

ART & DESIGN

UNDERGRADUATE
PROGRAMME GUIDE
2021

AUT

TOP  1%
UNIVERSITIES
WORLDWIDE

Celebrating 20 years as a university

When AUT became a university in January 2000, it had a clear vision for its future: to provide its students with exceptional learning experiences, and send them into the world as outstanding graduates. AUT has been a university for 20 years now and that student-centred vision has helped guide the development of world-class programmes, teaching, research, facilities and partnerships.

Today, AUT is New Zealand's second-largest university, with 29,250 students, 994 doctoral candidates, 3,400 staff, 195 professors and associate professors, and more than 100,000 AUT alumni. Ranked in the top 1% of universities worldwide, AUT is the top millennial university in Australasia, and ranked first in New Zealand for its global research impact and international outlook.

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 credit: Rendering by Jared Patterson.

Top 1%: AUT is ranked in the world's top 251-300 universities (Times Higher Education World University Rankings 2020).

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 aut.ac.nz/calendar, to ensure that they are aware of, and comply with, all regulations, requirements and policies.

International students should visit 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 2019.

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 ŌHANGA ME TE TURE

Business School

Te Kura Kaipakihi

Law School

Te Kura Ture

School of Economics

Matauranga Ōhanga

FACULTY OF CULTURE AND SOCIETY

TE ARA KETE ARONUI

School of Education

Te Kura Mātauranga

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

School of Future Environments

Huri te Ao

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

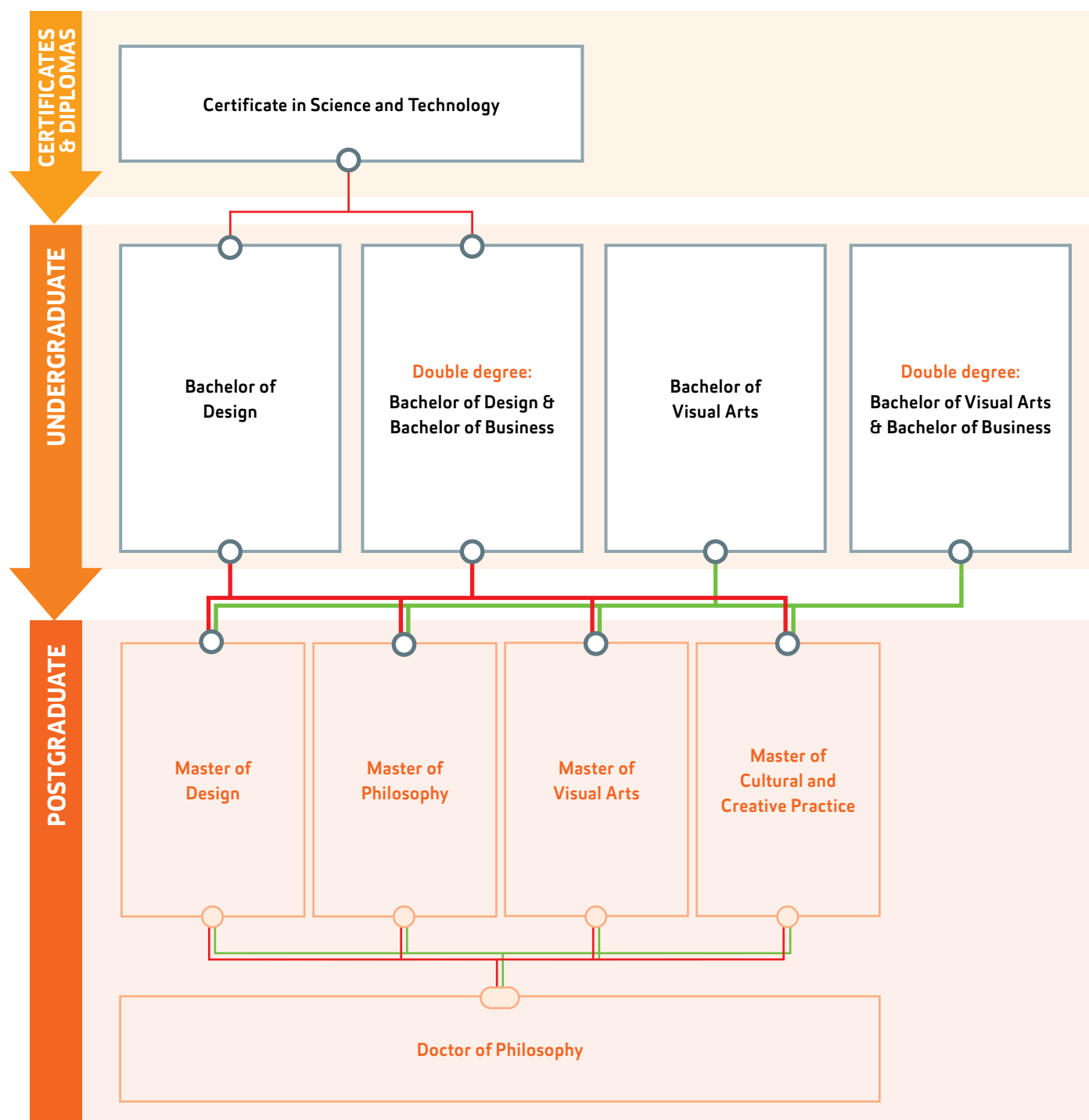
School of Sport and Recreation

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 aut.ac.nz/artdesign

WHY STUDY ART & DESIGN?

RANKED



TOP 100
WORLDWIDE

1 **ST**
in
NZ

for art & design



Industry-leading studios,
labs and technology



1 The AUT Rookie fashion show is the launchpad for many successful fashion design careers (designer: Aishwarya Angadi Rudresh) 2 You learn in an interactive environment where you collaborate with your classmates and share ideas 3 You have access to a state-of-the-art motion capture studio

World-class teaching and learning

We're proud to be one of the world's best modern universities – Times Higher Education has ranked AUT as the top millennial university in Australasia and in the top 1% (251–300) of universities in the world, and the QS World University Subject Rankings place us in the world's top 100 art and design schools. 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. You could also work with one of our many industry partners, giving you valuable industry experience and networking opportunities. You may even be able to showcase your work to industry and the media at the AUT School of Art and Design festival or the AUT Rookie fashion show.

Creating world-ready graduates

AUT's mission is to create great graduates, and each member of our staff contributes to this. 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. We offer exceptional learning experiences that prepare students to be successful wherever in the world their career may take them. We encourage innovation and entrepreneurship, and the ability to explore new technologies, challenge routine thinking and solve problems in new ways.

An innovative teaching and learning space

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. We have a number of world-class facilities including one of only two motion capture studios in the country, as well as photographic facilities and lighting studios, specialist printmaking workshops, 3D labs, bindery workshops, digital textile machines, and rapid prototyping and 3D printing facilities. 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.

A global outlook

We know that to create truly great graduates, we must do more than get them ready for their career; we must get them ready for the world. We're consistently ranked first in New Zealand for international outlook by world rankings organisations QS and Times Higher Education. Many of our academic staff were born overseas, and they often share their international experience and connections with their students. As an art and design student you can also spend part of your degree overseas at one of our partner universities in Australia, Canada, China, Europe, Mexico, the USA or Vietnam.

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, our Student Hub advisors are 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 academic advice, fees and financial support, and services for our diverse student communities including the international, disability and rainbow community.

Dedicated support for new students

From Orientation to our many academic and cultural support programmes, our Student Services team is 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 and Beyond AUT Award challenge, reward and formally acknowledge 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 LinkedIn Learning (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, and counselling and mental health services. We also run Wiser at AUT events where students can develop better self-knowledge and a greater sense of purpose and meaning in their lives.

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 our students are safe when they're on campus. Our friendly security staff are available day and night to help if you have any concerns.





Student work exhibited at the Art & Design Festival

1 Towards Utopia by Morgan Klyn, AD19 – Fashion Design major 2 Transmission by Kornika Pornvarojanabun, AD18 – Digital Design major 3 I spy with my little eye by Keaton Hamilton, AD18 – BVA degree 4 BRUTE by Nicola Guidote, AD19 – Fashion Design major 5 The Natural State by Sophie Roberts, AD18 – Spatial Design major 6 Nanna by Bianca Cross, AD18 – Communication Design major 7 Queens Rooftop Sanctuary by Olivia Dunn, AD18 – Spatial Design major 8 Ko au te whare, ko whare te au. I am the house, the house is me by Liv Tuimaseve, AD18 – BVA degree

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.

As a Bachelor of Design student you have access to world-class facilities, 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 100 worldwide – so why would you choose to study anywhere else?

Entry requirements

Minimum entry requirements

- University Entrance or equivalent
- Portfolio of artwork³

Preferential entry

You may be eligible for preferential entry to the Bachelor of Design if:

- You are a current Year 13 student at a NZ secondary school, and
- You have achieved NCEA Level 2 with Excellence endorsement overall and with an Excellence endorsement in one or more approved art, design or technology subjects, or
- You have achieved a University of Cambridge International Examinations (CIE) AS grade A or B in one or more approved art, design or technology subjects.

This means you won't need to submit a portfolio of art or design work. If you believe you are eligible for preferential entry, apply online and submit your application without a portfolio.

English language requirements

IELTS (Academic) 6.0 overall with all bands 5.5 or higher; or equivalent.

Useful New Zealand school subjects

Art History, Classical Studies, Construction and Mechanical Technologies, Design and Visual Communication, Design (Practical Art), Digital Technologies or Hangarau Matihiko, English, Geography, History, Mathematics or Pāngarau, Media Studies, Photography (Practical Art), Physics, Processing Technologies, Te Reo Māori, Te Reo Rangatira, Technology or Hangarau.

QUICK FACTS

Level: 7

Points: 360

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

Campus: City & South¹

Starts: 22 Feb 2021

Apply by: 25 Sept 2020²



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

"What I love most about being a designer is the constant pursuit of the idea. The solution is often right under your nose, but finding it is never that simple. I enjoy the rush you get when you know you've landed on the right idea. As a designer, you're constantly pursuing the simple solution and it drives you to always challenge yourself. 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."

Bachelor of Design

Overview continued



Work showcased at
major exhibitions and
through the media



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 on 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!"

Majors

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

Minors

- 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 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. An 18-month master's degree enables you to specialise in and research a particular area within your chosen discipline.

Our postgraduate programmes include:

- Master of Design
- Master of Visual Arts
- Master of Cultural and Creative Practice

AUT encourages early application by 25 September 2020. Places are limited.



Students work on live,
real industry briefs



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. The lecturers were the nicest and most talented I've ever met. They guided me and helped me explore fashion to the deepest level without changing my identity. I loved that students could freely express their ideas and had access to great equipment for their design projects. Being at AUT helped me develop essential fashion industry connections. I got to intern for Trelise Cooper and Karen Walker, and was also selected to show my final-year collection at the AUT Rookie fashion show."

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, 2021), those who submit their full applications, including a portfolio of work, by 25 September 2020 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 31.



For more details visit aut.ac.nz/artdesign

Bachelor of Design

Overview continued

Course planner – Bachelor of Design

Bachelor of Design – programme structure

CHOOSE ONE OF THE FOLLOWING MAJORS:		300 points
Communication Design	Industrial Design	
Digital Design	Interaction Design	
Fashion Design	Spatial 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 30 for a description of minors

Bachelor of Design

Communication Design

Communication design focuses on developing and visually communicating ideas, messages and meaning. You examine historical and contemporary concepts of visual language and design processes through diverse projects responding to societal, environmental, design industry and commercially relevant themes and issues.

What this major covers¹

You study core papers each year that cover design solutions, critical thinking, research practices, user experience, creative processes, information management, prototyping, market/cultural/industry case studies. All students are offered a choice of a minor in Semester 2.

In Year 2 you're offered specialised studio projects and workshops in specific disciplines of communication design. Throughout the major you're supported by lecturers and professional designers, as you work independently and collaboratively on speculative and real-life design projects.

Year 1

Communication Design Studio I and II papers focus on ideation, visual thinking, contextual investigation, creative exploration and experimentation, in response to specific briefs. Design fundamentals including typography, composition, illustration, and photography are supported by research, experimentation and testing to identify language, audience and communication.

Design Research I investigates ideas and contexts in graphic design, specifically looking at how text and image is employed by visual communication designers, past, present and future. Materials and Media I and II apply principles of graphic design for both print and screen formats, implementing digital software applications, alongside traditional analogue processes, tools, materials and media. This leads you to the development of technical and craft skills, and iterative design methodologies to enable production of specific designed outputs, visual assets and artefacts.

Year 2

The specialised studio projects at the City Campus are Graphic Design, Advertising and Branding; and Graphic Design and Image Making. At the South Campus the specialised studio project is Communication Design. All Year 2 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.



KEY FEATURES:

- Covers a range of tools, technologies and materials for print, digital and interactive project work and media
- Offered at the City and South Campus
- Students entering the first year of Communication Design and Interaction Design majors share a common first-year programme



SEE YOURSELF AS:

- A visualiser and brand aware
- Interested in advertising and packaging
- Having strong drawing skills and story-telling skills



CAREER OPPORTUNITIES:

Design & strategy

- Advertising and brand creative
- Online and social media manager
- Creative or account director

Image-making

- Photographer and videographer
- Content and narrative illustrator
- Printmaking

Graphic design & typography

- Communication or graphic designer
- Publication design and magazine art director
- Print and packaging designer
- Information designer



Eilish Out-O'Reilly

Junior Designer, Journey
Bachelor of Design in Communication
Design

"I chose to study at AUT based on recommendations from high school. We often had current AUT students come to our school and talk about the design degree. The work they were producing and the studio environment really appealed to me.

"The people who make up the communication design degree are what makes it special. The culture enables you to be pushed creatively; to constantly better your ideas. Working in groups throughout my degree also prepared me well for the industry, as learning to work with others on a project is an essential skill.

"This group studio dynamic really came into fruition in the last couple of months of my degree. I spent almost every waking hour with my peers and tutors, bouncing ideas and critiquing each other's work for our final exhibition. Although this was definitely the hardest part of my degree, it was also the best.

"With the Bachelor of Design, you can specialise in your second year and begin to really develop a set of solid skills in that area. This process allowed me to do more of what I love and less of what I didn't. Pairing this with an internship at BCF Dentsu during my degree really gave me a taste of the real world and enabled me to see if this was the career for me."

Bachelor of Design Communication Design

continued

Studio programmes at the City Campus:

Graphic Design, Advertising & Branding

Our advertising and branding students are known for their fresh creative minds and strong affinity for new media technologies. You're involved in idea generation, campaign design, strategy, social media marketing, identity and systems design.

Employing design thinking methodologies and user experience research, you initiate projects and create solutions tailored for diverse markets and audiences. Working across print and digital media processes, you develop individual projects underpinned by research practice including commercial contexts, social/environmental concerns and speculative design. Throughout your studies you develop robust and individual processes responsive to the craft of graphic communication and the world of visual culture.

Graphic Design & Image Making

In the age of the image, illustration, photography and hand-authored, mechanical and digital media are at the centre of communication arts. You become skilled in concept development, content generation, image making and type relationships to communicate messages and meaning. Working across print and digital media processes, you create individual projects underpinned by research practice, including commercial contexts, social/environmental concerns and speculative design.

A range of publishing contexts guide your individual and professional practice, driven by a desire to connect with audiences to inform, persuade and entertain. You develop robust and individual processes responsive to the craft of graphic communication and the world of visual culture.

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.

AUT encourages early application by 25 September 2020. 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, 2021), those who submit their full applications, including a portfolio of work, by 25 September 2020 will be prioritised.
3. For portfolio guidelines see page 31.



Awhina Hinepare Shortcliffe

Ngāti Te Ata, Waikato Maniapoto
Marketing Coordinator, AGrowQuip NZ Ltd
Bachelor of Design in Communication Design

"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 that 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, simply because I got to learn a little of everything.

"I loved that the degree remains current. As technology is becoming more and more advanced, the papers are constantly adapted to reflect current trends. I also enjoyed working alongside like-minded individuals who fuelled my creativity and helped me better myself and my work.

"My advice for other students is to take advantage of opportunities that present themselves. If you need any help with that, there's a support system that will surround you, so make sure you use it. For example, I've been sharing my experiences with other students through my roles as a student ambassador and a peer mentor. There's lots of support at AUT if you need it."



For more details visit aut.ac.nz/artdesign



KEY FEATURES:

- Access to state-of-the-art facilities
- Strong ties to key industry organisations, including Weta
- Growing demand for digital design skills, in the entertainment industry and beyond
- 60 hours of work experience in the digital design industry



SEE YOURSELF AS:

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



CAREER OPPORTUNITIES:

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

Bachelor of Design Digital Design

The Digital Design major offers pathways in animation, visual effects and game design. It prepares you for the demands of a career in the digital creative industries by giving you a comprehensive grounding in animation, visual effects and game design in a studio-based teaching and learning environment.

You have access to world-class facilities like our green screen, motion capture and virtual reality studios, and our high-end computer labs which are equipped with a suite of industry standard software. Our staff have a wide range of creative, academic and industry experience, from working at Weta Digital to running indie game companies. We also have strong and long-established links with industry, and you have opportunities to gain professional experience while studying.

What this major covers¹

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. We encourage you to develop your unique creative potential in an exciting and rapidly evolving field.

Year 1

Year 1 introduces you to all aspects of digital design including animation, visual effects, game design, cinematic production, motion capture, and augmented and virtual reality. You also receive a grounding in theory and history in these areas to develop your critical thinking and analysis expertise, including narrative and design methodology.

The Digital Design major is both studio production and software lab-based, and you work in a studio-based teaching and learning environment.

Year 2

In Year 2 you can choose a specialised pathway in either animation, visual effects or game design where you undertake a series of practice-based projects designed to develop and deepen your expertise in your chosen fields.

Year 3

In Year 3 you undertake a major capstone project where you pursue self-directed creative research in your chosen field.

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 Digital
- Staples VR
- Flux Animation Studio Ltd
- InGame Ltd
- Power Rangers TV series
- Assembly
- Geo AR Games
- Metia Interactive
- Watermark
- Toybox
- TVNZ
- TV3
- 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 25 September 2020. 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, 2021), those who submit their full applications, including a portfolio of work, by 25 September 2020 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 31.



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 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.

"The digital design programme is still quite young but it was great to see that AUT is keeping up with the constant advancements in our industry. There are many opportunities for students to go out and do great things and meet new people. You just have to grab these opportunities.

"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 Avengers: Infinity War, which was a huge success."



For more details visit 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 including Burberry, Ralph Lauren, Karen Walker, Zambesi and Lonely Hearts.

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, Jason Lingard, Glen Yungnickel, Tia Feng and Thistle Brown.

AUT encourages early application by 25 September 2020. 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, 2021), those who submit their full applications, including a portfolio of work, by 25 September 2020 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 31.



Nadeesha Godamunne

Freelance Illustrator, New York
Master of Art and Design
Bachelor of Design in Fashion Design

"I ended up choosing fashion – partly because of my love for it and partly because AUT has a great reputation for fashion design. Rookie, the annual graduate fashion show, and the impressive array of technology really appealed to me.

"I saw AUT as a place where I could experiment, explore different avenues within design, and not feel restricted. And that's exactly what I did. My time at AUT became a hybrid of fashion, textile, graphic and illustration work. I love that there aren't those boundaries you may find at other universities. I became very interested in designing and illustrating fabric, so much so that an entire collection featured hand-drawn illustrations printed at the AUT Textile Design Lab.

"I moved to New York in 2012, and worked for designers like Calvin Klein, Ralph Lauren, Alice and Olivia, Prabal Gurung and Eileen Fisher. One of my career highlights was spending three years as an in-house fashion illustrator at Ralph Lauren.

"For the past few years I've worked as a freelancer. There's such a variety of work, which is why I love it. I sometimes work in-house with fashion brands to illustrate design ideas for meetings and fashion buyers. I also do editorial work for print and conceptual work for campaigns/film."



For more details visit 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

Bachelor of Design Industrial Design

Industrial design at AUT focuses on good design for a better world. Products we design can be tangible, three-dimensional manufactured objects like consumer products, furniture, packaging, medical and sports equipment, or they can be systems, services and interfaces, always with innovation as a main driver.

At AUT, you work in open plan design studios, individually as well as in teams, and have access to world-class technologies, laboratories and workshops. This major is future focused, working with and challenging industry in creative ways to engage with real-life problems. We seek to respond to and shape our world through themes of collaboration, sustainability and wellbeing.

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
- Industrial Design Studio 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.



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

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:

- Macpac
- Citta Design
- PLN Group
- Blender Design
- Kohler
- Formworks
- Reclaim
- The Warehouse
- Auckland District Health Board
- Medicine Mondiale
- pHd 3
- Essenze
- Fisher & Paykel Healthcare
- Zespri
- Trade Aid
- Return to Sender Coffins
- Consortium
- Zephyr Technologies
- Kathmandu
- Freedom Camping
- Snow Planet
- Adept
- Auckland Transport
- Auckland Council

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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, 2021), those who submit their full applications, including a portfolio of work, by 25 September 2020 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 31.



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 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

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 covers ¹

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.



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

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 25 September 2020. 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 25 September 2020. 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, 2021), those who submit their full applications, including a portfolio of work, by 25 September 2020 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 31.



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

Bachelor of Design Spatial Design

Spatial design is the design of human environments from the inside out. Spatial designers are experts at finding their way into new situations by interpreting and analysing them spatially, relationally, and culturally. They reinvent, reconfigure, redesign, and renovate, working with and questioning what exists; and they communicate persuasively and precisely to anticipate and facilitate change.

At AUT, our main areas of spatial design are interior design; stage, set, and production design; furniture, urban placemaking; exhibition, event, and experience design; and imagined futures and critical speculations. Spatial design overlaps with architecture, landscape design, curating, installation art, community development, and design for virtual or augmented worlds.

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.



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.

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:

- Exhibition design for Speaking Surfaces at St Paul Street Gallery, in collaboration with curators and artists
- Concept proposals for refitting the Arataki Visitors Centre in the Waitakere Ranges
- Designs for ward rooms and patient lounges for Waitematā District Health Board, in collaboration with the Good Health Lab
- Award-winning proposals for renovating and extending the Auckland Domain Winter Gardens
- Materials-focused exploration of colour, ceramics, and textiles, based on visits to the mothballed St James Theatre
- Designs for public bath-houses, sleeping spaces, custom furniture, and imaginary spaces for film

We also have upcoming projects with the Auckland War Memorial Museum, the Pacific Spaces Research Cluster, and Auckland Council.

AUT encourages early application by 25 September 2020. Places are limited^{2,3}.

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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, 2021), those who submit their full applications, including a portfolio of work, by 25 September 2020 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 31.



Sophie Roberts

Landscape Design Intern
Terrain NYC, New York City
Bachelor of Design in Spatial Design

"My biggest achievement while I was at AUT was being awarded the AUT Internz Scholarship, and landing a position to work at a landscape architecture firm in SoHo, New York City. Since I was young one of my career goals was to work in New York City, and to have my first job in the industry here is an amazing personal achievement.

"The team here is amazing; it feels like a second family, which is such a nice feeling being away from New Zealand. The team is smaller in size, which means I can work on a big range of tasks, from AutoCAD to attending client meetings.

"From a young age, I've been interested in the designed spaces that surround me. Spatial design was a natural pathway for me to follow, combining my love of design and transferring it into spatial form. AUT's spatial design degree had a great reputation, and with a small class intake, I knew it would be a good fit for a space I could learn and thrive in.

"It was a perfect environment to design in. Through the studio culture I made lifelong friends – spending countless late nights in studio leads to great friendships. Being taught by great academic staff in spatial design also enriched my experience at AUT."



For more details visit 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:	22 Feb 2021
Apply by:	25 Sep 2020 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

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. Study visual arts and enjoy a student-centred and studio-based programme where you can follow your interests in art – including drawing, printmaking, digital art, sculpture, moving image, analogue and digital photography, installation, sound, painting, performance, art and technology, social and community-based art practices. Equip yourself with an impressive set of practical and technical skills to produce your own artwork.

As a visual arts student you enjoy the exceptional experience of working and learning within our community-minded visual arts studio culture. This is a place for you to nurture your imagination, gain confidence in your unique voice, and value where you come from and what you bring to our community.

Entry requirements

Minimum entry requirements

- University Entrance or equivalent
- Portfolio of artwork²

Preferential entry

You may be eligible for preferential entry to the Bachelor of Visual Arts if:

- You are a current Year 13 student at a NZ secondary school, and
- You have achieved NCEA Level 2 with Excellence endorsement overall and with an Excellence endorsement in one or more approved art, design or technology subjects, or
- You have achieved a University of Cambridge International Examinations (CIE) AS grade A or B in one or more approved art, design or technology subjects.

This means you won't need to submit a portfolio of art or design work. If you believe you are eligible for preferential entry, apply online and submit your application without a portfolio.

English language requirements

IELTS (Academic) 6.0 overall with all bands 5.5 or higher; or equivalent

Useful New Zealand school subjects

Art History, Classical Studies, English, Media Studies, Nga Toi, Ngā Toi Ataata, Painting (Practical Art), Photography (Practical Art), Printmaking (Practical Art, Sculpture (Practical Art), Te Reo Māori, Te Reo Rangatira.



SEE YOURSELF AS:

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

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 through a hands-on, exciting and busy year of making. You'll be encouraged to develop your own artistic interests to art making while covering a wide range of new approaches, skills, 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

You'll develop in-depth technical, media, critical and conceptual skills by choosing a pathway for focus:

Sculpture & Intermedia

Explore the breadth of the expanded field of sculpture in contemporary art. You'll be encouraged to develop individual approaches to your making through experimental and open-ended investigative methods. There's a strong focus on the exploration of sculptural concepts and ideas driving contemporary art; object making, installation, performance, social art practices, digital and traditional craft based practices.

Painting & Printmaking

Using traditional and experimental drawing, painting, printmaking and digital media technologies in ways that suit your inventive purposes, you'll develop a territory of interest for art making. You'll be engaged in workshops and seminars on concepts and techniques for contemporary painting and printmaking strategies.



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



Kelsi Tulafono

Tokelauan, Ngāpuhi, Ngāti Kuri, Ngāi Takoto, Ngāti Whātua o Ōrākei
Artist

Master of Visual Arts
Bachelor of Art and Design (Honours)
Bachelor of Visual Arts

"During my first interview to get into AUT the lecturers broke down the visual arts programme for me. I liked the idea of trying different disciplines in the first year before choosing what you major in. In saying that, just because you chose one discipline doesn't mean you have to stick to that particular one. You can mix sculpture with painting if that's the best way to explore your art ideas. My art practice focuses on our family stories, land, experiences and our Tokelauan heritage. AUT had all the resources I needed to document, edit and display these stories. I'm most proud of the development of my art knowledge and art practice throughout university. I've also had the opportunity to share some of these stories in different galleries, including Artspace Aotearoa, the Sanderson Art Gallery and the Mangere Arts Centre – Nga Tohu o Uenuku."

Bachelor of Visual Arts

Overview continued



Award-winning, industry-experienced teaching staff



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

“The highlights of my studies were the visual arts community at AUT, having the ability to be flexible within the creative arts and the fact that the photography lab was close by. The environment at AUT is set up to enable students to explore, test and trial, and it’s a very student-focused environment. I also found that the academic staff go out of their way to stay connected via Instagram and email, which is amazing. A highlight of being out of art school is that I get to work alongside my old lecturers. In my position as curator our paths often cross and it’s exciting being able to show them how I’m putting into practice all the knowledge they shared during my time at uni.”

Photography & Lens Based Media

Develop an independent lens-based direction from a foundation of learning in photographic theory and technical learning. You’ll learn to work with a broad range of high-end equipment and facilities, including large format analogue photography, studio lighting and digital processes that include moving image work. By questioning what photography is and how it operates in the world today, you’ll develop a photographic art practice that is critical and current.

Year 3

We’ll work closely with you to develop your practical, conceptual and contextual understanding as an artist. You’ll work in increasingly self-reliant ways, developing advanced skills and confidence in your own artistic voice, complemented with a focus on strong industry connections through our Talk Week festival and public exhibitions programme. The year culminates in making a comprehensive exhibition at the Art & Design Festival.

Career opportunities

As a visual arts graduate you’ll excel at building community beyond university and contribute to the art industry in many ways.

- 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 25 September 2020. Places are limited ¹.

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2. For portfolio guidelines, see page 31.

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



For more details visit 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's 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.

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 unless you qualify for preferential entry.

Before you submit your portfolio

- Apply to AUT for entry into the Bachelor of Design or Bachelor of Visual Arts. You need to apply by 25 September 2020.
- 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 later¹

What to include in your portfolio

- Approximately 12 to 24 A4 pages of images/photos of your work that are compatible with the Bachelor of Visual Arts or the Bachelor of Design major(s) that you are applying for
- Give a short explanation of each image including the date, title and the issue or concept that you were working on and your role if it is a collaborative piece
- Include the working drawings or process, where available, for at least one piece of work or project
- Don't include original work – send us photos or electronic copies of your work in your portfolio
- For majors like Digital Design and Communication Design, you may wish to send us a movie file as part of your portfolio. Don't upload movie or audio files with your application or to your Arion account. Upload your movie to YouTube or Vimeo, etc and place a link to this in your cover letter
- A short cover letter that introduces yourself and outlines your design aspirations or goals and past or present design studies. Include this letter as the first page of your portfolio

- Images/photos of your work and your cover letter need to be merged into one PDF file. For example, a file created in Powerpoint or InDesign or Word is then converted into one PDF file
- The file name for your portfolio should include your full name and the programme(s) and major(s) you're applying for. We can't review portfolios that don't have a name or programme/major recorded.

Ensure that your portfolio demonstrates both a breadth and depth of creative work – include images of a range of drawings, sketches, models and finished examples of work in your portfolio.

Problems uploading your portfolio?

The file size must not exceed 30MB. Any files exceeding 30MB will be sent back to you by Admissions and/or not uploaded to your application. Applications that don't include a portfolio may not be assessed.

If you have a problem uploading your portfolio (eg due to file size limitations) contact the Student Hub on 0800 AUT UNI or email studenthub@aut.ac.nz

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



QUICK FACTS

Level: 7

Points: 720

Duration: 4 to 5 years¹Campus: City & South²Starts: 22 Feb & 12 July 2021³

Apply by: 25 Sep 2020



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 degree: Bachelor of Design & Bachelor of Business

Combine your creative talents with business acumen through this double degree. 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 (unless you qualify for preferential entry – see page 9).

What these qualifications cover

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

- Communication Design
- Digital Design
- Fashion Design
- Industrial Design
- Interaction Design
- Spatial 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 25 September 2020. Places are limited.

1. You can complete this double degree 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 aut.ac.nz/business
3. Only the Bachelor of Business starts in July.



For more details visit aut.ac.nz/artdesign

Course planner – Bachelor of Design & Bachelor of Business (Double Degree)

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: 22 Feb & 12 July 2021³

Apply by: 25 Sep 2020



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 degree: 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 (unless you qualify for preferential entry – see page 26).

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 25 September 2020. Places are limited.

1. You can complete this double degree 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 aut.ac.nz/business
3. Only the Bachelor of Business starts in July.



For more details visit aut.ac.nz/artdesign

Course planner – Bachelor of Visual Arts & Bachelor of Business (Double Degree)

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:	22 Feb & 12 July 2021

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

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 aut.ac.nz/artdesign

Overview of our postgraduate qualifications

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.



For more details visit aut.ac.nz/artdesign

HOW TO APPLY

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

1

APPLY EARLY

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

APPLYING FOR 2021

- Semester 1
 - apply by 25 September 2020
- Semester 2
 - apply by 3 May 2021

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 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

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 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 NCEA credits in that subject (or equivalent), unless indicated otherwise.

NCEA approved subjects

For a list of NCEA approved subjects for University Entrance visit the NZQA website, 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 programmes offered at AUT. Please visit 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 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 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 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 aut.ac.nz for entry requirements for specific countries.

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

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 2020 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 2021 tuition fees will be advertised on 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)	\$6,712.00-\$6,761.00¹
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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)	\$31,168.00-\$33,836.00
----------------	--------------------------------

Other fees you may have to pay:

- 2020 Compulsory Student Services Fee – \$760.00 for 120 points or \$6.33 per academic point
- 2020 Building Levy – \$76.00 for 120 points or \$0.63 per academic point
- Additional fees for course materials or elective papers (check with your faculty if there are additional fees for your programme)

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 **0800 AUT AUT** (0800 288 288).

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 2021 visit 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 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 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 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 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 aut.ac.nz

Contact us online

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

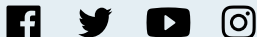
Secondary schools

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 at secondary.schools@aut.ac.nz

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

Need some guidance?

If you're still unsure what to do, or would like to check out the campus and facilities, you can contact our Future Students Team. Email future@aut.ac.nz or call **0800 AUT AUT** (0800 288 288) to speak to one of our friendly advisors.

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

Take a virtual campus tour

To take a virtual tour of our campuses visit 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

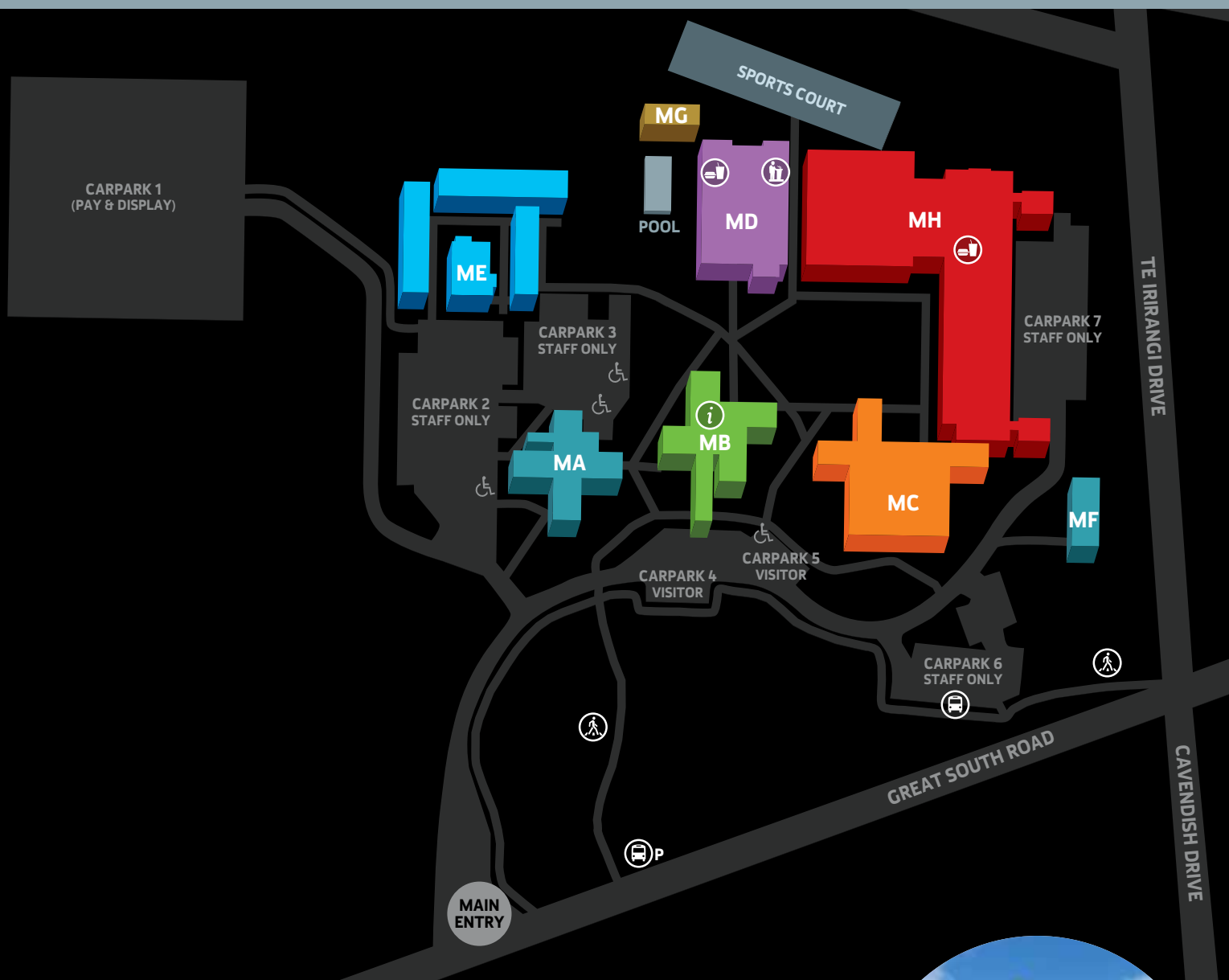
Art & Design

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 AUT (0800 288 288)

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

Enquire now
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