

ART & DESIGN

UNDERGRADUATE PROGRAMME GUIDE
2020

AUT

#**1** IN NEW ZEALAND
FOR
**GLOBAL
RESEARCH
IMPACT**



EMPLOYABILITY
QS STARS 2017-2019

TOP
 **1.2%**
UNIVERSITIES
WORLDWIDE

Art & Design **TOP 150**

Welcome to Art & Design



The School of Art and Design prides itself on delivering world-class education across a range of creative art and design discipline areas. We seek to inspire our students to develop the passion, ambition, knowledge and capabilities that will empower them to succeed in their future careers.

Students can study a Bachelor of Design or Bachelor of Visual Arts, along with an interdisciplinary minor. Learning in both degrees is underpinned by studio-based approaches that foster curiosity, experimentation, creativity, as well as strong social values. Both programmes balance research, creativity, critical thinking, making and theory, with the application of art and design practices. Studio projects are often undertaken in conjunction with real-life industry or community partners, and our award-winning students have gone on to work in many highly respected companies around the world.

All students have access to world-class facilities including a 3D lab, digital, photographic and moving image labs (including a motion capture lab), a bindery, and specialist art and design studios. In addition, faculty facilities include the Textile Design Laboratory and the 3D Printing lab, along with the St Paul Street Gallery.

An education in art and design provides a gateway to exceptional future career opportunities. If you have a passion for creating and exploring new ideas and making a positive impact through your creative art and design practices, you will find a community of passionate, like-minded students and staff in the School of Art and Design.

We hope you will join us here at AUT.

Andrew Withell

BFA Auck., MFA Illinois, PhD Auck.UT
Head of School, Art and Design

Welcome to AUT

E ngā mana, e ngā reo
E te iti, e te rahi
E ngā mātāwaka o ngā tōpito o te ao
Ngā mahuetanga iho e kawē nei i ngā
moemoeā o rātou mā
Tēnā koutou katoa

Piki mai rā, kake mai rā,
Nau mai, haere mai ki tēnei o ngā wānanga
Whakatau mai i raro i te korowai āhuru
o Te Wānanga
Aronui o Tāmaki Makau Rau

To the prestigious, the many voices
The few, the great
To those of all races and creeds
We who remain to fulfil the dreams and
aspirations of the ancestors
Greetings one and all

Climb, ascend
Embark on the journey of knowledge
Let us at AUT embrace and empower you
To strive for and achieve excellence

Te whakatupu i te kōunga, i te mana taurite me ngā
tikanga matatika, i ngā pūkenga ako,
i ngā pūkenga whakaako me te āta rangahau hei hāpai
i ngā hāpori whānui o te motu, otirā, o te ao.

To foster excellence, equity and ethics in learning,
teaching, research and scholarship, and in so doing
serve our regional, national and international
communities.

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Key: F/T = full-time, P/T = part-time

Cover:

#1 global research impact: Ranked #1 in New Zealand for the number of times our research is cited globally (Times Higher Education World University Rankings 2019).

5 out of 5: QS Stars University Ranking.

Top 1.2%: Ranked in the world's top 301-350 universities (Times Higher Education World University Rankings 2019). We're ranked in the world's top 150 for art and design (QS World University Subject Rankings 2018).

Disclaimer: Although every reasonable effort is made to ensure accuracy, the information in this document is provided as a general guide only for students and is subject to change. All students enrolling at AUT should consult its official document, the AUT Calendar, which is available online at www.aut.ac.nz/calendar, to ensure that they are aware of, and comply with, all regulations, requirements and policies.

International students should visit www.aut.ac.nz/international for entry requirements and detailed application information.

The information contained in this programme guide was correct at the time of print, December 2018.

AUT's faculties and schools

AUT has five faculties and 17 schools. The light orange box in the diagram below shows where the programmes in this programme guide sit within AUT.

FACULTY OF BUSINESS, ECONOMICS AND LAW

TE ARA PAKIHI, TE OHANGA ME TE TURE

Business School

Te Kura Kaipakihi

Law School

Te Kura Ture

School of Economics

Matauranga Ohanga

FACULTY OF CULTURE AND SOCIETY

TE ARA KETE ARONUI

School of Education

Te Kura Matauranga

School of Hospitality and Tourism

Te Kura Taurimatanga me te Mahi Tāpoi

School of Language and Culture

Te Kura Reo me te Ahurea

School of Social Sciences and Public Policy

Te Kura Pūtaiao ā-iwi me ngā Kaupapa Tūmatanui

FACULTY OF DESIGN AND CREATIVE TECHNOLOGIES

TE ARA AUHA

School of Art and Design

Te Kura Toi a Hoahoa

School of Communication Studies

Te Kura Whakapāho

School of Engineering, Computer and Mathematical Sciences

Te Kura Mātai Pūhanga, Rorohiko, Pāngarau

Creative Technologies

Marautanga Matatini

FACULTY OF HEALTH AND ENVIRONMENTAL SCIENCES

TE ARA HAUORA A PŪTAIAO

School of Clinical Sciences

Te Kura Mātai Haumanu

School of Interprofessional Health Studies

Te Kura Pākeho Ngaioatanga o Ngā Marau Akoranga Hauora

School of Public Health and Psychosocial Studies

Te Kura Hauora Tūmatanui

School of Science

Te Kura Pūtaiao

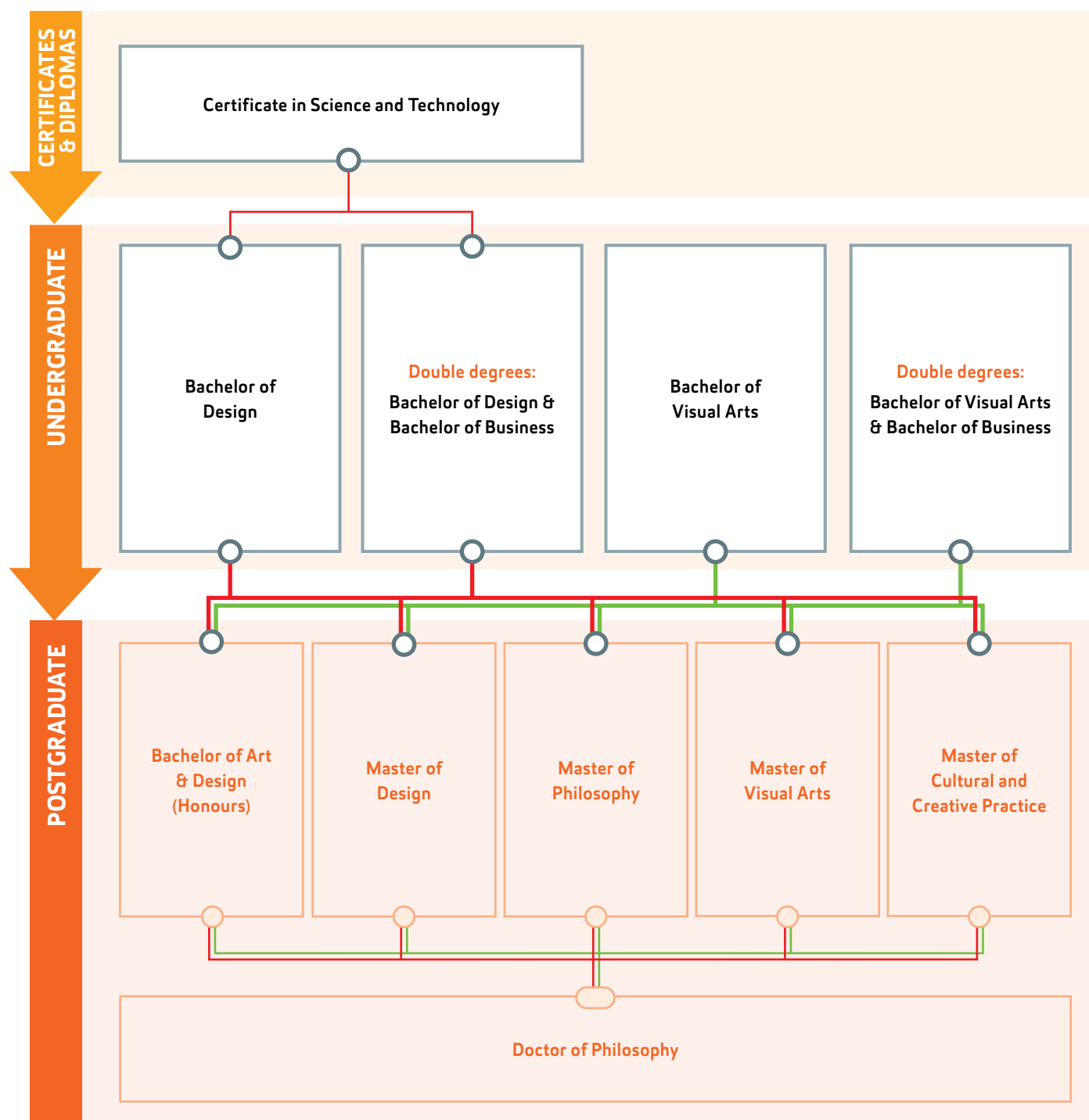
School of Sport and Recreation

Te Kura Hākinakina

TE ARA POUTAMA

FACULTY OF MĀORI AND INDIGENOUS DEVELOPMENT

Qualifications and study pathways



Note:

- 1) Completion of one qualification doesn't guarantee entry to a higher level qualification.
- 2) Apply for the qualification you are best suited for – you don't necessarily have to enrol in the qualification that appears at the top of the above diagram.
- 3) Some qualifications in the above diagram may be prerequisites to – and not credit towards – higher level qualifications.

For more information, visit www.aut.ac.nz/artdesign

WHY STUDY ART & DESIGN?

RANKED



TOP 150
WORLDWIDE



Industry-leading studios,
labs and technology



Award-winning, industry-
experienced teaching staff



1 The AUT Rookie fashion show is the launchpad for many successful fashion design careers **2** You learn in an interactive environment where you collaborate with your classmates and share ideas **3** You have access to a wide range of art and design facilities, including our book bindery

Top in the world

Study with us and you join a diverse community of creative people in an environment from which new ideas emerge on a daily basis. You work in shared studio spaces, constantly surrounded by innovation and technology to fuel your creativity. Many of our academic staff are actively involved in their professional fields, and we often invite industry experts to come in and share their knowledge with you. They're all reasons why we're ranked in the world's top 150 art and design schools in the QS World University Subject Rankings 2018.

Outstanding facilities and services

As an art and design student you have access to a range of high-end facilities – the same facilities industry and creative professionals often come in to use.

We're proud of our industry standard facilities which include photographic facilities and lighting studios, specialist printmaking workshops, 3D labs, bindery workshops, digital textile machines, and rapid prototyping and 3D printing facilities. At AUT, you have access to the latest technology to create your work – from augmented and virtual reality to smart phone devices and 360 degree photography.

Our St Paul Street gallery is one of the leading university galleries in New Zealand and the foremost gallery for contemporary art and design in Auckland.

Connected to business and community

As an art and design student you could work with one of our many industry partners, giving you valuable industry experience and networking opportunities. Industrial design students, for example, work on live briefs for Kathmandu, Snowplanet, Zespri or the Auckland District Health Board. Students in all majors may also be able to showcase their work to industry and the media at the AUT School of Art and Design festival or the AUT Rookie fashion show.

Social and collaborative

You study in an interactive environment where you collaborate with your classmates, debate and apply your knowledge to find innovative solutions. As you would in the workplace, you work with people from different disciplines – students, staff or industry contacts – to come up with a complete solution. This collaborative approach creates a close-knit, supportive environment, and for many of our students it's the highlight of their studies.

A global perspective

Gain international experience as part of your degree and study overseas at one of our partner universities. As an art and design student you could study at a number of renowned institutions in Canada, Europe, Mexico or the USA.

Life at AUT

AUT is a modern and innovative university with endless opportunities and a supportive culture that celebrates diversity. Studying at AUT is your chance to meet new people and develop lifelong skills, while getting the support you need to succeed at university and beyond.

We're proactive in enabling all students to succeed, and our comprehensive student support services ensure that you have an amazing experience inside and outside the classroom.

We're here to help

No matter what the problem, the Student Hub is here to help. You can find a Student Hub on each campus and our specialist staff can help with anything from enrolment and student ID cards to matters far beyond university, like support with visa and immigration matters, StudyLink issues or landlord challenges.

Dedicated support for new students

From Orientation to our many academic and cultural support programmes, our student support services are there to make starting out as a new student as easy as possible.

Creating career-ready graduates

The AUT Employability and Careers team helps you plan in advance for your future career by developing job search and interview skills, while building your personal brand and networking skills. We'll also introduce you to employers looking to recruit AUT graduates.

Gain an edge on the competition

The AUT Edge Award challenges, rewards and formally acknowledges the 'C skills' – collaboration, co-operation, community, curiosity, communication and creativity – gained through your volunteering, leadership and employability activities.

International study opportunities

An international student exchange offers an amazing opportunity to study overseas as part of your degree. Study for a semester or a year at one of our partner universities around the world, immerse yourself in another culture, make lifelong friends and get international experience before you graduate.



Helping you succeed in your studies

Our library and learning support team offers a wide range of services and resources designed to help develop your academic skills. The Library also runs a range of workshops to help you get the most out of your studies, and our peer mentoring programme enables students to learn from others who have already completed the same paper.

Top internships around the world

A good internship can be the foundation of a great career. That's why AUT Internz places students and graduates with top companies in New Zealand, North America, Asia and Europe – including Paramount Recording Studios, the Sundance Institute and Westpac Institutional Bank in New York.

A launchpad for entrepreneurs

Every entrepreneur starts somewhere. At AUT, the best place for aspiring entrepreneurs is CO.STARTERS@AUT. This nine-week programme helps you turn your entrepreneurial ideas into a viable business.

An outstanding learning environment

At AUT you study in an innovative and interactive environment that embraces creativity, collaboration, and the sharing of ideas and culture. A number of our buildings have won prestigious architecture awards, and we're constantly improving our built environment to offer students the best possible learning experience.

Free access to digital tools and resources

We offer students all the digital tools needed to succeed, including free Wi-Fi on campus, the full Office 365 suite for up to five devices and free access to lynda.com, a world-leading online learning platform.

Getting involved in campus life

Joining a club is a great way to meet like-minded people and make lifelong friends outside of lectures. Choose from a range of student-run social, sustainability, academic and cultural clubs – a great way to meet new people, participate in events and get involved in campus life.

Join a gym or sports team

AUT is New Zealand's leading sports university, with state-of-the-art sports facilities, on-campus gyms and a huge number of sports teams and events. As an AUT student you can participate in a wide variety of sports, from social on-campus games to elite international competitions.

Holistic approach to wellness

AUT offers comprehensive medical, counselling and mental health services. We also run Te Puna Oranga, an integrated programme that regularly hosts wellness-related events on campus.

Disability student support and resources

Our Disability Support team is committed to helping you participate as fully as you can in learning and student life. We work with students before they start at AUT to help identify their specific needs and ensure they're set up for success.

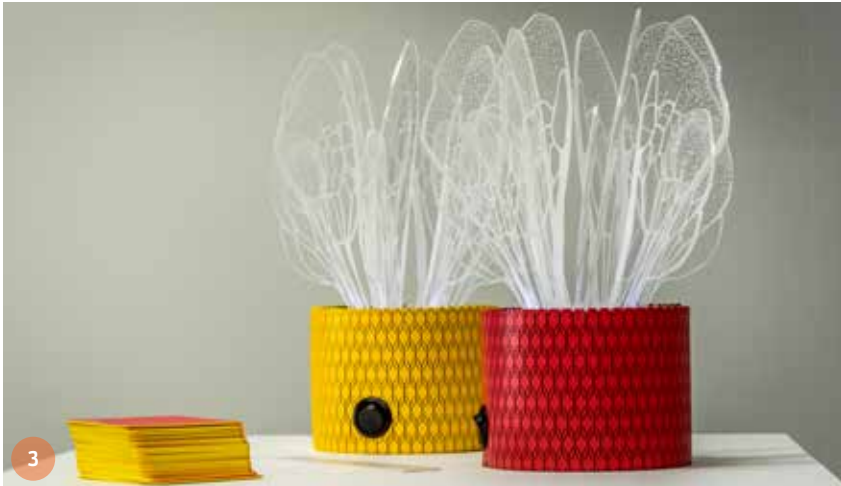
Getting around

Whether it's finding your way to campus or getting around between lectures, AUT offers a range of resources to help you navigate your new environment, including shuttle buses that travel between campuses and interactive online maps.

Safe and friendly campuses

We make sure that our students are – and feel – safe. Our friendly security staff are available day and night to help if you have any concerns.





1 Monsters by Ariane Ilagan, AD17 – Fashion Design major 2 Yours by Chelsea Pratt, AD17 – Product Design major 3 'TURN ME ON' Literally by Georgia Skiffington, AD17 – Communication Design major 4 Untitled by Alex Newman, AD17 – Bachelor of Visual Arts 5 Tea Space by Ben Starns, AD17 – Product Design major 6 Digital Vessels by Callum Carbon, AD17 – Product Design major 7 Untitled by Clarice Natasha Tan, AD17 – Bachelor of Visual Arts 8 Untitled by Mitchell McGrath, AD17 – Spatial Design major

Bachelor of Design [BDes | AK3619]

Overview

Study with us and we'll help you turn your creative ideas into reality. The Bachelor of Design is creative and practical, with strong input from industry partners like Weta Workshop, Fisher & Paykel Healthcare, Auckland Art Gallery, Creative New Zealand and Kate Sylvester.

You collaborate with other art and design students, and in your final year you may be able to showcase your work at the AUT School of Art and Design festival or the AUT Rookie fashion show. Our School of Art and Design is ranked in the top 150 worldwide – so why would you choose to study anywhere else?

Entry requirements

Minimum entry requirements

- University Entrance or equivalent
- Portfolio of artwork³

English language requirements

IELTS (Academic) 6.5 overall with all bands 6.0 or higher; or equivalent.

Useful New Zealand school subjects

Communication Design, Fashion Design, Interaction Design, Spatial Design, Textile Design: Art History, Classical Studies, Design and Visual Communication, Design (Visual Arts), English, Geography, History, Media Studies.

Digital Design: Art History, Classical Studies, Design and Visual Communication, Design (Practical Art), Digital Technologies, English, Geography, History, Mathematics, Media Studies, Photography (Practical Art), Physics.

Industrial Design: Art History, Classical Studies, Design and Visual Communication, Design (Practical Art), English, Geography, History, Media Studies, Physics.

Majors

- Communication Design
- Digital Design
- Fashion Design
- Industrial Design
- Interaction Design
- Spatial Design
- Textile Design

Minors

- Cinematic Arts
- Creative Entrepreneurship
- Design for Sustainability
- Design Thinking
- Digital Fabrication

QUICK FACTS

Level: 7

Points: 360

Duration: 3 years F/T, P/T available

Campus: City & South¹

Starts: 24 Feb 2020

Apply by: Fri 27 Sep 2019²



Lucie Sutichunta

Thailand

Fashion & Lifestyle Writer,

Vogue Thailand, Bangkok

Bachelor of Design in Fashion Design

"I've loved everything related to art and fashion since I was a little girl. When I moved to New Zealand as a teenager, I researched where I could study fashion design and saw an issue of Fashion Quarterly that featured work by AUT fashion students. I thought 'This is where I want to be'. AUT was like my second home, with amazing friends who treated each other like family. Being at AUT helped me develop essential fashion industry connections. I got to intern for Trelise Cooper and Karen Walker, which were excellent experiences to put on my CV. I was also selected to show my final-year collection at the AUT Rookie fashion show. As a fashion and lifestyle writer for Vogue Thailand, I now get to share my love for fashion with our readers."

Bachelor of Design

Overview continued



Work showcased at major exhibitions and through the media



Awhina Hinepare Shortcliffe

Ngāti Te Ata, Waikato Maniapoto
3rd-year student, Bachelor of Design in Communication Design

"I want to work in the design industry, and build up a reputation for myself and my work. I love working with traditional media, including creating illustrations of mandalas and zentangle art. Originally I wanted to do photography but then I decided to go with communication design at the AUT South Campus because I could incorporate photography into my degree. I didn't want to limit my learning and found the Bachelor of Design in Communication Design, offered at the South Campus, covers a bit of everything. I've acquired an incredible amount of skills and knowledge over the three years. This has ranged from simple frame-by-frame animated videos to creating my own publications. It has opened my eyes to the range of opportunities that I can be a part of."

- Experimental Surface Design
- Motion Capture
- Photographic Practice
- Temporary Practices/Temporary Publics
- Urban Practices

What this qualification covers

To help you develop a broad range of skills, you study a major (300 points of your degree) and a minor (60 points) across your three years at AUT.

Year 1

You complete two design studio papers and three other core papers related to your major, developing practical skills and a sound understanding of your chosen area of design. You also take the first paper from your minor.

Year 2 & 3

Build on what you have learnt in Year 1 and specialise further in your major and minor. You develop specific technical skills, and an understanding of design processes and theories. At the heart of Year 3 is your final-year project, and you may have the opportunity to exhibit your work at the AUT Art and Design festival.

Further study options

Postgraduate study will open up even more career opportunities. A one-year honours degree or 18-month master's degree enable you to specialise in and research a particular area within your chosen discipline.

AUT encourages early application by 27 September 2019. Places are limited.

1. City: all majors, South: Communication Design only.
2. Acceptance into this programme is based on academic achievement and the work submitted in a portfolio. Although we will continue to accept applications until all places are filled (up to the start of Semester 1, 2020), those who submit their full applications, including a portfolio of work, by 27 September 2019 will be prioritised. Applications received after this date will only be considered if there are places available and upon meeting all programme entry requirements.
3. For portfolio guidelines see page 35.



For more details visit www.aut.ac.nz/artdesign

Course planner – Bachelor of Design

Bachelor of Design – programme structure

CHOOSE ONE OF THE FOLLOWING MAJORS:		300 points
Communication Design	Interaction Design	
Digital Design	Spatial Design	
Fashion Design	Textile Design	
Industrial Design		
PLUS		
ONE OF THE FOLLOWING MINORS ¹ :		60 points
Cinematic Arts	Experimental Surface Design	
Creative Entrepreneurship	Motion Capture	
Design for Sustainability	Photographic Practice	
Design Thinking	Temporary Practices/Temporary Publics	
Digital Fabrication	Urban Practices	
		360 points total

Bachelor of Design – papers

YEAR	SEMESTER 1	SEMESTER 2
1 120 points	Design Studio I (30 pts)	Design Studio II (30 pts)
	Major paper (15 pts)	Major paper (15 pts)
	Major paper (15 pts)	Minor paper (15 pts)
2 120 points	Design Studio III (30 pts)	Design Studio IV (30 pts)
	Major paper (15 pts)	Major paper (15 pts)
	Minor paper (15 pts)	Minor paper (15 pts)
3 120 points	Design Studio V (30 pts)	Design Studio VI (45 pts)
	Major paper (15 pts)	Major paper (15 pts)
	Minor paper (15 pts)	
		360 points total

1. Refer to page 29 for a description of minors



KEY FEATURES:

- Covers a range of tools, technologies and materials for print and digital media
- City Campus studio programmes: Advertising and Branding, Graphic Design and Communication Arts
- South Campus studio programme: Communication Design

Bachelor of Design Communication Design

Communication design focuses on developing and visually communicating ideas and messages. You examine historical and modern concepts of visual design through projects in a number of industry-relevant areas. You work closely with lecturers and professional designers, and may work on real-life design projects.

What this major covers¹

You study core papers each year. In Year 2 we offer specialised studio programmes within specific areas of communication design. Some studio programmes may have a limited number of places.

Year 1

The core Communication Design Studio I and II (Visual Language) papers cover line, tone, composition and colour, layout design, typography, drawing, and photography. Design Research I (Design History) investigates the ideas that have shaped design as a profession. You also study Materials and Media I and II (Design Fundamentals), which covers principles of graphic design for both print and screen applications.

Year 2

Your core studio papers focus on your chosen pathway. Pathways at the City Campus are Advertising and Branding, Graphic Design and Communication Arts. The pathway at the South Campus is Communication Design. All students also study Design Research II (Design Theory), Materials and Media III and two minor papers.

Year 3

You further your understanding of communication design through Design Studio V and VI. The papers Design Research III and IV (Design Context and Professional Practice) develop your ability to apply your critical thinking and write formal reports about your own work. You also study one minor paper.

Studio programme at the South Campus:

Communication Design

This unique inter-disciplinary studio-based programme gives you the opportunity to work across a range of visual communication practices including graphic design, advertising and branding, digital interactivity and moving image. Our students can work on real-life projects and engage in social awareness campaigns, explore personal and social narratives and work directly with communities to research and produce communication design solutions.

You'll work in designated design studio spaces, learning and using the latest technology, including augmented reality/virtual reality, smart phone applications and 360 degree photography. Project work includes social campaigns, information and environmental graphics, print publications, e-publishing, visual identity and brand development, digital animations, music videos and title sequencing.



SEE YOURSELF AS:

- A visualiser and idea generator
- Interested in advertising and packaging
- Having strong drawing skills and story-telling skills
- A brand and identity developer



CAREER OPPORTUNITIES:

- Advertising creative and art director
- Communication or graphic designer
- Magazine art director
- Multimedia or web designer
- Photographer
- Illustrator
- Content developer

Studio programmes at the City Campus:

Advertising and Branding

In this studio you study idea generation, campaign design, social media marketing, identity design, design systems, and strategy. Possible careers include creative and art direction, marketing, account management, and design strategy in corporate or studio and agency environments.

Communication Arts

Illustration and photographic practices are at the centre of this studio programme, which focuses on visually communicating messages using images and narratives in publishing, advertising, film and moving image. These publishing contexts guide the development of your individual photographic and illustrative practices and professional portfolio by working on projects and live briefs. Communication arts prepares you for a career as an art director, content producer, commercial photographer, designer and illustrator.

Graphic Design

Gain the practical and conceptual knowledge to develop a diverse, contemporary design practice. This studio programme covers core skills like concept development, content generation, and image and type relationships to communicate message and meaning. Project work covers print and digital media processes. You can also work on design projects focused on commercial contexts, social concerns and speculative design. This wide-ranging studio programme helps you build strong industry links and prepare for graphic design roles in design studios, brand agencies and in-house design teams.

AUT encourages early application by 27 September 2019. Places are limited^{2,3}.

1. To ensure our curriculum remains current, papers may change from year to year.
2. Acceptance into this programme is based on academic achievement and the work submitted in a portfolio. Although we will continue to accept applications until all places are filled (up to the start of Semester 1, 2020), those who submit their full applications, including a portfolio of work, by 27 September 2019 will be prioritised.
3. For portfolio guidelines see page 35.



Anzac Tasker

Te Whānau Ā Apanui
Design Director, Designworks Ltd
Bachelor of Art and Design (Honours) with
First Class Honours
Bachelor of Design in Communication Design
with First Class Honours

"I've been part of a range of amazing projects for different clients and industries. I feel fortunate to be working in a place with such a range of diverse skillsets and a strong purpose of design. You have teachers everywhere, and we all teach each other and learn from each other. I enjoy the constant learning in such a creative environment.

"I come from an artistic family. My dad is a ceramics artist, and I grew up surrounded by his shaped clay. My mum is Māori, so I've also always been surrounded by Māori art. Growing up, I naturally fell into the creative mould. When it was time to decide what to study at university, design communication was a natural fit.

"My first year at AUT was an introduction to design, and it gave me a good understanding of different design elements. We explored the craft of typography, understanding contrast and composition, integrating graphics and photography, and learning to control how different elements interact and behave with each other. It was the year I gained an understanding of the craft of design, and the start of becoming a design practitioner."



For more details visit www.aut.ac.nz/artdesign



KEY FEATURES:

- Growing demand for digital design skills, in the entertainment industry and beyond
- A future-focused, cutting-edge and innovative creative field
- 60 hours of work experience in the digital design industry

Bachelor of Design Digital Design

Digital design skills are in high demand in the moving image, interactive and immersive fields – from animation, motion capture and visual effects, to gaming, cinematic production, and augmented and virtual reality. To succeed in these growing industries, you need expertise in a range of digital production and software tools, as well as an understanding of how to create and communicate stories visually, design compelling user experiences, and visualise data in engaging ways.

At AUT, you learn in a future-focused environment with cutting-edge and innovative digital practices. This major offers a lot of flexibility, and you could work on projects that bring together live action and digital elements in a cinematic production, or 3D animation and interactivity for a gaming or virtual reality experience.

What this major covers¹

Year 1

The Digital Design major is both studio production and software lab-based. You stay in these classes for the three years but have plenty of opportunities to interact with other classes and other years.

Year 1 introduces you to all aspects of digital design, including animation, visual effects, gaming, cinematic production, motion capture, and augmented and virtual reality.

Papers you complete this year:

- Digital Design Studio I
- Digital Design Studio II
- Theory and Context I
- Theory and Context II
- Introduction to 3D Animation

Plus one paper in the minor of your choice.

Year 2

Papers you complete this year:

- Digital Design Studio III
- Digital Design Studio IV
- Theory and Context III
- Theory and Context IV

Plus two papers from the minor of your choice.



SEE YOURSELF AS:

- A story-teller
- Technologically savvy
- Visually creative
- A problem-solver
- Innovative



CAREER OPPORTUNITIES:

- VFX artist
- 3D animator
- Games designer
- Virtual reality artist
- Interactive designer
- Motion capture artist
- Motion designer

Year 3

In the third year the core papers include:

- Digital Design Studio V
- Digital Design Studio VI
- Theory and Context V
- Professional Practice for Digital Design

You also complete the last paper of your chosen minor.

Workplace experience

You complete 60 hours of workplace experience in the digital design industry in the Year 3 professional practice paper – a great opportunity to network, gain work experience, and develop your show-reel and digital portfolio.

Recent placements included:

- Weta Workshop
- Flux Animation Studio Ltd
- Watermark
- Toybox
- TVNZ (TV Three)
- Ogilvy and Mather
- Yukfoo Animation
- Brandspank Ltd
- Images & Sound
- Fish 'n' Clips
- One To One Hundred
- Warner Bros.
- Cirkus
- Xero
- Augusto
- Cino Cine Film Productions Ltd
- Kaleidoscope

World-class resources

AUT has a state-of-the-art motion capture studio used for both body and facial motion capture. You'll gain skills in this area and develop your own projects and work on industry projects in this lab. As a digital design student you can also access our dedicated greenscreen studio and virtual reality lab.

AUT encourages early application by 27 September 2019. Places are limited^{2,3}.

1. To ensure our curriculum remains current, papers may change from year to year.
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3. For portfolio guidelines see page 35.



Annika van Vliet

Layout Junior Technical Director,
Weta Digital
Bachelor of Design in Digital Design

"I was initially interested in AUT's communication design degree, but then I found out about the digital design major and it immediately clicked with me. I had always been interested in a future career in this field but never realised it was a possibility.

"I would highly recommend this degree for others who have a strong passion for animation, visual effects, gaming or film in general. I enjoyed all areas of my study and came out with some great material to use in my show reel for future employment.

"I was studying with the same students and lecturers for almost three years, and it almost felt like a second family. When it came close to crunch time and you had to spend long hours at uni, there were others right there alongside you, and you make lifelong friends this way. The facilities contributed a lot to this, as our department was a really comfortable environment.

"I've been able to work on some pretty awesome projects since being here at Weta Digital including War for the Planet of the Apes, as well as the latest blockbuster in the Marvel Cinematic Universe; Avengers: Infinity War, which was a huge success."



For more details visit www.aut.ac.nz/artdesign



KEY FEATURES:

- Covers all aspects of the fashion industry
- Access to leading edge facilities
- Present your work to the media and industry
- Opportunity to showcase your collection at the AUT Rookie fashion show



SEE YOURSELF AS:

- Having a strong grasp of design and style
- A creative problem-solver
- Visionary, with an eye for texture, shape and detail
- Interested in contemporary society



CAREER OPPORTUNITIES:

- Fashion designer
- Workroom assistant
- Fashion and textiles buyer or merchandiser
- Fashion marketing or public relations
- Production manager
- Fashion writer

Bachelor of Design Fashion Design

Fashion marks time. It inspires change and responds to the cultural and political issues that underpin society. Study fashion design with us, and you'll be encouraged to develop a strong conceptual design style and practical design skills – from drawing and pattern cutting to an understanding of the business of fashion.

The Fashion Design major encourages you to be adept in creative reasoning and problem-solving. It promotes originality in your chosen field of fashion, enabling you to create innovative fashion work for a multifaceted global industry. Many of our fashion design graduates have taken up exclusive roles in New Zealand and around the world.

What this major covers¹

Year 1

You develop practical fashion design skills including pattern cutting and drawing, and are introduced to creative design thinking and fashion theory. You also complete the first paper of your chosen minor.

Core papers you complete this year:

- Fashion Design Studio I
- Fashion Design Studio II
- Fashion Design Theory I
- Fabric Interfaces
- Human View

Year 2

Your first-year skills are put into practice through a series of challenging industry-orientated projects that focus on developing design ideas across broad fashion areas – from streetwear to high fashion.

Core papers you complete this year:

- Fashion Design Studio III
- Fashion Design Studio IV
- Fashion Design Theory II
- Fashion Design Technologies

Plus two papers from your chosen minor.

Exchange opportunities

As a second-year student you have an opportunity to study overseas in:

- San Francisco
- Amsterdam
- Toronto
- London
- Aarhus

Year 3

Through the final-year papers, you develop your own self-directed projects that cover the spectrum of fashion-related disciplines, resulting in a body of work that is selected for a professional presentation (runway or showroom) at the end of the year to the fashion media and industry. You also complete the final paper of the minor you have chosen.

Papers you complete this year:

- Fashion Design Studio V
- Fashion Design Studio VI
- Fashion Design Theory III
- Fashion Industry Practice

Workplace experience

You complete 60 hours of workplace experience in the fashion design industry – a great opportunity to network, gain work experience and develop your CV and portfolio.

Recent placements include:

- Charles Parsons Textiles
- Bianca Lorrene
- Lothlorien Knitwear
- The Textiles Collective
- Private Collection
- Kylee Davis
- Standard Issue Knitwear
- Northbeach Ltd
- Beverley Productions
- Cybele

Rookie fashion show

The top fashion students showcase collections in the AUT Rookie fashion show, and this exposure often leads to great career opportunities after graduation. For many years the show has been a rite of passage for outstanding New Zealand fashion designers including Glen Prentice, Nadeesha Godamunne, Sam Hickey, Jaron Lingard, Glen Yungnickel, Tia Feng and Thistle Brown.

AUT encourages early application by 27 September 2019. Places are limited^{2,3}.

1. To ensure our curriculum remains current, papers may change from year to year.
2. Applications for admission close on 27 September 2019. Acceptance into this programme is based on academic achievement and the work submitted in a portfolio. Although we will continue to accept applications until all places are filled (up to the start of Semester 1, 2020), those who submit their full applications, including a portfolio of work, by 27 September 2019 will be prioritised. Applications received after this date will only be considered if there are places available and upon meeting all programme entry requirements.
3. For portfolio guidelines see page 35.



Courtney Pellow

Fashion Designer
Bachelor of Art and Design (Honours)
Bachelor of Design in Fashion Design

"Getting valuable industry experience as part of my degree was a highlight of my studies. In the third year of my AUT fashion degree we had a paper on professional practice, which included an industry placement in an area of design we were interested in. I interned at an eyewear label for my placement. It was a unique opportunity that gave me invaluable knowledge of the fashion industry and the world, which I can now apply to my own endeavours.

"There were so many highlights during my time at AUT! The facilities and technology meant that there were endless ways you could make your work that little bit more personal and exclusive. The studios were high-paced and highly energised, with a great support system from the other students and the tutors. I also got to participate in the AUT Rookie fashion show, and along with some of my classmates ran a pop-up shop for Heart of the City's 10 Days of Fashion in the City.

"I've opened a shared space creative studio on Karangahape Road in Auckland, together with another fashion graduate from AUT. I felt it was time to focus on my own work. My namesake label references my identity as a Kiwi, and the New Zealand lifestyle and sensibility. At the moment, I'm working on unisex designs, using recycled New Zealand woollen blankets and denim."



For more details visit www.aut.ac.nz/artdesign



KEY FEATURES:

- Real-life projects alongside our industry partners
- Dynamic and collaborative learning environment
- World-class facilities including 3D labs, rapid prototyping laboratory and the Textile and Design Laboratory



SEE YOURSELF AS:

- An idea generator
- Environmentally conscious
- A design thinker
- A practical problem-solver



CAREER OPPORTUNITIES:

- Product and industrial designer
- Furniture or packaging designer
- Ergonomic medical equipment, sport or performance wear designer
- Service and experience designer

Bachelor of Design Industrial Design

Industrial design is an exciting and rapidly evolving profession. Products can be tangible, three-dimensional manufactured objects like consumer products, furniture, packaging, medical and sports equipment or they can be systems, services and interfaces. Many products are solutions to real-life problems.

The Industrial Design major helps you develop key research, critical and creative thinking, design thinking, ideation, prototyping and communication skills. AUT design graduates are award-winning and well-prepared for a changing future. Ethical practices, along with environmental and social responsibility underpin all aspects of the Industrial Design major. You work in open plan design studios and individual student work areas with wireless networking, and have access to world-class laboratories and workshops.

What this major covers¹

Year 1

You're introduced to the design process and design thinking, and learn fundamental design skills, theories, methods and processes through a range of projects.

Papers you complete this year:

- Industrial Design Studio I
- Industrial Design Studio II
- Industrial Design Technology I
- Industrial Design Context I
- Industrial Design Drawing and Communication

Plus one paper from your chosen minor.

Year 2

You undertake more sophisticated creative product design projects. You become familiar with computer aided design (CAD), production technology and theory.

Papers you complete this year:

- Industrial Design Studio III and IV
- Industrial Design Technology II
- 3D Digital Modelling I

Plus two papers for your chosen minor.

Year 3

Papers you complete this year:

- Industrial Design Studio V
- Industrial Design Studio VI
- Human Centered Design
- Industrial Design Context II

A paper for your chosen minor.

Industrial design projects

You work more independently on projects, and more clearly identify your area of specialisation. Many of these projects are professionally focused, and undertaken in partnership with industry-based clients. The projects usually involve a design brief developed in conjunction with the partner business or organisation, visits, as well as a final presentation.

Industry partners include:

- Medicine Mondiale
- pHd 3
- Essenze
- Fisher & Paykel Healthcare
- Zespri
- Trade Aid
- Return to Sender Coffins
- Consortium
- Zephyr Technologies
- Kathmandu
- Freedom Camping
- Snow Planet
- Auckland District Health Board
- Blender Design
- Adept
- Auckland Transport
- Auckland Council

AUT encourages early application by 27 September 2019. Places are limited^{2,3}

1. To ensure our curriculum remains current, papers may change from year to year.
2. Applications for admission close on 27 September 2019. Acceptance into this programme is based on academic achievement and the work submitted in a portfolio. Although we will continue to accept applications until all places are filled (up to the start of Semester 1, 2020), those who submit their full applications, including a portfolio of work, by 27 September 2019 will be prioritised. Applications received after this date will only be considered if there are places available and upon meeting all programme entry requirements.
3. For portfolio guidelines see page 35.



Haydn Jack

Industrial Designer, Blender Design
Bachelor of Design in Product Design

"I work with clients and businesses to understand exactly what their customers need and where each product fits within their business model, and then help them turn their ideas into reality. For me the most enjoyable part of working in an industrial design consultancy is the broad variety of projects, clients and industries I get to work with.

"I chose to study product design after topping my design class in high school, and decided to study an area I was passionate and curious about. I found AUT an attractive option with its industry contacts, resources, and seasoned lecturers.

"AUT has its finger on the pulse of design, which is an especially dynamic industry. The workshops and studios make use of the latest technology for designers to make their ideas a reality. With strong connections and staff within the industry, alongside some game-changing graduates, AUT is leading the change in thinking for the future of design.

"The culmination of my time at AUT had to be the final-year exhibition. It was great to see everyone's efforts and skills from the past three years reflected in a major design project in an area of their choosing. It was also special to be recognised for the growth of my own skills, and upon graduating I was granted the 2016 AUT Head of School Award."



For more details visit www.aut.ac.nz/artdesign

**KEY FEATURES:**

- Covers a range of creative processes and technologies for interaction and user experience design
- Covers digital interface interactions through to products and systems
- Transforming human experiences
- Future oriented

**SEE YOURSELF AS:**

- An interaction designer
- Interested in improving human experiences
- Having strong skills in digital technologies and other areas of design

**CAREER OPPORTUNITIES:**

- Interaction designer
- Digital web designer
- User interface designer
- User experience designer
- App designer

Bachelor of Design

Interaction Design

Interaction design focuses on both digital interfaces, as well as physical artefacts. This includes digital web platforms (including desktop, mobile and other devices), apps and product interfaces. It can also include design for information systems, way-finding and navigation systems, digital dashboards and controls, as well as wearable technologies and augmented and virtual spaces.

Interaction designers work collaboratively with a range of other professionals, including UX designers, software engineers, industrial designers and product managers.

This major aims to develop students' expertise in interaction design for a range of contemporary and future-orientated contexts, technologies and platforms. Interaction design integrates the principles of visual and other forms of communication, design, creative thinking and user-experience design processes, with appropriate media and technologies to design efficient, effective, pleasurable and meaningful human interactive experiences.

What this major covers¹**Year 1**

Papers you complete this year:

- Communication Design Studio I
- Communication Design Studio II
- Materials and Media I
- Materials and Media II
- Design Research I

Plus one paper from your chosen minor.

Year 2

Papers you complete this year:

- Interaction Design Studio I
- Interaction Design Studio II
- User Experience (UX) Design
- Design Research II

Plus two papers from your chosen minor.

Year 3

Papers you complete this year:

- Interaction Design Studio III
- Interaction Design Studio IV
- Design Research III
- Design Research IV

Plus one paper from your chosen minor.

AUT encourages early application by 27 September 2019. Places are limited^{2,3}

1. To ensure our curriculum remains current, papers may change from year to year.
2. Applications for admission close on 27 September 2019. Acceptance into this programme is based on academic achievement and the work submitted in a portfolio. Although we will continue to accept applications until all places are filled (up to the start of Semester 1, 2020), those who submit their full applications, including a portfolio of work, by 27 September 2019 will be prioritised. Applications received after this date will only be considered if there are places available and upon meeting all programme entry requirements.
3. For portfolio guidelines see page 35.



Joshua Bryan Ong

User Experience Designer,
Air New Zealand
Bachelor of Design in Communication Design

"What I love most about my role is that it combines two of my passions: design and helping people. User experience design is about understanding people – their needs, wants and desires – and designing something that helps them achieve what they intend to do.

"I like that I don't design for myself or just for the sake of beauty. I facilitate user interviews to understand our users' needs, and iterate the insights we gather for our designs. I work alongside project managers, developers and various stakeholders, collaborating to deliver the best possible experience for our users. I love that no two days are the same.

"Art and design had always been something I loved doing, but I wasn't sure it was a viable career opportunity for me. I was pursuing a business degree at another university, and during one of my business lectures I realised I couldn't see myself doing this for the rest of my life. Shortly after, I left and decided to pursue art and design.

"I chose AUT because it's known for its practical, hands-on approach to teaching. I felt that was a great way to learn. I had also seen some of the work of previous design students from AUT, and was blown away by their level of skill and knowledge."



For more details visit www.aut.ac.nz/artdesign



KEY FEATURES:

- Hands-on, studio-based learning
- Includes authentic spatial design projects
- Work with full-sized prototypes, installations, moving images and emergent technologies



SEE YOURSELF AS:

- Fascinated with the spaces people live, work and play in
- Someone with a love of exploring and experimenting
- A thinker, maker or planner



CAREER OPPORTUNITIES:

- Interior/building design
- Theatre, film, TV or digital environments
- Urban design
- Event design
- Furniture and object design

Bachelor of Design in Spatial Design graduates may also progress into AUT's Master of Architecture (Professional) subject to additional papers.

Bachelor of Design Spatial Design

The Spatial Design major is a contemporary multidisciplinary programme that explores space through interior and architectural design, exhibition, event and performance design, visualisation and virtual environments. We were the first to expand interior design by exploring how space transforms and enriches us. For thirty years, we've supported our students to become visionary, flexible, collaborative, interdisciplinary and self-motivated problem solvers.

At AUT, you'll analyse and interpret existing sites and conditions to build a sense of place, visualising immersive spaces and helping others visualise the space. You'll learn to work with what already exists – refitting, reusing, adapting, and attending to materials, surfaces, patterns, fabrication and connections. You'll frequently collaborate with others to develop coherent, customised and conceptually driven spaces.

What this major covers¹

Year 1

Papers you complete this year:

- Spatial Fabrication Studio I
- Spatial Design Studio I
- Spatial Theory I
- Digital Techniques I
- Spatial Drawing

Plus one paper from your chosen minor.

Through Fabrication Studio I in the first semester and Spatial Design Studio I in the second semester, you learn conceptual thinking, and the making skills and communication skills to become a spatial designer. The papers Theory I, Digital Techniques I, and Spatial Drawing further your creative thinking ability and visualising skills. In the second semester, you complete the first paper of your chosen minor.

Year 2

Papers you complete this year:

- Spatial Fabrication Studio II
- Spatial Design Studio II
- Spatial Theory II
- Digital Techniques II

You deepen your design skills through Spatial Fabrication Studio II in the first semester and Spatial Design Studio II in the second semester. Both papers integrate skills from the second year of your minor. You also complete the papers Digital Techniques II and Spatial Theory II.

Year 3

Papers you complete this year:

- Spatial Fabrication Studio III
- Spatial Design Studio III
- Spatial Theory III
- Digital Techniques III

Fabrication Studio III in the first semester focuses on creative assembly, innovative fabrication and critical construction knowledge. In your first semester you also complete your minor and the paper Digital Techniques III.

In the second semester you complete a design project in Spatial Design Studio III, integrating knowledge from the minor, Spatial Theory III and the building expertise provided by earlier papers. You have the opportunity to exhibit your design project at the AUT School of Art and Design festival, showcasing your work to key representatives from media, industry and the design professions.

Spatial design project

Recent projects included:

- Test pod science pavilions at Wynyard Quarter
- New entry design proposals for Auckland Hospital
- Urban and landscape design proposals for the Aotea Quarter with Auckland Council
- New reception facilities and wayfinding strategies for Vision West in Glen Eden
- New gallery spaces at Auckland Museum

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2. Applications for admission close on 27 September 2019. Acceptance into this programme is based on academic achievement and the work submitted in a portfolio. Although we will continue to accept applications until all places are filled (up to the start of Semester 1, 2020), those who submit their full applications, including a portfolio of work, by 27 September 2019 will be prioritised. Applications received after this date will only be considered if there are places available and upon meeting all programme entry requirements.
3. For portfolio guidelines, see page 35.



Zammia Weatherall

Freelance Scenic Artist
Bachelor of Design in Spatial Design

"As a freelance scenic artist I produce props, models and sets for the film industry. Every project is so different, new and exciting. The job itself is extremely hands-on and requires a huge amount of problem solving, as a lot of the time the things we produce are fictional and don't come with a 'how to' manual. I'm constantly learning new techniques and ways to use materials, for example how to make concrete look like wood or stone.

"One of my career highlights so far has been working on Thor: Ragnarok. Soon after I graduated, a fellow AUT spatial design graduate contacted me about a job offer to work on the next Marvel/Disney film in the Gold Coast. Living in a new place and working in a real fairy-tale environment was both challenging and really rewarding. That was a very exciting opportunity straight out of university!

"The community and the support from both the tutors and students at AUT was a highlight for me. It provided me with a safe platform to experiment, ask questions and challenge the ways in which we 'normally' inhabit our environment and how we understand our relationship with space. It meant that I could push my own boundaries, and sometimes the university's too."



For more details visit www.aut.ac.nz/artdesign



KEY FEATURES:

- Strong industry partners, including Global Textiles, Private Collection, Optimum Knitwear, Charles Parsons and Mollers Textiles
- Opportunities for work experience and industry projects
- AUT's leading edge Textile Design Lab
- Present your work in a showroom environment or at a runway show



SEE YOURSELF AS:

- Experimental
- Having a good eye for colour, pattern, texture and detail
- Creative and flexible
- Interested in the future of fabrication technologies



CAREER OPPORTUNITIES:

- Textile designer
- Knitwear designer
- New material designer
- Textile product designer
- Interior designer
- Homewares designer

Bachelor of Design Textile Design

Develop an in-depth understanding of textile design practices, and the future possibilities for textile design. The Textile Design major has two main fields of study – knit and print, along with digital, traditional and non-traditional approaches to fabrication. You'll be encouraged to build your own design philosophy and aesthetic, and create your own opportunities in this expanding creative field.

You'll have access to dedicated design studios where you can explore knitwear, screen and digital printing techniques, and felting technologies, and can work with traditional and emerging areas like smart textiles. The Textile Design major is closely linked to the AUT Textile Design Lab and its excellent resources; new technologies that enable you to take an experimental approach to design and produce innovative textile designs.

What this major covers¹

Year 1

The focus is on core skills. You're introduced to technical and production methods used in textile and fabric design. You also explore creative development through drawing, colour work, research and practical skills. You learn how to develop your ideas into creative design concepts. The studio-based papers are supported by design theory.

Core papers you complete this year include:

- Textile Design Studio I
- Textile Design Studio II
- Textile Design Theory I
- Textile Technologies I
- Textile View

Year 2

You extend your textile design skills and use more advanced print and knit software. You engage in live projects with industry to develop fashion knitwear, and printed fabrics and textiles for interiors.

Core papers you complete this year include:

- Textile Design Studio III
- Textile Design Studio IV
- Textile Design Theory II
- Textile Technologies II

Year 3

You continue to expand your design practice – you may choose to specialise in print or knitwear or you may prefer to continue to work with a combination of media. You further your understanding of textile technologies, and develop your own self-directed projects that cover a range of textile-related disciplines. You have the opportunity to showcase your body of work to the media and industry at the AUT School of Art and Design festival.

Papers you complete in your final year include:

- Textile Design Studio V
- Textile Design Studio VI
- Textile Design Theory I
- Textile Technologies III

Plus the final paper in your chosen minor.

Workplace experience

You complete a workplace experience in the textile design industry – a great opportunity to network, gain work experience and develop your CV and portfolio.

Recent placements include:

- Charles Parsons Textiles
- Lothlorien Knitwear
- Private Collection
- Standard Issue Knitwear
- Beverley Productions
- Bianca Lorrene
- The Textiles Collective
- Kylee Davis
- Northbeach Ltd
- Cybele

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3. For portfolio guidelines see page 35.



April Gourdie

Design Intern, Allbirds, San Francisco
Bachelor of Design in Textile Design

"I received an AUT Internz International Scholarship, and the support to move and start working on the other side of the world has been amazing. I moved from university straight into a job in the knitwear industry. That was a dream come true and it was an awesome opportunity to go overseas.

"My role is a split of design work, and research on existing products and knit technology in similar products. I love the people and company culture at Allbirds – they do a lot to really look after their staff. I also love watching how the company is evolving and thriving.

"Studying textile design seemed like the perfect combination of art and fashion. AUT's facilities for textile design are incredible, particularly the Textile and Design Lab. The access students have to the knit machines was what made my decision to go to AUT easy. Normally, university students just don't get exposure to these kind of facilities. We had free reign to learn anything we wanted, with incredible support to do so.

"I spent the first part of my internship working at the AUT Textile and Design Lab, knitting sample swatches, and working on colour and texture. It was fantastic to put the knowledge I had gained in my degree to use, especially for a great company like Allbirds. Now based in San Francisco, I've been able to immerse myself in the Allbirds culture, which has been a fantastic learning curve of a different variety. It's an incredible opportunity."



For more details visit www.aut.ac.nz/artdesign

Bachelor of Visual Arts [BVA | AK3352]

Overview

QUICK FACTS

Level:	7
Points:	360
Duration:	3 years F/T, P/T available
Campus:	City
Starts:	24 Feb 2020
Apply by:	27 Sep 2019 ¹



KEY FEATURES:

- A mix of practical skills and the theory of art
- Creative and collaborative environment with your own studio space
- Leading edge technical facilities
- Taught by some of New Zealand's leading contemporary artists and educators
- Opportunities to engage with key players in Auckland's vibrant arts community



SEE YOURSELF AS:

- A creative thinker/interpreter
- A contemporary artist
- Independent, flexible and self-directed

Passionate about art? Our Bachelor of Visual Arts prepares you for the demands of a career in contemporary art, whether as an artist or in the many other roles within the art sector. AUT visual arts alumni are now carving successful careers around the world, as notable artists, curators, arts administrators, academics, teachers and technicians.

Study visual arts and enjoy a student-centred and studio-based programme where you can follow your interests in art – including painting, printmaking, drawing, photography, sculpture, installation, moving image, sound, performance, social practice, multimedia approaches, and new and emerging technologies. Enjoy the exceptional experience of working and learning within our close-knit visual arts studio culture.

Entry requirements

Minimum entry requirements

- University Entrance or equivalent
- Portfolio of artwork²

English language requirements

IELTS (Academic) 6.5 overall with all bands 6.0 or higher; or equivalent

Useful New Zealand school subjects

Art History, Classical Studies, English, Media Studies, Painting (Practical Art), Photography (Practical Art), Printmaking (Practical Art), Sculpture (Practical Art).

Pathways

In the Bachelor of Visual Arts degree you can specialise in one of three pathways:

- Sculpture and Intermedia
- Painting and Printmaking
- Photography and Lens Based Media

Minors

To help you develop a broad range of skills, you study a minor (60 points) as part of this degree:

- Cinematic Arts
- Creative Entrepreneurship
- Design for Sustainability
- Design Thinking
- Digital Fabrication
- Experimental Surface Design
- Motion Capture
- Photographic Practice
- Temporary Practices/Temporary Publics
- Urban Practices

What this qualification covers³

Year 1

Explore the fundamentals of visual arts theory and practice. You're encouraged to develop your own artistic interests and approaches to art-making. You'll cover a wide range of materials, media and processes.

Core papers:

- Visual Arts Core Studio
- Visual Arts Studio I
- Visual Arts Theory I

You also study a paper from your chosen minor (Semester 2).

Year 2 & 3

You continue doing a mix of studio and theory papers, becoming increasingly self-reliant. You develop advanced visual, media, method and conceptual skills, and create a coherent body of art that incorporates complexity and subtlety. You complete the papers Visual Arts Studio II & III, Visual Arts Theory II & III, Visual Arts Professional Practice and three papers from your chosen minor.

At the end of Year 3, you have the opportunity to exhibit your work through the AUT School of Art and Design festival.

Career opportunities

- Art industries: artist; arts administrator, manager or director; art consultant; art critic, historian, commentator, writer or researcher
- Museums and galleries: art gallery manager or owner, curator, gallery technician, conservation
- Arts education: teacher, community education, gallery educator
- Creative technologies: film industry, commercial photographer, interactive designer, web designer
- Community development: community and public art management and coordination, arts advocacy roles
- Creative entrepreneur: craft business, art fair developers

AUT encourages early application by 27 September 2019. Places are limited¹.

1. Applications for admission close on 27 September 2019. Acceptance into this programme is based on academic achievement and the work submitted in a portfolio. Although we will continue to accept applications until all places are filled (up to the start of Semester 1, 2020), those who submit their full applications, including a portfolio of work, by 27 September 2019 will be prioritised. Applications received after this date will only be considered if there are places available and upon meeting all programme entry requirements.

2. For portfolio guidelines, see page 35.

3. To ensure our curriculum remains current, papers may change from year to year.



Benefit from AUT's world-class, professionally curated gallery



Cora-Allan Wickliffe

Ngāpuhi, Tainui, Alofi/Liku
Artist / Curator and Exhibitions Manager,
Corban Estate Arts Centre
Master of Art and Design
Graduate Diploma in Secondary Teaching
Bachelor of Visual Arts

"One of the highlights in my career so far was receiving funding to revive and develop the artform of Hiapo, Niue tapa. I am excited to be on this journey, and am currently making the tool kits to teach other members of my family. Since finishing university, I've widely exhibited my work, with exhibitions around New Zealand, as well as in Australia and Canada, where I spent several years at the Walter Phillips Art Gallery in Banff. As well as being a practising artist, I'm also the curator and exhibitions manager at the Corban Estate Arts Centre in Henderson. What I love most about my work are the people, and the challenge of designing a gallery programme for our community."



For more details visit www.aut.ac.nz/artdesign

Course planner – Bachelor of Visual Arts

Bachelor of Visual Arts – programme structure

BACHELOR OF VISUAL ARTS		300 points
PLUS		
ONE OF THE FOLLOWING MINORS:		60 points
Cinematic Arts	Experimental Surface Design	
Creative Entrepreneurship	Motion Capture	
Design for Sustainability	Photographic Practice	
Design Thinking	Temporary Practices/Temporary Publics	
Digital Fabrication	Urban Practices	
		360 points total

Bachelor of Visual Arts – papers

YEAR	SEMESTER 1	SEMESTER 2
1 120 points	Visual Arts Core Studio (45 pts)	Visual Arts Studio I (30 pts)
	Visual Arts Theory I (30 pts, full-year paper)	
		Minor paper – Semester 2 (15 pts)
2 120 points	Visual Arts Studio II (60 pts, full-year paper)	
	Visual Arts Theory II (30 pts, full-year paper)	
	Minor paper – Semester 1 (15 pts)	Minor paper – Semester 2 (15 pts)
3 120 points	Visual Arts Theory III (15 pts)	Visual Arts Professional Practice (15 pts)
	Visual Arts Studio III (75 pts, full-year paper)	
	Minor paper (15 pts)	
		360 points total

Minors

Bachelor of Design & Bachelor of Visual Arts

We aim to provide you with flexible study options through a suite of minors where you work with other students in collaborative teams across different creative disciplines. Each year the selection of available minors will change as new areas evolve. There is also the possibility of studying an additional minor or elective papers from outside art and design. This allows you to pursue an area of interest from a wide range of subjects.

Cinematic Arts

Explore film production and cinematic languages to develop skills in research and development, analogue and digital camera work, editing, lighting and output to produce your own short film.

Creative Entrepreneurship

Discover business for creative concepts – covering economics, innovation, creative entrepreneurship, strategic thinking, branding and marketing.

Design for Sustainability

Discover how art and design can contribute to a new future where both people and our planet will prosper. Explore ecological and social aspects of design for sustainability.

Design Thinking

Use your design skills to strategically reframe problems and help to develop new business concepts and opportunities.

Digital Fabrication

Use the latest advanced technologies such as 3D printing, computer controlled CNC cutting, milling and routing, and laser cutting to explore and develop creative work.

Experimental Surface Design

Explore AUT's leading edge print and 3D lab facilities to practise contemporary and traditional methods, and create innovative experimental surface design for 2D and 3D applications.

Motion Capture

Uncover a range of exciting MOCAP applications in state-of-the-art facilities, including 3D animation, digital visual effects, pre-visualisation and gaming. Become an expert with a range of approaches to motion capture, including tools and techniques.

Photographic Practice

Explore digital camera technologies, lighting, post-production, and editing, along with implications of photographic representation and communication.

Temporary Practices/Temporary Publics

Collaborate on multidisciplinary projects and create innovative temporary events. Be part of a group of artists and designers working together to create site specific works, pop-up events, residencies, installations, interventions and publications.

Urban Practices

Discover how cities touch and influence nearly everything in contemporary life. Learn cutting-edge art and design responses to city situations.

QUICK FACTS

Level: 7

Points: 720

Duration: 4 to 5 years¹Campus: City & South²Starts: 24 Feb & 13 July 2020³

Apply by: 27 Sep 2019



KEY FEATURES:

- Combines creativity with business acumen
- Great preparation for running a design business
- Complete two degrees in as little as four years
- Includes workplace experience and opportunities to work on live design briefs



SEE YOURSELF AS:

- Interested in business and design
- Creative and visually aware
- A highly capable problem-solver and lateral thinker

Double degrees: Bachelor of Design/ Bachelor of Business

Combine your creative talents with business acumen through these double degrees. If you're looking for a career in design, completing both degrees will help you gain a solid foundation in business as part of your studies – essential if you're planning to run your own business or advance a product or service in the marketplace. This combination caters to students wanting to do both business and design.

Applying for these programmes

You apply for both programmes separately. You need to have University Entrance and submit a portfolio of artwork for entry into the Bachelor of Design.

What these qualifications cover

The Bachelor of Design will give emerging designers the opportunity to advance their creative practice. You choose one of seven majors:

- Communication Design
- Digital Design
- Fashion Design
- Industrial Design
- Interaction Design
- Spatial Design
- Textile Design

You can also choose from a wide range of business disciplines – from management to finance, and marketing to human resources.

Career opportunities

By studying both degrees you develop design skills for roles in business. This includes the ability to create high value products, services and brands, and to balance creative design and strategic thinking to complement design and business.

AUT encourages early application by 27 September 2019. Places are limited.

1. You can complete these double degrees in four years if you do the business Capstone paper over Summer School at the end of your third year. Otherwise you'll complete both degrees during your fifth year.
2. Some Bachelor of Business majors are available at the South Campus. For more details visit www.aut.ac.nz/business
3. Only the Bachelor of Business starts in July.



For more details visit www.aut.ac.nz/artdesign

Course planner – Bachelor of Design/Bachelor of Business (Double Degrees)

OPTION 1: START WITH THE BACHELOR OF DESIGN			
YEAR	JAN/FEB (Summer School)	SEMESTER 1	SEMESTER 2
1		Design Studio I	Design Studio II
		BDes major paper	BDes major paper
		BDes major paper	Business in a Changing World
2		Financial Decision Making	Ethics, Responsibility and Sustainability
		Economics and Society	BBus major paper level 6
		Consumer and Organisational Behaviour	BBus major paper level 6
		BBus major paper level 5	BBus major paper level 6
3		Design Studio III	Design Studio IV
		BDes major paper	BDes major paper
		BBus major paper level 7	BBus major paper level 7
4	BBus Capstone papers Completed during Summer School after Year 3 ¹	Design Studio V	Design Studio VI
		BDes major paper	BDes major paper
		BBus major paper level 7	
OPTION 2: START WITH THE BACHELOR OF BUSINESS			
1		Business in a Changing World	Ethics, Responsibility and Sustainability
		Financial Decision Making	BBus major level 5
		Economics and Society	BBus major level 6
		Consumer and Organisational Behaviour	BBus major level 6
2		Design Studio I	Design Studio II
		BDes major paper	BDes major paper
		BDes major paper	BBus major paper level 6
3		Design Studio III	Design Studio IV
		BDes major paper	BDes major paper
		BBus major paper level 7	BBus major paper level 7
4	BBus Capstone papers Completed during Summer School after Year 3 ¹	Design Studio V	Design Studio VI
		BDes major paper	BDes major paper
		BBus major paper level 7	

1. Instead of completing these over Summer School, you can also complete the BBus Capstone papers in Year 5. You would then need five years to complete these double degrees.

QUICK FACTS

Level: 7

Points: 720

Duration: 4 to 5 years¹Campus: City & South²Starts: 24 Feb & 13 July 2020³

Apply by: 27 Sep 2019



KEY FEATURES:

- Combines creativity with business skills
- Great preparation for running a design business
- Complete two degrees in as little as four years
- Includes workplace experience and opportunities to work on live design briefs



SEE YOURSELF AS:

- Interested in business and visual arts
- Creative and visually aware
- A highly capable problem-solver and lateral thinker

Double degrees: Bachelor of Visual Arts/ Bachelor of Business

Do you want to combine your creative talents with business skills? If you're looking for a career in contemporary art, with a strong business focus, studying both degrees will help you develop a solid foundation in business as part of your studies. Business skills will be essential if you're planning to work as a self-employed artist. The combination caters to students wanting to do both business and visual arts.

Applying for these programmes

You'll need to apply for both degree programmes separately. You need University Entrance for both degrees and will need to submit a portfolio of artwork for the Bachelor of Visual Arts.

What these qualifications cover

You choose a pathway in visual arts working in your own studio space and specialising in sculpture and intermedia, painting and printmaking, or photography and lens based media.

You can also choose from a wide range of business disciplines – from management to finance, and marketing to human resources.

Career opportunities

By studying both degrees you develop design skills for roles in visual arts and business. This includes the ability to create high value products, services and brands, and to balance creative design and strategic thinking to complement design and business.

AUT encourages early application by 27 September 2019. Places are limited.

1. You can complete these double degrees in four years if you do the business Capstone paper over Summer School at the end of your third year. Otherwise you'll complete both degrees during your fifth year.
2. Some Bachelor of Business majors are available at the South Campus. For more details visit www.aut.ac.nz/business
3. Only the Bachelor of Business starts in July.



For more details visit www.aut.ac.nz/artdesign

Course planner – Bachelor of Business/Bachelor of Visual Arts (Double Degrees)

OPTION 1: START WITH THE BACHELOR OF VISUAL ARTS			
YEAR	JAN/FEB (Summer School)	SEMESTER 1	SEMESTER 2
1		Visual Arts Core Studio	
		Visual Arts Theory I (full-year paper)	
			Visual Arts Studio I
		Business in a Changing World	
2		Financial Decision Making	Ethics, Responsibility and Sustainability
		Consumer and Organisational Behaviour	BBus major paper level 6
		Economics and Society	BBus major paper level 6
		BBus major paper level 5	BBus major paper level 6
3		Visual Arts Studio II (full-year paper)	
		Visual Arts Theory II (full-year paper)	
		BBus major paper level 7	BBus major paper level 7
4	BBus Capstone papers Completed during Summer School after Year 3	Visual Arts Studio III (full-year paper)	
		Visual Arts Theory III	Visual Arts Professional Practice
		BBus major paper level 7	
OPTION 2: START WITH THE BACHELOR OF BUSINESS			
1		Business in a Changing World	Ethics, Responsibility and Sustainability
		Financial Decision Making	BBus major paper level 5
		Economics and Society	BBus major paper level 6
		Consumer and Organisational Behaviour	BBus major paper level 6
2		Visual Arts Core Studio	
		Visual Arts Theory I (full-year paper)	
			Visual Arts Studio I
3			BBus major paper level 6
		Visual Arts Studio II (full-year paper)	
		Visual Arts Theory II (full-year paper)	
		BBus major paper level 7	BBus major paper level 7
4	BBus Capstone papers Completed during Summer School after Year 3 ¹	Visual Arts Studio III (full-year paper)	
		Visual Arts Theory III	Visual Arts Professional Practice
		BBus major paper level 7	

1. Instead of completing these over Summer School, you can also complete the workplace experience (the Capstone papers) in Year 5. You would then need five years to complete these double degrees.

QUICK FACTS

Level:	4
Points:	120
Duration:	1 year F/T only
Campus:	City & South
Starts:	24 Feb & 13 July 2020

Certificate in Science and Technology

CertScT | AK1311

The one-year Certificate in Science and Technology gives you an introduction to the main areas involved in studying design, engineering, computing or mathematics. It's a great programme to gain a taste of university life and develop the knowledge and study skills for further study at bachelor's level.

Entry requirements

Minimum entry requirements

- Completion of Year 12
- **NCEA:** 48 level 2 credits or higher, plus eight level 1 credits in at least one subject from Art History, Classical Studies, Drama, English, Geography, Health Education, History, Media Studies, Social Studies, Te Reo Māori, Te Reo Rangatira, Business Studies, Economics, Physical Education
- **CIE:** 60 points on the UCAS Tariff

English language requirements

IELTS (Academic) 5.5 overall with all bands 5.0 or higher; or equivalent.

What this qualification covers

- Academic Literacies

Plus select seven papers from:

- | | |
|--|-------------------------------|
| • Foundation Design Technologies | • Foundation Maths and Design |
| • Foundation Design Principles | • Foundation Algebra |
| • Foundation Calculus | • Foundation Physics A |
| • Foundation Programming | • Foundation Physics B |
| • Foundation Problem Solving | • Foundation Statistics |
| • Tertiary English and Critical Thinking | • Introduction to Engineering |
| • Foundation Mathematics | |

Further study

Students who complete this programme can apply for the Bachelor of Design or Bachelor of Visual Arts. Students also need to meet portfolio requirements.

AUT encourages early application. Places are limited.



For more details visit www.aut.ac.nz/artdesign

Portfolio guidelines – Bachelor of Design & Bachelor of Visual Arts

You need to submit a portfolio of work as part of your application to study at AUT.

Before you submit your portfolio¹

- Apply to AUT for entry into the Bachelor of Design or Bachelor of Visual Arts. You need to apply by 27 September 2019.
- We encourage you to submit your portfolio along with your application to AUT. However, if your portfolio isn't ready to be submitted at this stage, you can upload it later.¹
- You also need to write a cover letter – this should be the first page of your portfolio.
- We're unable to review portfolios unless they are clearly labelled with your name and the programme or majors you're applying for.

What to include in your portfolio

- 12 to 24 pages of images/photos of your creative work.
- Give a short explanation of each image including the date, title and the issue or problem you were working on.
- Include the working drawings or process work where possible.
- A one-page cover letter that outlines your background, aspirations and achievements, and why you want to study at AUT.

Please note:

- Ensure that your portfolio demonstrates both a breadth and depth of creative work, ie you should include images of a range of drawings, sketches, models and finished examples of work in your portfolio.
- Submit only one portfolio, regardless of how many programmes or majors you may apply for. If you're interested in more than one programme or major, state this in your letter.
- You can't re-submit or update your portfolio once it has been received by AUT.

How to submit your portfolio

- Your portfolio must be submitted in a single file by electronic pdf format.
- The pdf can contain between 12 to 24 pages of images/photos of your work and a cover letter (up to 30MB in total).
- Clearly include in your cover letter your name, student ID, contact phone number and the name of the major(s) or programme(s) you are applying for.
- Submit your pdf portfolio through your AUT student account.

¹ Applications for entry to art and design programmes can only be considered fully once we have received your portfolio.



Overview of our postgraduate qualifications

Bachelor of Art and Design (Honours)

This intensive one-year degree enables you to undertake research within the field of art and design. Mainly aimed at high-achieving bachelor's degree students who want to advance their skills and make their CV stand out, it can also prepare you for further study at master's or doctoral level.

Postgraduate Certificate in Cultural and Creative Practice

Explore ideas and concepts related to cultural expression in as little as one semester with this programme. Implement creative strategies while developing expertise related to your chosen field, contributing to a vibrant creative community and critiquing notions of leadership and entrepreneurship in the cultural and creative sector. This programme can staircase into the Master of Cultural and Creative Practice.

Master of Cultural and Creative Practice

This programme is aimed at developing your expertise in cultural expression. Mixing live projects with coursework you can choose to specialise in a diverse array of subjects. Creative thinking will empower your decision-making and inform your professional encounters. Considerate of cultural and ethical issues and their implications when working across cultural, social, and historical contexts, you will be thoughtful and respectful in your research and production.

Master of Design

The Master of Design is a research degree aimed at developing your design expertise and empowering your decision-making. Specialising in industrial design, fashion design and textile design, communication design, digital design or spatial design, you work on interdisciplinary projects. Implementing creative research strategies, and continuing to develop expertise in your chosen field, you contribute to a vibrant, collaborative design culture.

Master of Visual Arts

This is an interdisciplinary research degree for visual art graduates and creative professionals. The degree is highly flexible and caters for students from a variety of backgrounds. You select a learning pathway that reflects your art practice and professional interests. You have access to individual studio spaces, supervisory support and well-equipped specialist facilities. Your research will contribute to diverse and emerging dialogues around creative practice.

Master of Philosophy

The Master of Philosophy is a one-year research-only master's degree. It gives you the opportunity to undertake a research project of your interest, under the supervision of art and design staff. It can also serve as a pathway to more advanced research at doctoral level.

Doctor of Philosophy

The Doctor of Philosophy is a thesis-based research degree that leads to advanced academic and theoretical knowledge in a specialist area. It enables you to make an original contribution to understanding in the field of art and design and meet recognised international standards for such work. You work closely with a supervisor to prepare a thesis, which is then examined by independent experts applying contemporary international standards.





1 I Said No by Jennifer Narit, AD17 – Bachelor of Visual Arts 2 Study visual arts with us and enjoy a student-centred and studio-based programme with many facilities at your disposal
3 Tracheostomy Product Experiences by Charlotte Dickson, AD17 – Master of Art & Design, Design for Health & Wellbeing 4 Our workshops include a 'wet lab' which has a kiln, wheels, a spray booth and other equipment 5 Light Box Portraits by John Taufa, AD17 – Communication Design major 6 Communicrafting by Maria Bailey, AD17 – Communication Design major 7 Knitted Ease by Gretha Davis, AD17 – Textile Design major 8 Your work could be featured in St Paul Street Gallery – a suite of purpose-built galleries and project spaces on the AUT City Campus

HOW TO APPLY

Below is the step-by-step guide to the applications process. For more information visit www.aut.ac.nz/apply

1

APPLY EARLY

Places are limited. Submit your application well before the semester starts.

APPLYING FOR 2020

- Semester 1
 - apply by 27 September 2019
- Semester 2
 - apply by 1 May 2020

2

COMPLETE THE APPLICATION FORM

- Apply online
- Indicate your programme(s) of choice and major (if known)

International students can also apply using an AUT approved international agent. For a list of AUT registered agents visit www.aut.ac.nz/international-agents

SUBMIT YOUR APPLICATION

WE ACKNOWLEDGE YOUR APPLICATION

- We will send you an acknowledgment email, which explains how to check the status of your application
- We will contact you if we need more information



3

WE ASSESS YOUR APPLICATION

- We assess your application to ensure you have met the entry criteria for the programme(s) you are applying for
- We consider your academic history and relevant experience to ensure you can succeed in your programme
- We let you know if your application has been successful

POSSIBLE OUTCOMES

CONFIRMED We would like to offer you a place to study at AUT

PROVISIONAL You have met some of the criteria for entry to your chosen programme of study and we would like to offer you a provisional place to study at AUT. If you don't meet the rest of the requirements, then this offer will be withdrawn

CONDITIONAL You have to meet the conditions and approvals listed in your conditional offer to be able to secure a formal offer of place

DECLINED If you don't meet the entry requirements or all places are taken, we may offer you an alternative programme

DECISION PENDING We are unable to make a decision just yet, but will let you know when we expect to make a decision

ACCEPT YOUR OFFER

University admission to AUT bachelor's degrees

For New Zealand citizens and residents and international students studying in a high school in New Zealand

To gain admission to bachelor's degrees, you must have met the requirements for University Entrance plus any specified admission requirements for a programme, such as specific subjects, portfolios and interviews.

For more information on entry requirements, including entry requirements for international students, refer to the AUT Calendar or visit www.aut.ac.nz/calendar

Please note: AUT, like all other New Zealand universities, is required to manage enrolments. This is because of government policies that restrict the number of funded places available for domestic students in tertiary education.

Admission categories

You may be granted University Entrance under one of the following categories:

- NCEA University Entrance
- Ad Eundem Statum admission (at an equivalent level) – this includes Cambridge International Examinations (CIE) and International Baccalaureate Diploma Programme (IB)
- Discretionary Entrance
- Special Admission

Common University Entrance requirements

STANDARD	NCEA	CIE	IB ²
Overall	Require NCEA level 3 certificate which consists of 80 credits, including at least 60 credits at level 3 or higher. Can include up to 20 credits at level 2. Note: Credits to achieve NCEA level 3 may include unit standards from non-approved subjects. Subject credits Total of 42 level 3 credits including: • 14 credits from one approved subject • 14 credits from a second approved subject • 14 credits from a third approved subject	A minimum of 120 points on the UCAS Tariff ¹ at A or AS level from an approved list (equivalent to NCEA approved subject list). Must include at least three subjects (excluding Thinking Skills) with grades D or above.	IB Diploma with minimum 24 points
Numeracy	At least 10 level 1 (or higher) numeracy credits (can be achieved through a range of subjects)	A minimum grade of D in IGCSE ³ mathematics or any mathematics subject at AS or A level.	Any mathematics subject – IB Group 5
Literacy	Total of 10 level 2 (or higher) literacy credits including: • 5 reading credits • 5 writing credits From specific standards in a range of NZQA English language rich subjects.	A minimum grade of E in English Language and/or English Literature subject at AS or A level.	Literature or language and literature (SL or HL) – IB Group 1, with English as the language.

1. UCAS (Universities and Colleges Admissions Services for the UK) Tariff = system which converts AS and A level grades into points.

2. New Zealand residents who have taken IB but have not been awarded the Diploma may apply for discretionary entrance.

3. IGCSE = International General Certificate of Secondary Education.

Where programmes require a specific subject, it is expected that a student will have achieved a minimum of 14 credits in that subject (unless indicated otherwise).

NCEA approved subjects

For a list of NCEA approved subjects for University Entrance visit the NZQA website, www.nzqa.govt.nz

AUT language rich subject list

Art History, Business Studies, Classical Studies, Drama, Economics, English, Geography, Health Education, History, Media Studies, Physical Education, Social Studies, Te Reo Māori, Te Reo Rangatira.

Alternative pathways into AUT bachelor's degrees

Students who have just missed University Entrance or did not get into their chosen degree could consider enrolling in one of the foundation studies certificates offered at AUT. Please visit

www.aut.ac.nz/universityentrance

Discretionary Entrance

Discretionary Entrance is available to applicants who have attained a high level of achievement in Year 12 and want to undertake university study.

International students can't apply for Discretionary Entrance.

You can apply if you:

- Have not completed Year 13 in a New Zealand secondary school or have done Year 13 but not attempted to gain University Entrance
- Have not otherwise qualified for admission (or have attempted University Entrance)
- Are a domestic student (New Zealand or Australian citizen or permanent resident). If Australian, your most recent schooling must have been in New Zealand
- Are under 20 years of age on the first day of the semester in which you begin study and meet other requirements of the programme for which you apply

People who missed University Entrance in Year 13 may be considered for mid-year admission in the following year.

You can't apply for admission for Semester 1 if you studied in Year 13 after 1 June. However, you can apply for admission into Semester 2.

Minimum academic criteria for Discretionary Entrance

- NCEA level 2 certificate endorsed with minimum of Merit or CIE/IB equivalent
- Minimum of 14 credits in each of four NCEA level 2 (or higher) subjects, at least three of which must be on the approved subject list
- Meet UE literacy and numeracy standards, or their equivalent.

The application is a two-step process. First, you indicate you want to apply through Discretionary Entrance on the standard application form. If you meet the criteria you are sent a second form in which you provide further information and a school recommendation.

The recommendation will provide proof of your maturity, motivation, capability and readiness to undertake degree-level study and also verify that you were not enrolled in Year 13 beyond 1 June in the year prior to admission. Please refer to the AUT Calendar or visit www.aut.ac.nz/calendar

Please note: Applicants are considered on a case-by-case basis and must also meet other selection criteria for the programme for which they have applied. There is a non-refundable assessment fee of \$50.00.

Admission at equivalent level (Ad Eundem Statum)

An applicant will be considered for Ad Eundem Statum admission if they:

- Have successfully gained University Entrance through CIE or IB or an approved qualification from a New Zealand secondary school of special character
- Have successfully completed a recognised foundation programme or other recognised tertiary qualification/study of at least 120 points at level 3, or at least 60 points at level 4 in one course of study and have completed Year 13 at a NZ secondary school, or equivalent.
- Have qualifications from an overseas secondary school or tertiary institution deemed by AUT to be sufficient for entry into an undergraduate degree programme.

Please note: Applicants will be required to supply an official academic transcript with their application.

Bursary

If you sat Bursary (prior to 2004) rather than NCEA please refer to the AUT Calendar or visit www.aut.ac.nz/calendar

Special Admission

New Zealand citizens or residents who are over 20 years of age on or before the first day of semester can apply for degree-level entry through Special Admission.

English language requirements

If you don't have English as your first language, you may have to show evidence of your English language skills.

International students studying at secondary school and applying for University Entrance must achieve UE Literacy through New Zealand secondary school qualifications NCEA, CIE or IB. IELTS can't be substituted.

In all other cases another form of English language testing is required. Minimum IELTS requirements for each programme are included on the relevant pages in this publication. For other recognised English tests and more information, visit www.aut.ac.nz/englishrequirements

International students

Contact us for information regarding studying at AUT if you're not a citizen or permanent resident of New Zealand or Australia, or a citizen of the Cook Islands, Niue or Tokelau islands.

Visit www.aut.ac.nz for entry requirements for specific countries.

Email: internationalstudy@aut.ac.nz

Fees & scholarships

Cost is an important factor when thinking about university study. This page gives you an idea of the approximate tuition fees at AUT, and different options to help you fund your education including scholarships, student loans and allowances.

To give you an idea of approximate costs, the 2019 tuition fees are shown below (based on full-time study and completing 120 points per year). All fees are in NZ dollars and include GST. The 2020 tuition fees will be advertised on www.aut.ac.nz/fees as soon as they have been set.

Domestic student tuition fees

First-time domestic students are entitled to one year of fees free.

Undergraduate programmes

Fee (per year)	Approximately \$6,580.00-\$6,628.00 ¹
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1. Part-time students pay a proportion of the fee based on the number of academic points they are studying.

International student tuition fees

Undergraduate programmes

Fee (per year)	Approximately \$30,260.00-\$32,850.00 ¹
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Other fees you may have to pay:

- 2019 Compulsory Student Services Fee – \$646.00 for 120 points or \$5.38 per academic point
- 2019 Building Levy – \$71.00 for 120 points or \$0.59 per academic point

Please note that you have to pay your fees in full by the date specified on your fees invoice.

To find out more about fees call **+64 9 921 9779** or the AUT Student Hub on **0800 AUT UNI** (0800 288 864).

Free fees for your university study

Eligible domestic students starting tertiary education receive one year of full-time study fees-free¹.

To check if you're eligible for fees-free study in 2020 visit www.aut.ac.nz/fees

1. Domestic students only, not available to international students.

Scholarships and awards

Scholarships and awards are a great way to fund your university study. There is a wide range of scholarships and awards available to AUT students at all stages of their study. Visit the scholarships website for a current list of scholarships offered by AUT and external funders, as well as application forms and closing dates. You can also contact AUT's Scholarships Office for advice on scholarships, awards and the scholarship application process.

To find out more call **+64 9 921 9837** or visit www.aut.ac.nz/scholarships

Support for scholarship students

Undergraduate scholarship students – whether the scholarship was awarded for academic endeavour or for excellence in sports, culture or leadership – have access to an extensive programme of support, including professional development and networking opportunities, and one-on-one support.

Student loans and allowances¹

If you are a full-time domestic student, you may qualify for a student loan or allowance. Student loans and allowances are administered and paid by StudyLink. The application process can take some time, so it's a good idea to apply early. You can apply for a student loan or student allowance before your enrolment at AUT is complete.

To find out more call **0800 88 99 00** or visit www.studylink.govt.nz

1. For domestic students only

Help with planning and budgeting

We know that sometimes things happen and financial stress can impact your academic success. That's why we offer financial support that ranges from offering grocery or fuel vouchers, to helping with that unexpected bill.

StudyLink website

Visit www.studylink.govt.nz for tools, tips and information to help you plan and understand the costs you will have while studying.

Find out more

AUT Open Day

Our Open Day at the City Campus will showcase everything AUT has to offer to help you make an educated decision about university study. To find out more visit www.aut.ac.nz/live

Visit our website

For the latest information on AUT programmes and to keep up-to-date with what's happening at AUT visit www.aut.ac.nz

Contact us online

If you have any questions about studying at AUT, you can contact us at www.aut.ac.nz/enquire

Secondary schools

If you are a secondary school teacher or career advisor, our Future Students Team can help you with any questions you may have. Contact the team on **+64 9 921 9239**.

Connect with us

AUT has a range of social media channels to keep our students and the general public aware of what is going on around the university.

Connect with us now:



@autuni

#autuni

Drop in and see us

AUT Student Hub

City Campus

Level 2, ground entry, WA building, 55 Wellesley Street East, Auckland

North Campus

AS building, 90 Akoranga Drive, Northcote, Auckland

South Campus

MB building, 640 Great South Road, Manukau, Auckland

Campus tours

If you want to check out the campus and facilities, contact us and we will arrange a campus tour for you and your family. Call **0800 AUT UNI** (0800 288 864) for more information.

To take a virtual tour of our campuses visit www.aut.ac.nz/virtualtour













This booklet is printed on paper which is certified by the Forest Stewardship Council (FSC). It is manufactured using FSC Mix source pulp from well managed and legally harvested forests. The inks are 100 percent vegetable oil based and the printer is FSC certified.

Campus maps



Key

-  AUT Student Hub
-  Café
-  Conference facility
-  Intercampus shuttle bus stop
-  Mobility parks
-  Student lounge
-  Gym
-  Library
-  Creche
-  Breastfeeding and baby change room

City Campus

55 Wellesley Street East
Auckland Central

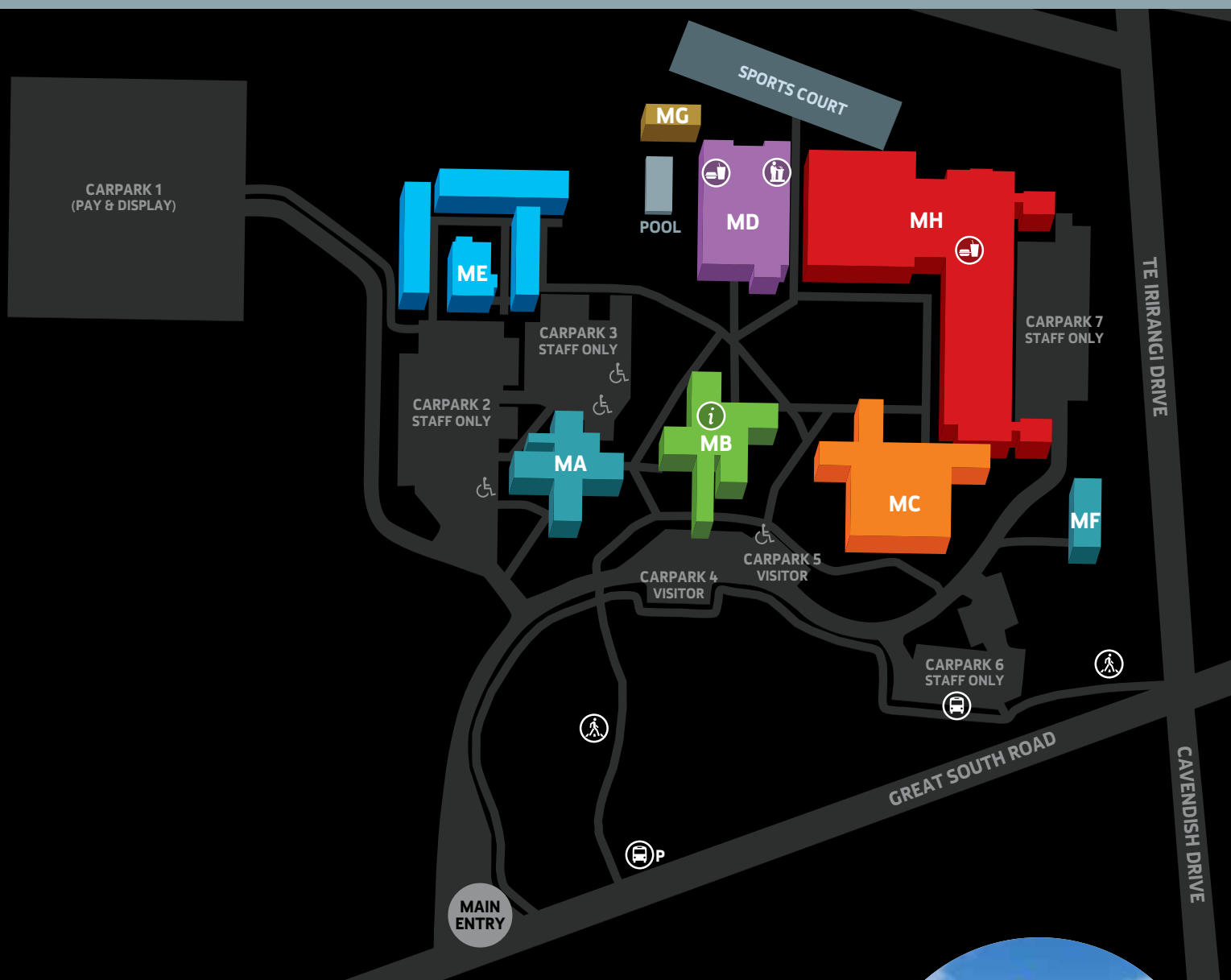
Art & Design

WE - Communication Design, Digital Design,
School Administration Centre








WM - Fashion Design, Industrial Design,
Textile Design, Visual Arts

WW - Spatial Design





Key

-  AUT Student Hub
-  Café
-  Conference facility
-  Pedestrian access
-  Intercampus shuttle bus stop
-  **P** Public bus stop
-  Mobility parks

South Campus

640 Great South Road
Manukau, Auckland





0800 AUT UNI (0800 288 864)

Auckland University of Technology
Auckland, New Zealand
www.aut.ac.nz

Enquire now
www.aut.ac.nz/enquire

CITY CAMPUS
55 Wellesley Street East, Auckland Central

NORTH CAMPUS
90 Akoranga Drive, Northcote, Auckland

SOUTH CAMPUS
640 Great South Road, Manukau, Auckland

Connect with us now:



@autuni

#autuni