

2025

**Te Wāhanga Waihanga-Hoahoa—
Faculty of Architecture and
Design Innovation**



VICTORIA UNIVERSITY OF
WELLINGTON
TE HERENGA WAKA

POSTGRADUATE ARCHITECTURE, BUILDING SCIENCE, & DESIGN INNOVATION



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Cover image: *Master of Design Innovation graduate Tom Trengrove, whose research focused on enhancing the immersive experience of tabletop role-playing games, such as Dungeons and Dragons, using mixed-reality devices to project virtual images into 3D space.*



“My studies at the University have helped me create my dream of owning a business. Without my Master’s work, I wouldn’t have the knowledge to produce the work I love.”

Courtney Naismith
Graduate, Master of Design Innovation

OUTSTANDING



Te Herenga Waka—Victoria University of Wellington has been awarded an overall five-stars-plus rating in the QS Stars university rating system, one of only 17 universities worldwide to do so. The University gained a total

score of 966 out of a possible 1,000 points across eight audited categories, including maximum points for the employability and inclusiveness categories. Maximum points were awarded for 25 of the more than 30 indicators, including overall student satisfaction; further study; graduate employment rate; international diversity, support, and collaborations; academic reputation; satisfaction with teaching; campus facilities; accreditations; art and cultural investment and facilities; disabled access; scholarships and bursaries; low-income outreach; and student cohort diversity.

IMPORTANT NOTICE: Te Herenga Waka—Victoria University of Wellington uses all reasonable skill and care to ensure the information contained here was accurate at the time it was prepared. However, matters covered by this publication 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 publication, whether direct or indirect, and whether foreseeable or not.



► “Employers are needing graduates with higher levels of expertise, on topics from climate change to digital technologies. Achieving a postgraduate qualification will prepare you for exciting careers where you will make an impact on the big societal challenges. We look forward to welcoming you soon.”

Professor Robyn Phipps

Dean

Te Wāhanga Waihangā-Hoahoa—Faculty of Architecture and Design Innovation

WELCOME

Nau mai, haere mai, and a warm welcome to Te Wāhanga Waihangā-Hoahoa—Faculty of Architecture and Design Innovation.

We’re at the heart of New Zealand’s creative capital city. You’ll find this an exciting, inspirational, and enjoyable place to learn, study, and design.

We’re recognised as the leading faculty for creativity, innovation, interdisciplinary learning, entrepreneurship, and design-led research in the Pacific Rim region. Our fresh collaborative models focus on emerging and digital technologies that embrace Indigenous cultures.

Architects, building scientists, interior architects, designers, landscape architects, planners, project managers and innovators sit at the creative core that shapes our world. Design, with its capacity to literally remake the world, is at the heart of everything we do. Our solutions are sustainable, elegant, and human. We make our learners leaders of the United Nations Sustainable Development Goals.

Postgraduate study is the chance to extend your knowledge and become a leader in the creative sector. We’re committed to offering you an authentic postgraduate experience. Our programmes offer the additional and leading edge to excel in the professional world.

Our postgraduate students are a vital part of our research community and influence the field worldwide. The Faculty’s exchange agreements and ties with world-leading universities allow our students to participate actively in global industry communities.

Your studies will allow you to make a significant contribution to the debate around the future of architecture and design innovation. It will challenge your ideas and satisfy your search for cutting-edge design, research, innovation, and creativity in a professional context.

In our laboratories, studios, and workshops, our internationally acclaimed academics and professional staff lead the programmes, conduct research, and teach using high-tech instruments and software suites. It gives you rich, hands-on opportunities to explore your ideas.

We aspire to passion, design flair, agility, experimentation, and Vision Mātauranga (the government policy to unlock the innovative potential of Māori knowledge). These are the keys to your learning success.

I look forward to discussing your ideas further as you embark on your journey with us as a lifelong learner, creator, and innovator.

WELLINGTON

**PIPITEA
CAMPUS**

**KELBURN
CAMPUS**

CREATIVE CAPITAL LIFESTYLE

Our campus is right in the heart of New Zealand's capital city and is ideal for student life. Wellington is a United Nations Educational, Scientific and Cultural Organization (UNESCO) City of Film and has an internationally recognised creative sector. It is home to the growing game industry, Wētā Workshop, and Wētā FX, among other leading-edge organisations. There's something for everyone, with great art galleries, shopping, a lively music and theatre scene, vibrant nightlife, beaches, bush walks, reserves, mountain-bike trails, museums, restaurants, festivals, and live shows, and the best café culture in the country.



ONE OF A KIND

Our capital-city status means that Wellington is home to many national organisations and treasures found nowhere else in New Zealand. Many of them have strong and well-established teaching and research links to the University, including Parliament, the National Library, the Supreme Court, the Museum of New Zealand Te Papa Tongarewa, the New Zealand Film Archive, and Zealandia Te Māra a Tāne. Wellington has the highest concentration of science organisations in New Zealand, including the Building Research Association of New Zealand and many Crown research institutes. We are also at the heart of where health policy is made and contribute to health tech research via design.



**MIRAMAR
CREATIVE
CENTRE**

TE AUAHA

**TE ARO
CAMPUS**



SURROUNDED BY NATURE

Situated at the southernmost point of the North Island, Wellington is a picturesque city that makes the most of its natural setting. It 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 more than 76 kilometres of accessible coastline, traverse acres of native bush, or encounter wildlife at eco-sanctuary Zealandia Te Māra a Tāne, Wellington Zoo, or simply the great outdoors.



INTERNATIONAL COMMUNITY

Students come to study with us 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.

TE KURA WAIHANGA

SCHOOL OF ARCHITECTURE

Te Kura Waihanga—School of Architecture hosts a large Master's programme with about 120 graduates each year. Our programmes and discipline specialisations teach all aspects of the built environment, from creative practice to digital technologies.

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 careers needed for the built environment sector. Our robust research culture is enriched by seminars and lectures held on campus in topics relating to the built environment and associated professions.

You will 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 planning, design, construction, or science of buildings, interiors, and landscapes. Our staff are experts in their areas and involved in extensive, leading research in their respective disciplines.

The School offers a range of postgraduate qualifications that are broadly split into either design-led programmes or research-based programmes.

We have two-year design-led research Master's degrees in Architecture, Interior Architecture, and Landscape Architecture. We also offer a new two-year degree in Urban and Regional Planning. Our Master of Architecture (Professional), Master of Landscape Architecture, and Master of Urban and Regional Planning* degrees are accredited by the respective professional institutes. These programmes consist of a year of coursework, followed by a year spent developing a design-led research portfolio or thesis, preparing students for a smooth entry into the professional industry within the relevant area of specialisation. The School also offers design-led PhDs.

Our research-based programmes include a Master of Architecture (Professional) and a PhD, plus we deliver our Master of Architectural Science and our new Master of Construction Law in block mode to enable working professionals to continue their studies while in employment.

As a globally connected university, we offer our postgraduate students the opportunity to engage with international debate and best practice, sometimes through attendance of national and international conferences. This is an excellent chance to have your research recognised, connect niche areas of interest, and develop networks across the profession.

*Currently undergoing accreditation with the New Zealand Planning Institute.

RESEARCH

Postgraduate students in the School of Architecture play a vital role in developing high-quality research. 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 four main research areas:

- ▶ creative and critical, which focuses on design research, representation, and history and theory
- ▶ building performance and technology, which includes building performance, construction technologies and materials, and simulation methods and virtual spaces
- ▶ sustainability and wellbeing, which involves research about resilient and sustainable cities, designing for wellbeing and positive social impact, and design for Indigenous people and minorities
- ▶ Te Ao Hurihuri, which includes design, architecture, urban design, and building science by tangata whenua with a focus on mātauranga Māori and kaupapa Māori research.

 www.wgtn.ac.nz/architecture/research



A Thousand Plateaus by Michael Weir for ARCI 593 Architecture Research Portfolio / Ngā Kohinga Rangahau Hoahoa Whare.



A sustainable and cyclone-resistant community centre for Niue made of interwoven bamboo using traditional weaving methods, for ARCI 593 Architecture Research Portfolio, by Anthony Liuvaie Freddie.

STUDIO-BASED RESEARCH ENVIRONMENT


The design studio is at the centre of our postgraduate, design-led programmes. Students meet here with tutors and supervisors to discuss their design proposals made in response to original 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 or research portfolio year, students are encouraged to work in small groups where they can explore an issue from multiple perspectives, often incorporating ideas from different disciplines.

CHANGING PATHWAYS

Our Master's programmes are our core postgraduate study areas. In some cases, added expertise can help with entrance into these programmes. The 60-point Graduate Certificate in Designed Environments (GCertDE) or the 120-point Graduate Diploma in Designed Environments (GDipDE) will give you the opportunity to take a detailed look at current issues, new technologies, and advancements within the built environment, and prepare you for Master's-level studies.



TE KURA HOAHOA SCHOOL OF DESIGN INNOVATION

Lustrous Lights by Courtney Naismith, part of a research portfolio for a Master of Design Innovation.

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. Our vision is to provide a distinctive programme that reflects and celebrates the past, present, and future of design and creative practice in Aotearoa New Zealand. Our mission is to provide cutting-edge design and creative pathways that support and sustain a global and inclusive culture that meets the needs of our wider communities.

Te Kura Hoahoa—School of Design Innovation 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 creative practice while investigating new and technologically advanced manufacturing capabilities and immersive and interactive technologies.

The ongoing emergence and expanding application of te ao Māori is central to our design processes and contributes significantly in our ability to address the challenges we face here in Aotearoa, as well as growing our capability to address global challenges such as accessibility, climate change, social and ethical justice, and sustainability. The School of Design Innovation delivers skills and knowledge that enable more adaptive, additive, inclusive, equitable, and dynamic approaches to design. Alongside these capabilities, virtual reality, augmented reality, mobile technologies, and smart objects also offer exciting opportunities to critique and challenge our futures within the rapidly evolving fields of animation, gaming, and visual effects.

We are committed to providing our students with access to the latest developments in design and its education, technologies, and engagement with local and global leaders of change and innovation. We use experimental studio practices and approaches to design through a variety of research methods and methodologies, and foster cross-disciplinary collaborations. Our research expertise centres on design innovation and means we can give you a leading and cutting edge in your design career. Industry collaboration and research opportunities at the School can take you into unexpected roles nationally and internationally.

Many of our alumni thrive in the design world locally and globally, working at companies such as Atlason (New York), the Australian Centre for Social Innovation (Adelaide), Fashion for Good (Amsterdam), Framestore (London), Game Seven (New York), Lego (Billund, Denmark), Leo Burnett (Sydney), Nike (Beaverton, Oregon), and RC Studio (New York), while others leverage the world-leading collaborative relationships that can only happen here in Wellington, at A44 Games, Clemenger Group, Dinosaur Polo Club, PiKPok, Resn, Wētā FX, and Wētā Workshop—not to mention those forging their own brands, such as Richard Clarkson Studio and Utilize Studios.



*Tailored to Shrink by Nayanathara K for Master of Design Innovation.
Model: Emily McDermott. Photo: Paul Maka-Kea @paulmakakea*

STUDIO LIFE

Our studio culture is a collaborative, diverse, and exciting 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.

INDUSTRY ALLIANCE PROGRAMME

The School supports the delivery of industry-focused postgraduate degrees built on connections between the University and local industry. We partner with local technology businesses to provide guest lectures, workshops, mentorships, and projects for our students so they can gain the experience needed in real-life work environments. Some of our partners include ANZ, Catalyst IT, Chorus, the Ministry of Education, Spark, Wellington City Council, Wētā FX, and Xero.

Our conversion Master's programme in User Experience Design (MUXD) is designed to include people from non-design backgrounds and is open to anyone with a Bachelor's degree. This allows people to change career directions, upskill, or reskill, without having to start from scratch. In the MUXD, you get to apply knowledge and skills developed during your studies to a supervised capstone project with an external organisation, or a personal project you define. See the Master of User Experience Design on page 34.

DESIGN RESEARCH AREAS

Research is a vital and exciting part of what we do at the School of Design Innovation. Below are our seven main areas of research.

Communication Design

Researchers in communication design develop ways to bring fresh design perspectives to surfaces, screens, and spaces.

Research topics include:

- ▶ book design and creative writing for design
- ▶ illustration
- ▶ typography
- ▶ visual narrative.

Design for Social Innovation

Examine the myriad of ways that design interacts with culture, the environment, everyday objects and routines, society, and technology.

Research topics include:

- ▶ accessible design
- ▶ complex systems and theories of change for government and business
- ▶ Indigenous knowledge and narrative-led design
- ▶ service and systems design for government and business
- ▶ social justice
- ▶ sustainable design
- ▶ transition design.

Fashion Design Technology

When technology intersects with fashion and textiles, we see cutting-edge results in aerospace, architecture, science, and sports.

Research topics include:

- ▶ fashion cultures and fashion design for sustainability
- ▶ fashion systems and theories of change
- ▶ generative textile design
- ▶ speculative fashion
- ▶ virtual fashion design and digital and physical fashion design workflows
- ▶ wearable technology.

Film, Animation, and Visual Effects

Blend your creativity with emerging technologies and learn how to bring stories to life through film, animation, and visual effects.

Research topics include:

- ▶ 3D and 2D animation and visual effects
- ▶ creative writing, animation, and filmmaking
- ▶ effects and simulation
- ▶ hybrid and mixed-media animation
- ▶ media archaeology, film, and feminist studies
- ▶ narrative and experimental filmmaking
- ▶ virtual, augmented, and extended reality.

Industrial Design

Researchers in industrial design investigate experiences and products that affect human and environmental wellbeing.

Research topics include:

- ▶ 3D fabrication for fashion and textile applications
- ▶ 4D printing for a circular economy
- ▶ 4D-printed synthetic biology
- ▶ computer-generated objects (CGO)
- ▶ emerging digital platforms of making.

Media Design

Develop a critical understanding of the role of design in complex media environments and designed channels for communication.

Research topics include:

- ▶ artificial intelligence and machine learning
- ▶ audiovisual design
- ▶ data visualisation
- ▶ game design
- ▶ game design for diversity and accessibility
- ▶ Indigenous narratives in game design
- ▶ multimedia installation
- ▶ photographs
- ▶ physical computing
- ▶ social robots.

User Experience and Interaction Design

Understand the identity of users and learn how to create the designs with which they interact.

Research topics include:

- ▶ accessible design
- ▶ design ethics
- ▶ design for health
- ▶ design psychology
- ▶ interactive products
- ▶ user experience for government and business
- ▶ user-experience practice.

QUALIFICATIONS OVERVIEW

To explore available subjects in the following qualifications, see page 10. For entry requirements, go to www.wgtn.ac.nz/architecture/study/postgraduate-study and www.wgtn.ac.nz/design-innovation/study/postgraduate-study

GRADUATE CERTIFICATE

The Graduate Certificate in Designed Environments (GCertDE) suits practising professionals who want to further develop their skills within the built environment.

DURATION Minimum of one trimester full time

GRADUATE DIPLOMAS

The Graduate Diploma in Designed Environments (GDipDE) or Graduate Diploma in Design Innovation (GDipDI) are ideal if you wish to add a further professional qualification or want to change your specialisation.

DURATION Minimum of two trimesters full time

POSTGRADUATE CERTIFICATES

The Postgraduate Certificate in Architectural Science (PGCertArchSc), Postgraduate Certificate in Designed Environments (PGCertDE), Postgraduate Certificate in Design Innovation (PGCertDI), and Postgraduate Certificate in Professional Studies (PGCertPS) enable you to deepen your knowledge and add a further professional qualification to your existing degree. The PGCertArchSc, PGCertDE, and PGCertPS can be taken as part-time study.

DURATION Minimum of one trimester full time

POSTGRADUATE DIPLOMAS

Take the Postgraduate Diploma in Architectural Science (PGDipArchSc), Postgraduate Diploma in Designed Environments (PGDipDE), or Postgraduate Diploma in Design Innovation (PGDipDI) for professional development or as a pathway to Master's-level study. All postgraduate diplomas can be taken as part-time study.

DURATION Minimum of two trimesters full time

MASTER'S DEGREES BY COURSEWORK AND RESEARCH PORTFOLIO

Master's degrees by coursework and research portfolio include the Master of Architecture (Professional) (MArch(Prof)), Master of Construction Law (MConsLaw), Master of Design Innovation (MDI), Master of Design Technology (MDT), Master of Interior Architecture (MIA), Master of Landscape Architecture (MLA), Master of Urban and Regional Planning (MURPlan), and Master of User Experience Design (MUXD). If you enrol in one of these degrees, you'll complete one year of coursework, followed by up to a year of research working under the supervision of an academic staff member.

DURATION 13–24 months

MASTER'S DEGREES BY COURSEWORK

For the Master of Architectural Science (MArchSc), Master of Design Technology (MDT), and Master of User Experience Design (MUXD), you'll take some core courses and choose from a range of elective courses so you can tailor your programme to your interests and career aspirations. There are small class sizes, and you'll learn through seminar-style discussions with leading researchers and academics.

DURATION 12 calendar months (three consecutive trimesters)

MASTER'S DEGREES BY THESIS OR RESEARCH PORTFOLIO

A Master's degree by thesis (Master of Architecture (MArch) or Master of Architectural Science (Research) (MArchSc(Res))) or research portfolio (Master of Design (MDes)) is ideal when you already have a solid understanding of research methodology. You'll carry out in-depth supervised research. In the MArch and MArchSc(Res), you'll also write a thesis.

DURATION One to two years full time

CONVERSION DEGREES

The MUXD and MURPlan are conversion degrees, which means you will gain a postgraduate qualification in a different subject from your undergraduate studies, with some coursework and research. They are aimed at industry professionals and recent graduates, and you don't need to have an undergraduate design or planning degree to apply.

If you have completed a degree in commerce, development studies, economics, engineering, environmental science, geography, politics, or sociology, the MURPlan may be a fantastic postgraduate option for you. The MUXD students can come from various backgrounds such as advertising, anthropology, architecture, computer science, government policy, graphic design, journalism, psychology, software engineering, teaching, and industrial design.

DURATION 12 months full time or 24 months part time

DOCTOR OF PHILOSOPHY

The Doctor of Philosophy (PhD) thesis is a major piece of original research that demonstrates the candidate's ability to carry out independent research and constitutes a significant and original contribution to knowledge or understanding in a field of study.

As well as an aptitude for research, the degree requires considerable dedication and tenacity. Your acceptance will depend on several factors, including your previous qualifications and experience, the suitability of your topic for PhD studies, and our capacity to supervise you and your topic.

Each PhD candidate will have at least two academic supervisors. Members of the Faculty of Architecture and Design Innovation have a wide variety of research interests that may align with your area of interest for PhD study.

DURATION The PhD programme normally requires at least three years of full-time study. A PhD may also be undertaken part time.

ENTRY REQUIREMENTS You'll need a First Class or Second Class Honours degree or a Master's degree to apply for a PhD. However, meeting this requirement does not guarantee a place, as you also need to be accepted by the School and assigned a supervisor.

ENROLMENT Te Here Tāura Rangahau—Faculty of Graduate Research provides a first point of contact for all students enrolling in a PhD, including international students. You can apply online at any time to do a PhD, but we consider applications only three times each year. The deadlines are 1 March, 1 July, and 1 November. For any enquiries about PhD admission and enrolment, contact pg-research@vuw.ac.nz

PROGRAMMES OVERVIEW

SCHOOL OF ARCHITECTURE

	GCertDE	GDipDE	PGCertArchSc	PGDipArchSc	PGCertDE	PGDipDE	PGCertPS	Master's by coursework and research portfolio	Master's by coursework	Master's by thesis	Conversion degree	PhD
Architecture	✓	✓			✓	✓		✓		✓		✓
Architecture History and Theory	✓	✓										
Building Compliance							✓					
Building Science			✓	✓	✓	✓			✓			✓
Built Heritage							✓					
Construction Law								✓				
Construction Management							✓					
Critical Design Studies							✓					
Digital Tools and Visualisation							✓					
Interior Architecture	✓	✓			✓	✓						✓
Landscape Architecture	✓	✓			✓	✓						✓
Project Management	✓	✓	✓	✓					✓			
Sustainable Buildings							✓					
Sustainable Engineering Systems	✓	✓	✓	✓					✓			
Urban and Regional Planning					✓	✓		✓		✓	✓	✓
Urban Policy and Economics							✓					

SCHOOL OF DESIGN INNOVATION

	GDipDI	PGDipDI	PGCertDI	PGCertPS	Master's by coursework and research portfolio	Master's by coursework	Master's by research portfolio	Conversion degree	PhD
Animation and Visual Effects	✓				✓	✓	✓		✓
Built Heritage				✓					
Building Compliance				✓					
Communication Design	✓				✓		✓		✓
Construction Management				✓					
Critical Design Studies				✓					
Design for Social Innovation	✓				✓		✓		✓
Design Practice in Aotearoa				✓					
Digital Tools and Visualisation				✓					
Fashion Design Technology	✓				✓		✓		✓
Game Design	✓				✓		✓		✓
Industrial Design	✓						✓		✓
Interaction Design	✓				✓		✓		✓
Media Design	✓				✓		✓		✓
Sustainable Buildings				✓					
Urban Policy and Economics				✓					
User Experience Design		✓	✓		✓		✓	✓	✓
User Experience Design Foundations				✓					

MASTER OF ARCHITECTURE

The Master of Architecture (MArch) will be of interest to you if you would like to research a particular aspect of architecture or deepen the knowledge gained at undergraduate level.

You will develop your existing skills of analysis and critical reflection through undertaking a detailed and significant piece of research. Increasing your understanding of how architectural history and theory are applied to design will enable you to express your own ideas and conclusions within a robust theoretical framework.

The MArch will allow you to gain expertise through research, and you are encouraged to choose a topic that reflects your current knowledge and understanding of the aesthetic, cultural, intellectual, and technical conditions of architecture. Your topic must have a basis in theory and be methodologically sound.

You will receive quality supervision and support from passionate staff with excellent reputations for teaching, research, and publishing.

The MArch is not recognised by the New Zealand Registered Architects Board as fulfilling its academic requirements for registration to practise as an architect. If you wish to become a practising architect, see page 14 for information about the Master of Architecture (Professional).

CONTACT

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*Cityhood, SARC 484 Special Topic: Christchurch by
Jesse Ewart, Claire Ford, and Stacey Mountfort.*





Sebastian Clarke

Graduate, Master of Architecture

Sebastian Clarke's long-standing interest in the history of architecture in Aotearoa led him to enrol in the Master of Architecture programme to delve deeper into how one photographer contributed to New Zealand's architectural culture and history.

Sebastian's thesis explored the development of architectural photography practices across the country, specifically focusing on the life and legacy of Duncan Winder, an architect turned photographer.

"Photography endures as the decisive mode of representation that affords us the ability to experience architecture from a distance and across time. With our rapidly changing urban environments, New Zealand's collections of historical architectural photography only grow in value as many of our significant architectural sites are regrettably lost or irreversibly altered. In many cases, these photographs become our most vital records of these places and the stories they tell about the architectural cultures and histories of our country," Sebastian says.

With the guidance of his supervisor, Dr Michael Dudding, Sebastian created a framework for image analysis as well as a visual survey of New Zealand architectural photography from 1930 to 1970.

"I enjoyed being able to discuss my research with Michael. It was fantastic to have the support of a supervisor who was genuinely interested and engaged in the subject of my thesis and who constructively challenged and expanded my own thinking.

"I was already aware that the University's staff are some of the most esteemed architectural historians in the country. It was amazing to have access to these scholars and undertake research alongside them. I also valued having access to the high-quality Architecture and Design Library on campus, which really enriched my studies."

In the future, Sebastian hopes to publish his findings on Winder to wider audiences and explore the subject even further.

"I am motivated to advance appreciation for New Zealand architectural photography, and what I have learnt during my studies has helped me lay a great foundation to achieve this goal."

MASTER OF ARCHITECTURE (PROFESSIONAL)

Take a step towards registration as an architect in New Zealand with the Master of Architecture (Professional) (MArch(Prof)). Increase your knowledge, hone your design skills, develop your ability to think both critically and creatively, and learn more about the role of a practising architect.

Learn through a combination of taught courses and a major design research project that will prepare you for professional practice and develop mastery in your area of interest.

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PROFESSIONAL ACCREDITATION

The MArch(Prof) is recognised by the New Zealand Registered Architects Board as fulfilling its academic requirements for registration to practise as an architect. After you have been awarded the MArch(Prof), you will need to spend three or more years gaining practical experience before you can apply for registration, at which point the registration board will assess your professional competence. Our MArch(Prof) leads to registration as an architect in New Zealand—and as a registered architect, you are entitled to be registered or licensed in Australia and some jurisdictions of the United States of America. You will also be able to become a member of the New Zealand Institute of Architects, the professional organisation for architects.

NOISE, a physical manifestation of sound in architecture by *Dilan Savage*
for SARC 455 House and Home / He Whare, He Kāinga.





Sarah Shiella Skillen

Student, Master of Architecture (Professional)

For Sarah Shiella Skillen, a Master of Architecture (Professional) has given her an opportunity to explore diverse topics, including an emphasis on sustainability supported by theory and design practice.

“My first year of the Master’s was coursework-focused, involving lectures, tutorials, studios, and research that challenged my critical thinking and creativity,” she says.

“The second year of my programme shifted the focus to my design research project, which I got to tailor to my interests and aspirations. It involved reviewing literature, analysing data, developing design concepts, and refining my project under the guidance of my supervisors.”

Sarah’s research merged her interests in sustainability, education, wellbeing, and public infrastructure design to add value to society.

“My research focused on designing sustainable schools that promote wellbeing and environmental stewardship. I used regenerative design principles to create a framework for designing schools that are both environmentally and socially sustainable.

“I also explored the potential of architecture as a learning tool. I believe that architecture has the power to inspire and educate students and can be used to teach them about sustainability, design, and the built environment. By incorporating elements of architecture into a sensory learning experience, I aimed to create a more engaging and immersive learning experience for students.”

While working on her Master’s degree, Sarah engaged with educators across Wellington through online questionnaires and informal discussions to understand their changing needs, ways of addressing them, and how to use architecture as a learning tool and to design more sustainable schools.

“Giving educators a voice in designing spaces that they use is crucial to creating learning environments that are supportive and engaging for students. This approach formed the basis of a framework I created to implement regenerative principles in existing and future schools.”

Her supervisors, Dr José Núñez Collado and Professor Robyn Phipps, are both experts in sustainable design and supported her in presenting the research at academic conferences.

“They constantly encouraged my academic research pursuits, and being able to present my findings and receive feedback at conferences has been valuable in shaping my research and improving my work.”

MASTER OF ARCHITECTURAL SCIENCE

The Master of Architectural Science (MArchSc) will extend your expertise in building science and focus on managing the development and sustainability of the built environment.

You will explore building construction and performance, project management, how building materials function, new project management tools, sustainability, facilities management, and how buildings can contribute to New Zealand meeting the United Nations Sustainable Development Goals. You will consider architectural science in different cultural contexts, including the role of tikanga Māori in the built environment.

You will get a practical grounding in how buildings impact on the natural world through their design, what the new trends in management are, construction, zero carbon technologies, operation, and maintenance, with the option to specialise in Project Management or Sustainable Engineering Systems.

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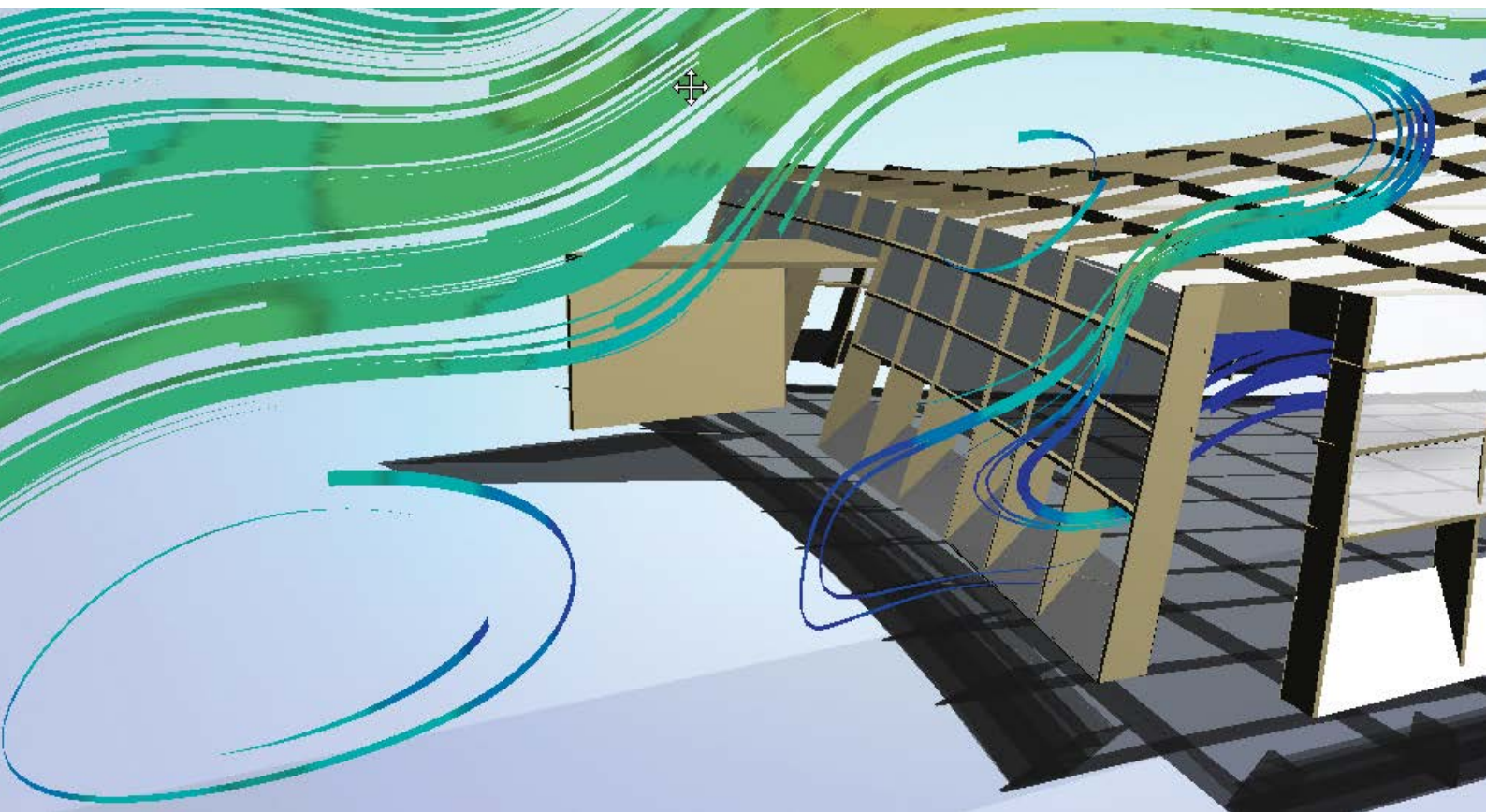
STUDY OPTIONS

The 180-point MArchSc is a one-year professional programme combined with an architectural science research-methods course and an industry-related project or practicum for real-world experience in the field.

The 120-point Master of Architectural Science (Research) (MArchSc(Res)) focuses on self-directed research. It has two consecutive components and will take two years if you are enrolled full time. You will study for a 120-point Postgraduate Diploma in Architectural Science (PGDipArchSc), followed by a one-year research thesis in your area of interest.

A shorter 60-point Postgraduate Certificate in Architectural Science or 120-point Postgraduate Diploma in Architectural Science are also available as earlier exit points or for those wishing to study part time.

Micro-climate analysis for a zero net energy library for the San Benito County Free Library in Hollister, California, for BILD 422 Sustainable Engineering Systems Project, by Si-Khiem Ho.





Georgia Alexander

Graduate, Master of Architectural Science (Research)

Georgia Alexander's Master's research explored the potential energy savings of occupancy sensors in spaces that are intermittently used.

"I believe that it is important for us as building designers to allow developing and changing technology to improve our buildings. However, sometimes old habits, technology, and building uses can restrict that idea," Georgia explains.

"My research investigated the potential energy savings of occupancy sensors in hallways, stairwells, seminar rooms, and lavatories of an education building. Lighting is one of the largest consumers of energy in the building industry, and these space types are often fully illuminated for long periods of vacancy, despite the fact that lighting is for the user, not the building."

The three-month-long experiment used a variety of sensors to measure light energy use and occupant use of 20 intermittent-use spaces.

"Results of the experiment encouraged the use of occupancy sensors in intermittent-use spaces," says Georgia.

"I discovered that lavatories attained the highest energy-saving potential, while hallways, seminar rooms, and stairways all offer the potential for savings."

While working on her Master's degree, Georgia won the New Zealand Institute of Building's award for top student in a construction-focused degree programme, and also took out the institute's supreme award at the event.

"It was such a wonderful surprise to be nominated, and then win. It was especially rewarding as I was nominated by the Building Science programme director, not only in recognition of my research work, but also because of my extracurricular roles. At the time, I was a senior tutor and had been a class representative."

As she studied for her Master's degree, Georgia worked part time for NDY, an engineering consultancy based in Wellington. She now works for them full time as a project engineer.

"The graduate programme allows me to further my knowledge of each of the building service disciplines, including mechanical, electrical, hydraulic, and fire safety. I hope to one day lead a team of building service engineers."

MASTER OF CONSTRUCTION LAW

Sharpen your expertise with our Master of Construction Law (MConsLaw), a collaborative postgraduate degree led by experts from the Faculty of Law and the School of Architecture. The comprehensive curriculum is designed to equip you with expert-level understanding of both legal principles and the intricacies of construction. Whether you come from a legal background seeking insight into construction practices or vice versa, our programme merges these domains, fostering a holistic comprehension of the field.

Through a curated selection of courses encompassing contract drafting, dispute resolution techniques, procurement strategies, risk management protocols, and pivotal legislation such as the Building Act and Māori land law, you'll gain a multifaceted perspective essential for success in the industry.

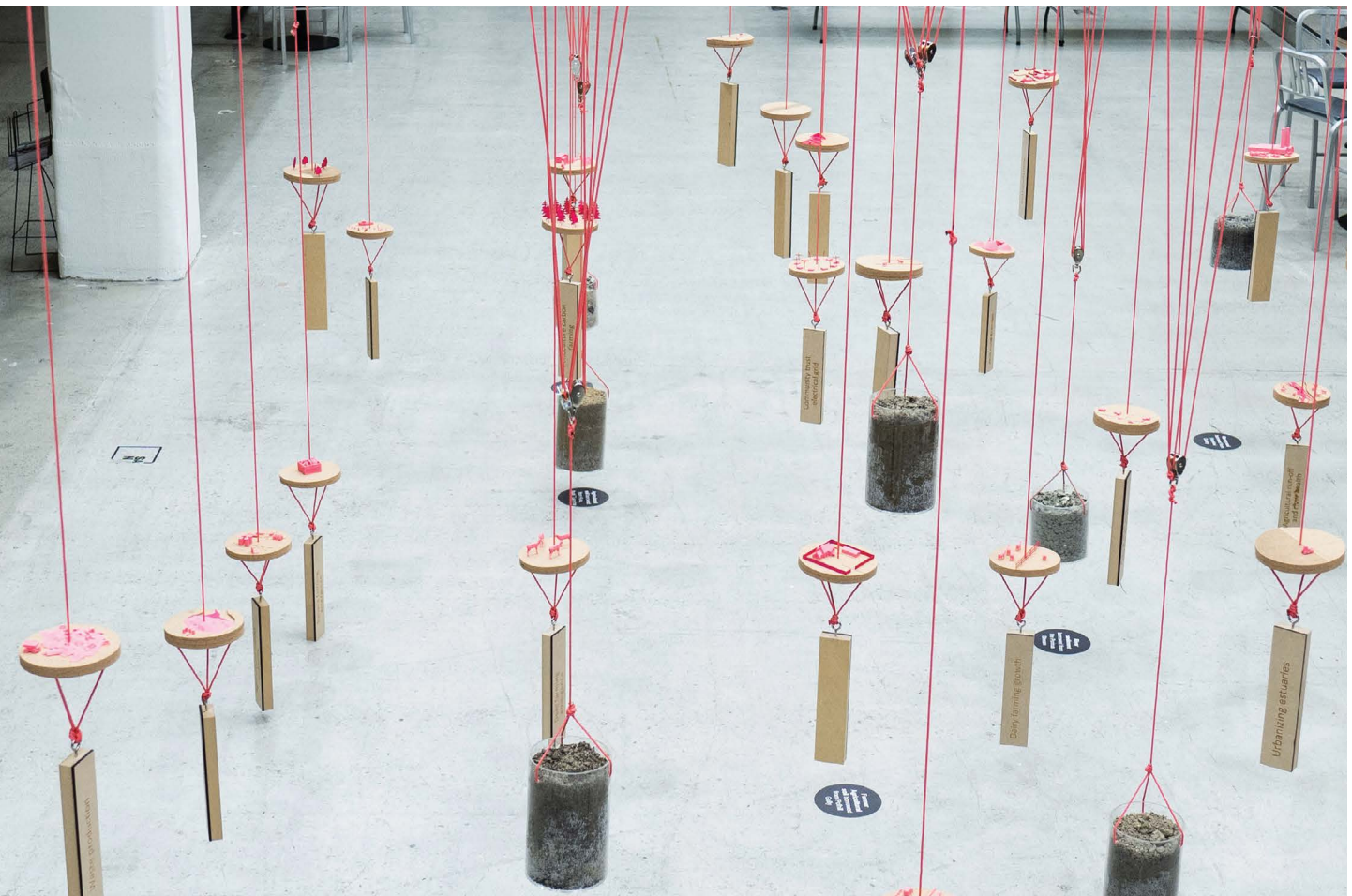
Our programme's adaptive framework, featuring a blend of online resources and short, intensive teaching blocks, empowers you to tailor your studies to your schedule, making it ideal for learners across New Zealand, Australia, and the Pacific region. Unveil new opportunities and elevate your career trajectory with the Master of Construction Law.

CONTACT

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Land (Im)balance: exhibiting the pressures on land and soil, an atrium exhibition at the Faculty of Architecture and Design Innovation.

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.

The Master of Interior Architecture (MIA) will teach you how to create nourishing 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 will 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

The MIA programme is internationally recognised through affiliation to the International Federation of Interior Architects/Designers and the Interior Design/Interior Architecture Educators Association.

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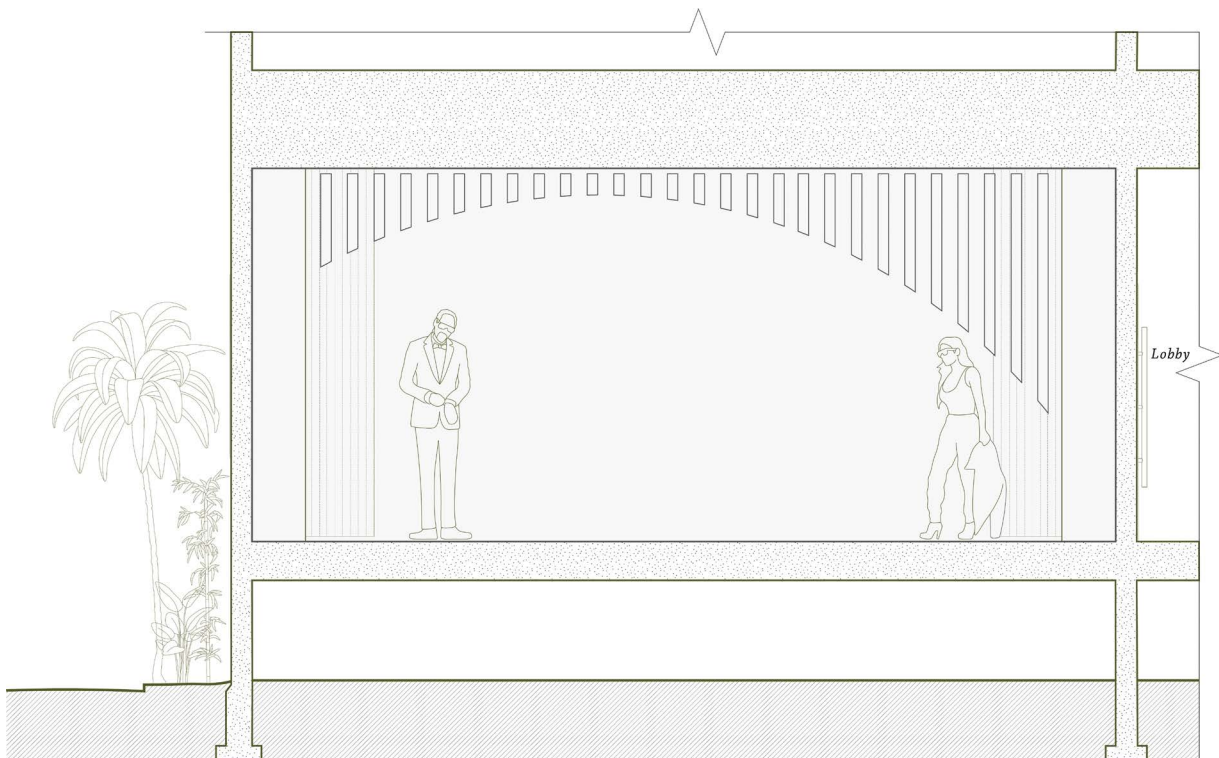
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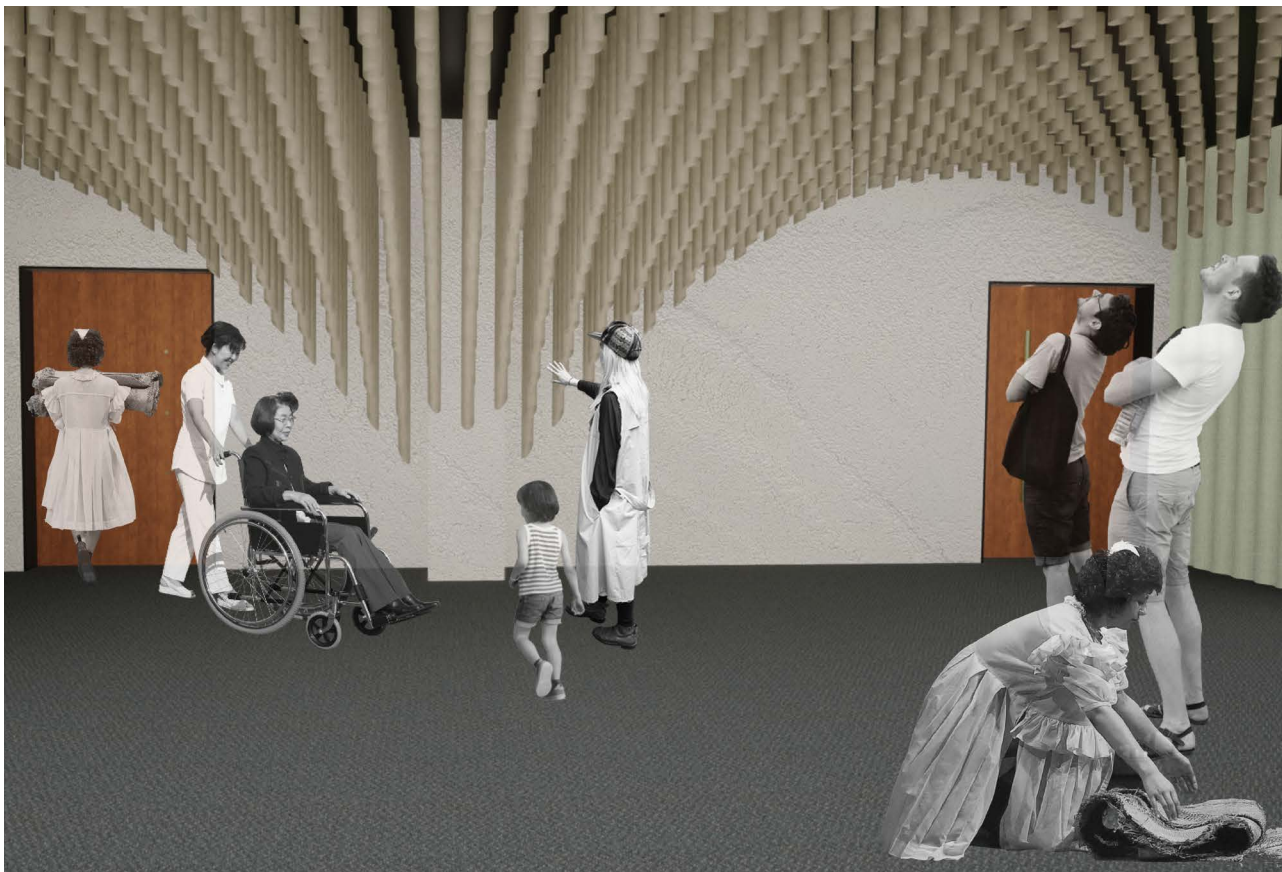
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*Section cut through the New Zealand room
in Whakarekareka by Amy Te Maro.*





Occupants interacting with the ceiling installation in Whakarekareka by Amy Te Maro.

Amy Te Maro

Graduate, Master of Interior Architecture

Amy Te Maro was drawn to the Master's programme to further explore her passion in expressing Māori identity through interior architecture. She was the recipient of the first \$20,000 En-Abyme Postgraduate Scholarship in Interior Architecture to complete the MIA.

Her fourth-year project *Whakarekareka* (to make sweet sounds) seeks to evoke occupants' emotions by recreating the notion of the piupiu (skirt-like garment made from flax) worn during waiata through a ceiling installation that plays with motion, sound, and light.

Amy's Master's thesis, 'Te Whare Kōrero' ('The House That Speaks'), looks at how to embody te ao Māori values within the domestic interior to enhance and support whānau identity.

"Identities are the foundations of my thesis; I am essentially looking at an architectural response to the exploration of whanaungatanga (sense of belonging) within the urban interior and how the translation of te ao Māori values can inform identity.

"My research looks at a glimpse of the urban drift through a series of kōrero and coffee with whānau and Māori design professionals, unpacking what 'home' means

to them. It is a very personal project and I feel super passionate about it."

Amy's research aims to establish the reconnection and communication of te ao Māori values through design.

"Reconnection looks at the translation of whanaungatanga through interior architecture. I'm particularly interested in identity through place, which encourages awareness of Māori cultural and traditional knowledge.

"The focus on communication through design looks at the way to weave and layer narratives within architectural forms. These narratives encourage and facilitate personal perspective, perceptions, and creating meaningful and reciprocal relationships with the things around us, because everything has whakapapa."

Amy has enjoyed working alongside her supervisor, senior lecturer Natasha Perkins.

"Nat is humorous, understanding, encouraging, always pushes me to challenge my thoughts and ideas, and our supervision meetings are more or less a kōrero and coffee too!"

MASTER OF LANDSCAPE ARCHITECTURE

Landscape Architecture at Victoria University of Wellington is about investigating and creating better design solutions for outdoor spaces that address contemporary challenges related to climate change, urbanisation, and sustainability.

We will help you envision what an outdoor space could become and boost your creative skills to craft new design solutions that bring that vision to life. Apply your creativity to areas that face deprivation—natural, urban, private, and public spaces.

Our Master of Landscape Architecture (MLA) offers collaborative, interdisciplinary studio-based education with critical design-led practices that actively engage the landscape of community and civic life. We have a vibrant student and staff community that fosters innovation through focusing on best practice and environmental and social responsibility. We nurture diversity and inclusion by embracing the ecology of peoples that make our community of learners.

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We prepare you as future landscape architects to work in a range of ways, from the master planning of Olympic sites to planning and managing landscapes such as national parks and wetlands, assessing or analysing the landscape, undertaking landscape and project management, or designing public or private spaces that are the interface between people and natural systems.

PROFESSIONAL ACCREDITATION

The 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 will 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 by the International Federation of Landscape Architects.

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The Isle of Iwi: The Matiu Island Development Plan, for LAND 593 Landscape Architecture Research Portfolio, by Claudia Boyo. This project won the 2019 NZILA Student Award. The project successfully demonstrates a design solution in which Māori values, customs, and traditions, significant to mana whenua of the island, are integrated alongside existing European landmarks.



Plimmerton Farm Proposal, for LAND 411 Landscape Architecture
Design Studio V, by Jeremy Morris.

Jeremy Morris

Graduate, Master of Landscape Architecture

Jeremy Morris had always wanted to be an architect, but it wasn't until he began his undergraduate studies at Victoria University of Wellington that he discovered a passion for landscape architecture.

"Landscape architecture just had so much to offer," he explains. "The vastness and broadness was something that I responded to well. It made me realise that I was interested in planning, mapping, and figuring out how to connect places and buildings, rather than the design of the buildings themselves."

Jeremy has worked on a variety of projects that cover all aspects of landscape architecture, from investigating the landscape structure and settlement ecologies of the Porirua region to help define a growth strategy to researching ways that a light rail system could open up and transform parts of Wellington.

"During the course of my Master's programme, I have become very excited about trying to create a better future through planning and design," says Jeremy. "New Zealand's population is still growing and sprawling—taking over more and more land.

What interests me is balancing population growth with ecological growth, testing new methods of densification and urbanisation while at the same time making natural areas more accessible and usable, and integrating these systems into our cities. I am also interested in better connecting cities through greener modes of transport, and how these networks can open up areas of the city, creating new community spaces to be designed."

Jeremy gained a lot of inspiration from his lecturers as well as other architects in practice, whom he would listen to at regular guest lectures hosted by the School. These industry connections opened his eyes to the possibilities a career in this field could provide.

"My time at the School of Architecture has exceeded my expectations. I had no idea what Landscape Architecture was going to be about when I was entering the second year, but majoring in it and studying it for my Master's degree has opened my eyes to the industry. I am happy to have chosen it as a degree, and I look forward to embarking on a career in the field."

MASTER OF URBAN AND REGIONAL PLANNING



Urban and regional planning are essential parts of contemporary spatial design. The new Master of Urban and Regional Planning (MURPlan) at Victoria University of Wellington provides you with an interdisciplinary understanding of various planning processes. Learn about economic, environmental, and societal planning issues through a design-led approach using humanistic, scientific, and social methods.

The MURPlan will take four trimesters and can be taken as a conversion degree from a range of undergraduate degrees from engineering to politics. It will equip you with tools, methods, and techniques to effectively learn about the cultural, economic, environmental, legal, political, and social challenges that define professional practice and to craft solutions and policies in relation to local and international urban and regional planning contexts.

After completing the MURPlan programme, you will be able to demonstrate critical and effective use of planning knowledge and have the specific skills for a professional planning career in the private or public sectors in Australasia and internationally.

We equip you to work in a range of companies, from small planning consultancies to large multidisciplinary practices that deal with the natural and built environments, in governmental and regional agencies, iwi authorities, strategic planning, advocacy, and community development, natural hazards and resilience planning, and non-governmental organisations. Graduates will also be able to continue to a PhD degree.

PROFESSIONAL ACCREDITATION

The MURPlan complies with the accreditation procedures of the New Zealand Planning Institute. Provisional accreditation is normally granted to new planning programmes that meet the requirements, leading to full accreditation.

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Maxwell Fobi Kontor

Candidate, Doctor of Philosophy in Architecture (Urban Planning)

Maxwell Fobi Kontor was driven to enrol in urban planning by his passion for improving cities and addressing the intricate and most pressing contemporary issues of twenty-first-century cities.

“I am particularly interested in tackling urban challenges through innovative planning and design strategies that promote inclusivity, social equity, and sustainable climate-resilient cities. Combined with my desire for research, my current degree provides the platform to delve deeper into understanding urban complexities and creating liveable cities.”

Maxwell's research explores the confluence of urban informality and climate change in Africa, with an emphasis on examining the resilience of informal settlements to heat stress.

“Africa's temperature will rise faster during the twenty-first century than the global average, increasing the areas affected by heat stress. Poor and low-income populations living in slums are especially vulnerable to this risk,” he says.

“In extreme climate events, achieving resilient cities has become challenging. My research seeks to understand the adaptive capacity of informal settlements to heat stress and contribute pathways to enhance their resilience. It prompts design strategies and contemporary urban planning approaches to manage urban heat stress in informal settlements.”

Maxwell often spends his time in the research office at Te Aro campus connecting with his supervisors, Professor Andre Brown and Dr José Núñez Collado, and colleagues, reading research, and writing his thesis and publications. Through his connections at the campus, he volunteered at the State of Australasian Cities Conference, enabling him to meet and engage with emerging and established researchers from around the world.

“My supervisors are receptive, friendly, and open to new ideas. This has created an environment that encourages my personal and professional growth. Their depth of knowledge, valuable suggestions, and thorough discussions motivate me to think creatively and produce innovative and emerging ideas.”

In the future, Maxwell hopes to spearhead city designs that are more sustainable and resilient to climate change and urban heat.

“I plan to work in the built environment industry and academia to influence urban planning approaches and sustainable city designs that create liveable cities and enhance people's wellbeing.”

POSTGRADUATE CERTIFICATE IN PROFESSIONAL STUDIES

Unleash your professional potential and pursue your passions with our Postgraduate Certificate in Professional Studies (PGCertPS).

You have the flexibility to choose courses from across the Faculty or keep your qualification broad and pursue your own tailored course of study across multiple subject areas.

With the option of studying part time, you can progress at a pace that suits you, while enjoying full access to the University's vibrant learning environment.

You'll be part of a community of forward thinkers, innovators, and creators. If you want to dive into a specific area of professional interest, you have nine options to choose from: Building Compliance, Built Heritage, Construction Management, Critical Design Studies, Design Practice in Aotearoa, Digital Tools and Visualisation, Sustainable Buildings, Urban Policy and Economics, or User Experience Design Foundations.

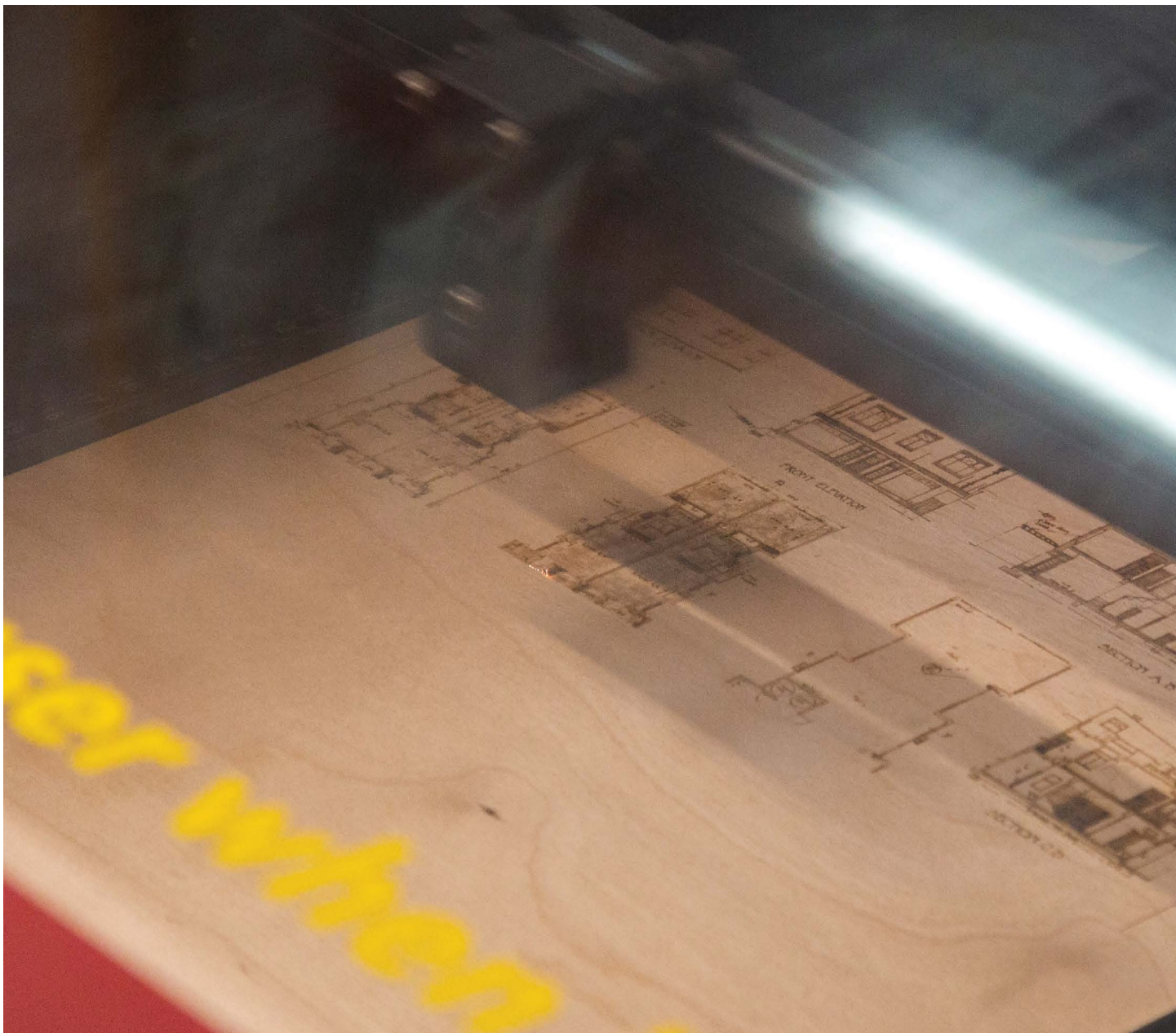
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MASTER OF DESIGN



Matty, part of a Master of Design Innovation thesis, 'Aoa'o le tama e tusa ma ona ala, a o'o ina 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.

Increase your knowledge in the area of design that interests you and enhance your theoretical and practical design expertise.

You will 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 (MDes) is an opportunity to explore design-based research under the supervision of staff who are leaders in their fields. You will need a solid understanding of design research methodology to be successful in your studies. Explore your topic through a portfolio of design research.

If you want to do your Master's degree via a combination of coursework and independent research, you should explore the Master of Design Innovation (see page 28).

RESEARCH TOPICS

The School of Design Innovation has a vibrant research community of academic staff, external and industry partners, and Master's and PhD students. Our postgraduate students work closely with staff and industry collaborators on research projects addressing a range of contemporary design challenges.

More information about our research areas is on page 8.

Consider your current knowledge of the aesthetic, cultural, intellectual, and technical conditions of design theory and practice when choosing your research portfolio topic. You may be able to study the Master of Design by distance or part time—get in touch with us to discuss these options.

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The Circular Economy Sofa, for *Master of Design* thesis, by Steven Almond.

Steven Almond

Graduate, Master of Design

Originally from Merseyside in the United Kingdom, Master of Design graduate Steven Almond saw postgraduate study as a chance to expand his skill set, after working as an industrial designer for 12 years, and consider what the circular economy could mean for industrial design.

"I wanted to take time out from industry to reflect and expand on my design theory and methodology, and ultimately explore how we can address sustainability issues through design-led research."

For his thesis research, Steven investigated how sofa design could be rethought for a circular economy, with an emphasis on repair, adaptability, and reducing the environmental impact of sofa manufacturing. The final product was a repairable, customisable, and mostly recyclable sofa system.

"As an industry, most design has been part of a linear production model, where products are designed to be made, used, and disposed of—also called the 'take-make-dispose' model—that is causing significant environmental issues," Steven explains.

"There is starting to be a shift now in response to the growing awareness of sustainability and pollution issues. One approach to address these is a circular economy model, which focuses on how we can remove the burden placed on the environment for resources by keeping those materials in use for longer and thinking carefully about what happens to a product when it does finally reach the end of its life.

"This approach is being adopted by companies such as Patagonia, IDEO, Renault, Philips Lighting, and Nike. However, it is still very much an emerging field, so it is exciting to research an area that is still quite new and is rapidly gaining momentum.

"My research used the sofa as a test case to explore how furniture could be rethought for a circular economy model. This involved redesigning the sofa as a system, prioritising repair, adaptability, redistribution, and recycling. This allowed the sofa to be provided as a service, placing the responsibility for product stewardship on the service provider."

The project won the innovation in sustainability award category at the ECC New Zealand Student Craft/Design Awards.

Steven's research was co-supervised by Natasha Perkins from the School of Architecture and Tim Miller from the School of Design Innovation, who he says provided support to keep his research "ambitious yet structured".

"They encouraged me to work in a way that suited my current skill set and workflow, while at the same time supporting me in areas that needed improvement, such as writing, research structure, and pointing me towards additional support in the University."

Since finishing his Master's degree, Steven has completed design projects for Powershop, attended Entrepreneur Bootcamp, and joined Wellington City Council's Environmental Reference Group.

MASTER OF DESIGN INNOVATION

Visualising New Zealand Birdsong by William Shaw,
for DSDN 590 Creative Project, Master of Design Innovation.

Get the specialist skills and knowledge you need to be a successful professional in the design industry. The Master of Design Innovation (MDI) is a four-trimester programme in which you will learn the art of bringing ideas to life, from conception to design and construction.

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 will gain a greater understanding of the process of creating value through design. Our research areas (see page 8) will give you a taste of the types of research that happen within the School, giving you a stimulating and supportive environment for inspiration and discovery during your studies.


GRADUATE DIPLOMAS

We also offer the Graduate Diploma in Design Innovation, which is ideal for those looking for professional development upskilling, as well as the Postgraduate Diploma in Design Innovation and the Postgraduate Certificate in Design Innovation. More information about these can be found on our website.

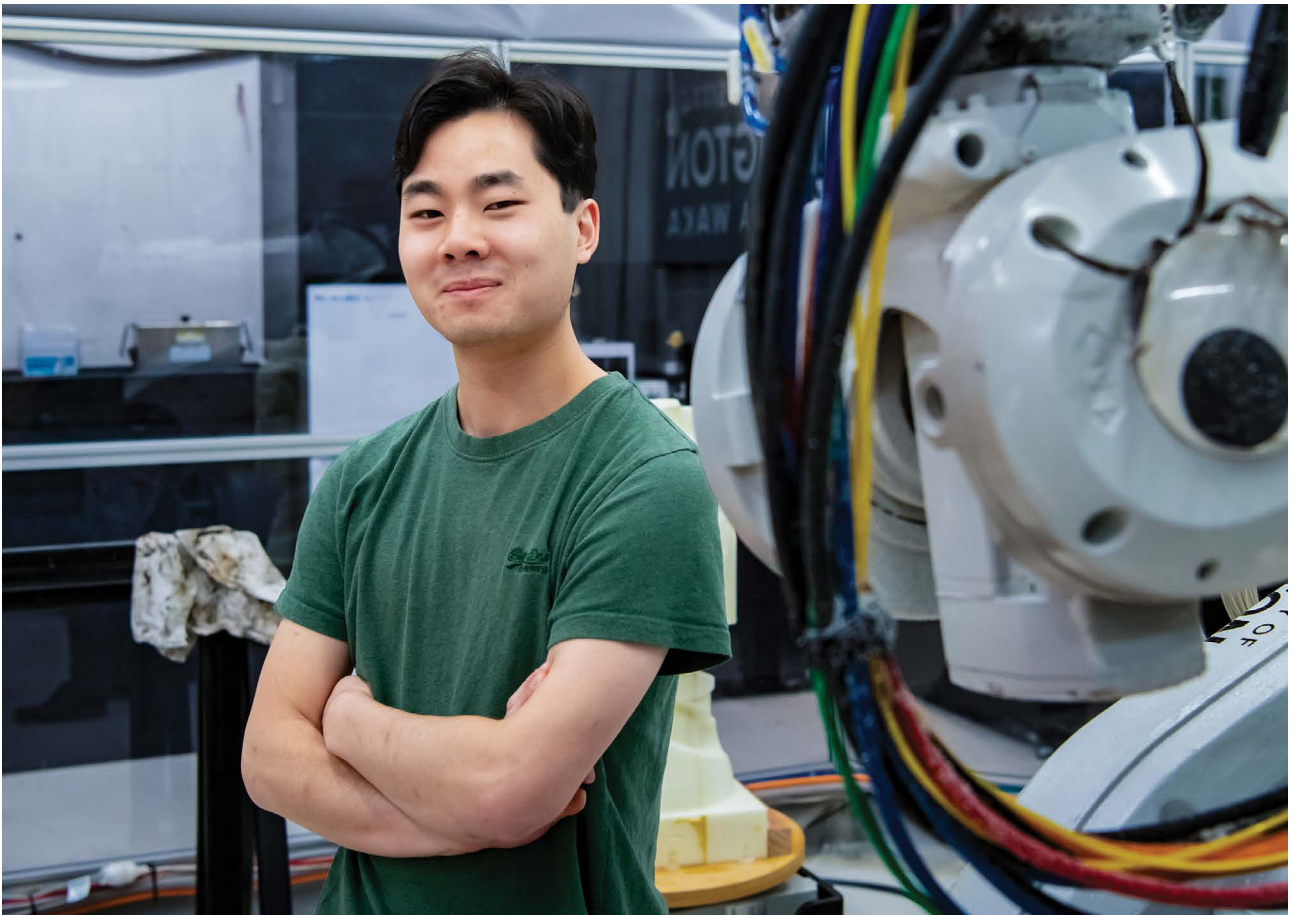
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Newton Chan

Student, Master of Design Innovation

Newton Chan was drawn to the Master of Design Innovation by the opportunity to carry out research in an area of industrial design and digital manufacture, which he discovered during his undergraduate degree.

He is part of the KiwiNet Emerging Innovators programme and is using his Master's to research and develop novel sheet-metal manufacturing methods for curvaceous 3D forms used in architectural applications.

Newton has developed a new way to form metal sheets, making organic architectural forms cheaper and more accessible to industry and designers.

"I want to disrupt the sheet-metal-forming market to change how we construct buildings of the future. It's exciting to think how this technology can extend the design possibilities for the engineering, architecture, and design spaces."

Newton aims to bring his research to market through his project partner, Wellington UniVentures.

"I am already collaborating with industry through our partnership, and I look forward to undertaking further market analysis and networking. Being able to produce something interesting and unique that I can call my own gives me great gratification."

The modelling, robotic arm and digital fabrication, and manual machinery workshops at Te Aro campus provide Newton with specialised machinery to test his methods and fabricate creations.

"One day I might be welding a frame, while the next day I am programming electronic systems. Other times I could be running sheet-metal-forming simulations. The real payoff is when everything comes together in one coherent piece of work."

Through the Master's programme, Newton has a pathway into the industrial design sector.

"The support of faculty staff and students has positioned me to commercialise my research and become a research entrepreneur."

Newton has enjoyed working alongside his supervisor and co-inventor, senior lecturer Tim Miller.

"Tim has an amazing breadth of knowledge about design and manufacturing. His enthusiasm about the research has been key to keeping me motivated on my journey."

MASTER OF DESIGN TECHNOLOGY

A work-in-progress render of the environment for the MDT capstone film Chrysalis by Michael Allen, Kenny Childs, Niu Dou, Wade Li, Rachel Macindoe-Baker, Phil Match, Brock Trewavas, and Robert Wilkins. Watch full film at <https://vimeo.com/517881930>

If you are interested in pursuing both a creative and a technical career and are thinking about working in one of the many emerging creative 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 exhibition design, extended reality, game design, and visual effects. The MDT is technology-centric and builds upon the skills acquired in an undergraduate degree focused on computer graphics, design, or a closely related field. It is ideal for students who are looking to upskill with advanced techniques and bring storytelling into their practice.

This programme is unique in Aotearoa, and globally, in providing students with the best expertise in university research, distinct and inclusive storytelling, and industry practice. You will gain the skills needed for a future in the broad-based and rapidly growing technology–art sector.

By undertaking this Master's degree, you will produce a professional portfolio based around your chosen focus of study. Areas of focus may be animation, compositing, effects, lighting, and rendering. The programme starts in March each year and is taught at the University's Te Iho ki Motukairangi—Miramar Creative Centre.

The School of Design Innovation has a partnership certificate with SideFX, the Academy Award-winning developers of visual effects (VFX) software Houdini. Houdini certification is an exclusive teaching and learning certification programme that offers schools special access to SideFX staff, resources, and visibility with top VFX and games studios.

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MIRAMAR CREATIVE CENTRE

Situated among the Wētā group's buildings in Park Road, Miramar, the Miramar Creative Centre builds and strengthens the University's associations with the animation, film, and game design industries based in Miramar.

Following a purpose-designed refit, the Centre includes motion-capture and film studio spaces, recording and editing suites, computer labs, and a workshop. It is equipped with green screen, motion-capture technology, and industry standard software used by film production companies around the world.

www.wgtn.ac.nz/mcc



Emily To

Graduate, Master of Design Technology

With a box-office hit already under her belt, Te Kura Hoahoa—School of Design Innovation alumna Emily To is reaching for the red carpet.

Currently employed as a shots assistant technical director at Wētā FX, Emily had the “surreal” experience of working on *Avatar: The Way of Water* as her introduction to the VFX industry.

She worked in the layout and lighting department during the film’s production, where she was involved in helping create environments above water and underwater, rendering, and FX simulations.

Emily says she is “eternally proud and grateful” to be working in this area, which seems a long way from the days of her secondary school art classes.

“Back then, when I still didn’t know what I wanted to do in the future, I remember thinking it would be cool to make visually stunning movies like *Avatar*, but that was just a passing thought at the time. Now I’m here.”

After graduating from Victoria University of Wellington with a Bachelor of Design Innovation majoring in Media Design, and a Master of Design Technology taught at the Miramar Creative Centre, Emily felt well equipped for her new role.

“It’s an entry-level artist role where you get to try out a variety of work across the different departments at Wētā to ultimately help you decide which department you want to end up in permanently,” she says.

For Emily, the Master’s programme provided a gateway to a career in the VFX industry, with frequent opportunities to be introduced to, and taught by, various industry professionals.

“It enabled me to make industry connections early on that allowed me to hit the ground running once I got contracted. It also provided the unique opportunity to work with a client to produce an animated music video. This gave me my first, small taster of how to work with a client and team to produce a digital product.”

For her capstone project, Emily was involved as the writer and producer on animated film *Night Light*, which garnered several award nominations at international film festivals. The film was also a finalist in 2022 in the Heroes International Film Festival and the All Asian Independent Film Festival, and won the Shepherd’s House International Film Festival.

“This project gave me insight into what the VFX pipeline consists of and how it is structured, which proved useful when joining my first VFX company.”

Her advice to incoming students is simple. “If creation and art bring you happiness, this is where you want to be.”

As for the future, having already achieved her biggest goal to work at Wētā FX, Emily is looking forward to climbing the ranks and working on some awesome movies along the way.

“Maybe I’ll get to walk a red carpet as an artist one day.”

MASTER OF FINE ARTS (CREATIVE PRACTICE) IN DESIGN—VISUAL NARRATIVE



Above: Cactus Cats illustration by Sian Hislop.

Opposite, clockwise from top: Escape fold-out storybook by Racal Reyes; Interwoven tabletop role-playing game by Emily Morris; Human History comic by Lilana Mañetto-Quick.

Master the art of visual storytelling and explore the expressive possibilities of narrative through design. The Master of Fine Arts (Creative Practice) (MFA(CP)) in Design—Visual Narrative is the only programme of its kind in New Zealand, designed for those who want to create visual stories in all their forms. Whether you're interested in animation, comics, concept art, games, graphic design, hybrid literature, illustration, live-action and tabletop roleplaying, or production design, this degree is for you.

Craft powerful stories using images to convey emotions and complex ideas. Conjure new worlds through concept art, storyboarding, world-building, and production design. You'll gain skills in narrative techniques, from drawing and writing to experimenting with cutting-edge technologies such as artificial intelligence and virtual reality. Our comprehensive curriculum, which includes courses in arts management and internships, prepares you for a dynamic career as a visual storyteller.

Benefit from the knowledge and experience of award-winning staff from the School of Design Innovation. You'll also participate in guest teaching and workshop sessions with inspiring creators and industry professionals.

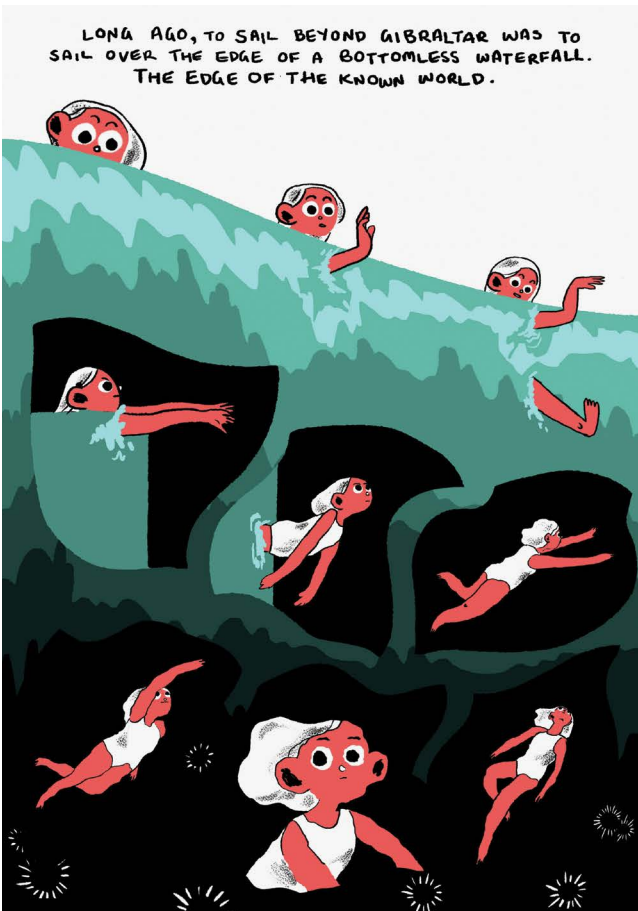
Bring your visual authoring skills together in a polished final work that reflects your passions. Collaborate with other MFA(CP) students from Film, Music, or Theatre on developing visual worlds for animations, films, performances, or other creative works. Courses such as Visual Development and Narrative Design will refine your expertise. Tell your story with compelling visuals, engaging interactions, and innovative designs, and join the vibrant and growing field of narrative arts. The MFA(CP) in Design—Visual Narrative is your portal to envisioning the stories of tomorrow.

CONTACT

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Design Coordinator

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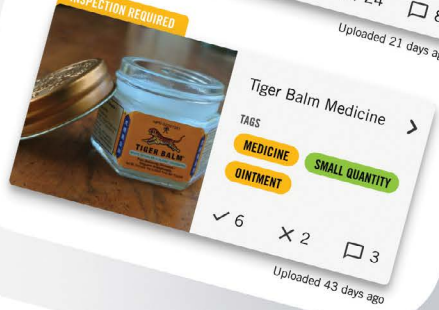
zach.dodson@vuw.ac.nz



MASTER OF USER EXPERIENCE DESIGN

Bringing something
to New Zealand?

Learn what you can and cannot bring
into Aotearoa, and how you can do
the right thing - declare, dispose or
leave behind.



Te Takoha is a community-based biosecurity app that educates travellers on what they can and cannot bring into New Zealand, for CCDN 412 by Jwen Yap.

User-experience design focuses on how people interact with and experience products and services. These experiences could be on a screen, such as a website, in software, or an app; in a space such as wayfinding in a museum; and in complex systems such as the experience of researching then booking a flight, checking in, boarding the flight, flying, landing, collecting luggage, and leaving the airport.

User-experience (UX) designers explore experiences by framing problems, conducting user research, analysing and interpreting research findings, prioritising options, developing concepts to solve identified problems, testing early versions of those solutions, and launching polished concepts to learn how users respond, before refining those concepts.

The Master of User Experience Design (MUXD) is a one-year, full-time, 180-point Master's degree. It is a conversion degree aimed at industry professionals and recent graduates who do not have an undergraduate degree in Interaction Design. Recent students have come from a range of fields including advertising, anthropology, architecture, fashion design, government policy, graphic design, journalism, psychology, teaching, and web development. The degree builds on skills developed during students' professional careers or undergraduate study.

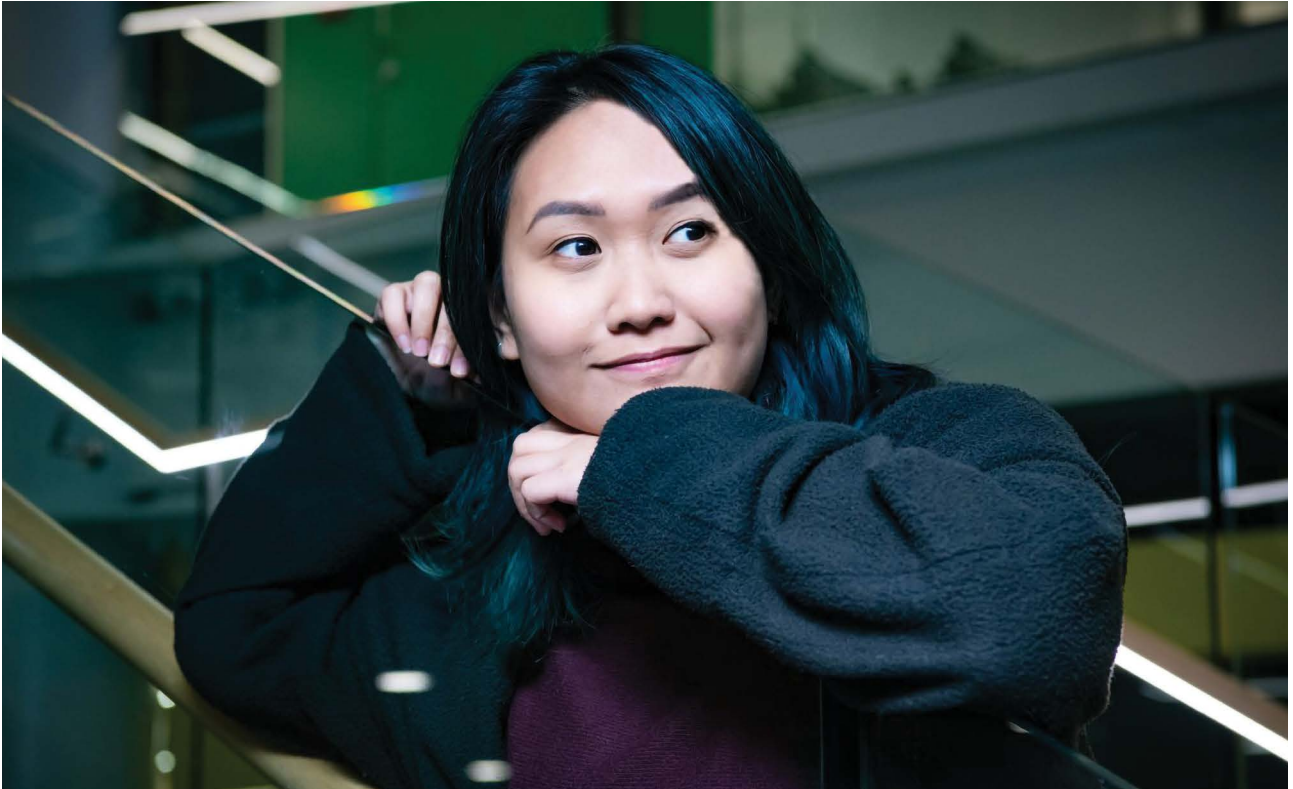
Graduates are currently working in New Zealand and internationally as digital product designers, service designers, UX/user interface designers, and UX researchers.

CONTACT

Bert Aldridge
Programme Director

+64 4 886 5720

bert.aldridge@vuw.ac.nz



Jwen Yap

Graduate, Master of User Experience Design

Jwen Yap, originally from Malaysia, moved from Queenstown to Wellington to study for a Master of User Experience Design.

"I chose the Master of User Experience Design programme because it was designed in collaboration with industry partners. The fact that it only took one year to complete was a major incentive to choose it over others. I was thrilled at the opportunity to work on meaningful real-world projects and excited to engage with thought leaders through guest lectures and mentorship opportunities.

"I got to work with clients such as Trade Me and The Clinician, which was such a valuable experience."

Accessible and inclusive design excited Jwen the most in the MUXD.

"As I had experience in user interface design, I was interested in the critical thinking and research aspect of UX, which the course delivered beyond my expectations.

"This course has instilled a strong importance to design for all in mind. That includes taking into consideration and advocating for accessible, inclusive, and ethical design practices. I was excited about this because by caring and championing for people, by bringing them along with us in the process, only then can we truly make a positive difference."

The practical nature of the course helped Jwen to build a portfolio of case studies that could be further used in job seeking.

"The course coordinators equipped us with the necessary skills and know-how to get a job—that included prepping us on how to write case studies, scheduling portfolio reviews, and assigning us to work with industry partners on group projects. They even prompted us to reflect on the kind of designer we wanted to be, which involved discovering our values and what we wanted to specialise in. All of that was wonderful in terms of helping to find a job that was the right fit for us."

After graduating, Jwen worked as a freelancer and then landed a job as a junior product designer at Sharesies, a wealth-development platform with the purpose of creating financial empowerment for everyone.

"I work in a multi-disciplinary team that includes designers and developers, leveraging the skills I learnt in my Master's degree to solve problems and communicate with stakeholders.

"There's still a lot that I need to learn, but I can say that the Master of User Experience Design has given me a strong foundation that allows me to contribute to my team and Sharesies' vision."

DOCTOR OF PHILOSOPHY



Cloud Computing as Digital Imaginary, for Doctor of Philosophy in Design, by Jayn Verkerk.

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

Study for the degree requires 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 that 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 provides support to the University's doctoral candidates, including:

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

 www.wgtn.ac.nz/fgr

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 is responsible 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.wgtn.ac.nz/architecture/about/staff and www.wgtn.ac.nz/design-innovation/about/staff

In the School of Architecture, supervision is generally available in the areas of Architecture (including history and theory of architecture), Building Science, Interior Architecture, Landscape Architecture, and Planning and Urban Design.

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 Innovation.


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: research, 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 Innovation with a brief description of your proposed research project.

CONTACT

Professor Joanna Merwood-Salisbury
Associate Dean (Postgraduate Research)

 +64 4 463 5006

 joanna.merwood-salisbury@vuw.ac.nz



Stand up ▶ and lead the way

“The research is about seeing a problem through different perspectives. It looks for a co-benefit between scientific analysis, design practice, and creative thinking. I love the challenge of exploring what defines success and exploring solutions through diverse ways of thinking. Being embedded within a large architectural practice and connected to the University allows me to access a range of people with different backgrounds who continue to challenge the way I solve problems.”

DR EMILY NEWMARCH

Graduate, PhD in Architecture

Dr Emily Newmarch Graduate, PhD in Architecture

During her postgraduate studies, Emily Newmarch saw the opportunity to advance her professional accreditation as an architect and build industry connections by enrolling in a PhD in Architecture at the Faculty of Architecture and Design Innovation. Emily secured funding from the University, BRANZ, and Callaghan Innovation and established a partnership with the architectural practice Warren and Mahoney, paving the way for collaborating with external organisations and bridging her research from academia to industry.

“I wanted to build on the foundation I established during my postgraduate studies at the School of Architecture and fast-track my development as an architect through a PhD.”

Emily's thesis explores how we can measure, design, and value architecture for a low-carbon future. To achieve this, she is investigating the embodied carbon from building materials over the life cycle of a non-residential building and then examining procedural, financial, and communication realities in the industry. The aim is to extend the service life of building materials and manage the carbon emission timings to reduce environmental harm.

“The research is about seeing a problem through different perspectives. It looks for a co-benefit between scientific analysis, design practice, and creative thinking. I love the challenge of exploring what defines success and exploring solutions through diverse ways of thinking.

Being embedded within a large architectural practice and connected to the University allows me to access a range of people with different backgrounds who continue to challenge the way I solve problems.”

Making an impact in the professional industry is essential for Emily's research aspirations. The Faculty's proximity to architectural practices and industry organisations in central Wellington and her supervisors' relationships with industry partners enable her to move effortlessly between academia and industry throughout her studies.

“I chose to continue studying here because of my supervisors' support in building connections with BRANZ and others. The location of the campus within the city also enables me to attend different events and meet new researchers and practitioners. These factors led to the collaboration with Warren and Mahoney and the development of my research proposal.”

Emily intends to disseminate her research by attending local and international conferences and publishing academic articles and professional guidance. She aims to work alongside her supervisors, industry partners, and research colleagues to maximise her experience in the PhD programme.

“I aim to continue to have a foot in both the academic and practice worlds. I plan to work towards becoming a registered architect within the industry as a short-term goal. A long-term goal is to use research to advance knowledge and the skill set of people working within the industry.”



Dr Jayn Verkerk

Graduate, Doctor of Philosophy in Design

Jayn Verkerk's doctoral thesis explores how people think about and experience cloud computing—in particular, the gap between users' experience of the metaphorical cloud and the image that cloud computing companies present to the world.

"I find it curious that the poetic metaphor of a cloud is used to describe computer data storage," explains Jayn.

"The cloud computing industry presents an image of a benign cloud as an infinite resource without impact, yet it has a sizeable environmental footprint, and data surveillance is enabled through the cloud. Users state that they don't understand or trust the cloud, yet they still use it. Because people perceive the cloud as something 'up there', they tend to dissociate from thinking about the physicality of it."




To investigate how people perceived, experienced, and understood cloud computing, Jayn used visual narrative methodology and a participatory approach.

"I found that the black-boxed technology of cloud computing and the cloud metaphor influence the image users have. I developed artefacts that are interpretations of participants' ideas, incorporating fibre optic lights, smoke, video, and optical illusions. The physical artefacts provided more in-depth, critical responses that defined an image of cloud computing that is both wondrous and creepy."

Undertaking research for her PhD allowed Jayn to focus on the things she found interesting and gave her the freedom to explore them intensively.

"It has given me more confidence in my own thinking. Doing a PhD is challenging and stimulating mentally as well as personally, but I have learnt that, at the University, you can be relatively free to explore whatever you are curious about, as long as you ground your ideas academically."

CONTACT US

-  www.wgtn.ac.nz/architecture/study/postgraduate-study
-  www.wgtn.ac.nz/design-innovation/study/postgraduate-study
-  www.wgtn.ac.nz/fgr




TĪTOKO—CENTRE FOR STUDENT SUCCESS

Tītoko is the student-focused centre for support from enrolment to graduation. The Tītoko advisers help with choosing your degree, planning courses, and connecting with other university services. This support is across all taught programmes. For those students enrolling in or progressing to research programmes, the Faculty of Graduate Research will take over: www.wgtn.ac.nz/fgr

Tītoko—Student Service Centres

The Student Service Centre is a phone, online, and in-person service that provides support to you throughout your journey. We can answer questions about university services, support you through the admission and enrolment process, and connect you to other support services within the University. If you are unsure where to go, the service centre is often the best place to start.




Ground floor, 139 Vivian Street, Te Aro Campus, Wellington

-  0800 04 04 04
-  info@vuw.ac.nz
-  www.wgtn.ac.nz/wfadi

OTHER STUDENT RESOURCES



Accommodation

Contact Te Kopanga—University Accommodation Wellington for advice on applying for halls of residence, renting, and other accommodation options.

-  04 463 5896
-  accommodation@vuw.ac.nz
-  www.wgtn.ac.nz/accommodation

Admission and enrolment

Prospective and current students can reach the Admission and Enrolments team via info@vuw.ac.nz or 0800 04 04 04 for admission and enrolment information, advice, and support. You can also visit the enrolments counter on the ground floor of the Hunter building, Kelburn campus, 8.30 am–5 pm Monday to Friday.

-  www.wgtn.ac.nz/apply
-  www.wgtn.ac.nz/re-enrol

Art gallery

Enjoy free exhibitions and events at Victoria University of Wellington's own public art gallery on Kelburn campus, Te Pātaka Toi Adam Art Gallery. The gallery manages Ngā Puhipuhi o Te Herenga Waka—the Victoria University of Wellington Art Collection, a significant collection of New Zealand art on display in the public spaces of all




our campuses. It also manages the New Zealand Art Research and Study Centre, which houses a collection of books, catalogues, journals, theses, images, and archival materials built through the work of the gallery and academic colleagues in the University's Art History department. Support the arts and get relevant experience by joining the gallery's volunteer programme.

-  www.adamartgallery.nz

Careers and employment

Te Ratonga Rapu Mahi—Wellington Careers and Employment connects you with employers and the community and prepares you for future employment. We can help you explore your work options, apply for jobs, and establish a career path by providing advice for ongoing career development. We have services at both the Kelburn and Pipitea campuses where you can attend one-to-one appointments, help-desk sessions, and workshops on a variety of career topics, including networking and interview preparation.

Room HU120, Hunter Building, Kelburn Campus

-  04 463 5393
-  careers-service@vuw.ac.nz
-  www.wgtn.ac.nz/careers

CareerHub

You also have access to our online career centre with comprehensive resources, tools, and employability modules. CareerHub has everything you need to keep your career on track:

- search for a range of jobs, from internships, voluntary, and part-time work to graduate positions
- be the first to hear about careers expos, employer information sessions, and seminars
- find resources to assist with your job search, CV, and interview preparation
- book for career advice appointments, workshops, and events. Develop your skills and experience and launch your career with confidence.

-  www.wgtn.ac.nz/careerhub

Disability support

If you have a temporary or ongoing impairment, get advice and support from Te Amaru—Disability Services, including coaching, academic liaison, exam support, note-taking assistance, mobility parking, and access to rest and study rooms.

-  www.wgtn.ac.nz/disability


Fees and financial advice


Get information and advice about fees, payments, student levies, and dealing with StudyLink. Meet with a student finance adviser for all money matters and how to apply for the Hardship Fund.


 www.wgtn.ac.nz/money

International

The University provides support and services to international students, from enrolment and orientation through to graduation. Our international student advisers at Te Haumiri—International Student Experience can provide personal, academic, and cultural information and advice, and they work closely with the University's student services, faculties, and academic staff to provide you with the support you need to succeed. They can support you to renew your student visa and to make insurance claims through the University's preferred insurer, Studentsafe.

 04 463 5350

 international-support@vuw.ac.nz

 www.wgtn.ac.nz/international-student-support

Māori students' support

Āwhina—Māori Student Support provides a focal point for taurira Māori at the University. We know that, for many, the university experience can feel very unfamiliar at times. Āwhina provides a way for taurira Māori to connect with kaupapa (initiatives) and other support services, as well as the wider whānau o Te Herenga Waka.

Āwhina offers specialised academic tutorials and study wānanga, social and industry networking events, study spaces, help with scholarship and job applications, support in navigating the University's online student portal, drop-in meetings and individual appointments with kaiakiaki—engagement advisers.

 awhina@vuw.ac.nz

 www.wgtn.ac.nz/awhina

Pasifika students' support

The Pasifika Student Success team's engagement advisers and mentoring coordinators work with Pasifika students to navigate the journey into tertiary study and success by providing holistic support and academic mentoring.

 www.wgtn.ac.nz/pasifika

Postgraduate students' support

The Postgraduate Students' Association (PGSA) represents all postgraduate students at the University.

 www.vuwpgsa.ac.nz


Rainbow students' support

We offer a range of services and resources for students who identify with diverse sexual orientations and sex and gender identities.

 www.wgtn.ac.nz/rainbow

Refugee-background students' support

We offer information, support, and advice tailored specifically to students with a refugee background.

 www.wgtn.ac.nz/refugee-background-students

Service and leadership

All current students can participate in Te Tohu Rauhi—the Wellington Plus service and leadership programme offering the chance to give back to the community and gain skills that will impress employers.

 www.wgtn.ac.nz/wellington-plus

PORTFOLIO GUIDELINES

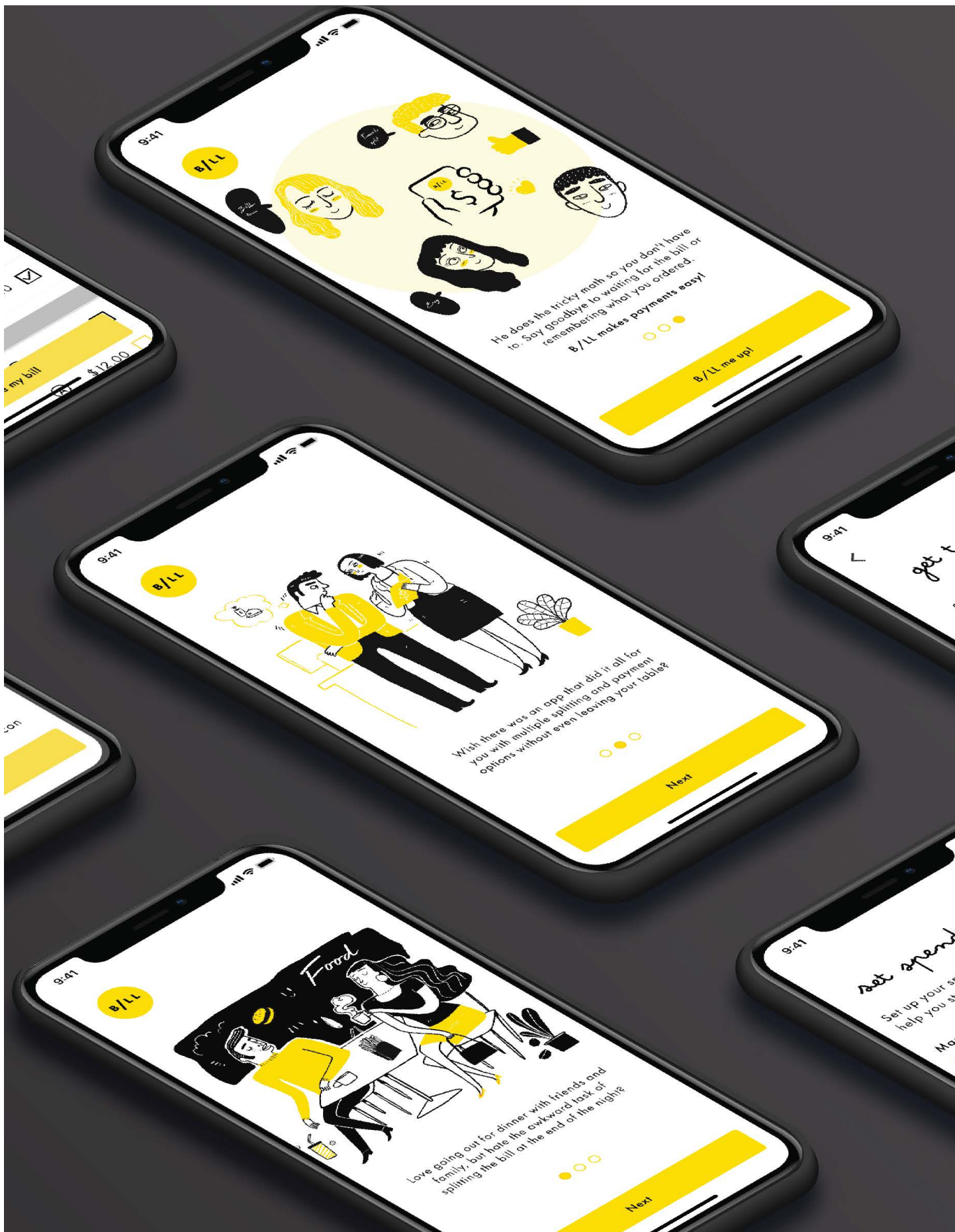
You may need to submit a portfolio showcasing a range of your work. More information about what to include can be found in our portfolio requirement guidelines.

 www.wgtn.ac.nz/wfadi/study/postgraduate

SCHOLARSHIPS

Victoria University of Wellington offers many scholarships to students through the Scholarships Office.

 www.wgtn.ac.nz/scholarships



B/LL—Split and Pay, for MDDN 415
Information Design Practice, by Joyce Kim.



TE WĀHANGA WAIHANGA-HOAHOA—FACULTY OF ARCHITECTURE AND DESIGN INNOVATION

📞 0800 04 04 04 ✉️ info@vuw.ac.nz ⓘ www.wgtn.ac.nz/wfadi 📷 @wgtnfadi
🌐 www.linkedin.com/company/wellington-faculty-of-architecture-and-design-innovation