artificial Intelligence (AI):** Increased adoption of AI techniques globally has led to a growing demand for people who can apply appropriate AI techniques to address a range of problems. With a specialisation in AI, you'll understand the concepts and techniques behind AI and acquire skills to build AI tools with a variety of applications across various sectors.
- **Communication Engineering:** Learn about high data rate transmission techniques and signal processing algorithms used in 4G and 5G systems. Understand how signals propagate in different environments, and acquire the tools to analyse system performance. This specialisation provides a balance of signal processing, networking, and applied mathematics to give you a solid base for a career in the telecommunications sector.

- **Cybersecurity:** How do you code a message? And with today's sophisticated hi-tech hacking systems, how do you ensure data privacy? Learn all this and more with a specialisation in Cybersecurity. Understand how cybersecurity interacts with other fields such as law, policy, and risk management as you prepare for a career in a rapidly growing sector.
- **Machine Learning:** As machines take on increasingly complex tasks that were previously considered impossible, learn to develop physical and virtual machines that interact with the physical world, whether it be a human-machine interface or an airport baggage-handling system.
- **Networked Applications:** Learn the principles, architecture, and protocols that have shaped the development of modern interconnected systems. With this specialisation, you'll learn about technologies, algorithms, and systems for developing secure, scalable, and reliable web server applications.
- **Renewable Energy Systems:** To build a sustainable world, we need to empower our communities to become truly resilient. You'll work with carbon-neutral technologies that can effectively counter the damaging effects of fossil fuels. The role technologies such as AI and machine learning play in designing flexible energy systems also comes to the fore.
- **Robotics:** Learn to design a complete robotic system. This specialisation covers the mechatronics, technology, and practice of robotics. The design and applications range from mobile robots to medical devices to space rovers. A hands-on topic, Robotics combines theory with software programming and building the hardware.





# ENTRY REQUIREMENTS

If you're planning to enrol in an Engineering or Computer Science degree, it's important to study Computing, Mathematics, Statistics, and Technology at secondary school. Students interested in Electrical and Electronic Engineering are also encouraged to study Calculus and Physics at school.

- It's recommended that you have at least 12 NCEA Level 3 credits in Mathematics (or an equivalent secondary school qualification).
- We encourage students taking Electrical and Electronic Engineering to have some NCEA Level 3 credits in Physics, including Achievement Standard (AS) 91524 (Mechanical Systems), 91526 (Electrical Systems), and 91523 (Wave Systems), or 91521 (Practical Investigation), or an equivalent secondary school qualification.

You can discuss entry requirements for specific courses with our staff.

All students are expected to have some experience using computers, although the programme does not assume any background in computer programming. If you have a background in computer programming—14 NCEA AS Level 3 credits in Digital Technology, including 6 credits in Computer Programming—you may wish to enrol in COMP 112 instead of COMP 102.

For more information, go to [www.wgtn.ac.nz/study](http://www.wgtn.ac.nz/study)



# STUDENT SUPPORT

University programmes have a higher workload than secondary school programmes, and many students are away from home for the first time. Staff in the Faculty office have extensive knowledge about the services offered by the University, including academic support, clubs, and financial, medical, and counselling services. Get in touch if you'd also like to discuss which courses to take.

Our senior tutors are the go-to people for tutorials and academic support in Engineering, Mathematics, and Physics courses. You'll see them teaching in many of our regular weekday laboratories and tutorials. They are also course coordinators for several of our key first-year courses.

As well as the tutorials run as part of your course, there are workshop-based tutorials in the evenings that you can choose to attend to get help with assignments and subject revision for the first-year Computer Graphics, Computer Science, Engineering, Mathematics, and Physics courses.

In your first year, you'll work with engineering technicians, who teach and supervise laboratories and tutorials in the core first-year courses.

Our team comprises passionate educators who have a variety of professional and educational backgrounds, and who sought out positions helping students. No question is a silly question. We want to help all our students.



“When I was a first-year student, I really appreciated the support I got from my tutors, and I chose to become one myself, as I wanted to pay it forward in my small way. I’ve found being a tutor very valuable and have enjoyed watching students learn and experience new ways to approach problems and figuring out solutions together in some situations.

“Working with the tutor team has been a great experience. It’s a very collaborative approach and everyone is there to help others learn. I believe that being a tutor also adds to my own journey as a student.”

## **Luisa Kristen**

Student, Bachelor of Engineering with Honours in Software Engineering



# FIND OUT MORE

## KEY DATES

Enrolments open on 10 September 2021. Applications for study in 2022 are due on 20 January 2022.

## CONTACT US

[www.wgtn.ac.nz/engineering](http://www.wgtn.ac.nz/engineering)

### Student and Academic Services Office Faculties of Science and Engineering

Room CO144, Cotton Building,  
Kelburn Campus, Wellington

+64 4 463 5341

[office@ecs.vuw.ac.nz](mailto:office@ecs.vuw.ac.nz)

## COURSE PLANNING

For help with course planning, contact Student Recruitment and Orientation.

0800 04 04 04

[course-advice@vuw.ac.nz](mailto:course-advice@vuw.ac.nz)

[www.wgtn.ac.nz/courses](http://www.wgtn.ac.nz/courses)

## OTHER STUDENT RESOURCES

### Disability support

[www.wgtn.ac.nz/disability](http://www.wgtn.ac.nz/disability)

### Māori student support

[www.wgtn.ac.nz/awhina](http://www.wgtn.ac.nz/awhina)

### Pasifika student success

[www.wgtn.ac.nz/pasifika](http://www.wgtn.ac.nz/pasifika)

### Rainbow student support

[www.wgtn.ac.nz/rainbow](http://www.wgtn.ac.nz/rainbow)

### Scholarships

[www.wgtn.ac.nz/scholarships](http://www.wgtn.ac.nz/scholarships)

### Student services and support

[www.wgtn.ac.nz/student-support](http://www.wgtn.ac.nz/student-support)





“Wellington is a vibrant and friendly city to study in. Since completing my degree, I have been presented with many opportunities that have broadened my horizons. My current study allows me to research areas that I am interested in, share my knowledge with students, and attend many prestigious academic conferences.”

**Kirita-Rose Escott**

Graduate, Bachelor of Engineering with

Honours in Software Engineering

PhD candidate

Assistant lecturer, School of Engineering and Computer Science





VICTORIA UNIVERSITY OF  
**WELLINGTON**  
TE HERENGA WAKA

INFO IHONUI

0800 04 04 04 | [info@vuw.ac.nz](mailto:info@vuw.ac.nz) | [www.wgtn.ac.nz](http://www.wgtn.ac.nz)