Master of Design

The Master of Design is a practice-led research degree. Undertaking practice-led design research requires students to engage in rigorous experiential and theoretical exploration focused on critically investigating a particular question. The Master of Design supports practices from across the creative fields of communication, digital (for example film, AR, VR, game design, photogrammetry, motion capture and animation), spatial/interior, industrial, fashion and textile design. Studying the Master of Design will extend your existing body of knowledge in your chosen discipline.

Duration
Full-time: 1.5 years
Part-time: 3 years

Two start dates each year
Start in February or July

Located at
AUT City Campus

Contact
Postgraduate Coordinator
pgartdes@aut.ac.nz

Scholarships
AUT Research Masters Scholarships – School of Art and Design

Entry requirements
In order to be admitted to the Master of Design an applicant must have completed the Bachelor of Design or equivalent. An applicant must normally have completed the admission qualification with a B grade average or higher in the papers at level 7 or above.
IELTS 6.5 overall with all bands 6 or higher or equivalent.

Master of Design structure
The Master of Design offers two research pathways. The first is a 120-point, one-year thesis, the other is a 90-point, one-year research project. All students also need to complete two core papers plus two electives. If you choose the 90-point research option, you must complete two more electives in your second semester.

Art & design facilities
Available facilities include:
• A 3D Fabrications Lab – wood and metal workshops for metal casting, spray booth, CNC router, wet facilities for casting and ceramics
• A 3D Printing Lab for rapid prototyping or 3D printing
• A Motion Capture Lab dedicated to innovative motion capture research, teaching, and practice across a wide spectrum of applications and disciplines
• The Textile Design Lab, which has the latest Shima Seiki Apex 3 knit design systems, electronic intarsia and seamless knitting technology, digital textile and garment printing and an electronic felting machine
• Other facilities include a book bindery, and print and photography workshops

How to apply
Read the Application Guide on the Master of Design page on the AUT website.
If you are suggesting your own research project, you need to consider the historical, social and cultural implications of your proposal. Locate the project within appropriate contexts, identify a list of methods you might use and provide background to the proposed research.
You need to establish the audience or target group and outline prospective outcomes from this research.
If you want to join an existing or advertised research project, you need to state your area of expertise and the research capabilities you can contribute to the project.
Include a reference list of information sources relevant to your research proposal.
Include a design portfolio that provides evidence of expertise in your chosen field. Your portfolio should include a series of statements that contextualise your design process.

APPLY NOW
Master of Design

Programme structure: The 180-point degree has two research pathways.

Master of Design including thesis

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<tr>
<th>Semester 1</th>
<th>Semester 2</th>
<th>Semester 3</th>
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<tbody>
<tr>
<td>Research Methods (15 points)</td>
<td>Contextual Review (15 points)</td>
<td>Thesis One year (120 points)</td>
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<td>Elective 6 weeks (15 points)</td>
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Master of Design including research project

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The learning journey

The Master of Design enables students to progress through a postgraduate educational journey that is self-determined and practice-led. The electives are intensive, practice-rich, six-week block courses that provide opportunities to explore your research question from a range of critical perspectives. The core papers Research Methods and Contextual Review are twelve weeks long. These two papers are designed to support reflective, methodological and contextual knowledge. You need to document your learning journey through an online portfolio of practice that captures your making/experimentation and reflective writing in an integrated discussion. This portfolio is integral to your master’s degree; it represents your working and thinking processes across core and elective papers, incorporates assessment events and documents the development of your proposed research.

STUDENT PROFILE

Hana Stay
Designer, Yellow6

Master of Art and Design
Bachelor of Art and Design (Honours)
Bachelor of Design in Spatial Design

For Hana, it was an easy choice to continue into postgraduate study after she completed her Bachelor of Design.

“I had enjoyed the projects and topics I was exploring in my undergraduate studies, and to be able to further explore these ideas in depth, and with the support of the academic staff and my peers, was exciting.”