“Studying Design at Victoria has helped me see what I want to do in the future and given me new perspectives on creativity.”

PETONE GROOM
Student, Bachelor of Design Innovation in Industrial Design
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.**
Victoria University has been awarded five stars overall in the QS global university ratings. In addition, Victoria received five stars in each of the eight categories.

Important notice: Victoria University 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. 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.

(Cover) Master of Design Innovation student Sophia Cameron develops upcycled 3D printed products at the School of Design from plastic waste collected on coastal beaches. The new objects extend the lifespans of what were previously single-use products.

(Opposite, top right) Devon Booth’s fourth-year Architecture project, The Haunt of Homo Ludens. The one-room wilderness hut is designed to sit lightly on a ridge overlooking Owhiro Bay and includes a matching hut perched on a wharf.
Welcome to the Faculty of Architecture and Design at Victoria. 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 and 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 mac 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
www.victoria.ac.nz/architecture
www.victoria.ac.nz/design
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The Intersection of Identity, for LAND 212 Landscape Architecture Design Integration, by Nicole Crawford.
Prison + Education + Architecture, a model of a proposed new law school, for ARCI 311 Architecture Design, by Thomas Zahner.
Architecture is much more than just designing buildings. It is about understanding what the building is for, who is going to use it, how the structure works and how it will fit in with the surroundings.

At Victoria’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 and the implication of these issues 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 creative 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 (page 10)
- Architecture History and Theory (page 13)
- Interior Architecture (page 14)
- Landscape Architecture (page 16)

BBSc majors

- Project Management (page 20)
- Sustainable Engineering Systems (page 20)

Conjoint and double degrees

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

You can choose a degree from another of Victoria’s schools. However, both the BAS and the BBSc are 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 design@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. With a professional Master’s degree that is recognised worldwide, you’ll have a qualification that will allow you to register as an architect or a landscape architect.
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.

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.

The Faculty’s 1.1 tonne industrial robotic arm at its Te Aro campus.
EXPERIENCING THE FUTURE FIRST-HAND

Architecture students and staff are keeping their finger on the pulse with a new digital research laboratory that comes complete with a giant robotic arm.

Victoria’s Te Aro campus now boasts a 1.1 tonne industrial robotic arm—the first of this scale in New Zealand.

Kevin Sweet, Architecture programme director, says the robot can be programmed to do “almost anything that we ask it to.

“It can do whatever the human arm can do, and more—the ease of operation and versatility of the robot lets us explore countless possibilities.

“Right now, students are using it to form sheets of aluminium into unique forms, and developing a panelling system that will make a small pavilion.”

KEVIN SWEET
Architecture programme director

“It can do whatever the human arm can do, and more—the ease of operation and versatility of the robot lets us explore countless possibilities.

“Right now, students are using it to form sheets of aluminium into unique forms, and developing a panelling system that will make a small pavilion.”

Aluminium panels shaped by the robotic arm to create a pavilion prototype.
ARCHITECTURE

Bringing together the theoretical and the practical, Victoria’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.

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.

The undergraduate experience

Year two 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.

Year three 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.

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:

- urban planning/urban designers help shape urban areas that support public welfare, economic, cultural and social activities and protect the environment
- environmental designers shape the environment we live in, make their mark on the built environment and ensure environmental health and sustainability for the future
- stage/movie-set designers use their creativity to design and create other worlds for the creative arts industry
- property development or management designers provide housing solutions and maintain these at economically and environmentally sustainable levels
- building conservation designers restore and maintain culturally significant buildings, ensuring our architectural heritage is protected
- project managers manage construction projects and ensure time, budget and quality are kept on track.

Majoring in Architecture will give you the knowledge to design and construct the places and spaces we use every day, understand historical and environmental issues and solve problems using the latest materials, technologies and design systems.
Master’s student Jahmayne Robin-Middleton says the industry connections and opportunities available to him during his studies have prepared him for the future.

“The BAS is a great programme, and I think it really prepares you for practice. I have been involved in a number of events that have allowed me to network with professionals and form relationships with members of the architecture and creative community.”

Jahmayne was involved in the Unesco-funded urban design competition, Imagining Decolonised Cities.

“We had to imagine and interpret what decolonisation meant to us, then use this insight to re-design Porirua Harbour and design a papakāinga (housing development) for the city. The competition included a one-day symposium where we heard from respected guest speakers within the Māori community with diverse backgrounds such as carving, law, engineering and literature.

“This project was extremely valuable and has helped with my own development as a Māori within the architecture discipline.”

Jahmayne moved to Wellington from Hawke’s Bay and, in his first year, joined Māori and Pasifika support programme, Te Rōpū Āwhina.

Now working as an Āwhina mentor, he says, “Āwhina is a great service for students. It provides a strong and supportive network that helps students with their studies.”
“Over the past seven years since I completed my degree in Interior Architecture and Master’s degree in Architecture (theory), I have worked with Tonkin Zulaikha Greer Architects in Sydney. The projects that I have been involved in focus on adaptive reuse of heritage buildings and include hospitality, commercial and residential architecture.”

NAZIA KACHWALLA
Graduate, Bachelor of Design and Master of Architecture
Explore architecture from a cultural and historical angle and discover how and why we design buildings and spaces from 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 of study will be a common year shared between the BAS and the BBSc. 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, or you can choose to move into the BBSc.

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 can be utilised in a range of roles:

- architectural conservators ensure that the historical, material and design of a building is protected during renovations
- archivists work within a range of institutions and are responsible for ensuring materials, designs, models, digital inventories and more are protected
- curators look after the cultural heritage of an institution and may oversee important acquisitions or installations and exhibitions
- architectural historians 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
- critics or writers share their passion for architecture.

(Opposite, top) Elemental Pavilion, for SARC 486 Special Topic, by Thomas Murray.

(Opposite, bottom) Layers of plans for a bach, for SARC 486 Special Topic, by Thomas Murray.
INTERIOR ARCHITECTURE

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 of study will be a common year shared between the BAS and the BBSc. 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, or you can choose to move into the BBSc.

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’s Master of Interior Architecture is an internationally recognised qualification that is affiliated with the Interior Design/Interior Architecture Educators Association (IDEA).

You could work in:

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

“During the first year, I found that Interior Architecture would allow me to work in a range of different fields, from set or hotel design to designing furniture.”

SARAH STRAWBRIDGE
Student, Bachelor of Architectural Studies in Interior Architecture
Design and creativity drew Sarah Strawbridge to major in Interior Architecture—a programme that she says was the perfect balance between architecture and design.

“Throughout college, I took art, graphics and woodwork and I knew I wanted to do something creative when I left school. During the first year, I found that Interior Architecture would allow me to work in a range of different fields, from set or hotel design to designing furniture.”

Sarah’s favourite projects have explored these cross-disciplinary design strategies.

“In INTA 212 Interior Architecture Design Integration, we designed and made a light installation. It was amazing to work in a group and see all of our ideas coming together to become an actual, interactive light installation.

“In third year we were tasked with redesigning the set of a hotel-based film. I really enjoyed how creative we could be and it was really fascinating to see how different each person’s work is even though we are all given the same brief.”

Sarah is making the most of the opportunities available during her studies.

Over the summer trimester she is undertaking an international field study, where she will head to Paris, Spain and Portugal for a cross-cultural design exploration.

“I want to understand why and how sites are formed by the historical and cultural contexts they are part of.”
LANDSCAPE ARCHITECTURE

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 consider highly when considering what makes a particular city or town a great place to live or visit.

Students will 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 soil might behave if it’s dug into.

Graduates leave with the tools and knowledge to shape our environment with beauty and function.

The undergraduate experience

Your first year of study will be a common year shared between the BAS and the BBSc. 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, or you can choose to move into the BBSc.

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.

Careers

Victoria’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 scales. 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:

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

(Opposite) Plant Interaction, for LAND 212 Landscape Architecture Design Integration, by Nicole Crawford.
Hailing from Alberta, Canada, Nicole Crawford decided Wellington—a vibrant city that celebrates the outdoors with functional spaces—was the perfect place to study Landscape Architecture.

Now in her third year of a Bachelor of Architecture majoring in Landscape Architecture, Nicole is very happy with her choice to come to Victoria.

“Victoria’s Landscape Architecture programme has been constantly fascinating, with so many different projects and ideas of what it means to be a landscape architect.”

The studio-based classes have been a highlight for Nicole.

These design-based classes are unique to the Faculty, and mean students take fewer lectures and work on projects instead, with an emphasis on discussion and collaboration between lecturers and peers.

“I really loved our studio-based final project for LAND 212 Landscape Architecture Design Integration. It brought together such a wide range of design issues within a city—integration, planting, exhibition, temporary space and connection with existing structures—and helped me consider the landscape from a broader perspective.”

After she graduates, Nicole plans to head back to Canada to complete a Master’s degree and hopes to work in a role where she can use her knowledge of landscape architecture to support conservation.

NICOLE CRAWFORD
Student, Bachelor of Architectural Studies in Landscape Architecture
BACHELOR OF BUILDING SCIENCE

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 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 contrast 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, and 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) The Warrander Studio, a house project designed and built as part of the SARC 591 MArch(Prof) Thesis, by Ben Sutherland. Image by Jae Warrander ©makers.co.nz
PROJECT MANAGEMENT

A project manager is key to the success of any building and construction work by balancing people, time, finances and law to ensure the project flows smoothly from start to finish.

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 of study will be a common year shared between the BAS and the BBSc. 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, or you can choose to move into the BAS.

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:

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

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 impact of building and construction. And you’ll 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 of study will be a common year shared between the BAS and the BBSc. 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, or you can choose to move into the BAS.

In years two and three, you’ll start to look more closely at engineering systems, system design, structures and sustainable and regenerative design.

Careers

Roles in this area of expertise include:

- sustainable engineering systems designer
- acoustic engineer
- quantity surveyor
- consultant for city council buildings consent processes
- technician in a structural engineering consultancy
- researcher of building materials performance, either in a private company or a research institution such as the Building Research Association of New Zealand (BRANZ).
A love of problem-solving drew Max Retter to the BBSc, majoring in both Project Management and Sustainable Engineering Systems.

“I love creative design thinking and making things better—I don’t settle for the norm. Victoria has given me the ability to develop this and taught me to think critically and in a nonlinear way.”

In his second year of study, Max was given the task of re-designing the timber structure of a house.

“We were asked to redesign a house where the timber had rotted throughout. We needed to upgrade the structure to make it meet the standard of the New Zealand Building Code. We then created a scale model of it. I loved how intricate and elaborate a simple timber structure can be.”

Max has taken part in the student-led initiative Ignite Consultants, which matches the expertise of students with not-for-profit organisations, to help those organisations operate more efficiently. Max used the project management skills he has gained to help the Yoga Education in Prisons Trust.

“I was the team leader for a group made up of law, building science and commerce students. Our challenge was help the programme reach financial sustainability while keeping in mind its values. It was an eight-week programme and, after meetings and conversations, we delivered a series of strategies it could use.”
Paper Weight, for DSDN 141 Experimenting with Materials, by Andy Lee.
Design does more than shape our material culture and social interactions: it interrogates the status quo and probes the pathways of culture from our ancient origins through to our emerging future.

The School of Design at Victoria is New Zealand’s cutting-edge option for launching a career in design.

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. The emergence and applications of virtual reality, mobile technologies and smart objects are central to our endeavours within the ever-expanding fields of gaming, visual effects and animation.

The School of Design also leads in the global paradigm shift in design education to focus on the opportunities for social innovation. Two new majors have been introduced in the School: Communication Design (see page 26) and Interaction Design (see page 36).

We are committed to providing our students with 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.

Many of our alumni are now working at Clemenger Group, PikPok, Resn, Weta Digital and Weta Workshop, leveraging the world-leading collaborative relationships that can only happen here, in Wellington.
Study options

The Bachelor of Design Innovation is a three-year undergraduate degree. You can choose one of five majors (listed below) and within each major you can choose from a number of optional specialisations.

<table>
<thead>
<tr>
<th>Major</th>
<th>Optional specialisations</th>
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</table>
| Communication Design                | Advertising  
                             | Computational Graphic Design                                  |
| Design for Social Innovation        | Cultures of Making  
                             | Service Design  
                             | Speculative Design                                           |
| Industrial Design                   | Design for Digital Making  
                             | Design for Future Technologies  
                             | Tangible Interactions Design                                  |
| Interaction Design                  | Design for Healthcare  
                             | Web Design                                                    |
| Media Design                        | 3D Design and Animation  
                             | Creative Coding  
                             | Game Design  
                             | Interactive Design  
                             | Video 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.

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 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 the campus has to offer and this enables students to realise every element of their designs, challenge theories and present products ready for the industry.
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.

Burlapagon, a costume situated around the illuminated headpiece that represents a deep-sea diver who’s been infected with a mystery disease from the depths, for MDDN 351 Wearable Technology, by William Barber, Rachel Mataira and James Struthers.

3D printed stacking bowls, by Maddy Hazelton.
COMMUNICATION DESIGN

Communication design is focused on the production of visuals towards an effective design output or campaign. A more contemporary form of graphic design, communication design is also concerned with the content of the communication as well as the audience and context of delivery.

Students in this major will study typography and colour theory as well as the industry-standard software for graphic development, layout and publishing for print and screen media. Other courses prepare students to think beyond a single designed output, considering more encompassing macro-topics such as world building, branding and developing a comprehensive design campaign.

The Communication Design programme aims to best prepare students for positions in industry. Graduates will possess excellent critical and creative thinking skills, have developed a unique voice within this broad field and be in a position to shape the future of this industry.

Communication Design courses are predominantly studio based. While honing their craft with software and conceptual approaches, students will work closely with lecturers and tutors through one-on-one mentorship and critique sessions.

Specialisations

Within the Communication Design major, there are two specialisations you can complete.

ADVERTISING

Learn the tools of the advertising trade. Start to understand the emotions behind consumer behaviour and the importance of brand recognition.

COMPUTATIONAL GRAPHIC DESIGN

Learn to identify problems and come up with solutions. Rather than just the ability to code, you’ll have the knowledge of how to improve websites, apps and databases.

Careers

Communication Design prepares students for one of the largest sectors of jobs within the global design workforce.

There is a range of possible careers:

- Graphic designers create art and designs for a range of printed and electronic media, bringing together imagery, motion graphics and typography to inspire action or emotional responses to messages.

- Illustrators work in many industries and may create one-of-a-kind artwork or bring life to ideas in a way that photography can’t. Skilled illustrators are in high demand.

- Art directors are responsible for the visual styling of publications, film sets, businesses, one-off campaigns and even products. With a keen eye for detail, art directors are responsible for ensuring all creative elements line up for maximum design impact.
■ Concept artists use illustration skills to design, refine and influence the visual style of comics, games, films and more, before they go into final production. The work of concept artists is highly valued.

■ Front-end web designers are in demand and earn competitive salaries. Web has become a critical channel for companies and individuals, and good website design is invaluable.

■ Digital content designers create content that shapes our experiences with technology.

(Above and left) Designed by Bachelor of Design Innovation graduate Hannah Stancliffe-White for New Zealand Post, featuring the images of photographer Joseph Michael. This stamp issue pays tribute to the bioluminescent beauty of the New Zealand native glowworm with an exciting twist: the stamps glow in the dark.

(Above) Designed by Bachelor of Design Innovation graduate Hannah Stancliffe-White for New Zealand Post. This collectable legal tender commemorative coin aims to raise awareness of the crucial role the honey bee plays in food production.
DESIGN FOR SOCIAL INNOVATION

Majoring in Design for Social Innovation will give you a good understanding of the relationship between design and culture, society, technology and the environment. Explore how these factors impact each other and delve into the theoretical and practical connections between them.

You’ll look at how design is applied across a variety of industries and how it relates to other areas of study.

To help you build more connections between design and the real world, your major in Design for Social Innovation will include a minor in a discipline outside Design.

Specialisations
Within the Design for Social Innovation major, there are three areas in which you can specialise.

CULTURES OF MAKING
Explore the different perspectives and issues around the relationship between culture, making and design. Look at the contrast between indigenous ways of making, with contemporary maker culture. Consider the ways we have produced objects in the past, and how globalisation and new technologies have affected how we produce them today and in the future.

SERVICE DESIGN
Gain a practical understanding of design as it relates to services and strategic management. Learn how to apply design thinking to improve business systems and processes. This specialisation will be of value if you want to pursue a design-related career in consultancy, project management or entrepreneurial ventures.

SPECULATIVE DESIGN
Explore the potential of design as a tool to challenge the status quo and create positive change in society. Apply design to scenarios that investigate complex cultural, social and ethical problems of today and the future. You’ll learn how to develop ways to create public engagement and debate through the production of creative projects.

Careers
Design for Social Innovation graduates have knowledge and skills valued across a spectrum of creative industries and cultural organisations. Career pathways and opportunities are wide-ranging. Your choice of minor can help set you up to work in the industry, or area, you find most fascinating. The list on the next page details some of the opportunities that can arise from these combinations.
**Design for Social Innovation major with one minor***

<table>
<thead>
<tr>
<th>Minor subject</th>
<th>Career opportunities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Art History</td>
<td>Design critic, event/experience designer, museum/gallery curator</td>
</tr>
<tr>
<td>Asian Studies</td>
<td>Design consultant, international design ambassador, policy adviser</td>
</tr>
<tr>
<td>Cultural Anthropology</td>
<td>Design researcher/consultant, trend analyst</td>
</tr>
<tr>
<td>Development Studies</td>
<td>Non-governmental organisation strategist/consultant, policy adviser, service designer</td>
</tr>
<tr>
<td>Film</td>
<td>Film industry creative director, critic, producer, writer</td>
</tr>
<tr>
<td>Management</td>
<td>Agency manager, design strategist, marketing and advertising executive</td>
</tr>
<tr>
<td>Māori Studies</td>
<td>Māori design advocate/curator/specialist</td>
</tr>
<tr>
<td>Marketing</td>
<td>Advertising planner, design strategist, entrepreneur, marketing and advertising executive</td>
</tr>
<tr>
<td>Media Studies</td>
<td>Media entrepreneur, producer, researcher</td>
</tr>
<tr>
<td>Psychology</td>
<td>Product/system interface and usability designer</td>
</tr>
<tr>
<td>Sociology</td>
<td>Design consultant/design critic/social issues advocate</td>
</tr>
</tbody>
</table>

* Design for Social Innovation students can select two minors.

**“We know that when people are involved in creating a solution for a problem, the solution itself is more meaningful and works much better.”**

**KELLY ANN CUNNINGHAM**

Graduate, Bachelor of Design Innovation in Culture+Context Design*

Kelly Ann Cunningham’s work has included being a human-centred designer and project leader for Innovate Change and a principal, human-centred design at TASCI, the Australian Centre of Social Innovation.

“We know that when people are involved in creating a solution for a problem, the solution itself is more meaningful and works much better.”

As a passionate advocate of co-design, which looks at working closely and inclusively with people affected by a problem, Kelly Ann uses this knowledge every day in her career.

Previously, Kelly Ann worked as a designer, researcher and consultant for Optimal Experience and PwC New Zealand. After working in various industries, including big business, agriculture and financial markets, she has now found her niche in health and social care.

* Now Design for Social Innovation.
Nicole Watt says she loves the freedom of her Design degree as it allows her to design projects based on what she is interested in.

“Our lecturers and tutors encourage us to explore whatever it is that we’re curious about, and though we do have to follow a design brief, we’re not restricted in how we approach it.”

Originally from Auckland, Nicole has found Wellington a great place to live and study.

“Wellington is such a vibrant, diverse place, with an incredible creative energy. You truly get the sense that you’re at the centre of New Zealand’s tech and film industries, in the kind of place that both embraces and really thrives off innovation. It definitely lives up to its reputation as being the creative capital.”

Nicole is taking part in Victoria’s Study Abroad programme and will go on exchange to one of Victoria’s partner universities in Copenhagen, Denmark.

Cards for Humanity, a game designed by Nicole Watt that pushes for a more critical design practice to promote positive social change. The game poses questions and offers a range of potential answers, ultimately advocating for a more open-minded and more human-centred design practice.
Football, for INDN 311 Digital Form, by Alrawe Ahmed.

Coursework for INDN 312 Brand + Identity, by Nicole Hone.

Coursework for INDN 332 Future Under Negotiation, by Nicole Hone.
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 ‘old school’ design techniques like drawing, as well as modern practices such as 3D printing, then Industrial Design is a good option for you.

Specialisations

Within Industrial Design, there are three areas in which you can specialise.

**DESIGN FOR FUTURE TECHNOLOGIES**

Use experimentation to explore the long-term possibilities and implications of creating things in new ways. Generate code and make physical objects using digital tools. Look at design proposals in the context of history and create provocative scenarios for the future.

**TANGIBLE INTERACTIONS DESIGN**

Learn to use this design approach that investigates the way our needs, desires and experience affect our interaction with physical objects. Design products that respond to these things, the environment and digital data.
Careers

The Industrial Design programme prepares graduates to work as designers in an exciting variety of 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.

Depending on interests and expertise, graduates may target a specific product category as an in-house designer, they may prefer the diversity offered by consultancy or even start their own company. Specific skills within the discipline 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.

There is a range of possible careers:

- Product designers create or improve objects to make them more usable or fit-for-purpose. From the everyday to the industrial, traditional to technical, you could be behind designing the next generation of mobile phones, more sustainable household furniture or large industrial machines that are safer to use and prevent injuries.
- CAD and digital prototyping designers take sketches, ideas and concepts and bring them to life digitally, allowing them to be fully explored, refined, optimised and validated before production. This skill is critical in many manufacturing industries.
- Product development project managers are responsible for the process that takes a design from idea to the hands of the end user.
- Film prop and set designers help actors and audiences suspend disbelief and become absorbed in another world. They create the elements that bring to life the past, the future or another world.
- Exhibition designers are responsible for the 'bones' of everything, from pop-up tradeshows to iconic and inspiring displays in libraries, museums and galleries, working collaboratively within a team to design and build fixtures and stands.
- Biomedical designers create products based on the most up-to-date knowledge of healthcare and clinical needs, supporting the medical industry and patient recovery, care and welfare.

“Studying at Victoria has given me a whole new perspective on design and its place in society. Victoria’s staff and industry-leading facilities have provided a fantastic environment for me to grow as a designer. I am learning the practical skills needed to succeed in industry and developing a mindset that will allow me to adapt to the changes that are inevitable as technology continues to redefine what we know as design. I want to understand how we can use emerging technologies to improve the ways we interact with each other and the world.”

CALLUM ALLEN
Student, Bachelor of Design Innovation in Industrial Design

Keyboard, by Callum Allen.
CHRISTY WELLS
Student, Bachelor of Design Innovation in Industrial Design

“The idea of designing for the future, being at the forefront of development in products and technology excited me, so I chose to study Industrial Design.

“In class, we all feed off each other; I’ve gained knowledge and skills just from the people around me, and I feel like this study environment is one of a kind. First year allowed me to get to know people in different disciplines. This has proved beneficial—I can use their expertise and apply it to my design work. In second year, I was offered a summer scholarship and this gave me an opportunity to work with lecturers and clients in a professional environment and gain real-world experience.”

NICOLE HONE
Graduate, Bachelor of Design Innovation in Industrial Design

“Victoria gave me the opportunity to work with the latest technologies in digital fabrication, including 3D printing. It also provided invaluable opportunities for industry experience. I undertook two Summer Research Scholarships during my studies—one at the School of Design and one at Weta Workshop.”
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 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.

Students will 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.

Specialisations

DESIGN FOR HEALTHCARE
Design medical technologies to improve people’s quality of life, speed up their rehabilitation and enhance their recovery.

WEB DESIGN
Learn effective web design concepts. You’ll master graphic design and web design applications.

Careers

Interaction Design prepares students for one of the fastest growing areas in the design industry. Because of this shift, 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 roles:

- Game designers need to go beyond functionality and visual appeal and understand the principles of user-experience design to ensure games are enjoyable to play.
- User-experience designers are concerned with improving usability, accessibility and satisfaction of products—digitally, physically and experientially.
- Design researchers play an important role in informing the process and considerations of design.
- User-interface designers are concerned with maximising the usability and accessibility of machines, electronic devices and their software.
- Creative technologists bring together design and creative ideas and technology skills to bring concepts to life.
- App designers are in high demand. As smart phones 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.
An interactive app designed by Bachelor of Design Innovation student Mahkaila Jones. The app aims to help people relax by aiding them to breathe slowly.
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.

Victoria’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 Production Suite, Autodesk Maya and many other industry-standard and open-source design and web applications.

Specialisations

Within Media Design, there are five areas in which you can specialise.

3D DESIGN AND ANIMATION

Become a 3D artist and gain skills highly valued by several industries, including computer gaming, film, mobile media and web development. Graduates with this specialisation are in high demand.

CREATIVE CODING

Learn to use code as a tool for creative applications. Study the essential algorithms, theory and programming concepts needed to produce interactive media expressions. From algorithmic generation of visuals to programming micro-controllers, specialising in Creative Coding will open up a variety of career options.

GAME DESIGN

Learn to create innovative screen-based games for this increasingly specialised field with very diverse needs, including game art production, level design, usability evaluation and dynamic human–computer interactivity. Get prepared to join this thriving industry.

INTERACTIVE DESIGN

Study this growing area of media design and explore how we interact with computers. You will learn how to create better and more engaging interfaces. Interactive design will prepare you for a variety of career opportunities and is valuable to students wanting to do postgraduate study.

VIDEO DESIGN

Study the design of digital moving images and gain the core skills you need to work in the creative industries of film, photography and television. This specialisation works well with other subjects such as Film and Media Studies, or others within the Bachelor of Design Innovation.
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—3D modelling and animation, game design, interaction design and video design. All Media Design coursework falls within these four areas.

There are many possible roles:

- **3D modellers**, also known as character artists or animators, bring sketches to life in a digital world using a variety of computer software programs and tools. Often working in movies and games, 3D modellers create characters, fantastical and mythical.

- **Game designers** create and bring to life video game worlds, drawing on skills in computer science and programming, graphic and user design.

- **Interaction designers** apply their knowledge of good communication and user needs to the creation of web interfaces to create effective user experiences.

- **Media installation designers** creative immersive three-dimensional spaces that can transform experiences and perceptions.

- **Multimedia artists** create visual and special effects for games, movies, music videos, websites and other digital channels.

- **Computer graphics developers and visual effects artists** work in a range of industries and sit at the intersection between technology, art and creativity.

- **Video production specialists** 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 a booming industry and YouTube is the second-largest search engine on the web.

**AWARD WINNER**

**The 2016 World of Wearable Arts (WOW) People’s Choice Award winning dress, Ester, was created by School of Design graduates Ashleigh-Jean King and Flavia Rose Wilson.**

The two met in their Wearable Technology class in 2014 and made their first wearable technology garment under the guidance of senior lecturer Anne Niemetz.

“What we learnt in this class set us in motion—we took the same materials, methods and ideas we’d learnt at Victoria to create our WOW entry.”

*Ester* is sculpted from cane, creating a light but durable skeleton. It features 340 LED lights and 1,000 hand-cut paper petals, and took three months to craft.

Ashleigh-Jean says, “Wearable Technology is an amazing course. It has the perfect balance between stimulating your creativity and helping you develop technical skills.”

Both Ashleigh-Jean and Flavia went on to tutor the course, and have both been working at Weta Workshop since graduating.

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Robbie Fordyce secured his role as a junior motion, research and development technical director for Weta Digital straight after finishing his Design programme at Victoria.

“My role is great because it blends my studies in Media Design and Computer Graphics together perfectly.

“My degrees allowed me to form close ties with Weta Digital throughout my studies and, ultimately, helped me to secure my first job.”

While I was studying, I completed two summer scholarships. For one of those, I was contributing to the research project Digital Workshops of the World, which looked at the movements of workers in the digital VFX industries. This then turned into my Master’s research topic.”

Robbie has tutored Creative Coding and 3D Modelling and Animation courses in the School of Design.

“Autodesk Maya and Adobe After Effects were used in this compositing video. Digitarium, which showcases a vibrant digital city. This was part of Robbie’s undergraduate portfolio.”
TE RŌPŪ ĀWHINA

Te Rōpū Āwhina (Āwhina) is Victoria University’s on-campus whānau for Māori and Pasifika students enrolled in degrees or courses in the Faculties of Science, Engineering, Architecture and Design (SEAD). We provide an inclusive environment that enables Māori and Pasifika students and staff to contribute as whānau members, and where high expectations, aspirations, achievement and collective success are celebrated. Our kaupapa (goal) is to produce architects, designers, engineers, mathematicians, scientists and technologists to contribute to Māori and Pasifika community development and leadership, engaging with students, academics, whānau and communities to achieve success.

Āwhina offers a culturally relevant learning environment for our students. There are whānau rooms on campus that offer computer facilities, study areas, free tea and coffee and a small kitchenette to prepare food, ensuring students feel warm and welcome. The whānau rooms are spaces to meet up with peers or tuākana (older students) who are also studying in SEAD courses. When students sign up to Āwhina they will receive 24-hour access to the whānau rooms and be paired up with mentors who will provide academic mentoring for any SEAD course. To succeed in our kaupapa, Āwhina students will be introduced to staff and tuākana who provide holistic and academic support and introduce students to all support services on campus.

TE RŌPŪ ĀWHINA
Room CO133, Cotton Building, Kelburn Campus
☎ 04-463 5987
Room VS129, Vivian Street, Te Aro Campus
☎ 04-463-6172
✉ teropuawhina@vuw.ac.nz

Whāia te iti kahurangi ki te tūohu koe me he maunga teitei.
Seek the treasure you value most dearly: if you bow your head, let it be to a lofty mountain.
“Victoria provides both the practical and theoretical aspects of Architecture, which is really valuable. In my second year, I took ARCI 211 Architecture Design, which involved producing fast, free and creative projects that gradually developed in scale.

“Critiquing our process and developing our propositions allows us to understand the strategies and issues of architectural design. These projects allow me to explore various design methods using model making, drawings and digital media.

“I am involved in Āwhina’s mentoring programme, which involves guiding and inspiring first-year students to succeed in their studies. We help and encourage each other to ensure we are fulfilling our goals and achievements.”

Savanah plans to continue with postgraduate study and complete a Master of Architecture.
Victoria Abroad is a student exchange programme offering you the opportunity to broaden your horizons while studying towards your Victoria University degree.

Why wait until after you’ve finished your degree to travel? With Victoria Abroad, you can complete a trimester or a year of your degree overseas, while paying your normal tuition fees. We’ll even help you finance your trip with a grant of up to $1,000.

Victoria Abroad is geared toward undergraduate study and is open to most degrees. There are also postgraduate and MBA opportunities at some of our partner institutions. Both domestic and international students are eligible to study on exchange.

Go on an exchange to:

- experience new cultures and perspectives
- earn credit to your Victoria degree
- learn a new language
- enhance your degree and CV
- see the world.

Eligibility

To apply for Victoria Abroad you must:

- have studied for a complete year, or 120 points, at Victoria University before starting your exchange
- have a minimum ‘B’ average across your academic history at Victoria
- demonstrate qualities that show you will be a good ambassador for Victoria and New Zealand while abroad.

Funding

When you go on Victoria Abroad you will be enrolled as a Victoria University student and pay tuition fees here, not at the host university. You will be responsible for your travel, accommodation, materials/books and personal expenses during your exchange. These costs vary between universities.

Most students fund their travel and living costs through a combination of scholarships, StudyLink and personal savings. Students eligible for StudyLink Loans and Allowances can receive these while on exchange. We help by offering a grant of up to $1,000. If you are a member of the Victoria International Leadership Programme (VILP), you may be eligible for an additional boost to your Victoria Abroad grant.

Application deadlines

For application deadlines, go to our website.

Victoria Abroad Office
Victoria International, Level 2, Easterfield Building, Kelburn Campus
victoriaabroad@vuw.ac.nz

www.victoria.ac.nz/exchange

All successful Victoria Abroad students will receive a grant of up to $1,000 to support their exchange.
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.
139 Vivan Street, Te Aro Campus
☎ 04-463-6200
✉️ architecture@vuw.ac.nz
or
✉️ design@vuw.ac.nz
🌐 www.victoria.ac.nz/fad
KNOW WHAT YOU STAND FOR. KNOW WHERE YOUR PASSIONS LIE. KNOW YOUR NEXT MOVE.

KNOW YOUR MIND MĀ TE MŌHIO