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NAU MAI, HAERE MAI,
AND WELCOME TO THE FACULTY
OF ARCHITECTURE AND DESIGN AT
VICTORIA UNIVERSITY OF WELLINGTON

2020

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WITH THE INDUSTRIES YOU
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of Architecture and Design,
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WHO TO CONTACT

Inside back cover

Victoria University of Wellington has been awarded five stars overall in the QS global university ratings. In addition, the University received five stars in each of the eight categories.

Important notice: Victoria University of Wellington uses all reasonable skill and care to ensure the information contained in this document is accurate at the time of print. However, matters covered by this document are subject to change due to a continuous process of review and to unanticipated circumstances. 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 in whole or in part) on the information contained in this document, whether direct or indirect, and whether foreseeable or not.

Cover and inside cover: Master of Architecture (Professional) student Junsik Kim operates a robotic arm with a 3D printed matrix structure created by PhD candidate Armano Papageorge in the Faculty of Architecture and Design Workshop. Junsik and fellow Master of Architecture (Professional) student Chiara Shim work together in the Faculty’s library.
Welcome to the Faculty of Architecture and Design at Victoria University of Wellington. Our faculty is a leading provider of innovative education in a selection of disciplines encompassing design and the built environment.

We offer a range of undergraduate and postgraduate degrees in Architecture, Building Science, and Design that cater for the growing requirements of the creative sector. With a focus on cross-disciplinary research, our degrees prepare our graduates to take their place as leaders in creative industries around the world.

Located in the heart of Wellington, just off vibrant Cuba Street, our campus is equipped with world-class exhibition spaces, lecture theatres, and a specialised library with a large collection of physical and online resources. Our location means students can easily engage with industry professionals.

Our students learn in high-quality design studios. We are equipped with a state-of-the-art Media Lab, photographic studios, computer-aided design, and animation software and thermal, lighting, and structural performance simulations.

We also have a fully equipped workshop with 3D modelling, 3D printers, wood and metal work equipment, CNC routers, and the largest industrial robotic arm in a New Zealand tertiary institution.

- [www.victoria.ac.nz/fad](http://www.victoria.ac.nz/fad)
- [www.victoria.ac.nz/architecture](http://www.victoria.ac.nz/architecture)
- [www.victoria.ac.nz/design](http://www.victoria.ac.nz/design)

Master of Architecture (Professional) student Chiara Shim pictured with a Hyve projection of an immersive and interactive environment created in Unity 3D—part of early colour and software tests for her thesis, Colour_emotion_space: Measuring the impact of colour in virtual environments.

Section design for SARC 362 Introduction to Practice and Management, by Francesca Di Leva.
At Victoria University of Wellington’s School of Architecture you’ll work in world-class design studios and exhibition spaces and use state-of-the-art tools and design software to become an innovator in the design, construction, or science of buildings and spaces.

Your study will bring together history, theory, technology, and communications, so you will be well placed to consider—and contribute solutions to—today’s most pressing challenges around contemporary architecture practice and the built environment, locally and globally.

Our programmes span a range of disciplines at the core of the built environment and have been developed to meet the growing needs of the design and building sectors.

**Study options**

We offer two three-year undergraduate qualifications: the Bachelor of Architectural Science (BAS) and the Bachelor of Building Science (BBSc).

The BAS and BBSc share a common first year with core courses, so you’ll have the option to choose a major that suits your interests and aspirations before your second year.

In the first year, you’ll be introduced to a broad range of subjects that will give you a solid understanding of the built environment—including design, technologies, architectural history, environmental science, and urban design.

**BAS majors**

- Architecture
- Architecture History and Theory
- Interior Architecture
- Landscape Architecture

Exquisite Sense _Ethereal Hut_ for SARC 455 House And Home, by Ryan Western.
**BBSc majors**

- Project Management
- Sustainable Engineering Systems

**Conjoint and double degrees**

You can choose to combine your degree with another degree in a conjoint, or double, degree. This will take you less time than completing two degrees separately. Some students combine Architectural Studies with Building Science.

You can choose a degree from another of the University’s schools. However, both the BAS and the BBSc are tightly structured, so you will have to do some careful planning—our student advisers can help you make a plan that will work for you.

Call us on 0800 842 867, email architecture@vuw.ac.nz, or drop by the Faculty office at our Te Aro campus.

**Where to next?**

At the end of your Bachelor’s degree, you can stay on and study for a Master’s degree or PhD that are recognised worldwide. We offer a range of postgraduate qualifications in our six disciplines. Our professional Master of Architecture and Master of Landscape Architecture degrees will allow you to register as an architect or a landscape architect.

**Studio approach**

The studio is central to the experience of our majors, where other core subjects are integrated with architectural studies. In the studio, you will actively explore the disciplines of architecture and its role in addressing contemporary issues facing the built environment—including changes in society, ecology, and advances in technology. You will be encouraged to think and act experimentally while addressing problem-based design projects that range from the abstract and conceptual to authentic real-world situations. In developing your studio work, you will interact with and learn collaboratively from peers, senior postgraduate students, academic staff, and practising designers in a critically reflective and feedback-rich environment.
As we respond to new challenges, such as environmental sustainability, the evolution of technology, and the changing needs of human inhabitation, we are constantly making and remaking the physical world.

The Bachelor of Architectural Studies (BAS) is a three-year undergraduate degree that gives you the knowledge and practical skills you need to be an innovator in the study, design, and construction of buildings, urban spaces, and parks, or residential and commercial interiors.

You will study alongside Building Science students in the first year, giving you a basic understanding of the principles and theory behind the built environment.

You will gain a solid grounding in a range of subjects including design, technologies, architectural history, environmental science, theory, and urban design as your first step on your journey towards a career in the fields of architecture, landscape architecture, or interior architecture.

After your first year, you will choose a major that suits your interests and skills—choose from our specialised programmes in Architecture, Architecture History and Theory, Interior Architecture, and Landscape Architecture.
Majoring in Architecture will give you the knowledge to design and construct the place and spaces we use every day, understand historical and environmental issues, and solve problems using the latest materials, technologies, and design systems.

Bringing together the theoretical and the practical, the University’s Architecture programme encompasses the technologies of building, such as construction and environmental science, and examines the different meanings of buildings through history from various theoretical perspectives.

You will gain the skills and knowledge required in the architecture profession, including the ability to think visually and three dimensionally, particularly in relation to spatial subjects. Many students intend to become registered architects, and the BAS in Architecture is the first part in meeting the requirements for registration. There are limited places in the second year of the programme, and entry may be based on your first-year grades.

The undergraduate experience

Your first year will comprise core courses taken by all BAS and BBSc students. At the end of your first year, you’ll apply for a place in one of the four majors offered in the BAS.

The second year of the BAS in Architecture introduces discipline-specific courses in Architectural Design and Architectural History and Theory. These are supported by a solid grounding in building technologies, including structures, construction, and human environmental science. The third year builds on this foundation and presents increasingly challenging design issues at larger scales. At this stage, students are introduced to urban design, Pacific architecture, professional practice, and management. Each year culminates with an extended design studio that requires students to integrate what they have learnt in other courses.

*Passageway study on form and light, a watercolour print on translucent film, for ARCI 593 Architecture Research Portfolio, by Master’s student Stacey Mountfort.*
Careers

Many graduates move on to careers in the architecture profession, establishing their own practices or working as employees in large firms or government agencies. Before registering as an architect in New Zealand, graduates must gain practical experience, usually under the supervision of a registered architect. Not all Architecture graduates choose to become architects, and because the skills and education you gain are broad, the career opportunities are diverse and include:

- building conservation designers, who restore and maintain culturally significant buildings, ensuring our architectural heritage is protected

- environmental designers, who shape the environment we live in, make their mark on the built environment, and ensure environmental health and sustainability for the future

- property development or management designers, who provide housing solutions and maintain these at economically and environmentally sustainable levels

- urban planners/urban designers, who help shape urban areas that support public welfare, economic, cultural, and social activities, and protect the environment.

Note: If you plan to become a registered architect, you will also need to complete the Master of Architecture (Professional) following your Bachelor’s degree.

Design for SARC 261 Communication, by Charlie Devine.
“I’ve always wanted to be an architect, ever since I was a boy. As far back as I can remember, I’d sit outside and draw plans for different ways my house could look.”

For Whare Timu, studying towards a Bachelor of Architecture at Victoria University of Wellington was the move that set up his future. “It was like the stars aligned. I always wanted to create my own pathway. Architecture seemed so way out of there for anyone in my family, and I had that curiosity.”

During his studies, Whare received the 2007 Australian Waves of Change urban design award and was the student representative for Heritage New Zealand in documenting the John Scott’s Te Aniwaniwa Visitor Centre in Waikaremoana. The broad skills he learnt at the University allowed him to work as a freelance architect around New Zealand after he graduated, before he returned to Wellington for a role at Studio Pacific Architecture.

“At Studio Pacific, I’m lucky enough to have access to a broad client base. I work on everything from government building fit outs, to a 12-storey apartment block in Auckland, to heritage work with iwi. There’s no project too small or big if it engages my mind.”

His work has also included the He Tohu exhibition at the National Library of New Zealand Te Puna Mātauranga o Aotearoa, which was recognised with seven awards at the 2018 Designers Institute of New Zealand Best Design Awards.

“As public servants, architects are there to give their services to the benefit of the community. There’s a lot that needs to be built across a wide spectrum, from a block of flats to a private home to a papakāinga.”

Tikanga Māori plays a crucial role in Whare’s life, personally and professionally. “I’m deeply rooted in my Māori culture. I express that the best way I can through the work I do.” The support he received through the Āwhina programme (see page 42) while studying not only helped him succeed, but also helped him find ways to express his culture within his field.
Architecture History and Theory

Explore architecture from a cultural and historical angle and discover how and why we design buildings and spaces in a political and social context.

This major will allow you to investigate areas that really interest you—whether it’s skyscrapers in 1900s New York or shaping the built environment of societies such as New Zealand.

If you want to discover the origins of architecture and the influence it has on society now, and in the past, then choose Architecture History and Theory.

The undergraduate experience

Your first year will comprise core courses taken by all BAS and BBSc students. At the end of your first year, you’ll apply for a place in one of the four majors offered in the BAS, including Architecture History and Theory. In years two and three you’ll develop key skills and knowledge, learning more about history and theory as well as urban design and Pacific culture and heritage.

Careers

The skills you’ll gain will set you up for a range of careers, including:

- architectural conservators, who ensure that the historical material and design of a building is protected during renovations
- architectural historians, who inform our understanding of time and place through research and writing about the role of the built environment and how that reflects the values of the society who built it
- archivists, who work within a range of institutions and are responsible for ensuring materials, designs, models, digital inventories, and more are protected
- curators, who look after the cultural heritage of an institution and may oversee important acquisitions or installations and exhibitions.
JESS McDONNELL
Student, Bachelor of Architectural Studies in Architecture History and Theory

Jess McDonnell has a passion for history, creativity, and architecture. In choosing to study at the University, she’s been able to combine these three interests by majoring in Architecture History and Theory.

Victoria University of Wellington is the only university in New Zealand that offers a specialised Bachelor’s degree in Architecture History and Theory. The nature of the course allows you to take papers not only from the Faculty of Architecture and Design but also from the School of Art History, Classics and Religious Studies.

“Through the Architecture History and Theory programme, I’ve been exposed to different and dynamic ways of thinking about history and the conservation and management of heritage buildings.

“I have had lectures from leaders within the building and construction industry. I’ve learnt about the planning, policy, and guidelines implemented within government and councils that protect heritage. And I’ve been able to take what I have learnt to form a better understanding of what I want to achieve when I leave university.”

Jess has also been presented with unique opportunities in her field. “Through the connections I made with my lecturers, I was given the chance to do some work for Heritage New Zealand. To have got a foot in the door of my dream job and be able to graduate with some practical industry experience is invaluable.”

She views Wellington as the perfect city for both study and creativity. “Being in the heart of the city and surrounded by Wellington’s art, culture, innovation, and heritage has had such a positive creative influence on my work. I find that walking home through the city is when I get most of my best ideas or figure out a solution to a problem.”

“I have always loved old buildings and discovering the history and stories captured within their walls.”

Assignment highlighting the significance of the Napier earthquake for architecture, for BILD 251 History of Building Technology, by Jess McDonnell.
Create indoor spaces that inspire as you consider how colour, materials, light, shape, and form can influence a person’s mood or provoke a particular response.

With this major, you’ll explore how people experience an interior through touch, smell, and sight, and how to use these ideas to design interiors for specific company brands. If you’re interested in how people relate to the spaces they’re in and how the colours and materials you choose can influence their experience and behaviour, then study Interior Architecture.

The undergraduate experience

Your first year will comprise core courses taken by all BAS and BBSc students. At the end of your first year, you’ll apply for a place in one of the four majors offered in the BAS, including Interior Architecture.

In years two and three you’ll learn to apply architectural principles to the design of interior spaces in residential, hospitality, commercial, cultural, and institutional settings. You’ll develop your ability to communicate ideas using a range of media, to a range of clients with varying needs.
Careers

Our graduates find careers as specialists within interior design and architecture firms. If you choose to stay on for postgraduate study, Victoria University of Wellington’s Master of Interior Architecture is an internationally recognised qualification that is affiliated with the Interior Design/Interior Architecture Educators Association (IDEA).

Some career pathways include:

- environmental design, shaping the environment we live in, making your mark on the built environment and ensuring environmental health and sustainability for the future
- event design, in which you’ll use your well-developed design skills for clients, creating successful, innovative events
- exhibition design, where you’ll showcase clients’ work through alternative, innovative exhibition design ideas
- furniture design, creating bespoke yet functional furniture using your understanding of concepts, production methods, and technology
- gaming design, where you’ll design and compose game layout, look, and function
- interior architecture, where you’ll plan, design, and create a variety of spaces within a building
- lighting design, creating or altering the mood of a space with various lighting techniques
- retail design, creating practical design plans for retail stores
- stage/movie-set design, using your creativity to design and create other worlds for the creative arts industry.

“I chose the Architecture programme at Victoria University of Wellington because its courses encourage learning and creativity using different mediums. The programme interlinks the four architecture disciplines, compared with other universities, which seemed more one-track.

“In Interior Architecture, no day is typical. That’s what makes it so interesting. I’ve never finished a day thinking, ‘I did that yesterday.’”

The learning environment is full of opportunities, Alex Tan says. “Design papers are generally taken in a studio, where you work on projects with guidance from tutors, coordinators, and your peers. Other courses are a mix of lectures and group discussion sessions. “I am constantly exposed to new directions that the profession is exploring.”

Alex admits there are many challenges to student life, but he’s found the supportive environment at the University makes all the difference. “There is always someone there no matter what—it’s just about asking to find it. First year was the hardest I’ve ever pushed myself academically, but also the biggest reward when I finished.

“I intend to study at least Honours at Victoria University of Wellington, if not a Master’s, but am looking at doing some of my fourth year overseas in either Scotland or Germany through the University’s exchange programme.”
Landscape architecture is about shaping outdoor spaces—urban and rural, residential and business. Bringing together design, science, and culture, students will learn how to create engaging and functional spaces.

Landscape architects manage heritage and public spaces, which are areas that most people value highly when considering what makes a particular city or town a great place to live or visit.

You’ll learn how to understand scale and think spatially, use the latest design software to plan spaces, and undertake modelling to look at such things as how water flows or how digging affects soil. Graduates leave with the tools and knowledge to shape our environment with beauty and function.

The undergraduate experience

Your first year will comprise core courses taken by all BAS and BBSc students. At the end of your first year, you’ll apply for a place in one of the four majors offered in the BAS, including Landscape Architecture. In years two and three you’ll start to look closely at specific areas such as building technologies, culture and heritage, design communication, and site systems and ecology, and apply your learning to large-scale projects and research assignments.

"What I love about landscape architecture is the range of functions and scales you work with—for example, the restorative design of a wetland in Porirua harbour, or a public space design intervention in a small car park. “In landscape architecture you are also able to face and work with current and future environmental issues. I love that the design can not only influence its immediate clients—the public—but can also influence the future of the environment and its ecology.”

FRANCESCA DI LEVA
Student, Bachelor of Architectural Studies in Landscape Architecture
Careers

Victoria University of Wellington's Landscape Architecture programme is accredited by the New Zealand Institute of Landscape Architects and prepares students for registration as landscape architects. Landscape architects work in private, public, and academic organisations and typically collaborate with artists, ecologists, architects, planners, and engineers to plan and design a variety of projects at regional, urban, and local levels. These may include large-scale infrastructure projects and the rehabilitation and design of post-industrial and residual urban sites as well as parks, gardens, and public open spaces.

Possible career opportunities include:

- advising on sustainable development, and how to restore and maintain a site
- designing for civil and public infrastructure works, whether it be planting along a new highway or designing a public park
- providing landscape assessments to ensure environmental sustainability
- shaping towns and cities through urban design, and thinking about the grouping of buildings, recreational areas, roads, and infrastructure
- using landscape architecture theories, skills, and ideas to contribute to conservation efforts
- using your skills to plan and design recreation spaces to enhance human wellbeing.

Note: If you plan to become a registered landscape architect, you will also need to complete the Master of Landscape Architecture following your Bachelor’s degree.

(Right) Designs for a family of three for a site in Porirua, for SARC 362 Introduction to Practice and Management, by Francesca Di Leva.
Any building you enter has a complex history—from concept, to design, and to construction. Study Building Science to understand this history and help create buildings that are efficient, sustainable, and safe, and fit the needs of their occupants now and in the future.

Victoria University of Wellington is an international leader in the field of building science and our graduates are in high demand with the growing needs of New Zealand’s building and construction industry. Building Science is a programme that equips students with the practical and theoretical knowledge to construct durable, healthy, and economical buildings, and contribute to a more sustainable world.

As a student of Building Science, you’ll gain expertise in the science, technology, and economics of creating buildings, as well as an understanding of architecture. You’ll also learn how to organise teams, plan the construction process, and manage contractors and construction sites. You can choose to major in Project Management or Sustainable Engineering Systems, or you can do a double major in both.

**Entry into the programme**

If you’re interested in studying Building Science, it’s useful to have taken subjects such as Art, Design, English, Graphics, Mathematics with Calculus, Physics, and Statistics at secondary school. The Guaranteed Entry Score for the BBSc is 180 points based on your NCEA results. If you are an international student, or haven’t done NCEA, your academic suitability will be assessed during the application process.

“The term ‘building science’ describes all aspects of a building: how warm it is, how well it’s built, how much it costs, how long it takes to build it, and—increasingly nowadays—how sustainable it is to build and maintain.”

**GUY MARRIAGE**
Senior lecturer in Building Science

(Opposite) *Third-year Building Science students testing truss bridges they designed and built.*
Specialising in Project Management will give you the skills to manage a construction project, including contract management and effective communication. You’ll also be able to navigate both construction and environmental law and understand issues around supply, demand, and competition. If you like working with people, enjoy organising things, and can keep a cool head under pressure, then specialising in Project Management is right for you.

The undergraduate experience

Your first year will comprise core courses taken by all BAS and BBSc students. At the end of your first year, you’ll apply for a place in one of the two majors offered in the BBSc, including Project Management. In years two and three you’ll start to look more closely at areas such as managing a project and complying with relevant legislation. You will look at important questions related to price, quality of construction, and quality of people involved in construction projects.

Careers

Career opportunities in this area of expertise include:

- identifying building performance issues and advising on how to remedy these
- managing construction projects and keeping time, budget, and quality on track
- planning and coordinating the people and resources involved in small or large construction or civil engineering projects
- taking care of the building consents process for clients
- undertaking building research to provide expert knowledge to the sector
- using your skills on a range of projects: residential, commercial, or industrial.

A student at the Fire Service’s training facility during a field trip for SARC 224 Fire Safety Design.
Sustainable Engineering Systems

Be part of the environmental sustainability revolution by learning how to design energy- and resource-efficient systems for the built environment.

You’ll look at the environmental and socioeconomic impacts of building and construction. You’ll also learn how to create and run simulations of design systems such as heating, lighting, and acoustics. This major will provide you with the practical and theoretical knowledge you need to design and construct durable, healthy, and sustainable buildings.

If you’re interested in how buildings perform and in creating design systems to improve the quality of built environments, then specialising in Sustainable Engineering Systems is right for you.

The undergraduate experience

Your first year will comprise core courses taken by all BAS and BBSc students. At the end of your first year, you’ll apply for a place in one of the two majors offered in the BBSc, including Sustainable Engineering Systems. In years two and three you’ll start to look more closely at engineering systems, system design, structures, and sustainable and regenerative design.

Careers

Careers in this area of expertise include:

- acoustic engineer
- consultant for city council building consent processes
- quantity surveyor
- researcher in building materials performance, either in a private company or a research institution such as the Building Research Association of New Zealand (BRANZ)
- sustainable engineering systems designer
- technician in a structural engineering consultancy.
“I chose to study at Victoria University of Wellington because I loved the Wellington culture and how the University offered so many different courses and electives, so I could really customise my degree to my strengths,” says Sarah Buet.

The broad scope of disciplines and courses offered by the School of Architecture introduced Sarah to new ways of thinking and looking at both the world and architecture. After her first year of study, she’s found her passion in Building Science.

“When I started at university, I was going to major in Architecture, but then I discovered I enjoy the analytical side of architecture, learning and understanding how the building works as opposed to how it looks. Understanding this led me into building science and I have never regretted my decision.

“I’ve really enjoyed all the sustainability courses I have taken, as not only is it something that is completely different from anything I learnt about in high school, but it’s something I feel is particularly relevant to the future of architecture.”
Design goes beyond shaping our material culture and social interactions: it interrogates the status quo and probes the pathways of culture from our ancient origins to our emerging future.

The School of Design at Victoria University of Wellington is New Zealand’s cutting-edge option for launching a career in design. We lead the way with our critical approach to design thinking and investigations into new technologies that are changing the nature of our discipline. Whether designing physical objects, services, or digital narratives, we excel at progressing creative experiences and critical impact.

While based mainly at our Te Aro campus, the School now has facilities at Courtenay Place and in Miramar at the Miramar Creative Centre—a multimillion dollar complex integrally connected to New Zealand’s internationally recognised film, gaming, and visual effects community.

The School of Design is committed to providing our students access to the latest developments in design education, and engagement with local, national, and global design leaders. We use experimental studio practices, embrace an outlook based on design research, and foster cross-disciplinary collaborations.

The School offers seven majors that are well-defined domains by their industry alignment and broad career prospects. Along with our established majors—Design for Social Innovation, Industrial Design, and Media Design—we now offer focused majors in Animation and Visual Effects, Communication Design, Fashion Design Technology, and Interaction Design.

Our successful alumni are leaders in these design fields on nearly every continent. Many of those who stay local are in leading companies, such as Clemenger Group, PikPok, Resn, Weta Digital, and Weta Workshop, leveraging the world-leading collaborative relationships that can happen only here in Wellington.

(Opposite) Digital Environments, created for MDDN 451 Creative Coding for Digital Content, by Jackson Preston.
We lead the way in our critical approach to design thinking and our investigations into how new technologies such as 3D scanning and multi-property 3D printing are changing the nature of manufacturing.

Study options

The Bachelor of Design Innovation is a three-year undergraduate degree. You can choose one of seven majors:

- Animation and Visual Effects
- Communication Design
- Design for Social Innovation
- Fashion Design Technology
- Industrial Design
- Interaction Design
- Media Design.

Conjoint and double degrees

You can choose to combine your degree with a second degree, forming a conjoint, or double degree, which will take you less time than completing two degrees separately. Some examples might include conjoint degrees in Computer Science, Film, Marketing, or Psychology, to complement your Bachelor of Design Innovation studies.

Where to next?

At the end of your Bachelor’s degree, you can stay on and study for a Master’s degree, or even a PhD. The School of Design also offers a range of postgraduate qualifications to advance your study. From a graduate diploma to a Master’s and PhD, each programme is tailored to best fit a particular area of advanced design education.

Our postgraduate programmes take full advantage of the world-class facilities we have to offer and this enables students to realise every element of their designs, challenge theories, and present products ready for the industry.

(Right) MEDMO, a digital healthcare device designed to help manage medical drains, was created by third-year Industrial Design students Ana Morris, Courtney Naismith, and Glen Askey, and was one of the international top 20 finalists for the prestigious James Dyson Award 2018.

Image: James Dyson Foundation
New Zealand’s award-winning film and visual effects industry is centred right here in Wellington. Our Animation and Visual Effects major has strong ties to the industry and will provide you with an opportunity to learn with experts and use the latest technologies.

Our staff have more than 50 years of combined experience as senior creatives at world-renowned production studios including Weta Digital, Weta Workshop, Disney Feature Animation, DreamWorks, Framestore, and the Mill. Between this expertise, our diverse range of industry collaborations, and our world-class facilities—including our new Miramar Creative Centre—this programme has quickly become the elite offering in New Zealand for animation and visual effects education and research.

Animation courses emphasise problem-based learning, case study analysis, and project work. In addition to developing skills with cutting-edge technology, you will focus on strong conceptual development and craft. Regular visits from industry contacts, including Weta Digital, supplement lectures and studio sessions.

**Careers**

While this major focuses on the animation and visual effects areas of the film industry, this knowledge is transferable, especially to the newly emerging VR/AR design careers, game design, web broadcasting, and other forms of new media. We anticipate that some of our students will go on to become leading artists and directors in the field.

Animation opens doors to a range of exciting careers:

- character animator
- compositor
- concept artist
- creative director
- games asset artist
- independent animator
- modeller
- technical artist/designer
- technical director—creatures
- technical director—FX animation
- technical director—lighting
- VR/AR artist, designer, or developer.

*A class in the Media Lab.*
Communication Design extends graphic design and illustration to new horizons. From exploring personal narrative and expression to engaging with new technologies, your work will visually express a distinct perspective on global culture.

Learn to speak the language of culture: dynamic, current, and visual. As a student in Communication Design, you’ll gain software skills in lots of visual media, bringing a fresh design perspective to surfaces, screens, and spaces. Work closely with industry award-winning teachers in courses on comics, concept art, graphic design, illustration, motion graphics, storytelling, and typography (including a first-year course in Māori Narratives). Emerge from the programme with a range of visual communication tools and a unique body of work, ready to make the culture of tomorrow.

Careers

There is a range of careers for in-demand skill sets in Communication Design. Some possibilities include art director, concept artist, digital designer, graphic designer, graphic novelist, illustrator, and motion designer.

“Communication design has helped me develop a new perspective on design. I have a set of skills that can be applied to a range of different jobs, including photography, graphic design, and marketing.”

SARAH HOSFORD
Student, Bachelor of Design Innovation in Media Design
Desert Road Music Festival, created for DSDN 151 Graphic Design, by Zoe Attwood.

Bimi, created for DSDN 151 Graphic Design, by Maddie Thompson.

The Roast Whare, created for DSDN 151 Graphic Design, by Carym Wharerau.

Ice Scream, created for DSDN 151 Graphic Design by Jack James.
Design for Social Innovation

It’s pretty straight-forward—Design for Social Innovation uses positive, equitable, and sustainable approaches to design, and aims to produce positive, equitable, and sustainable outcomes through design.

Design for Social Innovation offers you design skills, tools, and knowledge that will equip you to make a positive impact on today’s social, cultural, and environmental issues.

Viewing design through these lenses will enable you to develop positive design solutions for both the present and the future. You’ll have the opportunity to combine creative practice and innovation with design research and the latest technologies, defining and communicating pathways to develop surprising, positive, and sustaining solutions.

You’ll look at how designing for social innovation can be applied across a variety of industries and consider how it relates to other areas of study. To help you build more connections between design and the real world, alongside your major you’ll study a minor in a discipline outside the Faculty of Design.

“You—beautiful challenges aesthetic perceptions to reclaim the beauty of reality, created for CCDN 332, Design+, by Grace Sparks.

“Unless someone like you cares a whole awful lot, nothing is going to get done. It’s not.” Created for CCDN331 Design Manifesto, by Simon French.
Careers

Design for Social Innovation prepares students for one of the fastest growing and widest reaching sectors in design. The skills gained in this programme will equip you with unique capabilities and capacities to design with empathy and foresight within constantly shifting frameworks.

Study in this area can lead to a range of exciting careers:

- design researchers, who combine design research, thinking, and critical practice to pursue creative solutions for today’s complex challenges
- human-centred designers, who bring novel and participatory design innovation approaches to their work—they are often involved in social innovation and healthcare industries and organisations
- service designers, who implement infrastructure, communication, and design collateral to find ways to improve interactions between end users and large systems providers
- strategic designers, who have opportunities across a range of industries—this includes the design, facilitation, and implementation of local and global brand strategies, art direction, project management, user-research capabilities, and user-experience design platforms
- transition designers, who design and implement interventions and communication strategies, with a focus on future forecasting and transitioning organisations and systems networks towards positive social impact for both local and global communities and users
- user-experience designers, who develop and lead experience design and design research projects across commercial and social innovation settings.

Design for CCDN 384 Welcome to the Future: Design in the Anthropocene, which challenges our readiness for disaster, by Havea Latu.

A design for CCDN 242 Speculative Design, which proposes a new way of thinking about our futures to enable positive social impact, by Liliana Manetto Quick.
MOLLY LEISHMAN

Student, Bachelor of Design Innovation in Design for Social Innovation

Molly Leishman has been inspired by the way her studies have brought her love of people and communities together with her creativity. Her course is focused on finding opportunities to problem-solve psychological issues with well thought-out design.

“The University has given me great connections to industries and people from the field of design. With guest lecturers coming into classes, and events held at the Te Aro campus, I’ve networked with a lot of professionals, and taken advice and inspiration from their work.

“I’ve been encouraged to go beyond what I thought I could achieve. Design staff have guided me to explore my creative abilities. Each course has certainly had its challenges, but at the same time, allowed loads of creative freedom and ended up being very rewarding.

“I feel hugely proud to be studying design in Wellington! I’m constantly inspired by different art, music, theatre, fashion, and loads of exciting things that make up the city. It’s definitely the perfect city to develop in as a designer.”

“This course is unlike any other in Wellington, or, really, New Zealand. It’s not just looking at graphics and visual content, but focusing on the wider picture of global issues, and creatively making solutions that translate easily to the world and our communities.”
Storyboarder, an app to help movie directors visualise a scene before it’s shot, designed for CCDN 332 Design Plus, by Molly Leishman and Helen Andreae.

Images for CCDN 384, Welcome to the Future: Design in the Anthropocene, by Molly Leishman.

Photograph taken for CCDN 244 Expanded Photographics, by Molly Leishman.
Fashion Design Technology

Fashion design is entering a new era. This shift is being driven by technological advances such as smart textiles, digital fabrication, embedded electronics, and intelligent, networked wearables. From lifestyle applications to medical uses, clothing can improve people’s lives, both environmentally and socially.

As a student taking our Fashion Design Technology major, you will closely study the human body, pattern making, construction techniques, and the materials and machinery used in the industry to produce specialist garments. You will also explore the functional, protective, and intelligent aspects of fashion design and look at clothing in wider contexts, including the history of fashion, ethical production practices, sustainability, and the evolving cultural trends and cutting-edge applications in fashion design. The course is predominantly studio based with lectures, workshops, and group work.

While honing your craft with the latest software and digital equipment, you will work closely with lecturers and tutors through one-on-one mentorship and critique sessions. Because Victoria University of Wellington is uniquely positioned in Wellington at the centre of New Zealand’s thriving cultural, creative, and innovation landscape, our students will benefit from guest speakers, industry pathways, and possible work experience unique to the University in the film industry and beyond. By the end of your degree, you will have the opportunity to fabricate your ideas and submit high-quality pieces to festivals and competitions and take part in the University’s end-of-year fashion show.

Students graduating from the Fashion Design Technology programme will have skills and knowledge relevant to a range of industrial applications beyond traditional apparel production, including high-performance sports, protective clothing, soft materials engineering for automotive and aerospace industries, design for extreme environments, medical and wearable technology, and digital outputs such as costume for animated characters and VR.

Careers

Take this major as a base for any career in fashion design—you might want to focus on generative textiles, interaction design for healthcare, or wearable technology, which are all upcoming areas in the fashion industry with growing career opportunities.

Possible careers include:

- costume designer
- creative director—fashion
- fashion designer
- fashion editor
- retail merchandiser
- textile designer
- wardrobe stylist
- wearable technology expert.
“Fashion technology is intrinsically connected to the human form—it emanates from it. While experimenting with Fashion technology we inevitably end up looking at the natural shapes and surfaces of our own anthropomorphic design from a different angle.”

LUCA RIBEIRO
Student, Master of Fine Arts (Creative Practice)
Industrial Design

Learn how to develop original, useful, and meaningful products that enrich our daily lives, from physical objects such as furniture and medical equipment to digital services and systems.

Industrial design looks at human experience, behaviour, needs, and desires, and designs products in response to these factors. Throughout your study, you will explore the complex social and cultural considerations that go into creating good design. With full access to an extensive suite of digital prototyping technologies, you’ll quickly build expertise in digital creation, 3D modelling, and digital fabrication, including 3D printing.

You can experiment and learn to tell a story with your design that focuses on the users’ experience. If you like making or adapting things, and are excited by design techniques such as sketching and 3D printing, then industrial design is a good option for you.

Careers

The Industrial Design programme prepares graduates to work as designers in professional areas such as healthcare, office and industrial equipment, furniture, home entertainment, homeware, personal accessories, sports and leisure, transportation, agricultural products, lighting, and architectural and urban products. Graduates may target a specific product category as an in-house designer, or they may prefer the diversity offered by consultancy work or in their own company. Specific skills such as computer-aided design (CAD) expertise or human factors will lead to more focused career niches, and careers in related fields such as design education are also possible.

Possible careers include:

- academic or corporate design researcher
- biodesign or biomedical designer
- CAD and digital prototyping designer
- design and technology educator
- design business entrepreneur
- design consultant or design strategist
- exhibition designer
- film prop or film set designer
- industrial designer
- medical technologies designer
- product designer
- product development project manager.

Upcycled art set made from discarded milk bottles, for INDN 241 Tangible Creation, by Huy Tim.
3D printing and motorised rotation create the effect of light being reflected off bodies of water. Created for INDN 212 Product-Based Experiments, by Nathan Wilson.

Embodying all the benefits of a real animal, Amica is the commitment and allergy-free companion serving as an alternative for pet owners. Created for INDN 311 Digital Form, by Rebecca Grant.

Aurelian is a luxury, wireless blue-tooth headset designed to break the norm of traditional music devices. Created for INDN 311 Digital Form, by Tiger Guo.

Physics and 3D printing combine in the generation of a fruit bowl. Created for INDN 204 Advanced Visualisation and 3D Modelling, by Jess Meadows.
ANA MORRIS

Student, Bachelor of Design Innovation in Industrial Design

“I wanted to make objects with meaning and purpose.”

Ana Morris chose Victoria University of Wellington because she knew the School of Design would provide opportunities to learn and create that she wouldn’t find anywhere else.

“I was not interested in just making something ‘look pretty’. I wanted to make objects with meaning and purpose. I was partly attracted to the University’s Design School because of the technology aspect of the programme. Students are exposed to new technologies and have access to 3D printers whenever they want to use one.”

Access to this kind of technology has allowed Ana to bring her designs to life. From creating shelving units and speakers to designing prototype medical devices, she’s applied a range of design principles and skills and is excited about what’s coming next.

“I arrived at the School of Design not having any knowledge about making things. I never would have thought that I would be where I am today, but the most exciting part of it all is that I know I have so much learning left to do. I have been pushed out of my comfort zone and grown so much as a designer. The lecturers really care about their students. They know all of our names and are genuinely interested in our ideas (as crazy as they may be).”

Historic jewellery materials and techniques, and contemporary metal and multi-material 3D printing are used to explore anticipated de-extinction technology such as DNA and genetics. Designed for INDN 332 Future Under Negotiation, by Ana Morris.
Interaction Design

Interaction design is one of the newest and fastest growing fields of design and is simply the design of the interaction between users and physical or digital products.

Human-focused, interaction design involves the study of a variety of physical and digital systems and interfaces that aim to improve aspects of human life, from physical consumer objects to digital interactions such as apps, games, and websites. Interaction designers envision how people experience products and bring that vision to life in ways that feel inspired, refined, and even magical.

As a student on this programme, you’ll gain a broad understanding of the tools and concepts driving the discipline, ranging from topics that question the human condition (design psychology and design physiology) to areas that incorporate cutting-edge technology (web design, tangible interactions design, and game design).

If you have an interest in improving the quality, health, and efficiency of human endeavours, Interaction Design is a great study option for you. Interaction designers are social and empathetic, they enjoy working in groups, and have an understanding of people’s backgrounds, interests, and cultures.

Careers

Interaction design prepares students for one of the fastest growing areas in the design industry. In fields where user experience is hugely important—including government offices, the healthcare industry, robotics labs, and law enforcement—design and design thinking has gathered more attention over the past decade, increasing job opportunities for designers.

There are many possible career choices:

- **app and game designers**, who are in high demand—as smartphones become increasingly ubiquitous in our lives, apps are an increasingly common way for people to interact with companies and services, manage their days, and relax and enjoy entertainment
- **creative technologists**, who bring together design and creative ideas and technology skills to bring concepts to life
- **design researchers**, who play an important role in informing the process and considerations of design
- **user-experience designers**, who are concerned with improving usability, accessibility, and satisfaction of products—digitally, physically, and experientially
- **user-interface designers**, who are concerned with maximising the usability and accessibility of machines, electronic devices, and their software.
Media Design

Media design explores the different ways people interact with digital technology, including web experiences, visual and audio communication, augmented and virtual reality, gaming, and mobile media.

With this major, you’ll spend most of your class time in studios working on design solutions to real-world problems. You’ll brainstorm and build concepts, and craft projects while developing new software skills. Guided by experienced lecturers and tutors, you’ll be encouraged to experiment, innovate, research, and collaborate—and to dig deeper to examine how your work fits into different aspects of culture and society.

The University’s Media Lab is a state-of-the-art facility. We use high-end Apple Mac computers running 2D and 3D graphic applications, including the Adobe Creative Suite, Autodesk Maya, and many other industry-standard and open-source design and web applications.

Careers

Media design career opportunities are growing every year. To meet the demands for employment, the Media Design programme has identified a number of career areas that are growing both locally and internationally—game design, creative coding interactive VR, mobile media, and video design.

There are many career possibilities:

■ computer graphics developers and visual effects artists, who work in a range of industries and sit at the intersection between technology, art, and creativity

■ game designers, who create and bring to life video game worlds, drawing on skills in computer science and programming, graphic and user design

■ media installation designers, who create immersive three-dimensional spaces that can transform experiences and perceptions

■ multimedia artists, who create visual and special effects for games, movies, music videos, websites, and other digital channels

■ video production specialists, who are in high demand and work in both agency and in-house teams to create compelling, engaging, and effective content—video is a powerful tool to reach audiences and influence emotions and thinking, so it’s no surprise that this is a booming industry.
In studying a Bachelor of Design Innovation majoring in Media Design, Stacey Willcox has found an area she’s truly passionate about.

“My favourite course so far has been Mobile Media, because it was the first time I was able to make a real-world working application. I was really proud of the final project, which was a safety app for trampers that allowed automatic delayed alert messages to be sent to saved contacts in emergency situations.”

Taking advantage of the University's civic connection, a group project from one of Stacey's classes was presented to Wellington City Council. “The Council helped to craft the brief and were looking at the resilience of Wellington in the context of rising sea levels. This showed us that our work could be used in serious real-life situations and be taken on by organisations like the Council.”

The opportunity to create practical designs with the potential to be used in real life has been a highlight for Stacey.

“After I finished college I knew I wanted to study something creative and pursue a career around design and digital technologies, but it was hard to decide on a specific area. First-year design at Victoria University of Wellington offered a mix of classes from all the disciplines. I knew I could try a class from all of the areas that I was interested in to help me choose a direction.

“I was initially trying to choose between three majors but in the end I stuck with Media Design. It turned out to be the right choice.” Stacey was awarded a Victoria Excellence Scholarship.

STACEY WILLCOX

Student, Bachelor of Design Innovation in Media Design
At Āwhina, our kaupapa (goal) is to provide academic and holistic support for Māori students enrolled in any degree or course. Our experienced staff offer one-on-one advising and mentoring sessions, tutorials, and study wānanga, and a range of workshops to help you achieve your study goals. Our culturally inclusive environment includes whānau rooms with computer facilities, study areas, free tea and coffee, a small kitchenette to prepare food, and space to meet with peers or tuākana (older students). We can help you transition successfully from secondary education or work into tertiary education. Nau mai, haere mai—come and visit us at the Kelburn, Pipitea, and Te Aro campus spaces listed on our webpage.

 AHL awhina@vuw.ac.nz 
a
 www.victoria.ac.nz/awhina
Pasifika engagement advisers and mentoring coordinators foster Pasifika learning and teaching communities in an environment that is welcoming, safe, and focused on academic excellence, personal growth, and wellbeing. Our students have access to a mentoring programme, course-specific study sessions, exam-oriented preparation, and workshops that support learning and development as well as meeting cultural desires. Holistic support could include chatting over a cup of tea, devising time-management strategies, and discussing learning objectives. Our team is here to help you navigate the crossing into tertiary study and looks forward to welcoming you on board. We have Pasifika spaces at the Kelburn, Pipitea, and Te Aro campuses.

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SCHOLARSHIPS

Victoria University of Wellington is committed to providing scholarships that recognise and encourage high achievement, leadership, and diversity and help remove the barriers to university study that exist for students facing hardship or disadvantage. In recent years, our scholarships for school leavers have grown significantly, to the point where we now support around one in five first-year students with a university-funded scholarship.

We also support a large number of postgraduate scholarships for Honours, Master’s, and Doctoral students.

You can search online for scholarships you may be eligible for, check if you are eligible to apply, and find up-to-date information and application forms.

www.victoria.ac.nz/scholarships

VICTORIA PLUS PROGRAMME

The Victoria Plus Programme is the University’s prestigious service and leadership development programme. It is for students who want to get involved and make a significant contribution to volunteering and student support work within the University and the Wellington community. You undertake the programme alongside your degree and successful completion is acknowledged on your academic transcript.

Victoria Plus is a free programme open to all current students. You can tailor the programme to suit your schedule, studies, and interests and be involved from your first year. There are two levels of achievement—Certificate and Award. Both levels comprise three components: engagement in activities, attending professional and personal development workshops, and reflecting on your learning using the CareerHub ePortfolio.

By participating in the programme, you have the opportunity to:

■ develop a range of skills and graduate attributes to enhance your CV and employability
■ build an understanding of social responsibility and leadership
■ gain valuable experience and broaden your thinking and learning
■ network, meet people, and connect with your community.

www.victoria.ac.nz/victoria-plus

VICTORIA ABROAD

Victoria Abroad offers you the chance to study overseas as part of your degree at one of our 140 partner universities around the world.

www.victoria.ac.nz/exchange
www.victoria.ac.nz/vilp

(OPPOSITE) Toolkit for Transition, produced as part of CCDN 342 Advanced Topics: Design in the Anthropocene, by Fenella Richards.
WHO TO CONTACT

Faculty Student and Academic Services Office

Visit the office for help with anything from enrolment to graduation. Get help with choosing your degree, planning your courses, or changing your degree programme. This office should be your first point of contact for any enquiries you have about your studies.

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