



VICTORIA UNIVERSITY OF
WELLINGTON
TE HERENGA WAKA

TOHU PAETAHI HOAHOA
BACHELOR OF
DESIGN INNOVATION

2026



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Image opposite: *Photograph by Elisa Coccorese for MDDN 244 Expanded Photographics / Whakawhānui Whakaahua.*



Te Herenga Waka—Victoria University of Wellington has an overall five-stars-plus rating in the QS Stars university rating system, one of only 23 universities worldwide to do so. The University gained a total score of 966 out of a possible 1,000 points across eight audited categories, including maximum points for the employability and inclusiveness categories. Maximum points were awarded for 25 of the more than 30 indicators, including overall student satisfaction; further study; graduate employment rate; international diversity, support, and collaborations; academic reputation; satisfaction with teaching; campus facilities; accreditations; art and cultural investment and facilities; disabled access; scholarships and bursaries; low-income outreach; and student cohort diversity.

IMPORTANT NOTICE: Te Herenga Waka—Victoria University of Wellington uses all reasonable skill and care to ensure the information contained here was accurate at the time it was prepared. However, matters covered by this publication are subject to change due to a continuous process of review, and to unanticipated circumstances. The University therefore reserves the right to make any changes without notice. So far as the law permits, the University accepts no responsibility for any loss suffered by any person due to reliance (either whole or in part) on the information contained in this publication, whether direct or indirect, and whether foreseeable or not.

TE MAHI HOAHOA DESIGN

At Te Herenga Waka—Victoria University of Wellington, Design is about innovation.

Our mission statement is to provide cutting-edge design and creative pathways that support and sustain a global and inclusive culture and that meet the needs of our wider communities.

We provide a distinctive programme that reflects and celebrates the past, present, and future of design and creative practice in Aotearoa.

If you love design—whether it be the design of products, computer graphics, technology, systems, fashion, or interactive and human experiences—and want to learn at a cutting-edge university, then the Bachelor of Design Innovation is the right degree for you.

You will be equipped with the tools to address and lead the significant change required for our country culturally, economically, environmentally, and socially. You'll also be pushing the limits and forging the future of professional and academic design practice.

The Bachelor of Design Innovation is primarily delivered in studios that encourage *whai mātauranga* (curiosity), *whanaungatanga* (collaboration), and *tikanga* (values) that demonstrate integrity in your professional practice.

You will learn how to approach design through ways and means that encourage creative, accessible, critical, groundbreaking, and thoughtful design solutions.

State-of-the-art computer labs and studios, 3D printers, laser cutters, and high-end digital robotic equipment will unleash your innovation.

While based mainly in the creative heart of Wellington, just off vibrant Cuba Street, the School of Design Innovation also has facilities in Dixon Street at Te Auaha campus, at the Miramar Creative Centre—a multimillion-dollar complex integrally connected to New Zealand's internationally recognised film, gaming, and visual effects community—and at our Auckland premises.

Wellington is a world leader in digital innovation and creative technology. Take advantage of our connections with industry partners such as Callaghan Innovation, PikPok, Te Papa Tongarewa, Wētā FX, and Wētā Workshop, and award-winning agencies Ocean Design, Optimal Workshop, Psychoactive Studios, and Springload Te Pipitanga. Interact with professional designers and potential employers through internships and guest lectures.



3D model of a character by Adam Goodyear
for ANFX 201 Animation and Visual Effects II /
Pakiwaituhi me ngā Mariko Ataata II.



TOHU PAETAHI HOAHOA BACHELOR OF DESIGN INNOVATION

The Bachelor of Design Innovation (BDI) is a three-year undergraduate degree designed to prepare you for a career in one of the many expanding design-related industries.

You'll major in one of eight areas:

- ▶ Animation and Visual Effects / Pakiwaituhi me ngā Mariko Ataata
- ▶ Communication Design / Hoahoa ā-Whakakōrero
- ▶ Design for Social Innovation / Hoahoa mō te Auahatanga ā-Papori
- ▶ Fashion Design Technology / Hangarau Hoahoa ā-Kākahu
- ▶ Game Design / Hoahoa ā-Kēmu
- ▶ Industrial Design / Hoahoa ā-Ahumahi
- ▶ Interaction Design / Hoahoa ā-Pāhekoheko
- ▶ Media Design / Hoahoa ā-Arapāho.

wgtn.ac.nz/bdi



Still from an animation by Monique Corich-Hermans for ANFX 390 Animation and Visual Effects Capstone / Whakatinana ā-Wheako: Pakiwaituhi me ngā Mariko Ataata.

ENTRY REQUIREMENTS

Recommended school subjects include Art, Design, Digital Media, English, Graphics, Media Studies, and Technology, but we welcome all knowledge and curiosity.

No portfolio is required.

For more information, go to wgtn.ac.nz/study

For the latest information on degrees, course details, and prescriptions, go to our website.

i wgtn.ac.nz/bdi

CAREERS

Our Design Innovation graduates have the practical design skills, creativity, knowledge, and research skills needed to excel in highly sought-after design roles. Our successful alumni are leaders in the design industry all over the world.

Potential jobs include:

- ▶ app or game designer
- ▶ computer graphics developer or visual effects artist
- ▶ concept artist
- ▶ design researcher
- ▶ fashion designer
- ▶ film prop or film set designer
- ▶ graphic designer
- ▶ illustrator
- ▶ industrial designer
- ▶ interaction designer
- ▶ media designer
- ▶ medical technologies designer
- ▶ social designer
- ▶ systems designer.

POSTGRADUATE PATHWAYS

Animation and Visual Effects (ANFX)	Game Design (GMDN)	Fashion Design Technology (FADN)	Industrial Design (INDN)	Communication Design (COMD)	Design for Social Innovation (SIDN)	Interaction Design (IXXN)	Media Design (MDDN)	>	Master of Design (MDes)
Animation and Visual Effects (ANFX)	Game Design (GMDN)	Fashion Design Technology (FADN)	Industrial Design (INDN)	Communication Design (COMD)	Design for Social Innovation (SIDN)	Interaction Design (IXXN)	Media Design (MDDN)	>	Master of Design Innovation (MDI)
Animation and Visual Effects (ANFX)	Game Design (GMDN)	Fashion Design Technology (FADN)					Media Design (MDDN)	>	Master of Design Technology (MDT)
Animation and Visual Effects (ANFX)	Game Design (GMDN)	Fashion Design Technology (FADN)		Communication Design (COMD)	Design for Social Innovation (SIDN)		Media Design (MDDN)	>	Master of Fine Arts (Creative Practice) in Design (MFA(CP))
Animation and Visual Effects (ANFX)	Game Design (GMDN)	Fashion Design Technology (FADN)	Industrial Design (INDN)	Communication Design (COMD)	Design for Social Innovation (SIDN)	Interaction Design (IXXN)	Media Design (MDDN)	>	Master of User Experience Design (MUXD)

Note: These are the preferred pathways for each postgraduate programme. All our undergraduate majors are considered acceptable prerequisites for postgraduate study.

At the end of your Bachelor's degree, you can stay on and study for a Master's degree or PhD. We offer a range of postgraduate qualifications to advance your study, including:

- ▶ Master of Design
- ▶ Master of Design Innovation
- ▶ Master of Design Technology
- ▶ Master of Fine Arts (Creative Practice) in Design
- ▶ Master of User Experience Design.

i wgtn.ac.nz/postgraduate-design

The School of Design Innovation is engaged in pioneering local and international design and research to tackle the challenges we face in Aotearoa and the world, including climate change, gender and cultural disparities, and political upheaval. The school equips students with skills and knowledge that enable more adaptive, inclusive, equitable, and dynamic approaches to design. The possibilities of augmented reality, mobile technologies, smart objects, te ao Māori, and virtual reality offer exciting opportunities to critique and challenge our futures in the fields of animation, gaming, visual effects, and more.



Antonia Martin chose to leave Auckland and thrive in Wellington, the cultural capital of Aotearoa New Zealand, to study for a Bachelor of Design Innovation in Industrial Design and Communication Design.

"I chose to leave Auckland due to the many reviews of Victoria University of Wellington and its design department. I was also influenced by engagement the University had with secondary students. They often came to school events, and our high school encouraged us to further our study outside Auckland."

The central location of Te Aro campus sets the design experience apart from other universities.

"Wellington is such a unique and vibrant city. I think it's important as a designer to survey your surroundings and choose a location where you can thrive.

"Over the past three years, I've met so many eclectic people who have brought me immense joy. You never know what you'll encounter here—like the day I saw three Siamese cats, an alpaca, and a pug on a motorcycle!

"It's fantastic that you can get almost anywhere without a car, making it incredibly student friendly. Plus, with the constant stream of events, there's never a dull moment."

Antonia found her community by being active at the University.

"I joined the student athletics club, where I met many new people and went on thrilling adventures, and made friends in class.

"Finding a group of people with similar goals and interests made assignments more manageable and successful, as everyone brought different skills, such as 3D printing or woodworking, to the table."

In her first year, Antonia lived in Cumberland House, close to Te Aro campus, with many other Design Innovation students.

"It was comforting to be surrounded by peers who were in the same situation. Te Amaru—Disability Services was also very helpful and had a lot of the answers to questions I had and also notified my lecturers of my disability."

She later embarked on an exchange programme at Nanyang Technological University in Singapore through the Prime Minister's Scholarship.

"I plan to pursue a Master of Design Innovation in Industrial Design. After that, I hope to work in industrial design, possibly overseas or in Auckland, focusing on installation work or the medical industry. I'm open to various sectors within industrial design because I simply love creating."

Antonia Martin

Student, Bachelor of Design Innovation majoring in Industrial Design and Communication Design

DEGREE STRUCTURE

YOUR FIRST YEAR

In your first year, you'll investigate a variety of essential design ideas, principles, histories, theories, and practices, so you're able to challenge traditional ideas about design. You'll study eight courses made up of a combination of core Design courses and electives.

The first year gives you a solid foundation in design and confidence in the direction you may take in your second year.

YOUR SECOND YEAR

This is the year you'll begin to focus on your major, but the option to include another design area alongside your major is also available. You can combine areas such as Animation and Game Design, or Industrial Design and Interaction Design. If your major is Design for Social Innovation, you are required to do a minor—a secondary area of study you choose to focus on—from within the School of Design Innovation or across the wider university, combining design with subjects such as business or psychology.

YOUR THIRD YEAR

At this stage, you will hone your skills and, if completing a minor, you will integrate this knowledge into your design work, bringing together everything you've learnt in your chosen fields to create a well-researched and finely executed showcase piece for your portfolio.



*Hungry for Change by Eevee Oughton for
COMD 201 Typography I / Tātai Momotuhi I.*

SAMPLE DEGREE PROGRAMME

Example: BDI majoring in Interaction Design

YEAR 1		YEAR 2		YEAR 3	
Trimester 1	Trimester 2	Trimester 1	Trimester 2	Trimester 1	Trimester 2
DSDN 171 Design in a Global Context (15 points)	DSDN 172 Whakapapa Design I (15 points)	DSDN 221 Design for Sustainability (15 points)	DSDN 211 Design Psychology I (15 points)	DSDN 371 Research Explorations for Capstone (15 points)	IXXN 390 Interaction Design Capstone (30 points)
DSDN 101 Design Visualisation (15 points)	DSDN 142 Creative Coding and AI I (15 points)	IXXN 201 Design for Experience I (15 points)	SIDN 233 Accessible Design (15 points)	DSDN 321 Interactive Products (15 points)	
DSDN 111 Design Composition (15 points)	Elective course (15 points)	Elective course (15 points)	IXXN 202 Design for Experience II (15 points)	IXXN 311 Design Psychology II (15 points)	
Elective course (15 points)	Elective course (15 points)	Elective course (15 points)	Elective course (15 points)	Elective course (15 points)	Elective course (15 points)
60 POINTS	60 POINTS	60 POINTS	60 POINTS	60 POINTS	60 POINTS
120 POINTS		120 POINTS		120 POINTS	

Total points required: 360

Total points completed: 360

CORE COURSE	MAJOR COURSE	ELECTIVE COURSE
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Core: Core courses are the courses you are required to take to complete a Bachelor of Design Innovation.

Major: A major is the main subject you'll focus on in your degree.

Elective: Elective courses are courses in other subjects you are interested in, and they don't necessarily need to be related to your major or minor subjects.

INDUSTRIAL DESIGN STUDENTS HONOURED WITH JAMES DYSON AWARD

Bachelor of Design Innovation students Ryan Paul Droutman, Jamie Bucknor, and Corban Buxton were named national runners-up in the James Dyson Awards 2024 for their innovative creation, *Hindsight*, which addresses the safety concerns of runners on rural New Zealand roads.

The international award celebrates the next generation of design engineers, specifically those who create products that work better and think differently. It's a significant achievement for Ryan, Jamie, and Corban.

"We are extremely honoured and uplifted by the success of our efforts. It feels empowering to see that countless hours of hard work have been recognised by a renowned organisation like the Dyson Foundation," the group says.

Hindsight addresses the hazardous conditions faced by runners on narrow, winding roads in rural Aotearoa, often without proper infrastructure for pedestrian safety. The tool utilises an ultrasonic sensor to detect threats to runners from behind and then communicates the proximity and speed of the coming threat to the user through a grid of vibrational motors integrated into the lower section of the shoulder mount. This haptic feedback allows the runner to use headphones while still receiving alerts. Its lightweight nature makes it easy to wear in a backpack.

The students have already planned the next steps for their invention.

"Due to the low cost of our product, we aim to produce working models and test with the public. If our community gives us positive feedback, we aim to place it on the market in full."



Hindsight by Ryan Paul Droutman, Jamie Bucknor, and Corban Buxton.

MAJORS

The Bachelor of Design Innovation is a three-year undergraduate degree. You can choose one of eight majors.

ANIMATION AND VISUAL EFFECTS / PAKIWAITUHI ME NGĀ MARIKO ATAATA

Animation and Visual Effects blends creativity with emerging technologies, enabling students to bring stories to life in exciting, contemporary ways. Learn skills in 3D and 2D animation, storytelling, and visual effects, as well as virtual reality and augmented reality design, game design, and other screen-based disciplines.

After completing your BDI, you can pursue careers in animation and visual effects for film, game design, or virtual reality. Or you can deepen your knowledge and continue your studies with the one-year Master of Design Technology or other postgraduate study.



"In my last year of high school, we were encouraged to look through scholarships for university. I did not really consider moving out of Auckland at the time, but getting two scholarships was a big push for the move to Wellington and I am so grateful for it now that I have learnt so much from this experience in a new city."

Kelly Fernandes

Graduate, Bachelor of Design Innovation
Recipient of a Future Designers Jump Start
Scholarship and Wellington Tangiwai
Scholarship 2021

Read more about Kelly at wgtn.ac.nz/design-profiles



A Multifesto/Manifesto by Sochetha Meng for COMD 351
Writing for Design / Tuhiuhi mō te Hoahoa.

COMMUNICATION DESIGN / HOAHOA Ā-WHAKAKÖRERO

Communication Design focuses on the effective use of words, images, visual media, and graphic design to communicate with impact. A BDI in Communication Design prepares students for one of the largest sectors within the global design workforce.

Potential careers include art director, concept artist, graphic designer, graphic novelist, illustrator, typographer, visual storyteller, and more. You can also continue to the Master of Design Innovation or other postgraduate study.

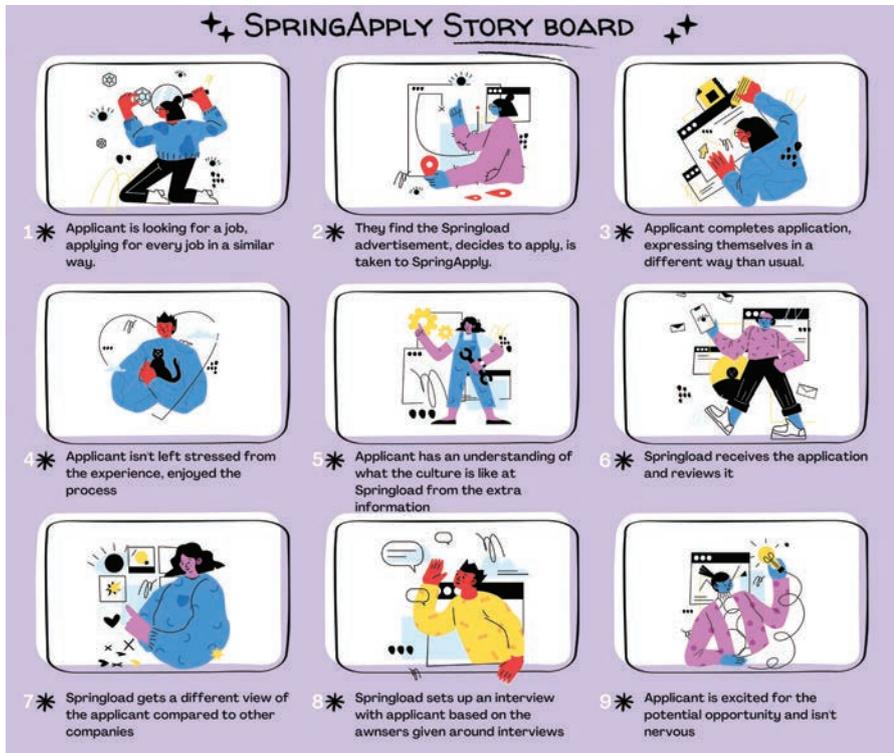


“Keep putting yourself out there and be proud of your work. I would never have got my job if I hadn’t done those things.”

Maraea Gourlay (Ngāi Tūhoe)

Graduate, Bachelor of Design Innovation in
Communication Design
Graphic designer at Te Tūāpapa Kura Kāinga

Read more about Maraea at bit.ly/3Hc5Xo4



“Design is so much more than just having things look good. It’s more about how we can use design to actually make a difference.”

Nikita Woolnough
 Graduate, Bachelor of Design Innovation majoring in Design for Social Innovation
 Recipient of a scholarship from Keystone Trust

Read more about Nikita at wgtn.link/1HhJSF

SpringApply Story Board by Jessica Taylor for SIDN 372 Service Design / Hoahoa ā-Ratonga.

DESIGN FOR SOCIAL INNOVATION / HOAHOA MŌ TE AUAHATANGA Ā-PAPORI

Design for Social Innovation prepares students for the newest wave of design roles within the global design workforce. Design for Social Innovation pushes beyond existing design thinking and creative practice and critically explores how design can support and deliver healthy, positive, and just futures.

Design for Social Innovation is an exciting, expansive, and emergent field of design study that recognises the increasing impact you can have as a communication designer, creative director, design researcher, design strategist, experience designer, service designer, or user-experience, customer-experience, or interaction designer. You can also continue to the Master of Design Innovation or other postgraduate study.

FASHION DESIGN TECHNOLOGY / HANGARAU HOAHOA Ā-KĀKAHU

Fashion Design Technology responds to the needs and possibilities of the twenty-first century through innovation across an extended fashion landscape. You will learn about the product-service system through circular design, critical thinking and creative problem-solving, design communication, design construction, pattern making, speculative design, and user testing.

Fashion Design Technology provides students with a base for any career in fashion design, in areas such as fashion media, fashion services, narrative and costume design for film, animation, games, and theatre, product development, sustainable design, textile design, and wearable technology. You can also continue to the Master of Design Innovation or other postgraduate study.



"It is inspiring to see students growing into the next generation of designers who will make change in the industry towards more sustainable practice."

Heli Salomaa

Lecturer in Fashion Design Technology



Taste; New Zealand by Jacob Ngan-Sue for FADN 390 Fashion Design Technology Capstone / Whakatinana ā-Wheako Hangarau Hoahoa ā-Kākahu.



COOK n' RUN by Te Tia Nui Corpe, Lucine McColgan, Angus Muir, and Benjamin Pilbrow for MDDN 321 Game Design II / Hoahoa ā-Kēmu II.

GAME DESIGN / HOAHOA Ā-KĒMU

Game Design introduces and expands the concepts of game design and explores the varied skills of game development. You'll learn to design video games with a multidisciplinary approach and gain knowledge in gaming fundamentals, art, animation, coding, game history, interaction design, new technologies, software, and storytelling.

Game Design prepares students for careers in the game development industry in areas such as asset production, game design, game programming, game testing, and related creative industries while also providing a pathway into the Master of Design Technology or other postgraduate study.



Pull Dry by Joshua Unwin for INDN 241 Sustainable Mediums / Ngā Huarahi Toitūtanga.

INDUSTRIAL DESIGN / HOAHOA Ā-AHUMAHI

Industrial Design is the profession of creating new products that shape the world and our interactions. New emerging technologies, digital manufacture, and a sustainable focus mean design is a fast-changing industry, requiring a creative mindset and experimentation to imagine the future.

A BDI in Industrial Design will prepare you for rapidly developing roles in the healthcare and medical technologies, homeware, recreation, furniture, and entertainment industries. You can also continue to the Master of Design Innovation or other postgraduate study.

INTERACTION DESIGN / HOAHOA Ā-PĀHEKOHEKO

Interaction Design is a human-centred discipline that delves into a range of physical and digital systems and interfaces, all aimed at enhancing various aspects of human life. This includes everything from tangible consumer products to digital interactions such as apps, games, and websites.

After completing a BDI, you'll be equipped to excel in fields where user experience plays a pivotal role. This includes areas such as design, digital environments, education, government, and healthcare. You can also continue to the Master of Design Innovation or other postgraduate study.



"I am glad I studied for a Bachelor of Design Innovation because it changed my perspective on design and its importance in the world we are living in. Being surrounded by many creative people from different design areas at the Faculty constantly sparks my creativity to work on future projects."

Ricardo Arévalo

Graduate, Bachelor of Design Innovation
Recipient of a Te Rautaki Maruako Tutor
Excellence Award from the University

MEDIA DESIGN / HOAHOA Ā-ARAPĀHO

Media Design is focused on the near-future possibilities of computation and digital media. It explores the capabilities of our increasingly digital lifestyles and how they are impacted by automation, data collection, programming languages, and, increasingly now, artificial intelligence techniques.

After completing a BDI, you can pursue careers in animation and special effects, communication and marketing, exhibition design, motion graphics, and web and mobile design. You can also continue to the Master of Design Innovation, the Master of Design Technology, or other postgraduate study.

wgtn.ac.nz/subjects

MINORS

In the BDI, you can achieve a minor in a specific area by studying elective courses in addition to the required core courses.

You can pursue a minor in any subject that the University offers majors in. You can also select a minor from within the BDI to balance and enhance your selected major.

For example, you could combine Industrial Design and Marketing, Design for Social Innovation and Anthropology, or Communication Design and Design for Social Innovation.



“I was drawn to the Bachelor of Design Innovation. I could tell it wasn’t just creating graphics and visual content but understanding how we interact with design every day and what it can lead us to in the future.

“The particular appeal for me of a Bachelor of Design Innovation was that the programme provided the opportunity to engage and learn design practices that are still being developed. This future-proofing was really helpful when entering the design realm—and isn’t offered at any other university in New Zealand.”

Shaz Bell

Graduate, Bachelor of Design Innovation in Media Design

Read more about Shaz at wgtn.ac.nz/design-profiles



The Faculty has a large suite of UP Box 3D printers in the workshops and Industrial Design studios on campus.

FACILITIES AND EQUIPMENT

The Faculty of Architecture and Design Innovation's cutting-edge facilities empower your creative journey. Our purpose-built studios cater to various disciplines, providing the ideal environment for collaborative and individual work.

In the specialist studios for Animation and Visual Effects or Communication, Fashion, Game, Industrial, or Media design, you'll find leading technology and expert support. There is a range of Windows and Apple iMac computer-aided design (CAD) workstations, printing and scanning services, and teaching audiovisual equipment, all seamlessly integrated into our student-friendly facilities and supported locally by our own specialist computer and technology technicians.

Our dedicated workshop for first-year students has a range of arts and craft and woodworking tooling, basic 3D printers, and a dedicated technician model maker to assist you. We also have a cyclorama/ergonomics lab, motion-capture facilities, and a photographic studio available for student projects.

When you progress in your studies, the main 3D modelling workshop boasts a range of state-of-the-art digital fabrication equipment, including larger and more complex 3D printers, CNC routers, various laser cutters, and comprehensive woodwork and metalwork workshops.

The Technical Resource Centre is your go-to hub for all your modelling supplies and specialised materials, reprographic and printing services, and for borrowing audiovisual and photographic equipment.

ARCHITECTURE AND DESIGN LIBRARY

Immerse yourself in a wealth of knowledge at our Architecture and Design Library. Located at Te Aro campus, it houses an extensive collection of books, periodicals, and theses focused on architecture, design, and building science.

Read more about our facilities at wgtn.ac.nz/wfadi/facilities



Fashion Design Technology student Cat Parkinson uses the industrial sewing equipment at the traditional apparel workshop in the Fashion studio.



Embroidery machines and other specialist equipment are available in the purpose-built Fashion studio.



Digital applications can be used for designing costumes for games.

FIND OUT MORE

- wgtn.ac.nz/bdi
- wgtn.ac.nz/apply

WHY WELLINGTON?

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. The School of Design Innovation is home to cutting-edge workshop facilities, extensive media labs, augmented and virtual reality research studios, huge 3D printing capability, and the largest robotic design laboratory (and robotic arm) in a New Zealand tertiary institution.

You'll have the opportunity to work with, and learn from, our world-class academics and professional staff in our laboratories, studios, and workshops. You'll explore your ideas and build your skills, with multiple opportunities to showcase your work and network with industry professionals at the variety of events and exhibitions we hold each year.

ADMISSION AND ENROLMENT

You can apply for admission up to two years in advance of the year you plan to start studying. Apply through our student portal, Pūaha. Once we have assessed your application, you will receive either a conditional or an unconditional Offer of Place.

After receiving your Offer of Place, you will be invited to select your courses once course enrolment is open. You select courses for one academic year at a time.

We'd love to see you at one of our information events—check our website for dates.

- wgtn.ac.nz/puaha
- wgtn.ac.nz/information-evenings

COURSE PLANNING

For help with course planning, contact Te Kahupapa—Future Students.

- ☎ 0800 04 04 04
- ✉ future-students@vuw.ac.nz
- wgtn.ac.nz/courses

CONTACT US

Te Wāhanga Waihanga-Hoahoa
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Design Innovation

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- instagram.com/wgtnfadi
- linkedin.com/company/wellington-faculty-of-architecture-and-design-innovation
- wgtn.ac.nz/design

OTHER STUDENT RESOURCES

Disability support

[wgtn.ac.nz/disability](https://www.wgtn.ac.nz/disability)

Māori student support

[wgtn.ac.nz/awhina](https://www.wgtn.ac.nz/awhina)

Pasifika student success

[wgtn.ac.nz/pasifika](https://www.wgtn.ac.nz/pasifika)

Rainbow student support

[wgtn.ac.nz/rainbow](https://www.wgtn.ac.nz/rainbow)

Refugee-background student support

[wgtn.ac.nz/refugee-background-students](https://www.wgtn.ac.nz/refugee-background-students)

Scholarships

[wgtn.ac.nz/scholarships](https://www.wgtn.ac.nz/scholarships)

Student services and support

[wgtn.ac.nz/student-support](https://www.wgtn.ac.nz/student-support)

BDI MAJORS

BACHELOR OF DESIGN INNOVATION

Animation and Visual Effects / Pakiwaituhi me ngā
Mariko Ataata

Communication Design / Hoahoa ā-Whakakōrero

Design for Social Innovation / Hoahoa mō te Auahatanga
ā-Papori

Fashion Design Technology / Hangarau Hoahoa ā-Kākahu

Game Design / Hoahoa ā-Kēmu

Industrial Design / Hoahoa ā-Ahumahi

Interaction Design / Hoahoa ā-Pāhekoheko

Media Design / Hoahoa ā-Arapāho



Flow pendant that simulates water by Matthew Kerr
for DSDN 104 Object Codes: 3D Printing /
Ngā Waehere ā-Mātāoroko: Tānga Ahu-Toru.



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