“Students in the Master of Design Technology have opportunities for further learning with practical experiences, talks and lectures from industry professionals and highly skilled lecturers who teach us industry-standard techniques.”

Rebecca Hand
Student, Master of Design Technology (pictured centre)
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Cover caption: KERFlamp on display in KRAFT, a student exhibition. Designed for SARC 412 Advanced Furniture Design, by Brad Wyatt.

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.

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“I hope that you will be excited at the prospect of undertaking your postgraduate studies with us and I cordially invite you to join the Faculty of Architecture and Design / Te Wāhanga Waihanga-Hoahoa, and wish you every success in your future studies.”

Professor Marc Aurel Schnabel  
DEAN, FACULTY OF ARCHITECTURE AND DESIGN

Welcome to the Faculty of Architecture and Design at Victoria University of Wellington. We’re one of New Zealand’s leading providers of innovative education in design and the built environment and have an international reputation.

Postgraduate study is a chance to extend your knowledge and prepare for the growing requirements of the modern creative sector. Our Faculty brings together disciplines that drive these industries, with subject areas that are central to contemporary discussions about architecture and design. By bringing them together under one roof, and working alongside the University’s other disciplines, we create unique opportunities to collaborate and innovate across the traditional professional boundaries.

Our postgraduate students are a vital part of our research community that influences the field worldwide. Your studies will allow you to make a major contribution to the debate around the future of architecture and design, challenging your ideas and satisfying your search for cutting-edge design, research, innovation and creativity in a professional context. Our exchange agreements and ties to world-leading universities present opportunities to participate actively in global industry communities.

Our design studios are equipped with full design, animation, construction and simulation software suites. We have a Media Lab, augmented and virtual reality research studios and other spaces to undertake photographic, thermal, lighting and structural performance simulations research. Our workshop facilities allow you to engage in a full range of 3D printing, wood and metal work and digital fabrication, as well as access to the largest industrial robotic arm in a New Zealand tertiary institution.
The creative capital lifestyle
Based near Cuba Street, our campus is right in the heart of New Zealand’s capital city and creative centre. The University has strong civic ties and industry connections, presenting our postgraduate students with unique opportunities to engage with the professional world. Wellington is the home to Weta Workshop and Weta Digital and has a lively music and theatre scene, not to mention the best café culture in the country. It has an excellent public transport system, vibrant nightlife centred on Cuba Street and Courtenay Place and there’s something for everyone with great shopping, beaches, bush walks, reserves, mountain-bike trails, museums, restaurants, festivals and live shows every night of the week.

One of a kind
Our capital city status means that Wellington is home to many national organisations and treasures found nowhere else in the country. Many of them have strong and well established teaching and research links to Victoria University, including Parliament, the National Library, the Supreme Court, Te Papa Tongarewa, the New Zealand Film Archive and Zealandia, as well as the highest concentration of science organisations in New Zealand, including many Crown research institutes.

International community
Become part of Wellington’s thriving and internationally recognised creative scene. During your studies, you’ll have opportunities to collaborate with your artistic peers and many of New Zealand’s top arts professionals. Students come to study at Victoria University from all over the world—each year students from more than 100 different countries make up the student population, with more than 120 university partners worldwide. There are many international communities in Wellington—Chinese, Indonesian, Japanese and Malaysian among others—that help to make international students feel at home in their new learning environment. Opportunities for international learning continue outside the lecture theatres as students take up the opportunity to go to conferences and go on overseas exchanges.

Nature
Situated at the southernmost point of the North Island, Wellington is a beautiful city that makes the most of its natural setting. Wellington is home to conservation island Matiu/Somes Island, is a gateway to the rugged beauty of the South Island and is located on two major highways that provide easy access to North Island regions, including Egmont, Tongariro and Whanganui National Parks. In just minutes, you can escape our compact city life to explore our varied biodiversity—discover more than 76 kilometres of accessible coastline, traverse acres of native bush or encounter wildlife at eco-sanctuary Zealandia, Wellington Zoo or simply the great outdoors.
At the beginning of winter every year, Wellington’s waterfront glows with an array of art displays composed of light. The LUX Light Festival is a free event that celebrates light, art, design and technology.

This year, Professor Daniel Brown from the Faculty of Architecture and Design created an installation called *Edge of the Universe*. Letters of light tumbled onto the sea to rise again like the tide, forming excerpts from New Zealand writers’ work included in the Wellington Writers’ Walk. The accompanying musical soundscape was composed directly from the rhythms of the words by recent New Zealand School of Music—Te Kōkī PhD graduate and musician Mark Johnson.

The installation explored the theme of being on the edge. It sat on the waterfront right between land and sea, subject to the ebb and flow of the tide. The excerpts themselves were rearranged to create a “new, bold theme that engages all poets at the same time and tells a story about taking risks, learning from mistakes, making a difference, seeing the light within the darkness and gaining wisdom over time,” says Professor Brown.

The use of New Zealand writing grounded the piece firmly in Aotearoa, a country very conscious of its own position at the edge of the world, Professor Brown says.

The soundscape was composed by analysing the structures of the excerpts and coding them to create a melody that came directly from the words themselves. The number of syllables, where the stresses fall and the length of the phrases determined the musical notes and their duration.

Professor Brown says installations such as *Edge of the Universe* blur the boundaries of art and architecture, which is how he views his work.

He has prepared installations for several cities across the world, including Rome, Venice and New York, many of which have explored similar themes of temporality and identity. “I take an urban public environment that’s underutilised and allow art to infiltrate, returning the space to the public and giving it an identity. All my works have political statements.”

The connection between art and architecture is central to Professor Brown’s approach to teaching. He encourages all his students to read, watch films and listen to music. Like these, “architecture is also a storytelling device—if you can see how one medium translated an idea, you can think about how that might be translated by architecture. It can transform a building into a work of architecture.”
Architecture is more than 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 into the wider cultural and physical landscape.

For those seeking professional development, our certificate or diploma qualifications allow you to select courses based on your interests and needs spanning all the specialisations we offer.

If you want to explore the theoretical side of architecture, we have a postgraduate diploma that also functions as the entry into our non-professional Master of Architecture (MArch) degree.

We offer Master’s degrees in Architecture, Building Science, Interior Architecture and Landscape Architecture that provide the necessary skills and knowledge base for entry into the professional industry within each area of specialisation. Each qualification offers you the flexibility to tailor your programme of study to develop your skills or consolidate your existing skill set to contribute to the research arena.

As a globally connected university, postgraduate students studying at the Faculty will have the opportunity to attend conferences. This is an excellent chance to have your research recognised internationally, connect niche areas of interest and develop networks across the profession.

At the 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 expert in the design, construction or science of buildings and landscapes. Our staff are experts in their areas and involved in extensive, leading research.

Our postgraduate programmes span a range of disciplines at the core of the natural and built environment and have been developed to meet the growing needs of the creative and building sectors while addressing the future demands people have for their built environments. Our robust research culture is enriched by regular seminars and lectures held on campus in topics relating to the built environment and associated professions.
Research
Postgraduate students in the School of Architecture play a vital role in developing high-quality research outputs. Our staff supervise students across a variety of thesis topics. Research findings are often presented at national and international conferences and published in peer-reviewed journals. Many of our postgraduate alumni have become industry leaders in their chosen field.

The School is actively engaged in national and international research programmes and led by respected academic staff. These initiatives attract students from all over the world.

The School of Architecture has three main research areas:

- creative and critical, which focuses on design research, representation and history and theory
- sustainability and wellbeing, which includes research about resilient and sustainable cities, designing for wellbeing and positive social impact and design for indigenous people and minorities
- performance and technology, which includes building performance, construction technologies and materials and simulation methods and virtual spaces.

Studio-based research environment
The design studio is at the centre of our postgraduate, design-led study programmes. Students meet here with teachers and supervisors to discuss the design proposals made in response to research questions.

Students develop critical thinking and discussion skills through in-depth engagement with their area of interest. This is where the understanding of other knowledge areas is brought and applied to design thinking. At postgraduate level, students are expected to take greater responsibility for their learning and the studio provides the place to work independently or in close collaboration with others. Ideas can be tested informally with colleagues in a supportive and collegial environment.

Particularly during the Master’s thesis year, students are encouraged to work in small cluster groups where they can explore a single issue from multiple perspectives, often representing different disciplines.

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Graduate Certificate or Diploma in Designed Environments

Enhance your knowledge of how the built environment is designed.

Whether you’re a recent graduate or already working in the industry, the 60-point Graduate Certificate in Designed Environments will give you the opportunity to take a detailed look at current issues, new technologies and advancements within the built environment.

The 120-point Graduate Diploma in Designed Environments provides a way to add depth to your BAS or BBSc or similar degree, and can act as a stepping stone to Master’s study. If you’re already working in the industry, the Diploma will give you up-to-date professional development in your area of interest.

Choose from a variety of specialist learning options from areas including architecture, interior architecture, landscape architecture and building science. You can tailor your studies to suit your current area of expertise and career goals or explore a new specialisation.

Postgraduate Diploma in Architecture History and Theory

Take your interest in the history and theory of architecture to the next level. Build on your undergraduate degree or expand your existing professional experience. You’ll explore the historical, social and political contexts of how and why we design buildings and other spaces.

You can take courses from all the subject areas within the built environment—Architecture, Building Science, Interior Architecture and Landscape Architecture—allowing you to make connections between the disciplines.

You’ll take a range of lecture-based courses on historical and theoretical topics that look at architectural, archaeological and historical material in a fresh way. The Postgraduate Diploma is a theory-based qualification that provides a pathway into the one-year theory-focused and research-based Master of Architecture.

Cityhood, SARC 484 Special Topic: Christchurch, by Jesse Ewart, Claire Ford and Stacey Mountfort.
In February 2016, a category 5 cyclone struck the island of Fiji, leaving 350,000 Fijians to deal with the aftermath.

Four Master of Architecture students travelled to Fiji to look at how the community could recover and rebuild. Led by Professor Regan Potangaroa, a structural engineer and post-disaster reconstruction expert, the group worked alongside the Shelter Cluster headed by the International Federation of Red Cross and Red Crescent groups. Anthony Mak, one of the students, said the trip provided insight into what engineers and architects were doing to help those most vulnerable.

“A group of structural engineers had volunteered to assess school buildings that required reconstruction or strengthening, but architects had not demonstrated a comparable level of initiative, nor implemented strategies for the necessary provision of shelters.

“Architects have a privileged role, being able to explore ways in which the wellbeing and safety of people can be sustained and improved through space.”

Post-disaster reconstruction is a long and complex process, says Regan, who has travelled to more than 20 countries to help in the wake of natural disasters and conflict zones.

“Working in the field is dynamic and ever-changing—it’s very different from what you might see on television or read in the newspaper. I think the students learnt the significance of the profession they have taken up, and it’s an experience they’ll carry into their design for a long time.”
Delve into the history and theory of architecture with the research- and thesis-based Master of Architecture (MArch). This qualification will be of interest to you if you are already working in the profession and want to deepen your understanding of a particular aspect of architecture, or want to deepen the knowledge gained through undergraduate studies through research.

You’ll further develop your critical thinking and discussion skills with in-depth study in your area of interest. Increase your understanding of how architectural history and theory are applied to design, so you can express your own ideas and conclusions within a theoretical framework.

Gain expertise through research by choosing a thesis that reflects your current knowledge of the intellectual, technical, aesthetic and cultural conditions of architecture. Your research topic must have a basis in theory as well as method.

You’ll get quality supervision and support from staff with international reputations for teaching, research and publishing.

The Master in Architecture does not qualify you for registration as an architect. If you want to become a practising architect, see page 12 for information about the Master of Architecture (Professional).
Performing arts precinct aerial site plan, for ARCI 593 Master’s by Research portfolio, by Stacey Mountfort.
MASTER OF ARCHITECTURE (PROFESSIONAL)
Learn through a combination of taught courses and a written thesis or research portfolio that involves self-directed, design-led research. You’ll graduate with design knowledge that demonstrates mastery in your area of interest.

**Professional accreditation**

The Master of Architecture (Professional) (MArch(Prof)) is recognised by the New Zealand Registered Architects Board (NZRAB) as fulfilling its academic requirements for registration to practise as an architect. You’ll need to spend two to three years gaining practical experience before you can apply to register. The Board will then assess your professional competence.

The MArch(Prof) is also accepted by the Commonwealth Association of Architects (CAA) as fulfilling its academic requirements for membership and registration. However, you will have to meet some other requirements such as evidence of coursework and practical experience.

You’ll also meet the academic requirements for professional registration as a practising architect with the industry organisation, the New Zealand Institute of Architects (NZIA).


CLAUDIA VAN VELTHOOVEN

Graduate, Master of Architecture (Professional)

"I love the large scale and diversity of work that my job exposes me to. I love being a part of the vertical growth of a city as the demand and necessity for density increases. Bates Smart works on some of the largest projects in Australia, and overseas, and I love being part of it."

Claudia van Velthooven's research for her Master's thesis explored a design methodology that integrated scripting into the early stages of the design process, generating designs and responses to site and project-related data.

During her study, Claudia attended the PACT (Parallel Architectures and Compilation Techniques) conference in London, as well as the ISAIA (Independent School Art Instructors Association) conference in Sendai, Japan. She presented a paper, Hyperlocalisation through Architecture and Climatology, focused on integrating local data sets—in her case, weather data—into the design process through scripting. Research in computational design is at the forefront of global design research.

"The conferences were awesome! I got to meet some amazing architects, including Toyo Ito and Patrik Schumacher. It was an incredible experience and eye-opener to hear from all of the other researchers presenting their work. The discussions were extremely stimulating and inspiring. I gained so much from this experience."

She is now working at the multidisciplinary Australian design firm Bates Smart in its Sydney office, helping deliver complex architectural projects.

"The study that I undertook as part of my research thesis exposed me to a whole new range of skill sets, design thinking and design approaches that I am now applying to my work. It's led to another avenue to explore design that was not previously typical in firms."

Conceptual urban winery tower, for ARCI 412 Integrated Technologies, by Claudia van Velthooven.
GED FINCH
Graduate, Master of Architecture (Professional)

“I worked in the construction industry in 2016 and I saw how much waste the industry produces. Many of the components used in building now aren’t reusable or recyclable, and we’re producing 50 percent more building waste than we were in 2005. We need a solution to make building more sustainable.”

Ged Finch has created a new prefabricated construction system to help combat the huge amounts of waste produced each year by the building industry.

For his Master’s thesis, Ged designed a prefab building system that uses plywood to create sustainable housing. Unlike other plywood prefabs on the market, Ged’s design produces zero waste. The design system was highly commended at the 2018 New Zealand Institute of Architects (NZIA) Student Design Awards, which go to the top architecture students in the country.

Because all the pieces of the system are the same size and shape, they can be used across different buildings. If someone wants to downsize their house and a neighbour wants to add another room, sections can be removed from one house and attached to the other. The pieces will also be able to be mass produced, reducing the cost of building housing.

“Architects believe their work lasts forever, but that’s just not true. We need to be smarter about our building materials and we need a solution now. And, unlike many projects, this research doesn’t use technology that will be available 10 years from now—it’s ready to go today.”

Ged plans to continue working on his building system while he completes his PhD.

He says New Zealand has a huge housing crisis, but its construction industry is also booming, making the market ripe for a new building design solution.

“This is the perfect time to do something big like this and break the traditional building mould,” Ged says. “If we can get the funding now, we can get this system into mass production and help New Zealand solve its housing crisis.”
You’ll gain an expert understanding of key design practices and issues, and the effective use of design strategies through all stages of the design process. You’ll also learn about the legal and ethical obligations of the professional landscape architect.

Learn to be critically objective and environmentally mindful in your approach to landscape architecture. Study, question and test ideals and theories as you work towards completing your design-based research thesis or research portfolio.

**Professional accreditation**

Victoria University’s Master of Landscape Architecture (MLA) is one of only three programmes in New Zealand that meet the standards for accreditation with the New Zealand Institute of Landscape Architects (NZILA). After you graduate, you’ll need to work as a landscape architect for around three years before you can become registered with the NZILA. Your qualification and registration will be recognised throughout New Zealand and internationally.
WILLIAM HATTON

NGĀTI KAHUNGUNU, RONGOMAIWAHINE, NGĀTI RAUKAWA KI TE TONGA, RANGITĀNE, MUAŪPOKO

Student, Master of Landscape Architecture

“My work aims to express how past understandings of the traditional cultural landscape can influence the ways and opportunities for social, cultural, ecological and economic cohesion and prosperity. It attempts to restore the identity we share with the landscapes we inhabit.”

William Hatton has always had a strong understanding of and connection to his Māori roots, which have helped him to express the potential of Māori processes and culture.

In the first year of his Master of Landscape Architecture, William explored the potential of indigenous knowledge as a valuable design tool.

His thesis, ‘Haumanu Ipukarea: Reviving Turangawaewae, Identity and Place’, examined the importance of mātauranga Māori within remnant landscapes of urban environments. He investigated a regenerating valley and stream that is one of Wellington’s largest natural ecosystems. His thesis project was about restoring people’s sense of identity with their landscape through subtle design interventions that reconnect people and land—tangata whenua.

William’s work as a summer scholar in 2016 and 2017 explored mātauranga Māori as a potential solution within the summer research scholarship. It established further development and research of mātauranga Māori with landscape architecture, specifically with its importance to therapeutic landscapes.

“Working within a diverse group, I found that, together, cross-cultural integration can produce successful design outcomes.”


MASTER OF INTERIOR ARCHITECTURE

Become a specialist in the architectural design of interior spaces—the places in which we live, work, play, eat, shop, exercise and learn. Make a difference to people’s wellbeing and create a better future through the innovative design of interior spaces.

Learn to create innovative interiors that respond well to the many demands of spaces—performance, identity, mood and physical comfort. Examine how design can affect the way people experience, interact with and move through an interior.

You’ll gain an expansive knowledge of design through considering interiors in a range of contexts—social and cultural, ecological and technological, historical and contemporary. Study Interior Architecture in detail and examine the relationships between materials, people and space.

Learn through a combination of taught courses and a self-directed, design-led research thesis or portfolio.

International recognition

Victoria University’s Master of Interior Architecture programme is internationally recognised through affiliation to the International Federation of Interior Architects/Designers (IFI) and the Interior Design/Interior Architecture Educators Association (IDEA).

Lounging, for INTA 211 Interior Architecture Design, by Alex Tan.
ARCHITECTURAL SCIENCE

Extend your expertise with the Master of Architectural Science (MArchSc), focusing on managing the development and ongoing performance of the built environment.

You’ll explore building construction and performance, project management, how building materials function, new project management tools available on the market, sustainability in the industry, facilities management and the relationship between buildings and their environment. Learn to question, test and explain these elements and become confident in your understanding of architectural science. Consider architectural science in different cultural contexts, including the role of tikanga Māori in the built environment.

You’ll get a practical grounding in how buildings impact on the natural world through their design, what the new trends in management are, construction, technology, operation and maintenance. You’ll also gain an understanding of how buildings impact on the natural world through their design, construction, operation and maintenance.

Choose a pathway
These new degrees offer two different options for students interested in Building Science at a postgraduate level, and will be offered in two subjects: Project Management and Sustainable Engineering Systems.

Master of Architectural Science
The 180-point Master of Architectural Science is a one-year professional programme focusing on either project management or sustainable engineering systems, combined with an architectural science research methods course and an industry-related project or practicum for real-world experience in the field.

Master of Architectural Science (Research)
The Master of Architectural Science (Research) has two consecutive components, and will take two years if you’re enrolled full time. You’ll study a 120-point Postgraduate Diploma in Architectural Science, followed by a one-year research thesis in your area of interest.
For the past five years, Andy Lee has been working at Christchurch City Council in building consents. He’s taking the Master of Architectural Science as professional development, supported by the Council.

“Undergraduate study taught me a variety of things about construction, but it was very broad. I always wanted to come back for the focused, in-depth professional knowledge of postgrad study. During the past five years, I was figuring out the area I wanted to focus on. Now I have.

“The Project Management major is focused on the foundations of knowledge behind project management and problem solving: asking why we do things this way, and is there a better way to do them? It’s focused on getting to the roots of the problem and then working out how to solve it.”

As part of the course, Andy will complete a 120-hour internship at McKee Fehl Construction in Wellington. This keeps his connection to the industry and gives him practical experience to apply the theoretical and classroom-based aspects of the programme.

“It’s onsite project management work, which I’ve never been exposed to before. It’s good for me to get that hands-on experience—the ‘other side of the fence’ as opposed to the regulatory environment. When the course finishes, I’m interested in putting into practice what I learn.”
After three years working as a project manager on the Christchurch rebuild, Ollie Shand is completing the Master of Architectural Science to refocus on his passion for sustainability and get the career boost a postgraduate degree can offer.

“The course is very self-driven. The supervisors give you the foundation of what you need to know, but you also have to learn and research for yourself.

“At the moment, I’m looking into how climate change affects our commercial buildings and I will, potentially, do my thesis on this.”

For Ollie, the industry connection offered by an internship is one of the most valuable opportunities of the course. “I’m at Studio Pacific, in their research and design team, doing sustainable monitoring, simulations, that sort of stuff. It’s very different from what I’ve done before.

“Once I finish, I’d like to work in New Zealand for a few years and, eventually, I might move to California or Germany. Those locations are really progressive with sustainability.”
Blaire Haslop’s Master’s thesis explored electronic ‘glitch’ as a result of digital decay through three-dimensional digital architecture. With only one other researcher currently exploring the topic in the world, the opportunity to attend conferences was extremely valuable.

“During my thesis, I attended two conferences. The first was PACT (Parallelism in Architecture, Environment and Computing Techniques), held at UEL University of East London. This was my first-ever conference, so it seemed like the biggest deal ever, but when I got there I quickly realised that everyone presenting had the same level of research.

“My conference paper was published in the International Journal of Parallel, Emergent and Distributed Systems, a world-leading journal publishing original research in the areas of parallel, emergent, nature-inspired and distributed systems.

“Blaire Haslop’s Master’s thesis explored electronic ‘glitch’ as a result of digital decay through three-dimensional digital architecture. With only one other researcher currently exploring the topic in the world, the opportunity to attend conferences was extremely valuable.

“The conferences were amazing, I felt so inspired to be surrounded by like-minded people and meeting some of the best in the game. People who we referenced in our works were sitting listening to us explain our work—it was incredible.”

Blaire is now working in Auckland at Jasmax, an architecture company that designs collaborative and sustainable spaces throughout New Zealand. She’s able to apply the theoretical thinking from her thesis in the company’s digital futures group.

DOCTOR OF PHILOSOPHY IN ARCHITECTURE

A Doctor of Philosophy (PhD) is the highest degree offered by the Faculty of Architecture and Design. It is completed by thesis only and is restricted to areas where expert supervision is available.

Study for the degree requires intelligence, an aptitude for research and considerable dedication and tenacity. Students will build on their previous education, experience and training to produce a thesis that is a major piece of original research and which will make a significant and original contribution to knowledge or understanding of a field of study.

Faculty of Graduate Research
The Faculty of Graduate Research (FGR) provides support to the University’s doctoral candidates. The Faculty provides additional support throughout your postgraduate studies, including:

- possible funding for prospective PhD students
- skills development opportunities
- services and resources
- thesis guidelines
- information about supervision and responsibilities.

Supervision
While supervision of a candidate is the responsibility of a particular school at the University, the PhD is common to all faculties. The University’s PhD coordinator has responsibility for approving examination arrangements to ensure they are conducted with appropriate consistency across the University.

Staff research areas and publications are listed at the bottom of each staff member’s profile at www.victoria.ac.nz/fad

Photographs for PhD project Decoding Kashgar, by Serdar Aydin. The project created a virtual model of the city in China. Depicted here is an outlook of Kashgar showing the contrast between heritage and contemporary architecture, and two virtual models of neighbourhoods in the city.
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 University of Wellington is New Zealand’s cutting-edge option for shaping 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.

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. Our research expertise and focus on design innovation means we can give you an edge in your design career. Industry collaboration and research opportunities at the School can take you into unexpected roles both nationally and internationally.

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.
**Studio life**

The studio culture in the School of Design is a collaborative and cross-disciplinary environment. The close ties between the School’s programmes create an innovative space where design practice, theory and research feed into creative and critical projects.

As well as lectures and seminars, courses in the School of Design include studio activities where students collaboratively conceptualise, iterate, critique and refine design ideas. This environment fosters engagement between student and staff research, pushing the boundaries of design research. The School encourages creativity and innovation through access to shared workspaces, photographic resources, 3D modelling workshops, 3D printing and scanning digital fabrication equipment, media labs, virtual reality devices and digital design software.

“The diversity found within the University’s Design School postgraduate community and the breadth of experience, narratives, perspectives and world views they reflect, offer a wealth of teaching and learning opportunities. It’s so exciting to see students learning from each other and the faculty staff learning a fair bit along the way too. It really demonstrates the akoranga (shared learning) we base our education on here at the School of Design.

“For me personally, the highlight of the School’s postgraduate programme is seeing the students’ progression through research into industry, and hearing about the incredible work they are doing. Not only have they become consummate professionals, but also leaders and innovators who are helping to shape positive change.”

—Catherine Caudwell, Programme Director, Postgraduate Study

**Design in transition**

In order to address the challenges the world is facing, including climate change, political upheaval, gender and cultural disparities, twenty-first century design needs to become more adaptive, inclusive and dynamic.

Within the Master of Design Innovation, this approach is key to many of our Design Research Innovation Labs (DRILs) (see page 32).

The Virtual Worlds Lab, More than Human Lab, Critical Resilience Lab and the Social Design Lab are among those that combine design methodologies, ideologies and technologies with critical and creative thinking and practice to create a nexus for the negotiation and recalibration of design as it transitions towards more sustainable, sustaining, diverse and inclusive offerings as solutions.

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**Postgraduate programmes**

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Nat Jar, installation juxtaposing nature and technology, for MDDN 314, by Daniel Gardner.
Dipanwita Biswas, an international postgraduate student from India, joined the Social Design Lab and was supervised by Nan O’Sullivan, the programme director for Design for Social Innovation and the coordinator of the Lab.

Dipa’s thesis, ‘Are We There Yet: Gender Equality—Myth or Reality’, parallels two of the dominant cultural tropes that formed her worldview as a child; Wonder Woman and the Indian mythological goddess Durga.

“One of the objectives in my study was to parallel the Western female superhero Wonder Woman and the indigenous Indian goddess Durga to argue that, despite education and modernisation, the duplicity of the relationship between power and gender continues to be as widespread in the Western modern world as it is within the social constructs of a society still heavily bound by ancient cultural constructs.”

Considering the visual construction and depiction of idealised and stereotypical feminine visual forms, Dipa unwrapped both Wonder Woman and Durga and the contexts from which they grew to then challenge the translations and expectations of the female gender offered by these well-established allegories and used new digital technologies to assist in shifting the narrative.

“By broadening the scope of design inquiry, the status quo can be interrupted, challenged and even changed. Linear approaches can be questioned, gender norms can be re-considered and cultural appreciation recalibrated by a compass that understands ever-widening perspectives,” says Nan O’Sullivan.
Jonathon Bishop’s Master of Design Innovation thesis explored the way augmented reality can enrich our understanding of the world. His work specifically addressed how technologies and methods might be advanced or employed to enrich the museum experience for millions of visitors seeking authentic and diverse historic and cultural experiences. Jonathon investigated ways to overcome the loss or diminished appreciation of the narratives and histories embedded in the artefacts, establishing a set of guidelines that could inform museum exhibition designers and curators of the ways augmented reality can broaden and enrich the experience of the museum space.

“Artefacts within museums have rich histories that are not always apparent. This is due to the way artefacts are currently displayed and the way information is communicated in exhibitions. My goal was to set out design guidelines to inform the development of augmenting museum experiences.”

Jonathon also founded the University’s virtual reality club, Looking Glass. The club offers support and opportunities for students who are interested in virtual reality, mixed reality and augmented reality, as well as creating a network of students to share knowledge and expertise. A graduate showcase exhibition aimed at local industries provided a chance for students to get their work in front of professionals.

In March 2018, Jonathon began the role of community manager of the AR/VR Garage in Auckland, managing it on behalf of Auckland Tourism, Events and Economic Development within Auckland City Council.

“It’s a collaborative augmented and virtual reality facility in Auckland, designed to facilitate, grow and promote companies with the virtual and augmented reality sector. The AR/VR Garage hosts a number of tenant and associate companies that I deal with directly. However, my role is to promote AR/VR technology within Auckland City and I am passionate about building a thriving AR/VR community.

“There are many possible applications for augmented reality technologies that still need to be researched. Nevertheless, the work that has already been accomplished has led to a revolutionary use of this technology that previously could only be dreamt of in science fiction stories.”
Advance your knowledge in the area of design that interests you, and enhance your theoretical and practical design expertise.

You’ll further develop your critical thinking and discussion skills, increase your understanding of design and learn to express your own ideas and conclusions within a theoretical framework.

The Master of Design is an opportunity to explore design-based research under the supervision of staff who are acknowledged as leaders in their fields. You’ll need a solid understanding of design research methodology to be successful in your studies. Explore your topic through a written thesis or a research project in the form of a design-based composition.

If you want to do your Master’s via coursework and independent research and work as part of a DRIL research stream, you should explore the Master of Design Innovation.

Research topics
Consider your current knowledge of the intellectual, technical, aesthetic and cultural conditions of design theory and practice when choosing your thesis topic.

You may be able to study the Master of Design by distance. Talk to the programme director to discuss this option.

Matty, part of a Master of Design Innovation thesis, ‘Aoa’a le tama e tusa ma ona ala, a o o ma matua e le toe te’a ma ia’: ‘If we fail to construct our own realities others will do it for us’, by Saint Andrew Matautia.

Audible Interference, an interactive audio-visual installation for MDDN 314, Audio Visual Space, by Jackson Preston, Thomas Chang and James Erwin.
MASTER OF DESIGN INNOVATION

Get the specialist skills and knowledge you need to be a successful professional in the design industry. In this three-trimester programme, you’ll learn the art of bringing ideas to life—from conception to design to construction.

Choose one of three majors—Design for Social Innovation, Industrial Design or Media Design—in this industry-focused, professional qualification with the School of Design. Assess new technologies and investigate the social, cultural, environmental and economic implications of design on our world.

Through a combination of coursework and supervised research, you’ll gain a greater understanding of the process of creating value through design.

You’ll do much of your work in the DRIL stream, giving you a stimulating and supportive environment for inspiration and discovery. Choose a research group with a DRIL that fits with your current knowledge and career goals and your intended thesis or research portfolio topic.

(Above and below) 3D printed artefacts made from plastic waste collected from a beach, a university and a community centre for research as part of the MADE Design Research Innovation Labs, by Sophia Cameron.
Design Research Innovation Lab streams

Our postgraduate students work closely with staff and industry collaborators on research projects that address a range of contemporary design challenges. In some of our Master’s degrees, students will have the opportunity to undertake collaborative research within one of our Design Research Innovation Labs (DRILs).

These labs receive support from government, industry and externally funded grants to produce a range of commercially viable and discipline-specific research outputs that contribute to the advancement of design research while engaging with a variety of social issues and needs.

Critical Resilience
The Critical Resilience stream supports the development of innovative design-led responses to issues of a societal, ethical and ecological nature. It prioritises creative research in the development of objects, services and experiences that promote emotional, physical or social resilience, or the capacity to ‘bounce back’ from adverse conditions, including the Anthropocene and related environmental instabilities, natural disasters such as earthquakes and the tensions and opportunities encompassed in our evolving relationship with technology.

Data.Mine
The Data.Mine research stream focuses on creative and critical exploration of the tools, technologies and applications at the fore of media art and design today through the lens of data generation, retrieval, analysis and presentation. The primary aim of the research group is to develop tools for improved collection and presentation of informative, persuasive and critical data representations.

MADE
The Multi-property Additive-manufacturing Design Experiments (MADE) stream focuses on innovative design applications of 3D printing and additive manufacturing materials, technologies and processes. It aspires to establish a globally recognised design research expertise in the currently undersubscribed niche of multi-property printing. It will build on existing research capability in the Industrial Design programme, the School’s significant commitment to high-end 3D printing facilities and the programme’s growing research collaboration with international technology leaders and service providers such as Stratasys and Shapeways.

More-than-Human
The More-than-Human stream focuses on designing with, and for, non-humans and aims to critically explore the often troubling entanglements of humans and non-humans, and to creatively re-present them for public engagement. Our research addresses human relations with science and technology, human relations with other forms of animal and plant life and the spaces in which they get knotted together.

Smart Interactions
In the Smart Interactions Design Lab, the design and research expertise of industrial designers, media designers and design researchers work in multidisciplinary teams with professionals from other disciplines, including engineers and clinicians, to solve real-world problems. The designs you can expect to produce in this stream span from physical medical devices that control and communicate with apps and games to experimental interactive lighting or art installations that involve a physical and digital component.

Social Design
Over the past decade, the role of both design and designers has become more challenging and complex than ever. In the Social Design Lab, you’ll consider social, cultural and political issues as highly relevant to contemporary design. The Lab is made up of numerous interdisciplinary connections between staff and students and we use these synergies to undertake critical, challenging and highly creative design explorations.

Virtual World
The social and cultural activity of sharing stories is an ancient human impulse. Language, gameplay and theatre are some of our oldest platforms, but they continue to function as radical mediums when combined with new and emerging technologies such as mixed reality, immersive gaming and interactive fiction. In Virtual World, we begin by asking a simple question: How can technology help us create new experiences? Our research areas include human–computer interaction, immersive audio, narratology and procedural content generation.
The School of Design has a partnership certificate with SideFX, the Academy Award-winning developers of a visual effects software called Houdini. Houdini certification is an exclusive teaching and learning certification programme that offers schools special access to SideFX staff and resources and visibility with top VFX and games studios.

The MDT can lead to a range of careers, including composition, 3D animation and motion graphics.

“The most valuable thing about the Master of Design Technology course was the opportunity to learn from some of the best people in the entire industry. They’ve been working and living in one of the most important companies of the visual effects industry in the world and have a deep and broad knowledge and immense experience … Now, I have the ability to create and deliver something that people can enjoy in a whole new way. These opportunities wouldn’t have been possible without what I’ve learnt during the programme.”

—Maurizo Vanolo, Graduate, Master of Design Technology; Visual Effects Artist, Park Road Post

If you are interested in pursuing both a creative and a technical career and are thinking about working in one of the many emerging technology industries in Wellington, New Zealand or even globally, the Master of Design Technology (MDT) may be for you.

The MDT provides students with the professional skills needed to work effectively in highly technical design professions such as game design, visual effects, exhibition design and multimedia design. The MDT is technology-centric and builds upon the skills acquired in an undergraduate degree focused on digital technology, design or a closely related field. It is ideal for students who are looking to upskill with advanced techniques and high-tech professional practice.

This programme is unique in New Zealand in providing students with the best expertise in both university research and industry practice with which to gain the skills needed for a future in the broad-based and rapidly growing technology sector.

Students undertaking this Master’s degree will produce a professional portfolio based around their chosen focus of study. The programme starts in March each year, and is taught at the University’s Miramar Creative Centre.
Raqi Syed is a visual effects artist and a senior lecturer and programme director of the Master of Design Technology.

She began her career in feature animation as an assistant technical director for Disney Feature Animation on films such as *Meet the Robinsons* and later as a lighting artist on *Tangled*. She then worked as a senior technical director with Weta Digital on films such as *Avatar*, the *Planet of the Apes* films and *The Hobbit* trilogy.

“...work being done on the *Lord of the Rings* films. The level of craftsmanship and the magical location—Middle Earth—functioned as a kind of myth for my classmates and me. When the opportunity to work at Weta Digital presented itself, I knew I had to go.”

“...My research is primarily focused on the relationship between digital technology and narrativity. My work as a visual effects artist informs my critical writing about cinema and how new technologies continue to shape our contemporary understanding of storytelling.

“...Digital mediums continue to grow. In Wellington we’ve got companies large and small specialising in gaming, film production, visual effects, virtual reality, augmented reality, mixed reality, web content, artificial intelligence, machine learning and several more nascent platforms. Our students are preparing to carve new paths and figure out how the next media we haven’t even thought of yet will tell stories and solve design problems. All this talent has created a great landscape of opportunity for students and entrepreneurs to access a highly skilled, creative community.”

RAQI SYED
Senior lecturer, Master of Design Technology
User experience design is one of the largest growing design fields and addresses all aspects of user experience from understanding the identity of the users to the creation of the designs with which they interact.

User experience designers work across digital and physical media to improve the overall experience of design and are skilled researchers, critical and creative thinkers, effective communicators and expert design practitioners.

The Master of User Experience Design (MUXD) is a one-year, full-time, 180-point Master’s degree. It is aimed at industry professionals and recent graduates who do not have an undergraduate qualification in media design.

The degree will build on the relevant skills these students have developed during their professional careers or undergraduate university study such as problem solving, critical thinking and verbal and written communication.

This qualification is intended for recent graduates with non-design degrees and industry professionals wishing to enter the interaction design or user experience fields from another discipline or profession.

The Master of User Experience Design prepares you to launch your career in a range of areas that allow you to combine research and design skills to communicate ideas. Roles include a user experience designer, service designer, information designer and communication designer.

ICT Graduate School

If you’re a recent design graduate who wants to work in interaction design or user experience design, or you want to build further relevant skills appropriate for the visual effects industry, you may be interested in completing a Master of User Experience Design or Master of Design Technology offered through the Wellington ICT Graduate School.

The Wellington ICT Graduate School is a partnership between three Wellington tertiary institutions, Victoria University of Wellington, Whitireia New Zealand and the Wellington Institute of Technology. This new government initiative is tasked with creating a diverse supply of industry-ready talent in response to the ICT sector boom occurring in New Zealand.
Hone your collaborative, creative and business skills as a practising artist over an intensive 12-month programme. The Master of Fine Arts (Creative Practice) (MFA(CP)) is an industry-focused, practical degree that will help you build new contacts and networks in Wellington’s creative industries.

You’ll take advantage of our capital city location and study at the University’s Kelburn campus and our Film and Music programmes get to use a new purpose-fitted facility at the Miramar Creative Centre.

**Practice opportunities**

The MFA(CP) includes a creative project in which you’ll be mentored to complete work that showcases your abilities and encourages you to push boundaries in your field.

As part of the programme, you’ll also do an internship with an arts organisation. This will give you valuable work experience and provide you with all-important connections in your industry.

**Broad approach**

While your studies will be centred around your specialty area of design, film, music or theatre, you’ll have opportunities to take an interdisciplinary approach to your work. If you’re a Design, Music or Theatre student, you may be able to take a complementary course from another fine arts discipline.

And, because all artists need some business knowledge, you’ll complete a course in arts management and marketing as part of the programme.

**Miramar Creative Centre**

Learn the finer arts of film-making, game design, visual effects, exhibition design and multimedia design with teaching direct from the experts.

Gain unprecedented insights into the inner workings of these creative industries and interact with world-leading practitioners in the heart of Wellington’s film industry.

Situated among the Weta group’s buildings in Park Road, Miramar, the Victoria University of Wellington Miramar Creative Centre builds and strengthens the University’s associations with the film, animation and game design industries based in Miramar.

Following a purpose-designed refit, the Centre includes studio spaces, recording and editing suites, computer labs and a workshop. It is equipped with green screen, motion capture technology and the same software used by film production companies around the world.
Study for the degree requires intelligence, an aptitude for research and considerable dedication and tenacity. Students will build on their previous education, experience and training to produce a thesis that is a major piece of original research and which will make a significant and original contribution to knowledge or understanding of a field of study.

Faculty of Graduate Research
The Faculty of Graduate Research (FGR) provides support to the University’s doctoral candidates. The Faculty provides additional support throughout your postgraduate studies, including:

- possible funding for prospective PhD students
- skills development opportunities
- services and resources
- thesis guidelines
- information about supervision and responsibilities.

Supervision
While supervision of a candidate is the responsibility of a particular school at the University, the PhD is common to all faculties. The University’s PhD coordinator has responsibility for approving examination arrangements to ensure they are conducted with appropriate consistency across the University.

Portfolio requirement
A portfolio of work is required as part of the PhD application process for students who want to complete design-based research at the Faculty of Architecture and Design.

A portfolio should showcase work that indicates your skill level, interests and strengths in design or a related creative discipline. Up to 10 pieces of work is sufficient. If you are sending work you have completed for an employer, state clearly what your role in the project was: design, drawing or project management.

If you have any questions regarding whether you are required to include a portfolio of work in your application, contact the Faculty of Architecture and Design, with a brief description of your proposed research project.
GILLIAN McCARTHY

Graduate, Doctor of Philosophy in Design

“Managing type 1 diabetes is a 24/7 job. It affects every aspect of how you live your life, and you never get a day off.”

This, says Gillian McCarthy, is one of the reasons why diabetes is such a challenge for adolescents. Her PhD in Design focused on how the design of medical technologies can address issues adolescents face in managing type 1 diabetes.

With a background in psychology and an interest in understanding people’s needs, perhaps it’s no surprise Gillian’s design research has moved into the realm of healthcare.

“We’re getting more and more complex medical devices emerging, but the health outcomes haven’t been getting better. So, we started asking what requirements adolescents have that aren’t being met, but that we should be meeting as we develop new and better technologies.

“In my research, I’ve particularly focused on the psychosocial aspects of type 1 diabetes; for example, if adolescents are too embarrassed to use their device in a public setting, that’s going to be a problem. My focus is on practical, everyday things about designing a medical device. It’s not just responding to a disease, but responding to a disease for an individual person.”

In conducting her research, Gillian spoke to 16 adolescents and young adults, building up a strong picture of what life is like for young people managing this condition.

“We’ve developed a detailed description of experiences. We’ve also looked at Pharmac’s usability criteria for what they think about when deciding which devices to fund, and contrasted this with criteria adolescents think of as important. We can then identify any mismatches and report back to companies, highlighting which things they might like to consider in their design.”

Gillian’s work has laid the fundamental groundwork for future projects and she will be continuing this research in her role as a lecturer at Victoria University.
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 Vivian Street, Te Aro Campus, Wellington
📞 +64-4-463 6200
✉️ architecture@vuw.ac.nz or design@vuw.ac.nz
🌐 www.victoria.ac.nz/fad

Admission
There are various ways you can gain admission to Victoria University of Wellington. Details of admission and enrolment requirements are online.
🌐 www.victoria.ac.nz/apply

Adam Art Gallery
Enjoy the Victoria University of Wellington Art Collection, on display at all the campuses, and get involved at the Adam Art Gallery as a volunteer or by attending the many free events that take place year round. The award-winning gallery houses a continually changing series of exhibitions and associated public programmes.
🌐 www.adamartgallery.org.nz

Campus Safety
24/7 campus security.
📞 0800 VIC 8888 (if calling from outside the University or using a cell phone).
📞 8888 (if calling from within the University using a landline telephone).
📞 04-463 5398 for general security queries.

Careers and Employment
Find out what you need to know to get a job, what career options are open to you and what your ideal future might look like.
🌐 www.victoria.ac.nz/careers

CareerHub
Get access to a range of jobs from part-time to graduate positions, resources to help with CV and interview preparation and careers and employer information sessions. You can book careers appointments, workshops and events. Use your student computing account to log in.
🌐 www.victoria.ac.nz/careerhub

Disability Services
If you have a temporary or ongoing impairment, we can assist you with coaching and advice, liaison with academic staff, adaptive equipment, technology and training, sign language interpreting, note-taking assistance, mobility parking, ergonomic furniture and access to rest and study rooms.
🌐 www.victoria.ac.nz/disability

Scholarships
Victoria University 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. We also support a large number of postgraduate scholarships for Honours, Master’s and Doctoral students.
🌐 www.victoria.ac.nz/scholarships

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 is celebrated. Our kaupapa (goal) is to produce architects, designers, engineers, mathematicians, scientists and technologists who 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 and we welcome you. You’ll have 24-hour access to our whānau rooms on campus that offer computer facilities, study areas, free tea and coffee, a small kitchenette to prepare food and space to meet up with peers or tuākana (older students) who are studying in SEAD courses. You’ll also be paired with mentors who’ll provide academic mentoring for SEAD courses and meet staff who’ll support your academic journey. Tuākana will introduce you to all the 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
🌐 www.victoria.ac.nz/awhina

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Victoria International is responsible for international student marketing and recruitment, admissions and student support. For international students enrolled here, our student advisers can help with personal issues, academic support, cultural adjustment, connecting with other students, referral to university services, specialised scholarship support, student visa renewal, insurance claims and advocacy.
🌐 www.victoria.ac.nz/international-student-support