ARCHITECTURE AND DESIGN
TE WĀHANGA WAIHANGA-HOAHOA
Postgraduate Study
“Studying for a Master of Architecture provided me with the opportunity to explore a range of technical and artistically challenging problems, and I discovered the type of architecture I am passionate about.”

Emily Newmarch
Student, Master of Architecture (Professional)
Welcome to the Faculty of Architecture and Design at Victoria University of Wellington.

We’re one of New Zealand’s leading providers of innovative education in design and the built environment and have an international reputation for carrying out novel research projects.

The Faculty brings together subject areas central to contemporary discussions in both architecture and design. By bringing these disciplines together, and working alongside the University’s other disciplines, we can offer opportunities to collaborate and innovate across traditional boundaries.

Postgraduate study is the chance to extend your knowledge and become a leader in the creative sector.

Our postgraduate students are a vital part of our research community, and one that influences the field worldwide.

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

The Faculty’s exchange agreements and ties with world-leading universities give our students opportunities to participate actively in global industry communities.

Our design studios are equipped with full design, animation, construction, and simulation software suites. We have extensive Media Labs, augmented and virtual reality research studios, and other spaces to undertake photographic, thermal, lighting, and structural performance simulations research. Our workshop facilities allow you to engage in a range of 3D printing, wood and metal work, and digital fabrication, design technologies, as well as access to the largest industrial robotic design laboratory in a New Zealand tertiary institution.

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

Professor Marc Aurel Schnabel
DEAN, FACULTY OF ARCHITECTURE AND DESIGN
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 the home to Weta Workshop and Weta Digital, 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, 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.

LANDSCAPE AND NATURE

Situated at the southermost 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 260 kilometres of accessible coastline, traverse acres of native bush, or encounter wildlife at eco-sanctuary Zealandia, 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 100 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.

BRINGING LOCALS AND LAND TOGETHER

A group of academics from the Faculty of Architecture and Design is forging connections between locals and the land in a research partnership with Wellington-based eco-sanctuary Zealandia.

Senior lecturer Jacqueline McIntosh and deputy head of the School of Architecture Bruno Marques, along with several students, have created three proposals to bring mātauranga Māori to Zealandia and the Wellington landscape.

Each project looks at different ways of connecting with the landscape, improving wellbeing, and incorporating Māori values into architectural design.

“We’ve found some deeply meaningful values in the Māori approach to landscape in our age of overconsumption, waste generation, and landscape neglect,” says Jacqueline.

Master’s student Katy Phillips designed a wellness centre to straddle the line between Zealandia and Birdwood Reserve, a smaller bush reserve across the road from Zealandia. The centre would offer traditional healing through rongoā Māori (Māori medicine), with the layout of the centre drawing on the traditional layout of a marae and the body of Papatūānuku (Earth Mother) to encourage health, change, and new beginnings.

William Hatton, also a Master’s student, took a wider view, designing a series of interconnecting public spaces starting at Zealandia in Karori and leading to the sea. William’s proposal aims to improve access to public outdoor spaces and encourage visitors to connect with the land and each other through a series of landscape architectural installations inspired by the layout of a marae and Māori values.

Bruno says projects like these, which incorporate sustainability and wellbeing, are an important focus for the Faculty.

Wellington is a city where you can escape the hustle and bustle of city life and enjoy the natural beauty of the region. Whether you’re interested in architecture, design, or any other field, Wellington has something to offer. With its vibrant culture and beautiful landscapes, it’s no wonder that Wellington is one of the best places to live and study in New Zealand.
The 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, and Landscape Architecture. Our Master of Architecture (Professional) and Master of Landscape Architecture 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 (which has the choice between a taught 180-point pathway and a taught and 240-point thesis 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.

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Research in the School of Architecture plays a vital role in developing high-quality research outputs. Our staff supervise students across a variety of thesis topics. Research findings are often presented at national and international conferences and published in peer-reviewed journals. Many of our postgraduate alumni have become industry leaders in their chosen field.

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

The School of Architecture has three main research areas:
- creative and critical, which focuses on design research, representation, and history and theory (including methods and virtual spaces).
- sustainability and wellbeing, which includes research about resilient and sustainable cities, design for wellbeing and positive social impact, and design for indigenous people and minorities.
- performance and technology, which includes building performance, construction technologies and materials, and simulation methods and virtual spaces.

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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.

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 Postgraduate Diploma in Architecture History and Theory (PGDipAHT) is another useful qualification to help you build on your undergraduate degree and prepare you for the one-year research-based Master of Architecture.
Learn through a combination of taught courses and a written thesis or research portfolio that involves self-directed, design-led research. You will graduate with design knowledge that demonstrates mastery in your area of interest.

Prepare yourself to work as a professional architect with the Master of Architecture (Professional) (MArch(Prof)). Hone your skills as a designer, develop your ability to think visually and in three dimensions, and learn how to best meet your clients' needs through practical, real-life experiences.

Professional accreditation

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

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

You will also meet the academic requirements for professional registration as a practising architect with the industry organisation, the New Zealand Institute of Architects (NZIA).
A project by Emily Newmarch exploring how architects can combine the pragmatic and the poetic won the New Zealand Institute of Architects (NZIA) Student Design Award, the top honour for architecture students in the country.

Emily designed two series of small, 10 m², timber cabins and applied the findings to develop a larger 100 m² timber house. Her designs were developed to suit the area around Lake Moke, near Queenstown, stemming from her personal connection with the area and its high demand for building developments.

Emily used a software called ArchiCAD to construct her designs and test the performance of different design elements. “I knew from previous work experience that this software, and similar software, had limitations, due to being semi-automated,” says Emily. “So another goal of my project was to test ArchiCAD’s performance calculations against a similar software called Revit to see how accurate these semi-automated simulation platforms were at measuring thermal performance and energy consumption of buildings using New Zealand’s timber construction techniques. I was able to define some of the inaccuracies and develop solutions to getting a more reasonable result.”

This work has led to some exciting opportunities, including a presentation at a conference in Hong Kong and the chance to beta-test a new plugin for the ArchiCAD software that could be used to simulate thermal bridges to give a more detailed understanding of the building envelope.

“It was a challenge to combine all of my interests into one project, but with the help of my supervisors, the scope of the project came together.”

Duong Nguyen’s Master’s research explored how a designer could use electroencephalography (EEG) to communicate directly with a computer.

“Traditionally, architectural design emphasises the use of motor skills and hand movements, either through drawing, model making, or digital methods,” says Duong. “I was excited by the potential of using the brain to design architecture—pushing the frontier of architectural design and questioning ideas of who, or what skill set, is essential for designing architecture.”

Duong worked with three emerging technologies—artificial intelligence, EEG, and virtual reality. The EEG technology tracks brainwave patterns and is used to record electrical activity of the brain.

One of the highlights of Duong’s studies was the opportunity to present his research at the CAADRIA conference—a leading conference for the Association for Computer-Aided Architectural Design Research in Asia.

“Being accepted and presenting my work on the international stage was highly advantageous as it helped me complete my writing, present my work, and get valuable feedback,” he says. “It also provided me with the confidence to connect to leading researchers related to my research—opening up potentials for furthering my career.”

Duong also took on tutoring responsibilities and a leadership role in the University’s virtual- and augmented-reality student club, Looking Glass.

EMILY NEWMARCH
Student, Master of Architecture (Professional)

DUONG NGUYEN
Student, Master of Architecture (Professional)
The Master of Interior Architecture (MIA) will teach you how to create innovative interiors that respond well to the many demands of spaces—performance, identity, mood, and physical comfort. Examine how design can affect the way people experience, interact with, and move through an interior. You 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 (IFI) and the Interior Design/Interior Architecture Educators Association (IDEA).

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CHARLOTTE HUGHES-HALLETT

Graduate, Master of Interior Architecture

Charlotte Hughes-Hallett’s thesis, ‘Our Third Skin’, was a critique on the architectural surface. “I wanted to understand the relationship between the dynamic matter of the biological body and inert matter of architecture. This relationship is imperative to our lived experiences, yet there is a sense of sensual neglect between the two,” says Charlotte.

“This led me into a journey of trying to understand my body ‘as space’ and ‘in space’. I used my body as both a metaphorical and literal site to develop spaces from the wearable to the inhabitable.”

Charlotte created a vertical somatic topography that was designed as a prosthetic that could be superimposed onto buildings.

“My thesis was a personal exploration full of realisations about the space the body occupies,” says Charlotte. “I literally used the physical landscape of my body as a canvas and a constant source of inspiration. I became both the researcher and the observer, and that was crucial.”

Charlotte received the 2017 Warren and Mahoney Master of Interior Architecture scholarship. After her two-month internship, she was offered a position in the organisation’s interior design team.

“In my job, I’ve had the privilege to dabble in all phases of project delivery, from briefing to concept design to detailed design and all the phases in between,” she says.

Charlotte says her qualification and appointment to her current job were intrinsically linked. “The most transferable skills I gained at university were presenting, communication, feedback, problem-solving, and the ability to upskill. Those skills are indispensable and will guide me forward,” says Charlotte.

“A skill that wasn’t nurtured directly at university, but I think is vital, is being socially aware and empathetic. Architecture is made for people and by people. The ability and willingness to understand different perspectives, the actual and potential forces on life, are paramount.”

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With the Master of Landscape Architecture (MLA), you will gain an expert understanding of key design practices and issues, and the effective use of design strategies through all stages of the design process. You will also learn about the legal and ethical obligations of the professional landscape architect.

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

**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 (IFLA).
You will explore building construction and performance, project management, how building materials function, new project management tools available on the market, sustainability in the industry, facilities management, and the relationship between buildings and their environment. Learn to question, test, and explain these elements and become confident in your understanding of architectural science.

“Extend your expertise in building science and focus on managing the development and ongoing performance of the built environment.”

CELIA HALL
Student, Master of Landscape Architecture

Celia Hall has been involved in the University’s Summer Research Scholarship scheme and carried out a research project exploring possible designs for the construction of a learning garden within Wellington’s central city. Celia worked alongside Wellington City Council and representatives of local mana whenua (Māori tribal groups), and her project looked specifically at rākau rongoā, a facet of traditional Māori healing that harnesses the properties of native plants as herbal remedies.

“There is a growing interest in traditional Māori medicine and indigenous knowledge. However, the effects of globalisation and urbanisation have put cultural knowledge and traditions at risk of erosion,” says Celia.

“That’s why I’ve always been interested in environmental design psychology. Coupling this with my love of plants and passion for ecological restoration, landscape architecture is the perfect synergy of my interests. I feel lucky to be able to study alongside like-minded people.”

The design proposal included planting plans and signage and identified barriers to its implementation such as plant collection and harvesting.

Celia’s design proposal will serve as a foundation for Wellington City Council to develop.

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“...and with that in mind, the designs for the garden focused on how the public could learn more about New Zealand’s cultural and ecological history. The hope was that by informing people about the lesser-known qualities of New Zealand’s native plants species, it could create an enhanced feeling of respect and encourage people to advocate for the conservation of both indigenous knowledge and ecology.”

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Delve into the traditional research- and thesis-based Master of Architecture (MArch). This qualification will be of interest to you if you are already working in the profession and want to deepen your understanding of a particular aspect of architecture, or want to deepen the knowledge gained at undergraduate level through research.

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

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

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

The Master of Architecture does not qualify you for registration as an architect. If you want to become a practising architect, see page 9 for information about the Master of Architecture (Professional).
DOCTOR OF PHILOSOPHY

A Doctor of Philosophy (PhD) is the highest degree offered by the Faculty of Architecture and Design. It is completed by thesis only and is restricted to areas where expert supervision is available. In the 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 which will make a significant and original contribution to knowledge or understanding of a field of study.

FACULTY OF GRADUATE RESEARCH

The Faculty of Graduate Research 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.victoria.ac.nz/fad

HAMISH BEATTIE
Candidate, Doctor of Philosophy in Architecture

Hamish Beattie’s doctoral thesis explored how games can be used to work alongside those living in slums to empower them to contribute to slum upgrading processes.

Hamish, who completed Bachelor’s and Master’s degrees at Victoria University of Wellington before continuing on to his PhD, has pursued his interest in the democratisation of architecture by engaging communities in urban design processes.

“My research has focused on marginalised informal settlement communities in Delhi and Mumbai,” says Hamish. “I’ve been looking at how these communities can engage with participatory urban design processes through a consideration of past, present, and future community experiences, reconciliation of dissimilar assumptions, generation of social capital building, and design responses to pressing community problems to prime participants for further long-term design engagement processes.

“I looked into new digital media techniques, such as the development of bespoke architectural serious games, and how they can contribute practically to relieving some of the built environment’s most acute problems.”

Hamish carried out an experimental research programme consisting of digital tool design and community participatory design workshops.

He worked alongside the Bhalswa, Shanti Nagar, and Ghazipur communities, with the Chintan Environmental Research and Action Group, a non-governmental organisation working for environmental justice with slum communities in New Delhi, and Apnalaya, a non-profit organisation working with the most marginalised slums in Mumbai.

Hamish’s research has been supervised by Professor Daniel Brown from the University’s School of Architecture and Dr Sara Kindon from the School of Geography, Environment and Earth Sciences.

“I’ve enjoyed having supervisors who are specialists in two different research areas. This has helped shape my unique research direction.”

Photographs for PhD project Decoding Kashgar. By Serdar Aydin. The project created a virtual model of the city in China. Depicted here is an outlook of Kashgar, showing the contrast between heritage and contemporary architecture, and two virtual models of neighbourhoods in the city.

Photographs for PhD project People from a settlement community in India playing a bespoke architectural game. by Hamish Beattie for his PhD project.
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.

Victoria University’s School of Design is New Zealand’s cutting-edge option for shaping a career in design. We lead the way in our critical approach to design thinking and our investigations into how new technologies such as 3D scanning and multi-property 3D printing are changing the nature of manufacturing. The emergence and applications of virtual reality, mobile technologies, and smart objects are central to our endeavours within the ever-expanding fields of gaming, visual effects, and animation.

The School of Design also leads in the global paradigm shift in design education to focus on the opportunities for social innovation.

We are committed to providing our students with access to the latest developments in design education, and engagement with local, national, and global design leaders. We use experimental studio practices, embrace an outlook based on design research, and foster cross-disciplinary collaborations. Our research expertise and focus on design innovation means we can give you an edge in your design career. Industry collaboration and research opportunities at the School can take you into unexpected roles both nationally and internationally.

Many of our alumni populate the design world locally and globally, working at companies such as Nike (Oregon), Leo Burnett (Sydney), Fashion for Good (Amsterdam), the Australian Centre for Social Innovation (Adelaide), Game Seven, Atlassian, and RC Studio (New York), and Framestore, (London), while others leverage the world-leading collaborative relationships that can only happen here, in Wellington, at Clemenger Group, PikPok, Resn, Weta Digital, and Weta Workshop.

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

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

Within the Master of Design Innovation, this approach is key to many of our Design Research Innovation Labs (DRILs) (see page 29).

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

WELLINGTON ICT GRADUATE SCHOOL
The Wellington ICT Graduate School is a partnership between three Wellington tertiary institutions, Victoria University of Wellington, the Wellington Institute of Technology, and Whitireia New Zealand, in response to the ICT-sector boom occurring in New Zealand.

The Master of User Experience Design (see page 32) or Master of Design Technology (see page 29) programmes are offered through the ICT Graduate School and delivered by Victoria University’s School 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 acknowledged as 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 written thesis or a research project in the form of a design-based composition.

If you want to do your Master’s via coursework and independent research and work as part of a DRIL research stream, you should explore the Master of Design Innovation (see page 26).

RESEARCH TOPICS
Consider your current knowledge of the aesthetic, cultural, intellectual, and technical conditions of design theory and practice when choosing your thesis topic. You may be able to study the Master of Design by distance—get in touch with us to discuss this option.

ANANYA KHARE
Student, Master of Design

Ananya Khare’s research is exploring the use of textiles and craft in creating circular economies—a movement that aims to minimise waste and make the most of resources by reusing, repairing, refurbishing, or remanufacturing products.

Her project is focused on innovating a new fabric from vetiver grass—a native grass from Ananya’s home country of India. It is a tough grass that binds deep into the ground, and is used widely internationally for various reasons, including agriculture and crafts.

“My idea is to create new textiles using environmentally friendly methods for local communities in India and New Zealand. I also want to make the production process easy to understand and accessible to these communities,” she says.

Ananya completed her Bachelor’s degree in design in India before coming to Wellington to pursue her Master’s degree. She followed her interests in promoting indigenous knowledge and sustainable textiles.

“At a very early stage in my studies, I began to understand the power and influence design holds,” says Ananya. “It could be used to promote glamour and luxury, or it could be used to address social philosophies, world issues, or both at the same time. I want to create something that would benefit society.”

Ananya is enjoying having close contact with her supervisor Nan O’Sullivan. “Moving to a new country can be daunting at times. She has given me strength and confidence to do this thesis.”
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 three-trimester programme in which you will learn the art of bringing ideas to life, from conception to design and construction.

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

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

Our DRIL streams (see page 28) 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 DIPLOMA**

The Graduate Diploma in Design Innovation (GDipDI) will broaden your knowledge into an area you haven’t studied before, so you can either add depth to your degree or use it as a stepping stone to Master’s study.

You will study a combination of 200- and 300-level courses from the Bachelor of Design Innovation (BDI) programme. You can do a general diploma or choose to specialise in Animation and Visual Effects, Communication Design, Design for Social Innovation, Fashion Design Technology, Industrial Design, Interaction Design, or Media Design.

**MASTER OF DESIGN INNOVATION**

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**KATIE O’BRIEN**

Graduate, Master of Design Innovation

After completing her undergraduate studies, Katie O’Brien knew she wanted to narrow the focus on something she was really passionate about in a Master’s degree.

“The courses that I enjoyed the most were those that used design to solve a problem, especially when it was to make one’s life easier,” says Katie.

Her Master’s thesis explored how design could improve the engagement of people who use continuous positive air pressure (CPAP) therapy as treatment for obstructive sleep apnoea (OSA). This is a respiratory sleep condition that is characterised by a repetitive collapse of the upper airway during sleep.

“A CPAP machine pumps pressurised air through a facial mask to keep the airway open during sleep and is the most effective treatment for OSA, yet it is known to be burdensome,” says Katie. “Barriers include social and product-related stigma, the ability to troubleshoot issues, and the level of support, education, and feedback needed in the initial stages of therapy.”

Katie developed packaging solutions, an app, and a website to help address these barriers. She also developed customisable covers for the CPAP equipment using 3D knitting processes.

A paper written alongside her thesis was accepted and presented at the Design for Health conference held in England.

Katie is now working as a product development engineer in the interface development team at Fisher and Paykel Healthcare. Her position focuses on the design of future therapy equipment as treatment for sleep apnoea.

Katie credits the two summer scholarships she completed as an important opportunity to gain industry experience and, in turn, secure a job in her desired field. “Practical experience gave me the drive to complete my thesis in this field and further my passion to helping those who need it.”
Design Research Innovation Labs

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

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

CRITICAL RESILIENCE

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

DATA.MINE

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

MADE

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

MORE-THAN-HUMAN

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

SMART INTERACTIONS

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

SOCIAL DESIGN

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

VIRTUAL WORLDS

The social and cultural activity of sharing stories is an ancient human impulse. Language, gameplay, and theatre are some of our oldest platforms, but they continue to function as radical mediums when combined with new and emerging technologies such as mixed reality, immersive gaming, and interactive fiction. Virtual Worlds begins by asking a simple question: How can technology help us tell stories? Research areas include human-computer interaction, immersive audio, narratology, and procedural content generation.

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

(Opposite) Algorithmic treatment for an image about the ocean, for MDDN 242, by Brock Trewavas.
If you are interested in pursuing both a creative and a technical career and are thinking about working in one of the many emerging technology industries in Wellington, New Zealand, or even globally, the Master of Design Technology (MDT) may be for you.

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

The MDT can lead to a range of careers, including games, motion graphics, visual effects, and XR.

The MDT provides students with the professional skills needed to work effectively in highly technical design professions such as exhibition design, game design, multimedia 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 sector.

By undertaking this Master’s degree, you will produce a professional portfolio based around your chosen focus of study. The programme starts in March each year and is taught at the University’s Miramar Creative Centre.

The programme is designed to be flexible, allowing students to tailor their studies to their interests.

The MDT is ideal for students who are looking to upskill with advanced techniques and bring storytelling into their practice.

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The MDT is ideal for students who are looking to upskil...
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 more 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, as an artist, could portray this in a way that is not often seen in environmental campaigns.”

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, and our Film and Music programme students use a new purpose-built 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. This will give you valuable work experience and provide you with all important connections in your industry.

**Broad approach**

While your studies will be centred around your specialty area of design, film, music, or theatre, you will have opportunities to take an interdisciplinary approach to your work. And, because all artists need some business knowledge, you will complete a course in arts management and marketing as part of the programme.

**Miramar Creative Centre**

Learn the finer arts of film-making, game design, visual effects, exhibition design, and multimedia design with teaching direct from the experts. Gain unprecedented insights into the inner workings of these creative industries and interact with world-leading practitioners in the heart of Wellington’s film industry.

Situated among the Weta group’s buildings in Park Road, Miramar, the 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 studio spaces, recording and editing suites, computer labs, and a workshop. It is equipped with green screen, motion capture technology, and the same software used by film production companies around the world.

**Mandala, by Lizzie Stone, Master of Fine Arts (Creative Practice) graduate and artist at fortyonehundred.**

**DANIEL GARDNER**

Graduate, Master of Fine Arts (Creative Practice)

During his studies, Daniel also had the opportunity to intern as a content producer with Mahuki, an innovation accelerator programme at the Museum of New Zealand Te Papa Tongarewa.

“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.”

**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.**

**Single-use plastics at Wellington’s Southern Landfill, for DSDN (go Creative Project, by Daniel Gardner.**
The Master of User Experience Design (MUXD) is a one-year, full-time, 180-point Master’s degree. It is aimed at industry professionals and recent graduates who do not have an undergraduate qualification in media design, such as a conversion Master’s degree.

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

The MUXD prepares you to launch your career in a range of areas that allow you to combine research and design skills to communicate ideas. Roles include a user-experience designer, service designer, digital product designer, information designer, and communication designer.

User-experience design is one of the largest growing design fields and addresses all aspects of user experience from understanding the identity of the users to the creation of the designs with which they interact.

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

It was curiosity that drew Alicia Esquivel to the Master of User Experience Design programme.

“It started with exploring basic design principles, which I think was great for people with non-design backgrounds. We also learnt about different user-research frameworks and usability testing methods to validate design solutions.

“Since there is not a single way of tackling user-experience design, we were encouraged to form our design process and apply it to academic projects. I designed a few concepts of websites and mobile apps.

“I particularly enjoyed the practical group projects, as they opened up my views to other professions that influence the design process. For example, I worked with Master of Software Development students on a project to deliver a product for a real client. This experience helped ease me into future work and communicate confidently with software developers.”

The programme finished with an industry-related practicum to apply the lessons from the course to a real life situation. Alicia now works at the same organisation as a senior experience designer.

“I deal with clients day-to-day to help them design user-focused business solutions. I do a lot of user research and design conception—including creating prototypes and validating them with users,” says Alicia.

“User-experience design is a collaborative process that involves people coming from different angles, and being able to communicate with others and problem-solve is highly valued in the real world.”
DOCTOR OF PHILOSOPHY

A Doctor of Philosophy (PhD) is the highest degree offered by the Faculty of Architecture and Design. 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 which will make a significant and original contribution to knowledge or understanding of a field of study.

FACULTY OF GRADUATE RESEARCH

The Faculty of Graduate Research 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 has responsibility for approving examination arrangements to ensure they are conducted with appropriate consistency across the University.

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

PORTFOLIO REQUIREMENT

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

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

WHO TO CONTACT

MĀORI STUDENTS’ SUPPORT

Āwhina

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.victoria.ac.nz/awhina

Te Herenga Waka

The marae on the Kelburn campus is a gathering place as well as a teaching space. Resources, support, and activities include Te Whanake Mauri Tū Computer Suite, lunches in the wharekai, and whānau housing.

- www.victoria.ac.nz/marae

PASIFIKA STUDENTS’ SUPPORT

Pasifika Student Success team

Pasifika 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.victoria.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.victoria.ac.nz/pasifika-haos

RAINBOW STUDENT SUPPORT

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

- www.victoria.ac.nz/rainbow

ADMISSION AND ENROLMENT

Prospective and current students can visit the Enrolment Office for admission and enrolment information, advice, and support.

- www.victoria.ac.nz/apply

- www.victoria.ac.nz/re-enrol

DISABILITIES

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

- www.victoria.ac.nz/disability

ADAM ART GALLERY

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

- www.adamartgallery.org.nz

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- www.victoria.ac.nz/pasifika-haos

RAINBOW STUDENT SUPPORT

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

- www.victoria.ac.nz/rainbow

A Doctor of Philosophy (PhD) is the highest degree offered by the Faculty of Architecture and Design. 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 which will make a significant and original contribution to knowledge or understanding of a field of study.

FACULTY OF GRADUATE RESEARCH

The Faculty of Graduate Research 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 has responsibility for approving examination arrangements to ensure they are conducted with appropriate consistency across the University.

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

PORTFOLIO REQUIREMENT

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

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