2023 Postgraduate Study

TE WĀHANGA WAIHANGA-HOAHOA
WELLINGTON FACULTY OF ARCHITECTURE & DESIGN INNOVATION
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*Subject to regulatory approval.

“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

In 2022, Te Herenga Waka—Victoria University of Wellington marked an important milestone: 125 years since our university was founded. Go to www.wgtn.ac.nz/125-years to find out more.

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.

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(Cover image) Visualising New Zealand Birdsong by William Shaw, for DSDN 590 Creative Project, Master of Design Innovation.
Nau mai, haere mai, and a warm welcome to Te Wāhanga Waihanga-Hoahoa—the Wellington 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, designers, 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 international 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.
CREATIVE CAPITAL LIFESTYLE

Our campus is right in the heart of New Zealand’s capital city and is ideal for student life. Wellington has an internationally recognised creative sector and is home to Wētā Workshop and Wētā FX, among other leading-edge organisations. There’s something for everyone, with great 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, as well as the highest concentration of science organisations in New Zealand, including many Crown research institutes.
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, 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, Wellington Zoo, or simply the great outdoors.

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.
QUALIFICATIONS OVERVIEW

To explore available subjects in the following qualifications, see page 5.
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 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 two trimesters full time

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

DURATION Minimum one trimester full time

POSTGRADUATE DIPLOMAS
Take the Postgraduate Diploma in Architectural Science (PG DipArchSc), Postgraduate Diploma in Designed Environments (PG DipDE), or Postgraduate Diploma in Design Innovation (PG DipDI) for professional development or as a pathway to Master’s-level study.

DURATION Minimum of two trimesters full time

MASTER’S DEGREES BY COURSEWORK AND RESEARCH PORTFOLIO
In a Master’s degree by coursework and research portfolio (Master of Architecture (Professional) (MArch(Prof)), Master of Design Innovation (MDI), Master of Interior Architecture (MIA), Master of Landscape Architecture (MLA), Master of Urban and Regional Planning (MURPlan)*, or Master of User Experience Design (MUXDI)), you’ll complete one year of coursework followed by research where you’ll work 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 Fine Arts (Creative Practice) (MFA(CP)) Design, 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/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 DEGREE
The MUXD is a conversion degree—one that lets you gain a postgraduate qualification in a different subject to your undergraduate studies—with some coursework and research. It's aimed at industry professionals and recent graduates, and you don't have to have an undergraduate design degree to apply.

DURATION 12 months full time or 24 months part time

DOCTOR OF PHILOSOPHY
The 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 intelligence and 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 Wellington 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 The Wellington Faculty of Graduate Research provides a first point of contact for all students enrolling in a PhD, including international students. Application is available online. There are three application deadlines each year: 1 March, 1 July, and 1 November. For any enquiries about PhD admission and enrolment, contact pg-research@vuw.ac.nz
# PROGRAMME OVERVIEW

## WELLINGTON SCHOOL OF ARCHITECTURE

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*Subject to regulatory approval.

## SCHOOL OF DESIGN INNOVATION

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The Wellington School of Architecture hosts a large Master's programme with around 100 graduates each year. Our programmes and discipline specialisations teach about all aspects of the built environment.

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

We offer a range of postgraduate qualifications that are broadly split into either design-research programmes or research-based programmes.

We have two-year design-research Master's degrees in Architecture, Interior Architecture, Landscape Architecture, and Urban and Regional Planning*.

Our Master of Architecture (Professional), Master of Landscape Architecture, and Master of Urban and Regional Planning* are degrees accredited by the respective professional institutes. These programmes consist of a year of coursework, followed by a year of a design-research thesis or portfolio, preparing students for a smooth entry into the professional industry within the relevant area of specialisation. In recent years, the School has started to offer design-research PhDs.

Our research-based programmes include a traditional Master of Architecture and PhD, plus we have a refreshed Master of Architectural Science pathway.

As a globally connected university, we can offer our postgraduate students the opportunity to attend international conferences. This is an excellent chance to have your research recognised, connect niche areas of interest, and develop networks across the profession.

*Subject to regulatory approval.

STUDIO-BASED RESEARCH ENVIRONMENT

The design studio is at the centre of our postgraduate, design-led study programmes. Students meet here with tutors 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/research portfolio year, students are encouraged to work in small cluster groups in which they can explore a single issue from multiple perspectives, often representing different disciplines.

CHANGING PATHWAYS

While our Master's programmes are our core postgraduate programmes, 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 greatly help your readiness for our Master's programmes.
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 10 for information about the Master of Architecture (Professional).

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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 historic 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 Board will assess your professional competence.

Our MArch(Prof) not only leads to registration as an architect in New Zealand—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.

Recycled Assemblage by Dilan Savage, created for SARC 312 Furniture Design, Construction and Technologies / Ngā Tikanga me ngā Tukanga Waihanga Taputapu Whare.
Tessa Lynch was drawn to the Master’s programme as a means to explore her interest in architecture in a deeper way and develop a specialisation she was passionate about.

Her research advocated wellbeing as a central focus in the design of our built environments, and she situated the research within an important environment for students—the university campus.

“We know that social and spatial environments can affect our mental health,” says Tessa. “But it is an under-researched field which needs motivation to stimulate discussion and change.

“The outcome of my research was a resource to guide the design of tertiary spaces supportive of wellbeing. I developed a conceptual framework alongside five intervention points, which could have a positive effect on student wellbeing if implemented as a system.”

Tessa ran focus groups with students and installed a temporary lounge in the atrium of Te Aro campus, a collaboration with the Student Architecture Network New Zealand (SANNZ), to engage students in the research.

“What excited me most about the research was working closely with students. One of the most important goals was to capture a diverse range of students’ needs and views. Through focus groups, I met with students across disciplines and campuses. Spatial wellbeing priorities were identified, and different understandings of wellbeing were unpacked.

“Students desired more comfortable spaces—this was a recurring theme, which motivated the SANNZ lounge installation. We drove around Wellington with a trailer in tow, collecting furniture from students’ flats on loan for the week.

“I saw my research come to life during the lounge installation. It gave me confidence in the process of engaging and implementing the findings from the focus group discussion and literature.”

Tessa’s supervisor, Emina Petrovic, shared her motivation to explore architecture for social change.

“Emina encouraged me to work to my own strengths and supported the multidisciplinary nature that the research became. She wholeheartedly supported and guided me through the entire project.”
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, technology, operation, and maintenance, with the option to specialise in Project Management or Sustainable Engineering Systems.

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Dr Fabricio Chicca
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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.
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 Norman Disney and Young, 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 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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Professor Andre Brown
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Section cut through the New Zealand room in Whakarekareka by Amy Te Maro.
Amy Te Maro
Student, 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 Te Herenga Waka—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 civicness like no other institution in New Zealand or Australasia. 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.
Jeremy Morris
Student, Master of Landscape Architecture

Jeremy Morris had always wanted to be an architect, but it wasn’t until he began his undergraduate studies at Te Herenga Waka—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 Wellington 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 now 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 Te Herenga Waka—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. 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.

DOCTOR OF
PHILOSOPHY

A Doctor of Philosophy (PhD) is the highest degree offered by the Wellington Faculty of Architecture and Design Innovation. It is completed by thesis only and is restricted to areas where expert supervision is available. In the Wellington School of Architecture, supervision is generally available in the areas of Architecture (including history and theory of architecture), Building Science, Interior Architecture, and Landscape Architecture.

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 that will make a significant and original contribution to knowledge or understanding of a field of study.

WELLINGTON FACULTY OF GRADUATE RESEARCH

The Wellington 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.

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

*Subject to regulatory approval.
Emily Newmarch
Candidate, 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 Wellington 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 Wellington 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.”

EMILY NEWMARCH
Candidate, PhD in Architecture

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.”
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.

Te Herenga Waka—Victoria University of Wellington’s 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 practice while investigating new manufacturing capabilities and immersive technologies.

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

To address the challenges the world is facing, including climate change, political upheaval, and gender and cultural disparities, the School of Design Innovation delivers skills and knowledge that enable more adaptive, inclusive, equitable, and dynamic approaches to design.
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 nationally and internationally.

Many of our alumni thrive in the design world locally and globally, working at companies such as Atlason, Game Seven, RC Studio (New York), the Australian Centre for Social Innovation (Adelaide), Fashion for Good (Amsterdam), Framestore (London), Lego (Denmark), Leo Burnett (Sydney), and Nike (Oregon), while others leverage the world-leading collaborative relationships that can only happen here, in Wellington, at Clemenger Group, PikPok, Resn, Wētā FX, and Wētā Workshop.
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 Industry Alliance Programme (formerly the Wellington ICT Graduate 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, and Wētā FX.

Our conversion Master’s programme in User Experience Design is designed for people from a non-ICT or design background 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 32.

Read more about the Industry Alliance Programme at www.wgtn.ac.nz/wfadl
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:
- fashion communication design
- motion design
- 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:
- complex systems and theories of change
- critical design
- design ethnography
- design for more-than-human worlds
- design for sustainability
- Indigenous cultures and narratives
- service design
- 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
- virtual fashion design/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/mixed-media animation
- media archaeology, film, and feminist studies
- narrative and experimental filmmaking
- virtual/augmented/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
- game design and Indigenous 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.
MASTER OF DESIGN

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 26).

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 wide range of contemporary design challenges.

More information about our research areas is on page 23.

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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Matty, part of a Master of Design Innovation thesis, ‘Aoa‘o le tama e tusa ma ona aia, 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.
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 Wellington 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.
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 23) 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.

www.wgtn.ac.nz/postgraduate-design

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Courtney Naismith
Graduate, Master of Design Innovation

Courtney Naismith has a love of creativity. She found studying Industrial Design aligned well with her curiosity to craft new things. After completing a Bachelor of Design Innovation at Te Herenga Waka—Victoria University of Wellington, she went on to gain her Master of Design Innovation. Supervised by Simon Fraser and Jeongbin Ok, Courtney’s research portfolio looked at ways to utilise aircraft plastic waste to give it a second life.

“My research portfolio, Air-crafted Artefacts, focused on how inflight plastics could be reused to enhance product value through 3D printed upcycling systems within the New Zealand aviation tourism industry. I worked with troublesome materials such as Air New Zealand’s soft plastic bags and harakeke (flax) from the New Zealand Māori Arts and Crafts Institute. I was really interested in how to make discarded plastic beautiful and create treasured objects,” Courtney says.

“I was excited by this research because I had the freedom to create and the challenge to develop skills that aren’t my strong suit. Because of the sustainable focus, I felt passionate about the work I was producing. Creating my own recycled filament, coming up with CAD models, and 3D printing the designs was super rewarding. I also got to work with recognised industry partners that gave my project even more importance.”

After completing her Master’s degree, she took the findings from her thesis and co-founded a business with fellow Te Herenga Waka alumnus Matthew O’Hagan. Their company, Utilize, produces high-end products made from recycled materials.

“Since university, I have also received a few awards for my thesis work, including a Gold and Silver Pin at the Best Design Awards, was the winner of the ECC Lighting Design Award at the New Zealand Student Craft Design Awards, and was a finalist in the Purmundus Challenge.”
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 New Zealand in providing students with the best expertise in both university research 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 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

Brock Trewavas (Ngāti Maniapoto, Tainui, Ngāti Wairere)
Graduate, Master of Design Technology

The hunger to create, design, and understand the technology behind films led Brock Trewavas on a journey to pursue the creative fields. After completing a Bachelor of Design Innovation in Media Design at Te Herenga Waka—Victoria University of Wellington, Brock continued his studies with a Master of Design Technology.

“The student experience at Te Herenga Waka is a once-in-a-lifetime experience. It’s a lot of hard work studying to get a degree, but it’s also incredibly rewarding to see the growth in yourself as well as your peers. It feels extremely fast-paced because there’s so much going on, but it’s completely manageable. You’re constantly creating new memories, making new friends, and learning new skills,” Brock says.

“Before going to university, I had trouble with communication and confidence. But, by going through the different programmes at the University, I was exposed to lecturers with industry experience and was able to speak with them one on one and receive guidance and support based on their experiences and knowledge. That process has given me a substantial amount of self-confidence in not only my technical skills but also how I communicate and present myself. I still use their advice in my day-to-day life.”

Brock’s advice for design students is to learn to know what makes good media.

“We spend a lot of our time consuming media without having a critical eye or mind as to what makes it good or bad, though we can subconsciously differentiate that through our taste and form an opinion of it. But when you consume media, break it down and start to know why you think it’s good or why you think it’s bad and how you can use that to influence your practice.”

After graduating, Brock started working at Wētā FX as an FX assistant technical director.

“In my spare time, I work on my own independent artistic pursuits of computer-generated imagery/game development and consume media by watching YouTube, Netflix, and playing games.”
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 will take advantage of our capital city location and study at the University’s Kelburn campus. Our Film and Music programme students use a new purpose-fitted facility at the Miramar Creative Centre.

PRACTICE OPPORTUNITIES

The MFA(CP) includes a creative project in which you will be mentored to complete work that showcases your abilities and encourages you to push boundaries in your field. As part of the programme, you will also undertake an internship with an arts organisation or creative industry. This will give you valuable work experience and provide you with all-important connections in your creative context.

BROAD APPROACH

While your studies will be centred around your specialty area of design, film, music, or theatre, you will have opportunities to take an interdisciplinary approach to your work. If you are 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 will complete a course in arts management and marketing as part of the programme.

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City streets littered with plastic wrappers and waste have become so commonplace that plastic waste is now overlooked, says Daniel Gardner.

In his Master's project, Daniel explored how to illuminate the problem through photography. "The issue of plastic waste is best shown, rather than told, to help it be re-contextualised."

Daniel's images aimed to provoke empathy, awareness, and identification with the ongoing impacts of single-use plastics in Wellington city through a focus on three scales—individual, household, and community waste habits.

"The result is a graphic examination of the linear path that plastic waste takes from our use to the vast landfills and beyond," says Daniel. "I wanted to provide viewers with a simple story of Wellington's waste habits and a better understanding of what happens to the plastic we use in everyday life."

Daniel says the Master's programme gave him the freedom to explore a serious topic such as sustainability and present it in his own style.

"I have always enjoyed photography and producing a body of work that had an important message behind it. I am equally interested and concerned about the current plastic crisis, so was keen to explore how I, as an artist, could portray this in a way that is not often seen in environmental campaigns."

DANIEL GARDNER
Graduate, Master of Fine Arts (Creative Practice)

"I really enjoyed this experience and have worked for them from time to time since completing my qualification. Even though the internship wasn't directly related to my programme of study, I gained valuable knowledge in starting a business sustainably."

Single-use plastics at Wellington's Southern Landfill, for DSDN 590 Creative Project, by Daniel Gardner.
User-experience design focuses on how people interact 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 online, 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.

The MUXD is part of Te Herenga Waka—Victoria University of Wellington's Industry Alliance Programme.

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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.
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 learned 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.”
A Doctor of Philosophy (PhD) is the highest degree offered by the Wellington Faculty of Architecture and Design Innovation. It is completed only by thesis and is restricted to areas in which 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 will make a significant and original contribution to knowledge or understanding of a field of study.

WELLINGTON FACULTY OF GRADUATE RESEARCH

The Wellington 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.

SUPERVISION

While supervision of a candidate is the responsibility of a particular school at the University, the PhD is common to all faculties. We strongly encourage potential PhD students to make contact with staff members they wish to work with and discuss possible supervision before applying.

Staff research areas and publications are listed in each staff member's profile at:

www.wgtn.ac.nz/design-innovation/about/staff

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 Wellington 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 Wellington Faculty of Architecture and Design Innovation, with a brief description of your proposed research project.
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 your student-focused centre for support from enrolment to graduation. The Tītoko advisers provide assistance with choosing your degree, planning courses, and connecting with other university services.

139 Vivian Street, Te Aro Campus, Wellington
0800 04 04 04
info@vuw.ac.nz
www.wgtn.ac.nz/wfadi

OTHER STUDENT RESOURCES

Admission and enrolment
Prospective and current students can reach the Admission and Enrolments team via enrolment-enquiries@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 Te Herenga Waka—Victoria University of Wellington’s own public art gallery on Kelburn campus, Te Pātaka Toi—Adam Art Gallery.

The gallery manages 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.org.nz

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

Māori students’ support
Āwhina is the on-campus support team for Māori students to work collectively to share their knowledge, achieve academic success, and build strong communities and leaders.

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

Pasifika Haos
Visit Pasifika Haos and use the various study and social spaces, including computer rooms, meeting rooms, and a kitchenette.

www.wgtn.ac.nz/pasifika-haos

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

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
Te Herenga Waka—Victoria University of Wellington offers many scholarships to students through the Scholarships Office.

www.wgtn.ac.nz/scholarships
B/L — Split and Pay, for MDON 415
Information Design Practice, by Joyce Kim.
WHAKANUIA CELEBRATE 125

1897–2022

VICTORIA UNIVERSITY OF WELLINGTON
TE HERENGA WAKA

CAPITAL THINKING. GLOBALLY MINDED.
MAI I TE IHO KI TE PAE