Nau Mai, Haere Mai,
and welcome to the Wellington Faculty of Architecture and Design Innovation.

2021

Build connections with industry and your future employers.

Hone your craft in our exciting studio environments and make use of our outstanding technical facilities.

Wellington
New Zealand’s creative hub.

Located in the heart of the Cuba Street Quarter.
Join the thriving arts scene, build connections, and take your skills to the next level.

2,000+ students
40+ summer scholarships
13 majors
2 schools
Victoria University of Wellington has been awarded five stars plus overall in the QS Stars university ratings system. In addition, the University received five stars in all eight categories on which it was evaluated.
Welcome to the Wellington Faculty of Architecture and Design Innovation at Victoria University of Wellington. We are one of the leading providers of innovative education in the key disciplines of design and the built environment, and the only one in New Zealand to bring these two disciplines together into one faculty.

We offer three undergraduate degrees, with a choice of seven majors in Design Innovation, four in Architecture, and two in Building Science, as well as professional accredited degrees in Architecture and Landscape Architecture. With a focus on cross-disciplinary research, our degrees prepare our graduates to take their place as leaders in innovative and creative industries around the world.

Located in the creative heart of Wellington, just off vibrant Cuba Street, our campus is equipped with world-class exhibition spaces, lecture theatres, and a specialised library with a large collection of physical and online resources. Our location means students can easily engage with industry professionals.

Our students learn in high-quality design studios. We are equipped with a state-of-the-art media lab, photographic studio, an extensive augmented and virtual reality studio, and a variety of laboratories for computer-aided design production, digital animation/special effects, and thermal, lighting, and structural performance simulations.

We also have a fully equipped workshop for 3D modelling, multi-material 3D printing, digital fabrication, wood and metalwork equipment, CNC routers, and the largest industrial robotic arm in a New Zealand tertiary institution.

We look forward to exploring novel ideas with you during the course of your studies.

- www.wgtn.ac.nz/wfadi
- www.wgtn.ac.nz/architecture
- www.wgtn.ac.nz/design-innovation
- www.facebook.com/VUWArchitectureandDesign
- www.instagram.com/wgtnfadi

Master of Architecture (Professional) student Chiara Shim pictured with a Hyve projection of an immersive and interactive environment created in Unity 3D—part of early colour and software tests for her thesis, Colour_emotion_space: Measuring the impact of colour in virtual environments.
Architecture is much more than just designing buildings. It is about understanding what the building is for, who is going to use it, how the structure works, and how it will fit in with its surroundings.

At the Wellington School of Architecture at Victoria University of Wellington, you’ll work in world-class design studios and exhibition spaces and use state-of-the-art tools and design software to become an innovator in the design, construction, or science of buildings and spaces.

Your study will bring together history, theory, technology, and communications, so you’ll be well placed to consider—and contribute solutions to—today’s most pressing challenges around contemporary architecture practice and the built environment, locally and globally.

Our programmes span a range of disciplines at the core of the built environment and have been developed to meet the growing needs of the design and building sectors.

**STUDY OPTIONS**

We offer two three-year undergraduate qualifications: the Bachelor of Architectural Studies (BAS) and the Bachelor of Building Science (BBSc).

The BAS and BBSc share a common first year with core courses, so you’ll have the option to choose a major that suits your interests and aspirations before your second year.

In the first year, you’ll be introduced to a broad range of subjects, including design, technologies, architectural history, environmental science, and urban design, that will give you a solid understanding of the built environment.

**BAS majors**

- Architecture
- Architecture History and Theory
- Interior Architecture
- Landscape Architecture

**BBSc majors**

- Project Management
- Sustainable Engineering Systems

**CONJOINT AND DOUBLE DEGREES**

You can choose to combine your degree with another degree in a conjoint, or double, degree. This will take you less time than completing two degrees separately. Some students combine Architectural Studies with Building Science.

You can choose a degree offered at another of the University’s schools. However, both the BAS and the BBSc are tightly structured, so you’ll have to do some careful planning—our student advisers can help you make a plan that will work for you.

Call us on 0800 04 04 04, email foad@vuw.ac.nz, or drop by the Faculty office at our Te Aro campus.
STUDIO APPROACH
The studio is central to the experience of our majors, where other core subjects are integrated with architectural studies. In the studio, you’ll actively explore the disciplines of architecture and its role in addressing contemporary issues facing the built environment—including changes in society, ecology, and advances in technology. You’ll be encouraged to think and act experimentally while addressing problem-based design projects that range from the abstract and conceptual to authentic real-world situations. In developing your studio work, you’ll interact with, and learn collaboratively from, peers, senior postgraduate students, academic staff, and practising designers in a critically reflective and feedback-rich environment.

WHERE TO NEXT?
At the end of your Bachelor’s degree, you can continue to study for a Master’s degree or a PhD—both of which are recognised worldwide. We offer a range of postgraduate qualifications in our six disciplines.

Our professional Master of Architecture and Master of Landscape Architecture degrees meet the academic requirements for professional registration as an architect or landscape architect.

Exquisite Sense_Ethereal Hut, for SARC 455 House and Home, by Ryan Western.
As we respond to new challenges such as environmental sustainability, the evolution of technology, and the changing needs of human inhabitation, we are constantly making and remaking the physical world.

The Bachelor of Architectural Studies (BAS) is a three-year undergraduate degree that gives you the knowledge and practical skills you need to be an innovator in the study, design, and construction of buildings, urban spaces, and parks, or residential and commercial interiors.

You’ll study alongside Building Science students in the first year, and will gain a basic understanding of the principles and theory behind the built environment.

You’ll gain a solid grounding in a range of subjects including design, technologies, architectural history, environmental science, theory, and urban design as the first step on your journey towards a career in the fields of architecture, landscape architecture, or interior architecture.

After your first year, you’ll choose a major that suits your interests and skills—choose from our specialised programmes in Architecture, Architecture History and Theory, Interior Architecture, and Landscape Architecture.

(Opposite) Hearing Home, for SARC 455 House and Home, by Emily Dalley.

Passageway study on form and light, a watercolour print on translucent film, for ARCI 593 Architecture Research Portfolio, by Master’s student Stacey Mountfort.
ARCHITECTURE

Majoring in Architecture will give you the knowledge to design and construct the place and spaces we use every day, understand historical and environmental issues, and solve problems using the latest materials, technologies, and design systems.

Bringing together the theoretical and the practical, our Architecture programme encompasses the technologies of building, such as construction and environmental science, and examines the different meanings of buildings through history from various theoretical perspectives.

You’ll gain the skills and knowledge required in the architecture profession, including the ability to think visually and three dimensionally, particularly in relation to spatial subjects. Many students intend to become registered architects, and the BAS in Architecture is the first part in meeting the requirements for registration. There are limited places in the second year of the programme, and entry may be based on your first-year grades.

THE UNDERGRADUATE EXPERIENCE

Your first year will comprise core courses taken by all BAS and BBSc students. At the end of your first year, you’ll apply for a place in one of the four majors offered in the BAS.

The second year of the BAS in Architecture introduces discipline-specific courses in Architectural Design and Architectural History and Theory. These are supported by a solid grounding in building technologies, including structures, construction, and human environmental science. The third year builds on this foundation and presents increasingly challenging design issues at larger scales.

At this stage, you’ll be introduced to urban design, Pacific architecture, professional practice, and management. Each year culminates with an extended design studio that requires you to integrate what you have learnt in other courses.
CAREERS

Many graduates move on to careers in the architecture profession, establishing their own practices or working as employees in large firms or government agencies. Before registering as an architect in New Zealand, graduates must gain practical experience, usually under the supervision of a registered architect. Not all Architecture graduates choose to become architects, and because the skills and education you gain are broad, the job opportunities are diverse and include:

- building conservation designers, who restore and maintain culturally significant buildings, ensuring our architectural heritage is protected
- environmental designers, who shape the environment we live in, make their mark on the built environment, and ensure environmental health and sustainability for the future
- property development or management designers, who provide housing solutions and maintain these at economically and environmentally sustainable levels
- urban planners or urban designers, who help shape urban areas that support public welfare, economic, cultural, and social activities, and protect the environment.

Note: If you plan to become a registered architect, you’ll also need to complete the Master of Architecture (Professional) following your Bachelor’s degree.
“I’ve always wanted to be an architect, ever since I was a boy. As far back as I can remember, I’d sit outside and draw plans for different ways my house could look.”

For Whare Timu, studying towards a Bachelor of Architecture at Victoria University of Wellington was the move that set up his future. “It was like the stars aligned. I always wanted to create my own pathway. Architecture seemed so way out of there for anyone in my family, and I had that curiosity.”

During his studies, Whare received the 2007 Australian Waves of Change urban design award and was the student representative for Heritage New Zealand in documenting the John Scott’s Te Aniwaniwa Visitor Centre in Waikaremoana. The broad skills he learnt at the University allowed him to work as a freelance architect around New Zealand after he graduated, before he returned to Wellington for a role at Studio Pacific Architecture.

“At Studio Pacific, I’m lucky enough to have access to a broad client base. I work on everything from government building fit outs, to a 12-storey apartment block in Auckland, to heritage work with iwi. There’s no project too small or big if it engages my mind.”

His work has also included the He Tohu exhibition at the National Library of New Zealand Te Puna Mātauranga o Aotearoa, which was recognised with seven awards at the 2018 Designers Institute of New Zealand Best Design Awards.

“As public servants, architects are there to give their services to the benefit of the community. There’s a lot that needs to be built across a wide spectrum, from a block of flats to a private home to a papakāinga.”

Tikanga Māori plays a crucial role in Whare’s life, personally and professionally. “I’m deeply rooted in my Māori culture. I express that the best way I can through the work I do.” The support he received through the Āwhina programme (see page 42) while studying not only helped him succeed, but also helped him find ways to express his culture within his field.
ARCHITECTURE
HISTORY AND THEORY

Explore architecture from a cultural and historical perspective. Discover how and why we design buildings and spaces, and understand them in their social and political context.

This major will allow you to investigate the history of architecture in New Zealand and worldwide.

If you want to discover the origins of architecture and the influence it has on society now, then choose Architecture History and Theory.

THE UNDERGRADUATE EXPERIENCE

Your first year will comprise core courses taken by all BAS and BSc students. At the end of your first year, you’ll apply for a place in one of the four majors offered in the BAS, including Architecture History and Theory. In the second and third years, you’ll develop key skills and knowledge, learning more about history and theory. Specific courses cover Pacific culture and heritage; urban design theory; architectural heritage and conservation; the history of interior and landscape architecture, and more.

CAREERS

The skills you’ll gain will set you up for a range of roles, including:

- architectural conservators, who research the historical material and design of a building and ensure it is protected
- architectural historians, who research the ways in which the built environment reflects the values of the society who built it
- archivists, who work with a range of institutions, ensuring culturally significant materials, designs, models, and digital inventories are preserved and protected
- curators, who work with museums, galleries, and other cultural institutions, overseeing acquisitions, installations, and exhibitions.

Pixel Home, for SARC 455 House and Home, by Phoebe Shilling.
“I have always loved old buildings and discovering the history and stories captured within their walls.”

Jess McDonnell has a passion for history, creativity, and architecture. In choosing to study at the University, she’s been able to combine these three interests by majoring in Architecture History and Theory.

Victoria University of Wellington is the only university in New Zealand that offers a specialised Bachelor’s degree in Architecture History and Theory. The nature of the programme allows you to take courses not only from the Wellington Faculty of Architecture and Design Innovation but also from the Wellington Faculty of Humanities and Social Sciences.

“Through the Architecture History and Theory programme, I’ve been exposed to different and dynamic ways of thinking about history and the conservation and management of heritage buildings.

“I’ve had lectures from leaders within the building and construction industry. I’ve learnt about the planning, policy, and guidelines implemented within government and councils that protect heritage. And I’ve been able to take what I have learnt to form a better understanding of what I want to achieve when I leave university.”

Jess has also been presented with unique opportunities in her field. “Through the connections I made with my lecturers, I was given the chance to do some work for Heritage New Zealand. To have got a foot in the door of my dream job and be able to graduate with some practical industry experience is invaluable.”

She views Wellington as the perfect city for both study and creativity. “Being in the heart of the city and surrounded by Wellington’s art, culture, innovation, and heritage has had such a positive creative influence on my work. I find that walking home through the city is when I get most of my best ideas or figure out a solution to a problem.”
INTERIOR ARCHITECTURE

We spend more than 20 hours a day inside, so creating nourishing interior spaces is critical.

Examine how design can affect the way people experience, interact with, and move through an interior. Make a difference to people’s wellbeing and create a better future through the innovative design of interior spaces.

If you’re curious about how to design spaces and experiences for people, then studying Interior Architecture is for you. With this major, you’ll explore how to design inspiring spaces to live within our changing world.

THE UNDERGRADUATE EXPERIENCE

Your first year will comprise core courses taken by all BAS and BBSc students. At the end of your first year, you’ll apply for a place in one of the four majors offered in the BAS, including Interior Architecture.

In your second and third years, you’ll learn to apply architectural principles to the design of interior spaces in residential, hospitality, commercial, cultural, and institutional settings, and develop your ability to communicate ideas using a range of media, to a range of clients with varying needs.

CAREERS

Our graduates find careers as specialists within interior design and architecture firms. If you choose to stay on for postgraduate study, the University’s Master of Interior Architecture is an internationally recognised qualification that is affiliated with the Interior Design/Interior Architecture Educators Association (IDEA).

Some career pathways include:

- exhibition design, where you’ll showcase clients’ work through alternative, innovative exhibition design ideas
- furniture design, creating bespoke yet functional furniture using your understanding of concepts, production methods, and technology
- interior architecture, where you’ll plan, design, and create a variety of spaces within a building
- lighting design, creating or altering the mood of a space with various lighting techniques
- retail design, creating practical design plans for retail stores
- stage/movie set design, using your creativity to design and create other worlds for the creative arts industry.

Restaurant design for a five-star Italian resort that follows architectural principles of feng shui, for INTA 311 Interior Architecture Design, by Josh Horne.
Interior architecture really explores the essence of designed spaces, from the tiny details to the way we use these areas, which made it the perfect degree choice for Josh Horne.

“This is such a great programme. Within the Wellington Faculty of Architecture and Design Innovation, we are really mentored by the best and we work closely with our peers and lecturers, which makes for a very collaborative learning environment.”

The University has offered Josh numerous opportunities, provided him with the best resources possible, and pushed him to succeed.

“Our lecturers have strong links with industry professionals, and these facilitate guest lectures and networking events. It’s a great way of getting access to industries and possible career paths.

“I’ve enjoyed my time here so much that I really want to keep studying and I’ve decided to pursue a postgraduate degree. Once that’s complete, I can see myself going overseas and putting my own stamp on interior architecture.”
LANDSCAPE ARCHITECTURE

Landscape Architecture is about investigating and envisaging better design solutions for outdoor spaces that address contemporary challenges related to climate change, urbanisation, and sustainability. It brings together design with art, culture, nature, and science to create engaging and functional spaces.

Landscape architects design and manage outdoor spaces that are culturally and ecologically relevant. These constitute areas that most people value highly when considering what makes a particular city or town a great place to live or visit.

You’ll learn how to understand scale and think spatially, use the latest design software to plan spaces, and undertake 3D modelling to look at such things as how water flows or how digging affects soil. You’ll graduate with the tools and knowledge to shape our environment with beauty and function.

THE UNDERGRADUATE EXPERIENCE

Your first year will comprise core courses taken by all BAS and BBSc students. If you are planning to do Landscape Architecture, you can choose to replace SARC 122 with another elective.

At the end of your first year, you’ll apply for a place in one of the four majors offered in the BAS, including Landscape Architecture.

In your second and third years, you’ll start to look closely at specific areas such as landforms and construction technologies, culture and heritage, design communication, natural systems and ecology, and apply your learning to small- and medium-scale projects in urban and rural contexts.

CAREERS

Victoria University of Wellington’s Landscape Architecture programme is accredited by the New Zealand Institute of Landscape Architects and the International Federation of Landscape Architects, preparing students for registration as landscape architects. Landscape architects work in private, public, and academic organisations and typically collaborate with artists, ecologists, architects, planners, and engineers to plan and design a variety of projects at regional, urban, and local levels. These may include large-scale infrastructure projects and the rehabilitation and design of post-industrial and residual urban sites as well as parks, gardens, and public open spaces.

Possible career opportunities include:

- advising on sustainable development, and how to restore and maintain a site
- designing for civil and public infrastructure works, whether it be planting along a new highway or designing a public park
- providing landscape assessments to ensure environmental sustainability
- shaping towns and cities through urban design, and thinking about the grouping of buildings, recreational areas, roads, and infrastructure
- using landscape architecture theories, skills, and ideas to contribute to conservation efforts
- using your skills to plan and design recreation spaces to enhance human wellbeing.

Note: If you plan to become a registered landscape architect, you’ll also need to complete the Master of Landscape Architecture following your undergraduate degree.

(Opposite) Hurunui-o-Rangi Marae, Wairarapa, design for a proposed marae atea for LAND 312 Landscape Architecture Design Integration, by Claudia Boyo.
Any building you enter has a complex history—from concept, to design, and to construction. Study Building Science to understand this history and help create buildings that are efficient, sustainable, and safe, and fit the needs of their occupants now and in the future.

Victoria University of Wellington is an international leader in the field of building science and our graduates are in high demand with the growing needs of New Zealand’s building and construction industry. The Building Science programme equips students with the practical and theoretical knowledge to construct durable, healthy, and economical buildings, and contribute to a more sustainable world.

As a student of Building Science, you’ll gain expertise in the science, technology, and economics of creating buildings, as well as an understanding of architecture. You’ll also learn how to organise teams, plan the construction process, and manage contractors and construction sites. You can choose to major in Project Management or Sustainable Engineering Systems, or you can study both as a double major.

ENTRY INTO THE PROGRAMME

There are no required subjects needed to study Building Science, but you may find it useful to have taken subjects such as Art, Design, English, Graphics, Mathematics with Calculus, Physics, and Statistics at secondary school. The Guaranteed Entry Score for the BBSc is 180 points based on your NCEA results. If you are an international student, or haven’t done NCEA, your academic suitability will be assessed during the application process.

“The term ‘building science’ describes all aspects of a building: how warm it is, how well it’s built, how much it costs, how long it takes to build, and, increasingly nowadays, how sustainable it is to build and maintain.”

Guy Marriage
Senior Lecturer in Building Science

Third-year Building Science students testing truss bridges they designed and built.

(Opposite) Extruded Drawing, wood and cardboard architectural model for SARC 221 Building Materials and Construction/Te Waihanga me ngā Momo Rauemi, by Fabian Johnson.
PROJECT MANAGEMENT

A project manager is key to the success of any building and construction work by balancing people, time, finances, and law to ensure the project flows smoothly from start to finish.

Specialising in Project Management will give you the skills to manage a construction project, including contract management and effective communication. You’ll also be able to navigate both construction and environmental law and understand issues around supply, demand, and competition. If you like working with people, enjoy organising things, and can keep a cool head under pressure, then specialising in Project Management is right for you.

THE UNDERGRADUATE EXPERIENCE

Your first year will comprise core courses taken by all BAS and BBSc students. At the end of your first year, you’ll apply for a place in one of the two majors offered in the BBSc, including Project Management. In your second and third years, you’ll start to look more closely at areas such as managing a project and complying with relevant legislation. You’ll look at important questions related to price, quality of construction, and quality of people involved in construction projects.

CAREERS

Career opportunities in this area of expertise include:

- identifying building performance issues and advising on how to remedy these
- managing construction projects and keeping time, budget, and quality on track
- planning and coordinating the people and resources involved in small or large construction or civil engineering projects
- taking care of the building consents process for clients
- undertaking building research to provide expert knowledge to the sector
- using your skills on a range of projects: residential, commercial, or industrial.
SUSTAINABLE ENGINEERING SYSTEMS

Be part of the environmental sustainability revolution by learning how to design energy and resource efficient systems for the built environment.

You’ll look at the environmental and socioeconomic impacts of building and construction. You’ll also learn how to create and run simulations of design systems such as heating, lighting, and acoustics. This major will provide you with the practical and theoretical knowledge you need to design and construct durable, healthy, and sustainable buildings. If you’re interested in how buildings perform and in creating design systems to improve the quality of built environments, then specialising in Sustainable Engineering Systems is right for you.

THE UNDERGRADUATE EXPERIENCE

Your first year will comprise core courses taken by all BAS and BBSc students. At the end of your first year, you’ll apply for a place in one of the two majors offered in the BBSc, including Sustainable Engineering Systems. In your second and third years, you’ll start to look more closely at engineering systems, system design, structures, and sustainable and regenerative design.

CAREERS

Careers in this area of expertise include roles such as:

- acoustic engineer
- consultant for city council building-consent processes
- quantity surveyor
- researcher in building materials performance, either in a private company or a research institution such as the Building Research Association of New Zealand (BRANZ)
- sustainable engineering systems designer
- technician in a structural engineering consultancy.

Designs that incorporate biophilic elements into a lecture hall and handrail, for BILD 331 Sustainable and Regenerative Design, by Sarah Buet.
"I chose to study at Victoria University of Wellington because I loved the Wellington culture and how the University offered so many different courses and electives, so I could really customise my degree to my strengths," says Sarah Buet.

The broad scope of disciplines and courses offered by the Wellington School of Architecture introduced Sarah to new ways of thinking and looking at both the world and architecture. After her first year of study, she’s found her passion in Building Science.

"When I started my studies, I was going to major in Architecture, but then I discovered I enjoy the analytical side of architecture, learning and understanding how the building works as opposed to how it looks. Understanding this led me into building science and I have never regretted my decision.

"I've really enjoyed all the sustainability courses I have taken, as not only is sustainability something that is completely different from anything I learnt about in high school, but it's also something I feel is particularly relevant to the future of architecture."
Design goes beyond shaping our material culture and social interactions: it interrogates the status quo and probes the pathways of culture from our ancient origins to our emerging future.

The School of Design Innovation at Victoria University of Wellington is New Zealand’s cutting-edge option for launching a career in design.

We lead the way with our critical approach to design thinking and investigations into new technologies that are changing the nature of our discipline. Whether designing physical objects, services, or digital narratives, we excel at progressing creative experiences and critical impact.

While based mainly at our Te Aro campus, the School now has facilities in central-city Courtenay Place and in Miramar at the Miramar Creative Centre, which is a multimillion-dollar complex integrally connected to New Zealand’s internationally recognised film, gaming, and visual effects community.

The School of Design Innovation is committed to providing our students 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.

The School offers seven majors that are well-defined domains by their industry alignment and broad career prospects. Along with our established majors—Design for Social Innovation, Industrial Design, and Media Design—we now offer focused majors: Animation and Visual Effects, Communication Design, Fashion Design Technology, and Interaction Design.

Our successful alumni are leaders in these design fields on nearly every continent. Many of those who stay in New Zealand are in leading companies such as Clemenger Group, PikPok, Resn, Weta Digital, and Weta Workshop, leveraging the world-leading collaborative relationships that can happen only here in Wellington.

(Opposite) Digital Environments, created for MDDN 451 Creative Coding for Digital Content, by Jackson Preston.
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.

STUDY OPTIONS
The Bachelor of Design Innovation is a three-year undergraduate degree. You can choose one of seven majors:

- Animation and Visual Effects
- Communication Design
- Design for Social Innovation
- Fashion Design Technology
- Industrial Design
- Interaction Design
- Media Design.

CONJOINT AND DOUBLE DEGREES
You can choose to combine your degree with a second degree, forming a conjoint, or double degree, which will take you less time than completing two degrees separately. Some examples include conjoint degrees in Computer Science, Film, Marketing, or Psychology, to complement your Bachelor of Design Innovation studies.

WHERE TO NEXT?
At the end of your Bachelor’s degree, you can stay on and study for a Master’s degree, or even a PhD. The School of Design Innovation also offers a range of postgraduate qualifications to advance your study. From a graduate diploma to a Master’s and PhD, each programme is tailored to best fit a particular area of advanced design education.

Our postgraduate programmes take full advantage of the world-class facilities we offer, and this enables students to realise every element of their designs and present products ready for industry.

MEDMO, a digital healthcare device designed to help manage medical drains, was created by third-year Industrial Design students Ana Morris, Courtney Naismith, and Glen Askey, and was one of the international top 20 finalists for the prestigious James Dyson Award 2018.

Image: James Dyson Foundation
A love of technology, games, and being creative led Master of Design Innovation graduate Regan Petrie to study Design Innovation at Victoria University of Wellington and helped him land his dream role at Lego.

He is moving to Denmark to start a permanent role in Lego’s innovation lab as a digital play designer—a role that combines the skills he learnt during his undergraduate and postgraduate degrees. Regan, who majored in Media Design, beat out fierce competition to win the role.

“The interview process was pretty tough. It involved several rounds of interviews, including a software skills test, and a design challenge. This was followed by a not-so-quick flight to their headquarters in Denmark to present my solution to a panel of Lego designers.”

Regan says he chose Victoria University of Wellington partly due to its location.

“Wellington is a vibrant, exciting city that is renowned as a hub for digital innovation and creativity.”

He credits his experience at the University, as both an undergraduate and a Master’s student, with helping him progress in his career. Working on projects with other designers, developers, and business students helped him build skills working within multidisciplinary teams, essential for his new role.

“The tools, programs, and design process that I learnt during my studies have been directly transferable into my professional career and have created a strong foundation for my design career.

“Victoria University of Wellington’s Design Innovation degree gives you the freedom to explore a range of design expertise and apply your skills across a broad range of facets in the design space. This has allowed me to apply my design skills across several different industries and has opened up my career to plenty of opportunities.”

Regan’s advice for other students is to “step out of your comfort zone, be ambitious, and, most importantly, have fun!”
ANIMATION AND
VISUAL EFFECTS

From filmmaking and games to virtual, augmented, and mixed reality and emerging forms of interactive art, animation and visual effects (VFX) is a dynamic and expressive field that’s more wide-ranging and relevant than ever. Explore the cutting edge of screen-based art and entertainment here in Wellington, the award-winning film and VFX capital of New Zealand.

Bring your vision to life on screen as an Animation and Visual Effects student. You’ll learn the tools to create innovative, visually stunning work in motion, founded in the fundamentals of narrative craft.

Storyboarding, concept art, hand-drawn animation, stop motion, 3D modelling, and motion capture—our courses cover a range of animation styles and mediums, from traditional 2D and 3D filmmaking to mixed media and interactive work. Hands-on practice with the latest software and cutting-edge technologies will hone your technical craft, while critical engagement with a broad spectrum of animated media will develop your creative voice. You’ll work closely with our staff of award-winning senior creatives with more than 50 years of combined experience in the film, television, motion design, and game industries, spanning internationally renowned studios such as Disney, DreamWorks, Framestore, the Mill, and Weta.

Animation courses emphasise strong conceptual development, visual experimentation, critical problem-solving, and project-based production. Regular engagement from industry contacts, such as Weta Digital, supplements lectures and studio sessions.

CAREERS

In addition to supporting independent creative work, the Animation and Visual Effects major opens the doors to an exciting array of career paths. These include:

- art director
- artist or designer in augmented reality, mixed reality, or virtual reality
- character animator
- game artist
- storyboard artist
- technical artist or designer
- 2D or 3D designer or animator
- 3D modeller.
COMMUNICATION DESIGN

Communication Design extends graphic design and illustration to new horizons. From exploring personal narrative and expression to engaging with new technologies, your work will visually express a distinct perspective on global culture.

Learn to speak the language of culture: dynamic, current, and visual. As a student in Communication Design, you’ll gain software skills in lots of visual media, bringing a fresh design perspective to surfaces, screens, and spaces. Work closely with industry award-winning teachers in courses on comics, concept art, graphic design, illustration, motion graphics, storytelling, and typography, including a first-year course in Māori narratives. Emerge from the programme with a range of visual communication tools and a unique body of work, ready to make the culture of tomorrow.

CAREERS

There is a range of careers for in-demand skill sets in Communication Design. Some possibilities include art director, concept artist, digital designer, graphic designer, graphic novelist, illustrator, and motion designer.

(Top) Snacks, created for COMD 211 Drawing, by Claudia Young.

(Bottom) Desert Road Music Festival, created for DSDN 151 Graphic Design, by Zoe Attwood.
CARYM WHARERAU
NGĀPUHI, TAINUI
Student, Bachelor of Design Innovation in Communication Design

Carym Wharerau hopes to use his degree in Communication Design to influence the design sector through a Māori/indigenous lens.

“Since starting the Communication Design major I have had some really exciting assignments that have challenged the way I approach design, while also allowing me the opportunity to communicate messages and ideas through my own distinct lens.”

Before choosing Communication Design, Carym spent his first year exploring the different facets of design which gave him an idea of the path he was looking to pursue.

“Studying a Bachelor of Design Innovation gives me the opportunity to see which part of the design sector best suits my abilities and interests, while also giving me the flexibility to explore other things that interest me, such as business and marketing.”

He chose Victoria University of Wellington partly for its location in diverse, vibrant Wellington, a city that “keeps you constantly inspired to do and try out new things every day”.

“Not only does the School of Design Innovation offer great facilities and learning spaces, the campus as a whole has a great atmosphere and feels like the perfect place for me to explore my own design.

“The Communication Design major is perfect for those who like to have fun designing for a range of audiences and who are also looking to challenge design thinking.”
Design for Social Innovation offers opportunities for you to create surprising, positive, sustainable, and sustaining solutions through design. You’ll have the opportunity to consider how design can help transition societies, eco systems, and economies towards a positive future.

Design for Social Innovation combines innovative knowledge and design practice to create and communicate positive, equitable, and sustainable solutions. To enable this, Design for Social Innovation offers you skills, tools, and knowledge that equip you to make a positive impact on today’s social, cultural, and environmental issues.

You’ll look at how designing for social innovation can be applied across a variety of industries and organisations and consider how it relates to other areas of expertise. To help you build more connections between design and the real world, alongside your major you’ll study a minor subject, such as psychology, anthropology, or even politics, from outside the Wellington Faculty of Architecture and Design Innovation.

CAREERS

Design for Social Innovation prepares students for one of the fastest growing and widest reaching sectors in design. The skills gained in this programme will equip you with unique capabilities and capacities to design with empathy and foresight within constantly shifting career frameworks.

Study in this area can lead to a range of exciting careers:

- design researchers, who combine design research, thinking, and critical practice to pursue creative solutions for today’s complex challenges
- human-centred designers, who bring novel and participatory design innovation approaches to their work—they are often involved in social innovation and healthcare industries and organisations
- service designers, who implement infrastructure, communication, and design collateral to find ways to improve interactions between end users and large systems providers
- strategic designers, who have opportunities across a range of industries—this includes the design, facilitation, and implementation of local and global brand strategies, art direction, project management, user-research capabilities, and user-experience design platforms
- transition designers, who design and implement interventions and communication strategies, with a focus on future forecasting and transitioning organisations and systems networks towards positive social impact for both local and global communities and users
- user-experience designers, who develop and lead experience design and design research projects across commercial and social innovation settings.

Images for CCDN 384 Welcome to the Future: Design in the Anthropocene, by Molly Leishman.
“Design for Social Innovation is unlike any other programme in Wellington, or, really, New Zealand. It’s not just looking at graphics and visual content, but focusing on the wider picture of global issues, and creatively making solutions that translate easily to the world and our communities.”

Molly Leishman was inspired by the way her studies brought her love of people and communities together with her creativity. Her course focused on finding opportunities to problem-solve psychological issues with well-thought-out design.

“The University has given me great connections to industries and people from the field of design. With guest lecturers coming into classes, and events held at the Te Aro campus, I networked with a lot of professionals, and took advice and inspiration from their work.

“I’ve been encouraged to go beyond what I thought I could achieve. Design staff guided me to explore my creative abilities. Each course certainly had its challenges, but at the same time, allowed loads of creative freedom and ended up being very rewarding.

“I feel hugely proud to have studied Design in Wellington. I was constantly inspired by different art, music, theatre, fashion, and loads of exciting things that make up the city. It’s definitely the perfect city to develop in as a designer.”
FASHION DESIGN TECHNOLOGY

Fashion design is entering a new era. This shift is being driven by technological advances such as smart textiles, digital fabrication, embedded electronics, and intelligent, networked wearables. From lifestyle applications to medical uses, clothing can improve people’s lives, both environmentally and socially.

As a student taking our Fashion Design Technology major, you’ll closely study the human body, pattern making, construction techniques, and the materials and machinery used in the industry to produce specialist garments. You’ll also explore the functional, protective, and intelligent aspects of fashion design and look at clothing in wider contexts, including the history of fashion, ethical production practices, sustainability, and the evolving cultural trends and cutting-edge applications in fashion design. The predominantly studio-based course also has lectures, workshops, and group work.

While honing your craft with the latest software and digital equipment, you’ll work closely with lecturers and tutors through one-on-one mentorship and critique sessions. Because Victoria University of Wellington is uniquely positioned in Wellington at the centre of New Zealand’s thriving cultural, creative, and innovation landscape, our students will benefit from guest speakers, industry pathways, and possible work experience unique to the University in the film industry and beyond. By the end of your degree, you’ll have the opportunity to fabricate your ideas and submit high-quality pieces to festivals and competitions and take part in the University’s end-of-year fashion show.

Students graduating from the Fashion Design Technology programme will have skills and knowledge relevant to a range of industrial applications beyond traditional apparel production, including high-performance sports, protective clothing, soft materials engineering for automotive and aerospace industries, design for extreme environments, medical and wearable technology, and digital outputs such as costume for animated characters and VR.

CAREERS

Take this major as a base for any career in fashion design or related field that utilises soft materials, human wearability, and ergonomics. You might want to focus on generative textiles, interaction design for healthcare, wearable technology, or costume design, all of which are rapidly growing areas in our design landscape.

Study in this area can lead to a range of exciting careers:

- costume designer
- creative director or cultural critic
- fashion designer
- retail merchandiser
- sports and active wear designer
- textile designer
- wearable technology designer.

Agnisk, by Luca Ribeiro and Mariana Vornova, finalist in the 2015 World of Wearable Art competition.
You’ve heard about 3D printing, but what about 3D knitting? Master of Design Innovation graduate Xuxu combined science with fashion design during her degree to make 3D knitted, individually designed bras.

Her project used 3D body scanning to form a digital model of the women’s breasts, and computer-aided design software was used to provide accurate measurements to be used for the design process.

Intrigued about the intersection of design, technology, and fashion, Xuxu worked with the University’s Smart Interactions team for her Master’s project. This opportunity led her to then spend about five months collaborating with experts on seamless, 3D knitted innovations and designs.

“I utilised a combination of industrial design techniques—software and design processes—and fashion manufacturing.”

Xuxu then got a job as a 3D designer at a multidisciplinary design studio in Amsterdam, the Netherlands.

“Working in the fashion design technology industry allows you the opportunity to realise a fully commercial product. Seeing the designs being delivered to clients is an extremely rewarding and satisfying experience.”

After gaining more experience overseas, Xuxu hopes to come back to New Zealand and continue her Master’s research with a PhD, looking further into the use of digital technologies, form fitting design, and research.
INDUSTRIAL DESIGN

Learn how to use and even develop new technologies that empower you to create original, useful, and meaningful products, from physical objects such as furniture made from recycled plastics or medical prosthetics tailored to fit individual people.

Industrial design responds to human experience, behaviour, needs, and desires by creatively engaging with mass and batch production processes and materials. Throughout your study, you’ll explore the complex social, cultural, and technological considerations that go into creating effective design. With full access to an extensive suite of digital prototyping technologies, you’ll quickly build expertise in 3D modelling and digital fabrication, including access to ‘hacker’ and state-of-the-art professional-level 3D printing. You can experiment and learn to tell a story with your design that focuses on the users’ experience reimagined through emerging technology.

If you like making or adapting physical things and are excited by design techniques such as sketching and 3D printing, then Industrial Design is a good option for you.

CAREERS

The Industrial Design programme prepares graduates to work as designers and entrepreneurs in areas such as healthcare and medical equipment, film and entertainment, jewellery, furniture, sports and leisure, transportation, agriculture, architectural and urban products. Graduates may target a specific product category as an in-house designer, or they may prefer the diversity offered by consultancy work or even start their own company. Specific skills such as computer-aided design (CAD), human factors, or sustainable practices will lead to more focused career niches, and careers in related fields such as design education are also possible.

Possible roles include:

- academic or corporate design researcher
- design and technology educator
- design business entrepreneur
- design consultant or design strategist
- exhibition designer
- film prop or film set designer
- furniture designer
- industrial designer
- jewellery designer
- medical technologies designer
- sustainable product designer.

Embodying all the benefits of a real animal, Amica is the commitment and allergy-free companion serving as an alternative for pet owners. Created for INDN 311 Digital Form, by Rebecca Grant.
"I wanted to make objects with meaning and purpose."

Ana Morris chose Victoria University of Wellington because she knew the School of Design Innovation would provide opportunities to learn and create that she wouldn’t find anywhere else.

"I was not interested in just making something 'look pretty'. I wanted to make objects with meaning and purpose. I was partly attracted to the University’s Design School because of the technology aspect of the programme. Students are exposed to new technologies and have access to 3D printers whenever they want to use one."

Access to this kind of technology has allowed Ana to bring her designs to life. From creating shelving units and speakers to designing prototype medical devices, she’s applied a range of design principles and skills and is excited about what’s coming next.

"I arrived at the School of Design Innovation not having any knowledge about making things. I never would have thought that I would be where I am today, but the most exciting part of it all is that I know I have so much learning left to do. I have been pushed out of my comfort zone and grown so much as a designer. The lecturers really care about their students. They know all of our names and are genuinely interested in our ideas (as crazy as they may be)."
INTERACTION DESIGN

Interaction design is one of the newest and fastest growing fields of design and is simply the design of the interaction between users and physical or digital products.

Human focused, interaction design involves the study of a variety of physical and digital systems and interfaces that aim to improve aspects of human life, from physical consumer objects to digital interactions such as apps, games, and websites. Interaction designers envision how people experience products and bring that vision to life in ways that feel inspired, refined, and even magical.

As a student on this programme, you’ll gain a broad understanding of the tools and concepts driving the discipline, ranging from topics that question the human condition (design psychology and design physiology) to areas that incorporate cutting-edge technology (web design, tangible interactions design, and game design).

If you have an interest in improving the quality, health, and efficiency of human endeavours, Interaction Design is a great study option for you. Interaction designers are social and empathetic, they enjoy working in groups, and have an understanding of people’s backgrounds, interests, and cultures.

CAREERS

Interaction Design prepares students for one of the fastest growing areas in the design industry. In fields where user experience is hugely important—including government offices, the healthcare industry, robotics labs, and law enforcement—design and design thinking have gathered more attention over the past decade, increasing job opportunities for designers.

There are many possible job roles:

- app and game designers, who are in high demand—as smart phones become increasingly ubiquitous in our lives, apps are an increasingly common way for people to interact with companies and services, relax, enjoy entertainment, and manage their days, education, and health
- interactive product designers, who bring together industrial and interaction design to produce interactive installations or highly interactive consumer products
- user experience (UX) designers, who are concerned with improving usability, accessibility, and satisfaction of products—digitally, physically, and experientially
- user interface designers, who are concerned with maximising the usability and accessibility of machines, electronic devices, and their software.

(Left) Allbank, a design solution to make it easier for people to manage their personal finances from a mobile application, for IXXN 201 Design for Experience I, by Tyler Conelly.

(Opposite) Supply, shopping made easier, for IXXN 201 Design for Experience I, by Scott Jowsey.
MEDIA DESIGN

Media design explores the different ways people interact with digital technology, including web experiences, visual and audio communication, augmented and virtual reality, gaming, and mobile media.

With this major, you’ll spend most of your class time in studios working on design solutions to real-world problems. You’ll brainstorm and build concepts, and craft projects while developing new software skills. Guided by experienced lecturers and tutors, you’ll be encouraged to experiment, innovate, research, and collaborate—and to dig deeper to examine how your work fits into different aspects of culture and society.

The University’s Media Lab is a state-of-the-art facility. We use high-end Mac computers running 2D and 3D graphic applications, including the Adobe Creative Suite, Autodesk Maya, and many other industry-standard and open-source design and web applications.

CAREERS

Media design career opportunities are growing every year. To meet the demands for employment, the Media Design programme has identified a number of career areas that are growing both locally and internationally—game design, creative coding, interactive VR, mobile media, and video design.

There are many career possibilities:

- computer graphics developers and visual effects artists, who work in a range of industries and sit at the intersection between technology, art, and creativity
- game designers, who create and bring to life video game worlds, drawing on skills in computer science and programming, graphic and user design
- media installation designers, who create immersive three-dimensional spaces that can transform experiences and perceptions
- multimedia artists, who create visual and special effects for games, movies, music videos, websites, and other digital channels
- video production specialists, who are in high demand and work in both agency and in-house teams to create compelling, engaging, and effective content—video is a powerful tool to reach audiences and influence emotions and thinking.

Due, for MDDN 314 Audio-Visual Space, by Josh Felizardo.
In studying for a Bachelor of Design Innovation majoring in Media Design, Stacey Willcox has found an area she’s truly passionate about. “After I finished college, I knew I wanted to study something creative and pursue a career around design and digital technologies, but it was hard to decide on a specific area. First-year design at Victoria University of Wellington offered a mix of classes from all the disciplines. I knew I could try a class from all of the areas that I was interested in to help me choose a direction. “I was initially trying to choose between three majors, but in the end I went with Media Design. It turned out to be the right choice.”

The opportunity to create practical designs with the potential to be used in real life has been a highlight for Stacey. “My favourite course so far has been Mobile Media, because it was the first time I was able to make a real-world working application. I was really proud of the final project, which was a safety app for trampers that allowed automatic delayed alert messages to be sent to saved contacts in emergency situations.”

Taking advantage of the University’s civic connection, a group project from one of Stacey’s classes was presented to Wellington City Council. “The Council helped to craft the brief and was looking at the resilience of Wellington in the context of rising sea levels. This showed us that our work could be used in serious real-life situations and be taken on by organisations such as the Council.”
Āwhina is the support team for Māori students. Our kaupapa (goal) is to provide academic and holistic support for Māori students enrolled in any degree or course on any of our campuses. Our experienced staff offer one-on-one advising and mentoring sessions, study tutorials and wānanga, and a range of workshops to help you achieve your study and work goals. Our culturally inclusive environment includes whānau rooms with computer facilities, study areas, free tea and coffee, kitchenettes to prepare food, and space to meet with peers or tuākana (senior students). We can help you transition successfully from secondary education or work into tertiary education. Nau mai, haere mai—come and visit us at the Kelburn, Pipitea, and Te Aro campus spaces listed on our webpage.

✉️ awhina@vuw.ac.nz
🔍 www.wgtn.ac.nz/awhina
PASIFIKA STUDENTS

Pasifika engagement advisers and mentoring coordinators foster Pasifika learning and teaching communities in an environment that is welcoming, safe, and focused on academic excellence, personal growth, and wellbeing, with Pasifika culture at the core. Our students have access to a mentoring programme for 100-level to 300-level courses, course-specific study sessions, exam-oriented preparation, and workshops that support learning and development as well as meeting cultural needs. Our team is here to help you navigate the crossing into tertiary study and looks forward to welcoming you on board. We have Pasifika spaces at the Kelburn, Pipitea, and Te Aro campuses.

Pasifika Haos
15 Mount Street
Kelburn Campus
✉ pasifika@vuw.ac.nz
🌐 www.wgtn.ac.nz/pasifika
SCHOLARSHIPS

Victoria University of Wellington is committed to supporting and encouraging students who embody and display the key attributes of excellence, leadership, and commitment to community, and helping remove the barriers to university study that exist for students facing hardship or disadvantage.

We offer a range of scholarships for all levels of study, from awards for school leavers and undergraduates, to postgraduate and doctoral scholarships to support you in your studies.

www.wgtn.ac.nz/scholarships

EXCHANGE PROGRAMME

You don’t need to wait until after graduation to travel. Wellington Global Exchange is the University’s student exchange programme offering you the opportunity to travel while studying towards your degree.

With Wellington Global Exchange, you can complete one or two trimesters of your degree overseas, while paying your normal tuition fees. We’ll even help you finance your trip with a grant of $1,000.

Go on an exchange to experience new cultures and perspectives, and make lasting friendships around the world, all while earning credit and enhancing both your degree and CV. See the world and New Zealand through new eyes.

For exchange application deadlines, go to our website.

Wellington Global Exchange Office
Wellington University International
Level 2, Easterfield Building
Kelburn Campus
04 463 5667
student-exchange@vuw.ac.nz
www.wgtn.ac.nz/student-exchange
The Wellington Plus Programme is an exciting extracurricular service and leadership development programme. It offers you the opportunity to participate in volunteering and student leadership at the University, service to the local community, and leadership, skills, and career development workshops.

Wellington Plus connects you with your community, raises your awareness of social responsibility, and enables you to build valuable networks—you will develop skills and attributes that make you attractive to employers.

Wellington Plus is free for all current students, is self-directed, and can be tailored to suit your schedule, studies, and interests.

There are two levels of achievement—Certificate and Award. You undertake the programme alongside your degree and successful completion is acknowledged on your academic transcript.

www.wgtn.ac.nz/wellington-plus