

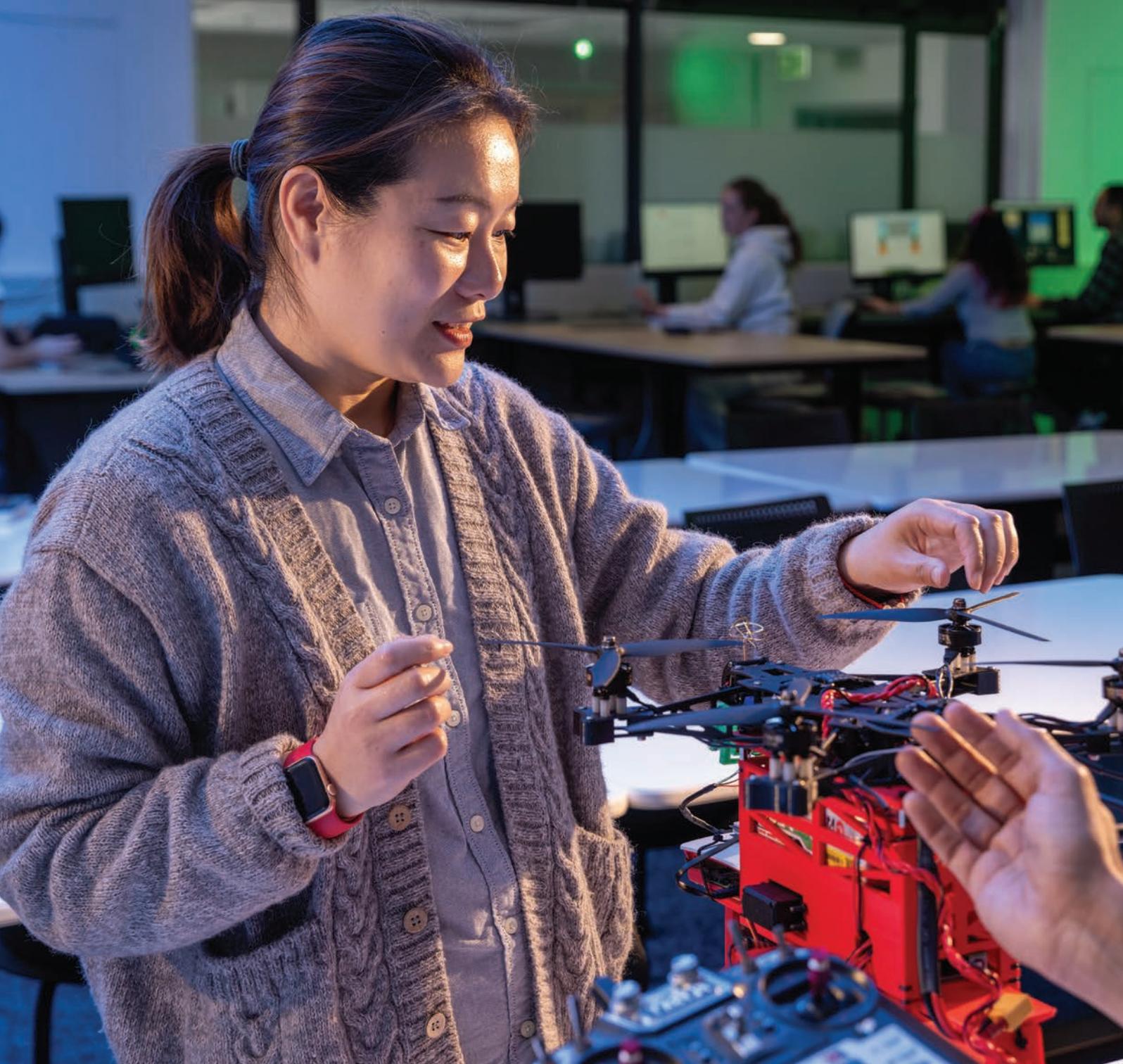


VICTORIA UNIVERSITY OF
WELLINGTON
TE HERENGA WAKA

PŪKAHA ME TE PŪROROHIKO
ENGINEERING
AND COMPUTER
SCIENCES

Bachelor of Engineering with Honours
Bachelor of Science

2026



CONTENTS

Pūkaha me te Pūrorohiko—Engineering and Computer Sciences	2
Our degrees	3
Explore our subjects	7
Where can your degree take you?	17
Postgraduate pathways	18
Working with industry	20
Entry requirements	22
Student support	23
Find out more	24



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.

PŪKAHA ME TE PŪROROHIKO

ENGINEERING AND COMPUTER SCIENCES

Are you someone who likes solving problems, being creative, and building things? If so, you should consider a degree in Engineering or Computer Science. You could be the person who makes the next major breakthrough in climate change technology, helps save a life, builds the next big game, or starts the next TikTok.

With a focus on digital-based technology, our Engineering and Computer Science degrees will provide you with a range of opportunities, from cybersecurity to computer graphics, artificial intelligence to renewable energy systems, and robotics to superconductors. Your degree will equip you with the knowledge to succeed in today's workplace, while preparing you for jobs of the future.

Our experienced staff are of the highest calibre and are passionate about supporting students to follow their natural curiosity into new areas of study and research. Ranked number one in New Zealand for intensity of high-quality research, Te Herenga Waka—Victoria University of Wellington values the professional skills of entrepreneurship, ethics, and sustainability.

Students from all walks of life who come to study with us experience our exemplary pastoral care and graduate with academic success and bright futures at the end of their journey with us.

Our students follow the motto 'Think it! Plan it! Build it!' This not only refers to new technology, such as the awesome robots you will be designing from your first year, but also applies to your career. Think about what you want! Plan how to get there! Build the skills and tools you need to do so!



OUR DEGREES

The School of Engineering and Computer Science offers a four-year Bachelor of Engineering with Honours (BE(Hons)) degree and a three-year Bachelor of Science (BSc) degree.

BACHELOR OF ENGINEERING WITH HONOURS

The Bachelor of Engineering with Honours (BE(Hons)) is an internationally accredited degree with a choice of four majors:

- ▶ Cybersecurity Engineering (CYBR)
- ▶ Electrical and Electronic Engineering (EEN)
- ▶ Mechatronics Engineering (MECA)*
- ▶ Software Engineering (SWEN).

Based on the major you choose, you can later study related subjects such as artificial intelligence, computer graphics, renewable energy systems, and other topics.

The BE(Hons) degree focuses on the design and implementation of real-world systems. A common thread of practical application of knowledge runs through the degree, helping you build on a solid grounding in the underlying principles of mathematics and science—essential for professional engineers.

The BE(Hons) programme provides training for you in the wider skills required to be successful in your chosen career, as you will also be required to complete 800 hours of industrial work placement.

The sample Software Engineering degree programme on the next page includes courses in areas such as computer graphics (CGRA), computer science (COMP), engineering (ENGR), and cybersecurity (CYBR).

*Subject to regulatory approval.

“Digital technology was my favourite subject in high school and was an area I wanted to pursue at university, but I didn’t just want to be in a coding-focused role. This led me to cybersecurity. I’ve been fortunate to have the opportunity to complete two internships so far during the summer breaks of my degree. Those roles have provided me with so many valuable experiences that have helped me decide what I want to do in my career, as well as helping me understand my coursework in a real-world business environment.”

Annie Foote

Student, Bachelor of Engineering with Honours in Cybersecurity Engineering

Sample degree programme BE(Hons), majoring in Software Engineering

YEAR 1		YEAR 2		YEAR 3		YEAR 4	
Trimester 1	Trimester 2	Trimester 1	Trimester 2	Trimester 1	Trimester 2	Trimester 1	Trimester 2
COMP 102	COMP 103	NWEN 241	ENGR 201	ENGR 301	ENGR 302	ENGR 401	400-level major
ENGR 101	ENGR 110	SWEN 221	SWEN 225	SWEN 301	SWEN 326	ENGR 489	
ENGR 121	ENGR 123	COMP 261	CYBR 271	SWEN 303	300-level major	400-level major	400-level elective
CYBR 171	CGRA 151	Elective	NWEN 243	Elective	Elective	400-level major	400-level major
60 points	60 points	60 points					
120 points		120 points		120 points		120 points	

Total points required: 480

Total points completed: 480

Core course	Requirement for major	Elective
-------------	-----------------------	----------

Note: All courses are worth 15 points each, except ENGR 489 (30 points). As an example of an elective, you can take EEEN 202 in Trimester 1 of Year 2 if you are interested in Cyber-Physical Systems.

For degree structures relating to other majors offered as part of the BE(Hons) degree, refer to the *Guide to Undergraduate Study*.

For more information
on courses, scan
this QR code.



BACHELOR OF SCIENCE

The School of Engineering and Computer Science offers three majors as part of the three-year Bachelor of Science (BSc) degree: Artificial Intelligence, Computer Science, or Electronic and Computer Systems. We also offer a minor in Computer Graphics and Games.

You'll have the flexibility to combine your study with a second major to create a customised programme of courses suited to your interests and ambitions. You're not required to enrol for a double major.

If you choose this degree, you can pursue a career in areas such as artificial intelligence, communications, computation, computer graphics, computer systems, distributed systems, electronics, games development, logic, mechatronics, software engineering, or sustainable energy.



Sample degree programme

BSc, majoring in Computer Science (COMP) with a minor in Computer Graphics and Games (CGRG)

YEAR 1		YEAR 2		YEAR 3	
Trimester 1	Trimester 2	Trimester 1	Trimester 2	Trimester 1	Trimester 2
COMP 102	COMP 103	COMP 261	200-level major	300-level major	300-level major
ENGR 121	ENGR 123	200-level major	200-level major	300-level major	300-level major
Elective	CGRA 151	NWEN 241	CGRA 252	Elective	CGRA 354
Elective	Elective	Elective	Elective	Elective	Elective
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

Required for Computer Science major	Required for Computer Graphics and Games minor	Elective
---	--	----------

While the structure shown is a sample, there are options to substitute some of the courses above with others you may be keen on. For example, if you're interested in pursuing advanced-level mathematics in later years, you can replace ENGR 121 Engineering Mathematics Foundations with MATH 161 Discrete Mathematics.

You can combine this major with many other majors offered at the University.



EXPLORE OUR SUBJECTS

BACHELOR OF ENGINEERING WITH HONOURS

Our students gain the training and practical experience required to be a success in their chosen careers. If you want to make a difference in the world, choose from our range of majors and help create solutions to address key global challenges.

Cybersecurity Engineering

Cybersecurity is at the forefront of modern technology and focuses on protecting and safeguarding computers, networks, and data from unauthorised access, attack, and damage. Developed to meet the increasing demand for cybersecurity professionals, this major covers a range of technology-based and interdisciplinary courses that include aspects of law, policy, social and human factors, ethics, and risk management.

You'll learn how to apply adversarial thinking, security evaluation techniques, and risk assessment methodologies, as well as understand a range of fundamental principles of security engineering that will enable you to adapt to the rapid development of the field.

Electrical and Electronic Engineering

If you want to help create technologies that shape the world, choose Electrical and Electronic Engineering. Learn the theories behind technology and challenge yourself as you experiment with concepts that are applicable across a range of industries.

During the first year of study, you'll develop sound foundations in electronics, computer science, mathematics, and physics, which will set you up with extensive practical experience.

In subsequent years, you will explore advanced topics such as electronics and circuit design, energy systems, and signal processing and robotics—all with a focus on gaining practical experience.

Mechatronics Engineering*

Mechatronics Engineering is an innovative field that combines mechanical engineering, electronics, computer technology, and control engineering principles to design and develop intelligent systems and automated solutions.

You'll learn to bridge the gap between traditional engineering disciplines, gaining hands-on experience with both hardware and software components while developing sophisticated mechatronic devices. You'll learn how to work in groups that are reflective of the small-to-medium enterprises that populate the industry in New Zealand and Australia, and these skills will also be highly portable to other countries.

Through a blend of theoretical knowledge and practical applications, you'll master the principles of system integration, robotics, and Industry 4.0 technologies, preparing you to create the next generation of smart machines and automated systems that are transforming industries worldwide.

Read more about Mechatronics Engineering on page 10.

*Subject to regulatory approval.

Software Engineering

If you enjoy working in a team, solving problems, and figuring out how things work, study Software Engineering. You'll gain the skills to write code, and design and use complex algorithms. Besides learning the importance of designing good user interfaces, you'll also develop skills in practical topics such as software modelling and touchscreen- and gesture-based interfaces.

Almost all aspects of the modern world involve computers—but it's the software they run that turns these devices into useful tools that can drive our economy and improve lives.

If you plan to make a difference in the world, software can help you formulate solutions to address key global challenges.

 wgtn.ac.nz/subjects

First-year programme structure

The set of courses you choose in your first year of Engineering will depend, in part, on which major you intend to take. A full programme of study consists of eight courses per year.

First-year courses for the BE(Hons)

ALL FIRST-YEAR CYBR STUDENTS SHOULD TAKE THESE 100-LEVEL COURSES	
TRIMESTER 1	TRIMESTER 2
COMP 102 Introduction to Computer Program Design	COMP 103 Introduction to Data Structures and Algorithms
ENGR 101 Engineering Technology	ENGR 110 Engineering Modelling and Design
ENGR 121 Engineering Mathematics Foundations	ENGR 123 Engineering Mathematics with Logic and Statistics
CYBR 171 Cybersecurity Fundamentals	Optional course of your choice: we recommend CGRA 151 Introduction to Computer Graphics, which could allow you to change to the SWEN major later.

ALL FIRST-YEAR EEEN AND MECA STUDENTS SHOULD TAKE THESE 100-LEVEL COURSES	
TRIMESTER 1	TRIMESTER 2
COMP 102 Introduction to Computer Program Design	EEEN 104 Electrical Circuits
ENGR 101 Engineering Technology	ENGR 122 Engineering Mathematics with Calculus
ENGR 121 Engineering Mathematics Foundations	ENGR 143 Introductory Mechanics
ENGR 141 Engineering Science	MECA 103 Introductory Mechatronics

ALL FIRST-YEAR SWEN STUDENTS SHOULD TAKE THESE 100-LEVEL COURSES	
TRIMESTER 1	TRIMESTER 2
COMP 102 Introduction to Computer Program Design	COMP 103 Introduction to Data Structures and Algorithms
ENGR 101 Engineering Technology	ENGR 110 Engineering Modelling and Design
ENGR 121 Engineering Mathematics Foundations	ENGR 123 Engineering Mathematics with Logic and Statistics
CYBR 171 Cybersecurity Fundamentals	CGRA 151 Introduction to Computer Graphics



New Mechatronics major for 2026*

Mechatronics Engineering is the cutting-edge discipline that integrates mechanical, electrical, and computer engineering to create intelligent machines and automated systems. It's revolutionising everything around us—from manufacturing robots and autonomous vehicles to smart home devices and medical equipment.

Studying Mechatronics Engineering offers hands-on experience with state-of-the-art technology and diverse career opportunities. You'll learn to design and program robotic systems, develop control algorithms, work with sensors and actuators, and create embedded systems that power smart devices. The programme prepares you for exciting roles across numerous sectors, including advanced manufacturing, aerospace, automotive engineering, biomedical technology, industrial automation, and robotics.

Potential employers include:

- ▶ manufacturing—ANZCO Foods, Fletcher Building, Fonterra
- ▶ aerospace corporations—Radiola, Rocket Lab, SpaceX
- ▶ robotics companies—Boxfish Robotics, Eight360, Robotics Plus, Techmatics Robotics, Think Robotics
- ▶ high-tech and electronics companies—Apple, Samsung, Sony, Times-7.

While studying Mechatronics Engineering, you will learn about, and gain experience in, key technical areas such as control systems, machine design, robotics, or applications of artificial intelligence. This interdisciplinary approach allows you to develop expertise in emerging technologies while maintaining a strong foundation in core engineering principles. The programme also offers pathways to advanced studies through Master's degrees in mechatronics, robotics, or systems engineering—opening doors to research and development roles using cutting-edge technologies.

*Subject to regulatory approval.

BACHELOR OF SCIENCE

Artificial Intelligence

The Herenga Waka's Artificial Intelligence (AI) programme is the first undergraduate AI major to be offered in Aotearoa New Zealand. In this programme, you will develop knowledge about AI concepts, techniques, and tools alongside programming skills to build problem-solving software.

You will learn from our internationally renowned AI academics who work at the cutting edge of the field.

The AI major will set you up for a career in AI architecture, computer vision, data analysis, machine learning, robotics, or a role that has not yet been invented. You will gain the skills and experience to contribute to AI-based advances that impact our economy, environment, health, and daily life. Read more about AI on page 13.

Computer Science

An education in computer science prepares you to innovate in extraordinary ways—whether directly in the technology itself or beyond it in wider society. From the clever speech-recognition algorithm on your phone to any of the myriad complex software systems we depend on every day, new creations continue to arise that would have been impossible without the science of computing.

Explore the range of courses we offer, covering topics including algorithms, artificial intelligence, computer graphics, cybersecurity, databases, networking, programming languages, and software development.

Electronic and Computer Systems

Learn the maths and physics that lie at the heart of electronics and mechatronics. Find out why electronic components act the way they do, and study the programming and computer science that underpins electronic and mechatronic tools such as robots and medical devices including heart sensors and MRI machines.

If you're interested in a career in electronic design, manufacturing, or testing, this major will teach you the strong fundamentals in electronics you'll need.

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

Minor in Computer Graphics and Games

Our Computer Graphics and Games programme was developed in collaboration with the thriving Wellington games and graphics industry. The programme builds on the University's substantial expertise in Computer Science (COMP), Design (DSDN), Engineering (ENGR), and Mathematics (MATH).

Learn about the key concepts and tools used in the creation of games and visual experiences. Gain the programming, engineering, and maths skills to push the frontier of visual effects, game interactions, and design.



First-year programme structure

ARTIFICIAL INTELLIGENCE	COMPUTER SCIENCE	ELECTRONIC AND COMPUTER SYSTEMS
AIML 131	COMP 102	COMP 102
COMP 102	COMP 103	COMP 103
COMP 103	ENGR 121	ENGR 121 and ENGR 122, or MATH 142 and MATH 151
ENGR 121	ENGR 123	ENGR 141 and ENGR 142, or PHYS 142 and PHYS 145
ENGR 123	4 electives	2 electives
3 electives		

Students who'd like to pursue Mathematics in later years can choose MATH 161 and a second Mathematics elective instead of ENGR 121 and ENGR 123.



“Growing up in a kura kaupapa, manaakitanga was the most essential concept we were taught. Manaakitanga is looking after people and helping those who are struggling. This value is also applied to my atua—Ranginui and Papatūānuku—and we were constantly reminded of the importance of looking after the environment. I decided to study Electrical and Electronics Engineering because I wanted to focus on renewable energy and assist in reducing the harm of non-renewable energy sources on our planet.”

Huia Whakapūmau Winiata (Ngāti Raukawa, Ngāti Toa Rangatira)

Student, Bachelor of Engineering with Honours in Electrical and Electronic Engineering

Aotearoa's first major in Artificial Intelligence

Artificial intelligence (AI) is the science and engineering of making intelligent machines that sense, act, and learn from experience to perform tasks for humans. It's all around us—in your car and in gaming, online shopping, and social media. There are many life-changing AI applications.

Studying AI in Wellington offers enriching learning experiences and diverse opportunities. You'll learn how to use new tools and techniques to gain valuable insights, and you'll develop algorithms with a range of applications. The programme will set you up for opportunities in a range of industries and professional environments including climate change and renewable energy, computer games, cybersecurity, economics, finance, health, primary industries and manufacturing, and tourism.

Potential employers include:

- ▶ consultancy firms—Deloitte, EY, KPMG, PwC
- ▶ government agencies—the Ministry of Business, Innovation and Employment, the Ministry for Primary Industries, the National Institute of Water and Atmospheric Research, the New Zealand Qualifications Authority
- ▶ tech companies—Amazon, Apple, Google, IBM, Meta, Microsoft, PikPok, Xero
- ▶ other major companies—ANZ, Chorus, One NZ, Powershop, Spark, Trade Me, Wētā FX.

You can major in AI while pursuing your interest in another subject, such as Biology, Economics, Environmental Science, Health, Linguistics, or Psychology. By combining AI with another subject, you'll develop specialised expertise that could one day transform your chosen field and unleash incredible opportunities for positive change. You will also have the option to further your study through the University's Master of Artificial Intelligence.



“AI can make a huge difference in people’s lives. It can be applied to many areas to solve real-world problems across diverse areas such as healthcare, finance, and the environment.”

Professor Bing Xue

Deputy Head of the School of Engineering and Computer Science

RELATED MAJORS IN MATHEMATICS, STATISTICS, AND DATA SCIENCE

Engineering is heavily reliant on data-driven mathematical modelling and the ability to design in the face of uncertainty. Related majors you can consider include Actuarial Science, Data Science, Mathematics, or Statistics as part of your Bachelor of Science degree.

These majors expand on, and reinforce, concepts you'll see in Engineering and Computer Science.

You can learn about statistical thinking, and tools to help interpret data and models. Adding a Data Science major will help to connect ideas from computer science, ethics, and statistics, giving you confidence to work with data in its many forms.

For more details about these majors, refer to the *Bachelor of Science* publication.







“With software engineering, you can build apps that revolutionise daily tasks and programs that tackle global challenges. The idea of being able to bring my ideas to life through technology fascinated me, igniting my passion for exploring the endless possibilities of software engineering.”

Arnav Dogra

Student, Bachelor of Engineering with Honours in Software Engineering

WHERE CAN YOUR DEGREE TAKE YOU?

Te Herenga Waka's degrees in Engineering and Computer Science can open the door for you to explore exciting opportunities across a variety of industries.

The solid scientific underpinnings of the programme, in combination with extensive practical work, will enable you to thrive in a range of careers. These include software and systems development for applications that underpin all areas of society; communication network design and management in a massively connected world; cybersecurity analysis and development for a new era of cyberthreats; and electronics, mechatronics, and robot design for next-generation devices. Our students are creating new systems that make more efficient use of our limited energy supplies, increase the safety of our transportation systems, and improve our healthcare—not to mention enhance our entertainment.

Graduates from the School of Engineering and Computer Science are highly sought after and currently work in some of the world's leading companies, including Apple, Google, Meta, Trade Me, Wētā FX, and Xero. Some of the roles you can explore once you complete your degree include:

- ▶ AI developer
- ▶ cybersecurity developer
- ▶ electrical or electronic engineer
- ▶ environmental analyst or consultant
- ▶ game developer
- ▶ mobile developer
- ▶ robotics engineer
- ▶ software developer
- ▶ web developer and tester.



"I love how AI is still such a new topic. The idea that I am studying something that is in the process of being developed and is at its peak growth is very exciting."

Zara Henley

Student, Bachelor of Science in Artificial Intelligence, Data Science, and Educational Psychology

POSTGRADUATE PATHWAYS

In an increasingly competitive and constantly evolving job market, postgraduate study helps you to enhance your knowledge and understanding in subjects of your choice.

The Bachelor of Engineering with Honours and the Bachelor of Science degrees can both lead to postgraduate study.

You can explore our world-leading research, work-integrated learning, and a full range of postgraduate degrees offered at the School of Engineering and Computer Science, Te Whiri Kawe—Centre for Data Science and Artificial Intelligence, Paihau—Robinson Research Institute, and the Industry Alliance Programme.

QUALIFICATION	DURATION	TRIMESTER START DATE	TYPE OF PROGRAMME	ENTRY REQUIREMENTS
Graduate Diploma in Science (Computer Graphics and Games, Computer Science, Electronic and Computer Systems)	Up to 2 years or more if part time	1, 2, 3	Coursework	Bachelor's degree or equivalent
Postgraduate Certificate in Science (Artificial Intelligence, Computer Graphics, Computer Science, Electronic and Computer Systems)	1 trimester	1, 2	Coursework	Bachelor's degree or equivalent with at least a B average
Postgraduate Diploma in Science (Artificial Intelligence, Computer Graphics, Computer Science, Electronic and Computer Systems)	1 year	1, 2	Coursework	Bachelor's degree or equivalent in a relevant subject area with at least a B average
Bachelor of Science with Honours (Artificial Intelligence, Computer Graphics, Computer Science, Electronic and Computer Systems)	1 year	1, 2	Coursework & research project	Satisfactory completion of Part 1 and at least a B+ average in subject area at 300 level
Master of Science (Artificial Intelligence, Computer Graphics, Computer Science, Electronic and Computer Systems)	2 years	1, 2	Coursework & thesis	Bachelor's degree or equivalent in a relevant subject area with at least a B+ average

QUALIFICATION	DURATION	TRIMESTER START DATE	TYPE OF PROGRAMME	ENTRY REQUIREMENTS
Master of Engineering	1 year	Anytime	Thesis & optional coursework	Honours degree or equivalent in a relevant subject area with at least a B+ average
Master of Artificial Intelligence	12–16 months	1	Coursework & research project	Bachelor's degree or equivalent in Computer Science or relevant subject area with at least a B average
Master of Computer Science	12–16 months	1, 2	Coursework & project	Bachelor's degree or equivalent in a relevant subject area with at least a B average
Master of Engineering Practice	12–16 months	1	Coursework & project or internship; includes industry placement or applied research project	Bachelor's degree or equivalent in a relevant subject area with at least a B average
Master of Renewable Energy	12–16 months	1	Coursework & project	Bachelor's degree or equivalent in a relevant subject area with at least a B+ average
Master of Software Development	1 year (full time only)	2	Coursework & internship; includes industry placement or applied research project	Bachelor's degree not in Computer Science or related topic, with at least a B average
Doctor of Philosophy (PhD)	3–4 years	Applications due 1 March, 1 July, 1 November	Thesis	Honours or Master's degree with at least B+ average or equivalent

WORKING WITH INDUSTRY

ACCREDITATIONS

The Cybersecurity, Software, and Electrical and Electronic Engineering majors are all fully accredited by Engineering New Zealand under the Washington Accord. The Mechatronic Engineering major* will undergo the same rigorous accreditation process.

You can be confident knowing that your degree will be accepted internationally, enabling you to explore working in various countries as a fully recognised professional engineer.

*Subject to regulatory approval.

DIVERSITY AND INCLUSION

In a world where equality and equal opportunity for all has yet to be fully realised, we pride ourselves on creating an inclusive, welcoming environment in which everyone can achieve their full potential.

We are a founding partner of Engineering New Zealand's diversity agenda. Our commitment to non-discrimination communicates our desire to support anyone and everyone who wants to work or study with us, regardless of perceived differences—and we believe that these differences are our greatest strengths as we unite in the pursuit of academic excellence.

We welcome students, staff, and visitors, regardless of ethnicity, gender, national origin, religion, or sexual orientation. The Faculty is committed to teaching and research that is free from all discrimination.

INDUSTRY ASSOCIATIONS

The Engineering degree also provides training for you in the non-technical skills needed to be a success in your chosen career, some of which can be gained through 800 hours of industrial work placement.

As a BE(Hons) student, you'll undertake a group project in your third year that will aim to help you produce a real engineering system.

In your fourth year, you may have the opportunity to undertake an industry-based project, spread over the year, as part of your study. You'll get to understand non-technical aspects of the project, including customer specifications and product testing. The experience of interacting with a problem in real time and developing solutions as part of a team complements your technical knowledge and prepares you for real-life work environments. Some of the projects our students recently worked on include clinical decision support software for managing sepsis in hospital emergency departments, exploring solar energy technologies for sustainable buildings, using machine learning for dolphin species recognition, and cancer diagnosis with artificial intelligence methods.

Some companies and government departments our students have undertaken projects with include Catalyst Cloud, the Ministry for Primary Industries, and WellingtonNZ.



“Victoria University of Wellington is renowned for its top-notch Engineering School, particularly in Wellington. Their strong reputation for preparing graduates for the workforce aligns perfectly with my career aspirations. After finishing my degree, I want to settle into a company like Xero, Deloitte, or Google. It would be fascinating to see the real-world application of the technical skills I’ve learnt at university.”

Vidushi Tandon

Student, Bachelor of Engineering with Honours in Software Engineering

ENTRY REQUIREMENTS

If you're planning to enrol in an Engineering or Computer Science degree, it's useful to study Computing, Mathematics, Statistics, and Technology at secondary school. Students interested in Electrical and Electronic Engineering are also encouraged to study Calculus and Physics at school.

It's recommended that you have 16 NCEA Level 3 Achievement Standard credits in Mathematics, or 12 NCEA Level 3 Achievement Standard credits in Mathematics excluding the statistics standards 91580, 91581, 91582, 91583, and 91584.

We encourage students taking Electrical and Electronic Engineering or Mechatronics Engineering* to have some NCEA Level 3 credits in Physics, including Achievement Standard (AS) 91524 (Mechanical Systems) and 91526 (Electrical Systems), 91523 (Wave Systems) or 91521 (Practical Investigation), or an equivalent secondary school qualification.

You can discuss entry requirements for specific courses with our staff.

All students are expected to have some experience using computers, although the programme does not assume any background in computer programming. We encourage students to take Digital Technology and Computer Science in secondary school, but it is not a requirement.

*Subject to regulatory approval.

 wgtn.ac.nz/study



“With Software Engineering, each problem doesn't necessarily have a single solution and I love thinking creatively about different ways to solve them. It's also incredibly satisfying to produce something tangible at the end of a project.”

Georgia Barrand

Graduate, Bachelor of Engineering with Honours in Software Engineering

STUDENT SUPPORT

University programmes have a higher workload than secondary school programmes, and many students are away from home for the first time. Staff in the Student Success team have extensive knowledge about the services offered by the University, including academic support, clubs, and financial, medical, and counselling services. Get in touch if you'd also like to discuss which courses to take.

Our tutors are the go-to people for tutorials and academic support in Engineering, Mathematics, and Physics courses. You'll see them teaching in many of our regular weekday laboratories and tutorials.

As well as the tutorials run as part of your course, there are workshop-based tutorials in the evenings that you can choose to attend to get help with assignments and subject revision for the first-year Artificial Intelligence, Computer Graphics, Computer Science, Cybersecurity, Engineering, Mathematics, and Physics courses.

Our team comprises passionate educators who have a variety of professional and educational backgrounds, and who sought out positions helping students. No question is a silly question. We want to help all our students.



"I have always had a love for technology and creativity, so going into Software Engineering felt like a good choice to try and pursue something like front-end development. The constant challenge and never-ending learning has always been the part about this degree that I really enjoy."

Kahurangi Burkitt (Ngāti Kahungunu ki Te Whanganui-a-Orotu)

Student, Bachelor of Engineering with Honours in Software Engineering

FIND OUT MORE

i wgtm.ac.nz/engineering

i wgtm.ac.nz/apply

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 you have met the requirements, 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.

i wgtm.ac.nz/puaha

CONTACT US

Te Wāhanga a Manaia

Faculty of Science and Engineering

Student Success team
Room CO144, Cotton Building
Kelburn Campus, Wellington

☎ 0800 04 04 04

✉ info@vwu.ac.nz

COURSE PLANNING

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

☎ 0800 04 04 04

✉ future-students@vwu.ac.nz

i www.wgtm.ac.nz/courses

OTHER STUDENT RESOURCES

Disability support

i wgtm.ac.nz/disability

Māori student support

i wgtm.ac.nz/awhina

Pasifika student success

i wgtm.ac.nz/pasifika

Rainbow student support

i wgtm.ac.nz/rainbow

Refugee-background student support

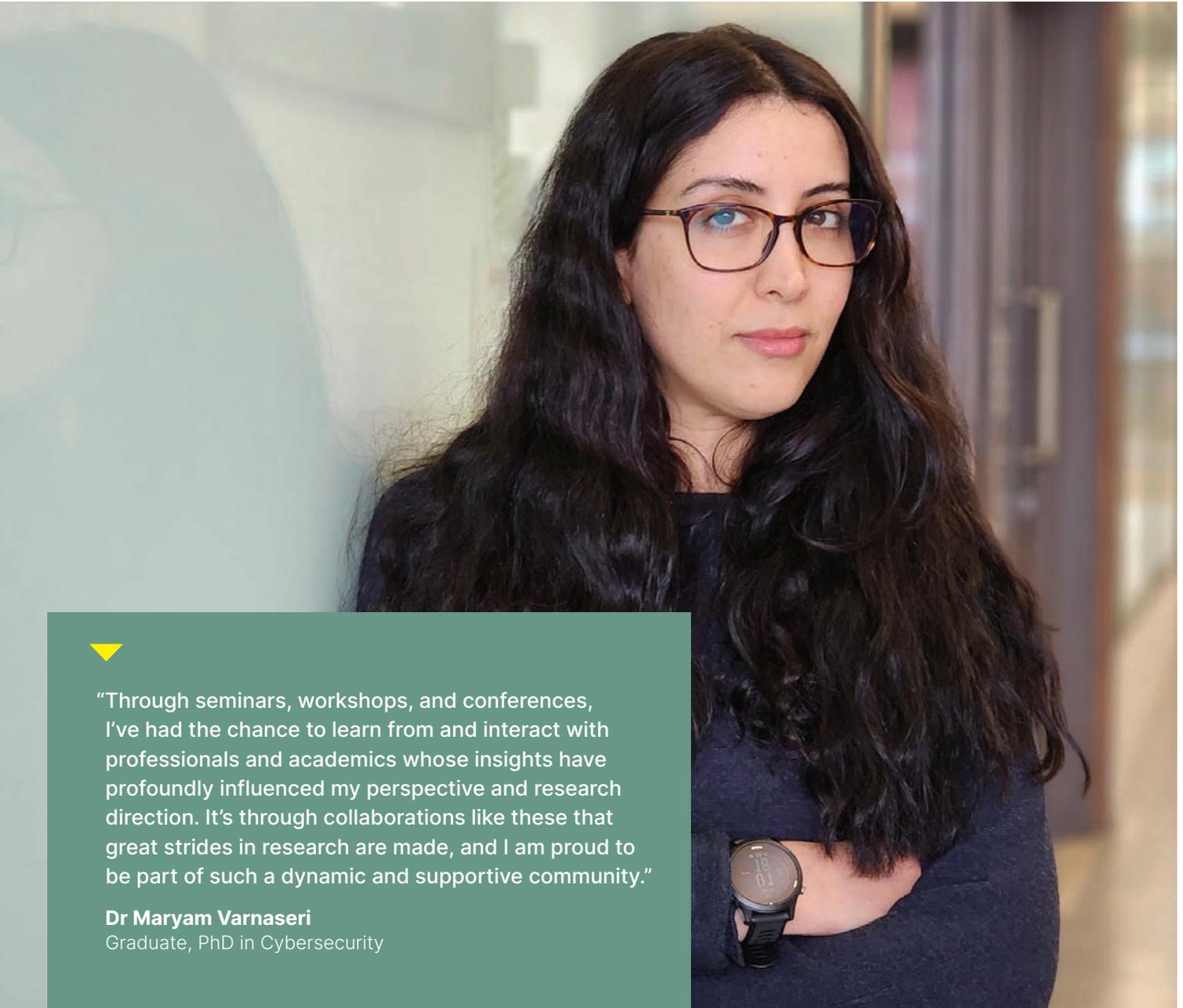
i wgtm.ac.nz/refugee-background-students

Scholarships

i wgtm.ac.nz/scholarships

Student services and support

i wgtm.ac.nz/student-support



“Through seminars, workshops, and conferences, I’ve had the chance to learn from and interact with professionals and academics whose insights have profoundly influenced my perspective and research direction. It’s through collaborations like these that great strides in research are made, and I am proud to be part of such a dynamic and supportive community.”

Dr Maryam Varnaseri

Graduate, PhD in Cybersecurity



VICTORIA UNIVERSITY OF
WELLINGTON
TE HERENGA WAKA

2026

PŪKAHA ME TE PŪROROHKO

ENGINEERING AND COMPUTER SCIENCES

Bachelor of Engineering with Honours
Bachelor of Science