

AUT

TE WĀNANGA ARONUI
O TĀMAKI MAKAU RAU

**ART AND
DESIGN**

UNDERGRADUATE
PROGRAMME GUIDE 2027

**KNOWLEDGE
THAT WORKS**

Nau mai, haere mai ki AUT 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 kawe 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

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 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

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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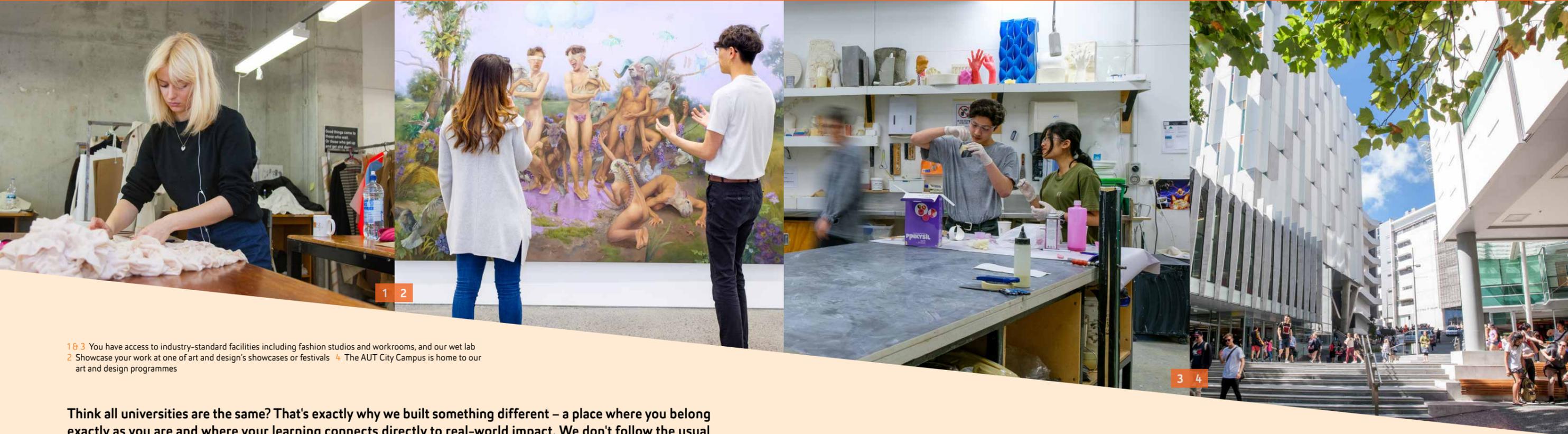
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Disclaimer: Although every reasonable effort is made to ensure accuracy, the information in this document is provided as a general guide only for students and is subject to change. All students enrolling at AUT should consult its official document, 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. The information contained in this programme guide was correct at the time of print, December 2025.



He aha ai e ako ki AUT? WHY STUDY AT AUT?

Scan this QR code for details about courses, where your study could lead and stories about our graduates and students.



1 3 You have access to industry-standard facilities including fashion studios and workrooms, and our wet lab
2 Showcase your work at one of art and design's showcases or festivals 4 The AUT City Campus is home to our art and design programmes

Think all universities are the same? That's exactly why we built something different – a place where you belong exactly as you are and where your learning connects directly to real-world impact. We don't follow the usual university playbook, because different gets better results. Ready to see how?

Confident in your future

Finding your creative voice isn't quiet work. It's loud, messy and collaborative. At AUT, you'll work in shared studios surrounded by other artists and designers pushing their own boundaries – experimenting, taking creative risks and making breakthroughs together. Small studio groups mean your lecturers know your work, see where you're heading and help you get there. You'll graduate knowing your work can stand on its own because you've already proved it can.

Built for the real world

Most universities teach you to think. We also teach you to do. Your studies connect learning to real-world application from the start. Our practical degrees include hands-on projects and the skills employers actually want. In art and design, you won't just create assignments; you'll exhibit in our on-campus galleries while still studying. You won't just learn from books; you'll work alongside practising artists and designers. You won't just build a portfolio; you'll showcase work that's already been seen by real audiences.

Industry-standard facilities

Professional printmaking facilities. Motion capture technology. Virtual production facilities using Hollywood-grade equipment. Digital fabrication labs. These aren't aspirational – they're what you'll use daily. Our studios are collaborative spaces designed for experimentation, where you'll work with the same technology that professionals use in industry. From concept to creation, you'll develop your skills in spaces built for serious creative work.

Research that shapes tomorrow

Our research tackles real-world challenges in art and design, from visual arts to digital innovation and health design. We partner with organisations and communities to drive meaningful change, creating knowledge that works well beyond the university. As an art and design student, you'll learn from academics who are actively researching the field. What you're taught reflects what's happening now, not just what's in textbooks.

Oranga Taurira STUDENT LIFE

We see you. We back you. Your success is our mission. It's care you can feel every day. This is AUT.

You're seen from day one

Orientation isn't really about maps or lecture rooms; it's about connection. This is where you'll meet the people who'll message you notes when you miss class, hype you up before a big presentation and check in when life gets heavy. It's also where you'll prep for academic success, and find out where to get help when you need it and who'll have your back throughout your time here. And that care carries on long after your first week. When you drop into the Student Hub – whether it's on campus or online – you'll find caring staff who remember your face, ask how things are going and genuinely want to help you sort whatever you need sorted.

Find your people

Over 90 clubs covering social, cultural, creative and special interests. Sports teams. Faith communities. Sustainability projects. Whatever your thing is, there's space for it – and if there isn't, start something new. You'll find recreation spaces and gyms where you can train or clear your head, social sports leagues where you can compete with mates, and opportunities to represent AUT through University and Tertiary Sport NZ. You'll find cafés and student lounges to hang out in, and places to grab food between classes. Throughout the year there are cultural festivals, guest speakers, performances and competitions; plenty of chances to get involved, try something different and make things happen.

Communities where you belong

At AUT we celebrate diversity. We're proud to be a Pride Pledge university and we're deeply committed to Te Tiriti o Waitangi. Belonging isn't a slogan. It's real, everyday spaces where you don't have to explain yourself. You'll find Māori and Pacific communities where culture leads the way, rainbow spaces that feel safe and joyful; support built around what disabled, Deaf and neurodivergent students need to thrive; guidance for international students finding their place in Aotearoa, and advocacy that makes sure your voice is heard.

Support that actually shows up

Uni is full of highs, lows and late night panic moments, and you're not expected to push through any of it alone. You'll have academic support that makes tricky assignments feel manageable, library research help when you're stuck, workshops to build your skills, counselling and medical care you can access without stress, practical help when money is tight – including food support and even laptops if you need them – and tech support that keeps your study running smoothly. Whatever you're facing, there's someone here who knows how to make it easier. And you can feel safe while you're here – our campuses are monitored 24/7.

Your future starts now

Employability isn't something you leave until graduation – it's woven through everything you do. You'll get career advice from people who understand your industry and what it's like to move from university to the working world, events where you can meet employers throughout the year, job boards linking you to opportunities, and volunteering and leadership activities, and real-world projects that build your confidence. Whether you're exploring internships, starting your own venture with entrepreneurship support or studying overseas at one of our partner universities, you'll find momentum that carries you into what comes next.

Want to know more?

Scan for full details on clubs, support services, campus facilities and everything else that makes AUT feel like your place.



Bachelor of Design Te Tohu Paetahi mō te Hoahoa

Overview

BDes | AK3619

QUICK FACTS

Level	7
Points	360
Duration	3 years full-time, part-time available
Campus	City
Starts	22 Feb 2027

Ideas are powerful – but only if you know how to make them real. That’s what AUT’s design degree is about. You’ll work in open studios on real briefs, with real pressure, because that’s how design actually happens. You’ll connect ideas across design fields, bring mātauranga Māori into your approach and harness emerging tech to push boundaries. You’ll tackle the ethical questions every designer faces and graduate ready to create work that matters; work that carries your voice and your values. And when it’s time to show what you’ve made, the AUT Art & Design Festival puts your ideas in the spotlight.

Entry requirements

Minimum entry requirements

University Entrance or equivalent in approved subjects. Refer to the AUT website for further information.

Useful New Zealand school subjects

Art History, Classical Studies, Computing, Construction and Mechanical Technologies, Design (Practical Art), Design and Visual Communication, Digital Technologies or Hangarau Matihiko, English, Geography, Hangarau, Hauora, Health, History, Mathematics/Pāngarau, Media Studies, Music Studies, Ngā Mahi a Rēhia, Ngā Toi, Ngā Toi Ataata, Ngā Toi Puoro, Painting (Practical Art), Pāngarau, Photography (Practical Art), Physics, Printmaking (Practical Art), Processing Technologies, Psychology, Pūtaiao/Science, Sculpture (Practical Art), Technology/Hangarau, Te Ao Haka, Te Reo Māori, Te Reo Rangatira, Technology, Visual Arts

English language requirements

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

Don’t meet the entry requirements?

Consider starting with the Diploma in Design Titohu mō te Hoahoa – refer to page 21 for more details.

Scan this QR code for details about courses, where your study could lead, and stories about our graduates and students.



What this qualification covers

This programme is highly flexible and you can build your degree in a way that reflects your interests.

To graduate with this degree you need to complete:

Core courses (120 points)

These are courses all students in this degree need to take. They cover fundamental design principles and processes, and help you decide which subject to focus on later in your studies. One of the core courses is the Integrated Design Practice you complete in your final semester.

Your chosen major (120 points)

Your major is the subject area you want to specialise in. This makes up one third of your degree. You can view the list of majors in this degree on page 8.

Flexible component (120 points)

You can choose one of the following options:

- Two minors (60 points each); or
- A minor (60 points) and elective courses (60 points); or
- A second major (120 points)

Your second major and your minor(s) can be from art and design or different AUT degrees, and you can choose your elective courses from a wide range of subjects from outside art and design.

	YEAR 1	YEAR 2	YEAR 3
SEMESTER 1	Introduction to Design Practice 30 PTS	Major course 30 PTS	Major course 30 PTS
	Making & Media 15 PTS	Flexible component 15 PTS	Flexible component 15 PTS
	Mahitahi Collaborative Practices 15 PTS	Flexible component 15 PTS	Flexible component 15 PTS
SEMESTER 2	Major course 30 PTS	Major course 30 PTS	Integrated Design Practice 60 PTS
	Flexible component 15 PTS	Flexible component 15 PTS	
	Flexible component 15 PTS	Flexible component 15 PTS	

Core courses • PTS: Points



“I’ve always been creative and artistic, and became interested in graphic design the minute I learned what it was when I was about 14. I went to a few university open days, but none gave me as much reassurance of being in the right place as AUT did. I knew it was exactly where I wanted to be after talking to lecturers, seeing past students’ work and discovering the facilities. My biggest highlight of my time at AUT was the sense of freedom to explore whatever I felt most curious about. I enjoyed the practical, hands-on approach to learning and getting to try facilities like the photography studio, 3D printing lab and book bindery. My greatest achievement throughout my studies was becoming a Best Awards finalist for my final-year capstone project, Emergence.”

Connor Goldie
Graphic & Digital Designer, Vulcan / Freelance Designer
Bachelor of Design in Communication Design

Bachelor of Design Te Tohu Paetahi mō te Hoahoa

Overview continued

Majors

Choose one of these majors as part of your degree:

- Animation, Visual Effects and Game Design
- Communication Design
- Fashion Design
- Industrial Design
- Interaction Design
- Spatial and Interior Design

Refer to pages 9 to 14 for more details on each of these majors.

If you want to include a second major in your degree, you can choose another subject from the list above or can see more options from different AUT degrees on aut.ac.nz/majors-minors

Minors

A minor is smaller than a major. It usually consists of four courses. If you decide to include a minor or two minors in your degree, you could choose from:

- Animated Drawing
- Cinematic Arts
- Contemporary Pacific
- Creative Entrepreneurship
- Design for Health
- Digital Fabrication
- Experimental Surface Design
- Extended Reality
- In Print: Publishing Practices
- Motion Capture
- Painting, Printmaking and Drawing
- Photographic Practice
- Photography, Sculpture and Moving-image

For more information on each of these minors scan the QR code on page 7 and to see even more minors from other subjects visit aut.ac.nz/majors-minors



Build your degree on our website

Visit our website to build your own degree and see what your three years of study could look like. Simply scan the QR code on page 7.

Possible combinations include:

- Bachelor of Design Te Tohu Paetahi mō te Hoahoa in Industrial Design with minors in Design for Health and Motion Capture (one major, two minors)
- Bachelor of Design Te Tohu Paetahi mō te Hoahoa in Fashion Design with a minor in Creative Entrepreneurship (one major, one minor, plus elective courses of your choice)
- Bachelor of Design Te Tohu Paetahi mō te Hoahoa in Communication Design & Marketing (two majors)

Bachelor of Design Te Tohu Paetahi mō te Hoahoa Animation, Visual Effects and Game Design



Scan this QR code for details about courses, where your study could lead, and stories about our graduates and students.

Big ideas deserve big screens – and this major gets you there. While most universities teach you about animation, we teach you to create it. You'll master animation, visual effects and game design using the same tools the industry relies on – motion capture and VR studios, green screen facilities, virtual production suites and high-end computer labs. Strong industry connections mean you'll learn from professionals who make the magic happen. By the time you graduate, you'll have a portfolio that proves you can create worlds people want to step into.

What this major covers

YEAR 1

Year 1 is the same for everyone – core courses that cover the full picture of design practice, creative processes and mātauranga Māori. Then you'll learn the foundations of animation, visual effects and game design in studio-based environments, working solo and in teams using our motion capture studio and industry-standard software in computer labs and digital video spaces. You'll also start courses from your second major, minor(s) or electives.

YEAR 2

Now you start to create. You'll work on multiple practice-based animation, VFX or game design projects that build your technical skills, problem-solving abilities and storytelling skills. You'll explore content creation and narrative strategies, connect with industry through guest speakers and workshops, and balance this with courses from your second major, minor(s) or electives.

YEAR 3

This is where your ideas become real. You'll complete a major self-directed project – solo, with a partner, or as a team – taking it from concept to completion. Workplace experience? That's an option too. Industry speakers and workshops keep you connected to what's happening now. You'll also finish your courses from your second major, minor(s) or electives. The year ends with a public exhibition where you can show your work to industry and the public.

Career opportunities

- 2D/3D animator
- Visual effects artist
- Game designer
- Virtual reality artist
- Interactive designer
- Motion capture artist
- Motion designer
- Virtual production artist
- Working in the film industry



"Working on our final-year project and using all the skills from the previous two years was definitely the highlight of my time at AUT. I'm especially proud that our project, 'Rent is overdue', was awarded the AD21 Visual Effects Team Projects Award as well as a Silver award in the Best Awards. I'm very happy to now be working in this industry and being a part of some really cool projects. One of the best aspects about my career is being able to see people's reactions to something I've worked on and hearing that they enjoyed watching it. A highlight for me was working on the A24 film Maxxxine."

Tim Griffiths

Junior CG Artist, Fathom
Bachelor of Design in Digital Design
with a minor in Cinematic Arts
Certificate in Science and Technology

Bachelor of Design Te Tohu Paetahi mō te Hoahoa Communication Design

Scan this QR code for details about courses, where your study could lead, and stories about our graduates and students.



Design isn't decoration – it's how ideas move. In this major you'll learn to create visuals that actually matter, from branding, typography and illustration to photography, advertising, motion graphics and art direction. You'll work in open studios and labs with the tools professionals use, including printmaking and photographic facilities, risograph and book bindery. By the time you graduate, you'll have a portfolio that shows you can turn complex messages into designs people remember.

What this major covers

YEAR 1

Year 1 is the same for everyone – core courses that cover the full picture of design practice, creative processes and mātauranga Māori. Then you'll experiment with different media, using type, image and graphic design conventions and communicate ideas. Later, you'll explore design systems and information management to convey messages to audiences. You'll also start courses from your second major, minor(s) or electives.

YEAR 2

This is where ideas meet execution. You'll work on studio projects and workshops, exploring branding, visual identity, campaign strategy and social impact design, mastering image-making processes, narrative structures; typography, illustration or moving images; and professional workflows. You'll balance this with courses from your second major, minor(s) or electives.

YEAR 3

Now it's time to show your unique vision. You'll complete a major project – your own creative research that reflects your personal and professional goals. This becomes the cornerstone of your portfolio. You'll also finish your courses from your second major, minor(s) or electives. The year ends with a public exhibition where you can show your work to industry and the public.

Career opportunities

- Graphic designer
- Advertising and brand creative
- Publication, information or packaging designer
- Motion graphics designer
- Illustrator
- Account manager or creative director
- Content creator



"I appreciated that the tutors and lecturers encouraged and pushed me to be the designer that I am today. I also enjoyed the studio environment, which encouraged exploration, and tactile experiments in the bindery and screen printing room. It was all about finding our personal voice and the reasons why I want to design. During my time as an AUT student, two of my designs were featured in the BJ Ball 2024 type calendar and at our end-of-year exhibition AD23 I was awarded the Adam Tan Memorial Award in Display Typeface Design. I was also given the opportunity to do a summer scholarship with George Hajian, where we worked on the Queer Art Narratives publication."

Abbey Luong
Junior Graphic Designer,
Studio Pask, Christchurch
Bachelor of Design in Communication Design
with a minor in Design Thinking

Bachelor of Design Te Tohu Paetahi mō te Hoahoa Fashion Design

Scan this QR code for details about courses, where your study could lead, and stories about our graduates and students.



Fashion is more than trends – it's ideas you can wear. This major champions originality, creativity and innovation with a focus on designing for a sustainable future. You'll learn by making, responding to how fashion consumption and environmental impact are changing. You'll blend craft and technology to shape the future of fashion, working in studios with industry-standard machinery, digital tools and our suite of art and design labs. By the time you graduate, you'll have collections that turn heads and skills that set you apart.

What this major covers

YEAR 1

Year 1 is the same for everyone – core courses that cover the full picture of design practice, creative processes and mātauranga Māori. Then you'll start developing your fashion design practice through drawing, concept development, pattern cutting and sewing. You'll also start courses from your second major, minor(s) or electives.

YEAR 2

This is where technical skill meets creative vision. In the studios, you'll explore unconventional pattern-making, work on live industry projects, and develop your own design direction. You'll balance this with courses from your second major, minor(s) or electives.

YEAR 3

Now it's time to showcase your vision. You'll complete a major self-directed project – this is your statement – and can also carry out workplace experience. You'll also finish your courses from your second major, minor(s) or electives. The year ends with a public exhibition where you can show your work to industry and the public.

Career opportunities

- Fashion designer
- Fashion writer
- Design assistant
- Production manager
- Fashion buyer or merchandiser
- Fashion marketing or PR



"What I've enjoyed most is learning, making and engaging with my work and the briefs. Fashion design is exciting! There are so many opportunities and spaces to explore at AUT, like the 3D labs, textile labs or the print-making facilities. AUT will teach you the foundations and then encourage you to exceed them, fostering experimentation and encouraging the pushing of boundaries. They want you to succeed. I've really enjoyed my learning and have always felt grateful for the support I received from my lecturers, my peers, the disability student support service and the AUT Student Hub. Fashion found me when I needed it the most. It has the perfect blend of structure and creativity, and it gave action to words I've always struggled to articulate."

Abby Eastwood
Master of Design student
Bachelor of Design Te Tohu Paetahi mō te
Hoahoa in Fashion Design with a minor in
Experimental Surface Design

Bachelor of Design Te Tohu Paetahi mō te Hoahoa Industrial Design

Scan this QR code for details about courses, where your study could lead, and stories about our graduates and students.



Good design for a better world – that’s what you’ll create here. Products that actually make a difference, from everyday objects to solutions for global challenges. Working in our open-plan studios and workshops, you’ll combine creativity with technical skill to design for people and the planet. Working solo and in teams, you’ll use industry-standard tools, 3D labs and rapid prototyping facilities to bring ideas to life. Industry projects mean real connections and real experience.

What this major covers

YEAR 1

Year 1 is the same for everyone – core courses that cover the full picture of design practice, creative processes and mātauranga Māori. Then you’ll learn industrial design methods, get hands-on in our workshops with materials and forms, and collaborate on practical design studio projects. You’ll also start courses from your second major, minor(s) or electives.

YEAR 2

This is where you tackle bigger challenges – often with industry partners. You’ll deepen your knowledge of materials and manufacturing technologies, master industry-standard digital modelling software, and learn what it takes to get a product made. You’ll balance this with courses from your second major, minor(s) or electives.

YEAR 3

Time to work independently. You’ll lead self-directed projects that build your unique portfolio, from research and ideation through to prototyping, with the option to collaborate with and get feedback from industry partners. We’ll guide and support you along the way. You’ll also finish your courses from your second major, minor(s) or electives. The year ends with a public exhibition where you can show your work to industry and the public.

Career opportunities

- Product designer or industrial designer
- Furniture designer or homeware designer
- Consumer product designer
- Medical equipment designer
- Sports equipment and performance wear designer
- Service and experience designer



“Everything at AUT was a practical assignment, which I think is the best way to teach design practice. As students, we could take risks in design as the university is the safest place to make mistakes and learn. We don’t grow as designers or people without mistakes. If we learn from them, they help us become a better version of ourselves. AUT has so many facilities for students to use, and it’s something students should make the most of as in the workplace you’re probably never going to have access to all of these facilities. For industrial design students, the workshop, 3D labs and wet labs in particular are a great help to develop your skills, explore and produce in this degree.”

Giulia Harper
Junior Industrial Designer,
Maynard Design Consultancy
Bachelor of Design Te Tohu Paetahi mō te
Hoahoa in Industrial Design with a minor in
Digital Fabrication

Bachelor of Design Te Tohu Paetahi mō te Hoahoa Interaction Design

Scan this QR code for details about courses, where your study could lead, and stories about our graduates and students.



Every click, swipe and tap is designed, and you’ll learn how to make them better. This major covers digital interfaces and physical artefacts, from web platforms (desktop, mobile and beyond), apps and product interfaces to wayfinding, dashboards, wearables, augmented and virtual spaces. You’ll work solo and in teams, combining human-centred thinking with creative problem-solving to design experiences that work – not just pretty interfaces, but solutions that feel effortless and look exceptional.

What this major covers

YEAR 1

Year 1 is the same for everyone – core courses that cover the full picture of design practice, creative processes and mātauranga Māori. Then you’ll learn UX and UI frameworks, prototyping, idea testing and user research methodologies. You’ll also start courses from your second major, minor(s) or electives.

YEAR 2

This is where theory meets practice. You’ll work on studio projects, developing your creative process and learning how to design navigation systems. You’ll apply UX and UI principles to real communication challenges – designing for brands, navigation and content – with real briefs, real users, real constraints. You’ll balance this with courses from your second major, minor(s) or electives.

YEAR 3

Now it’s time to integrate everything. You’ll work with narrative structures and design systems in industry contexts. You’ll complete a major project; your own creative research that shapes your portfolio. You’ll also finish your courses from your second major, minor(s) or electives in the first semester. The year ends with a public exhibition where you can show your work to the public.

Career opportunities

- Interaction designer
- Digital web designer
- User interface (UI) designer
- User experience (UX) designer
- App designer
- Design researcher



“The staff and peers I met were some of the best parts of my time at AUT. The lecturers were supportive and encouraging about looking into different techniques and methods of practice. My lecturers helped me see how certain media could help strengthen my capstone’s usability and steered me away from overextending myself. As a freelance designer, I’ve been working on amazing projects in different areas including graphic design for events, creating brands’ visual systems and guidelines, and working with UX/UI. Most of my work so far has been with companies that don’t specialise in design, so my role stands out from most of the other employees. Being able to translate others’ ideas into the real world is one of the reasons I wanted to pursue design as a career.”

Thomas Masters
Freelance Designer
Bachelor of Design in Interaction Design

Bachelor of Design Te Tohu Paetahi mō te Hoahoa Spatial and Interior Design

Scan this QR code for details about courses, where your study could lead, and stories about our graduates and students.



Spaces shape how we live – and you’ll learn to shape them back. This major covers interiors, furniture, exhibitions, events, outdoor spaces, retail environments, even stage and film sets. You’ll unlock the potential of places, designing environments that transform everyday experiences. You’ll work in studios on briefs across the whole field, testing ideas through drawings, models, simulations and prototypes. By the time you graduate, you’ll have the skills to design spaces that influence how people live, work and connect.

What this major covers

YEAR 1

Year 1 is the same for everyone – core courses that cover the full picture of design practice, creative processes and mātauranga Māori. Then you’ll dive into spatial and interior design concepts, exploring how we experience space. You’ll develop drawing and digital modelling skills, and analyse spaces through materials, light, surfaces and atmosphere. You’ll also start courses from your second major, minor(s) or electives.

YEAR 2

This is where you design for reality. You’ll work on real sites, make things in our workshops, apply your skills to complex scenarios and learn to produce the documentation that gets things built – not just concepts, but buildable solutions. You’ll balance this with courses from your second major, minor(s) or electives.

YEAR 3

Now it’s time to tackle public spaces; streets, galleries, events. You’ll complete a major project that shows your distinctive approach to spatial design. You’ll finish your courses from your second major, minor(s) or electives in the first semester. The year ends with a public exhibition where you can show your work to the industry and public.

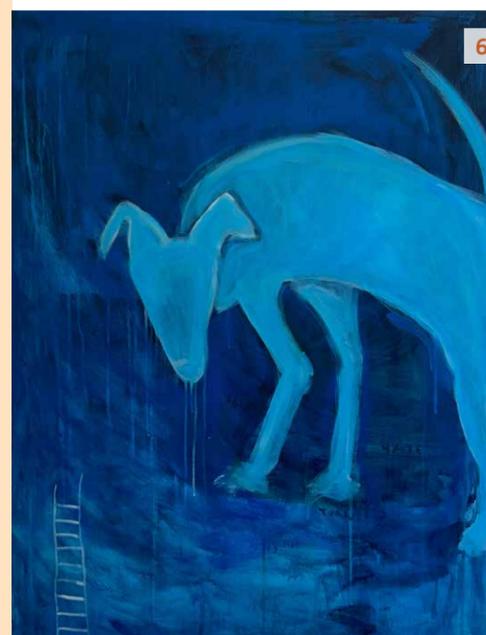
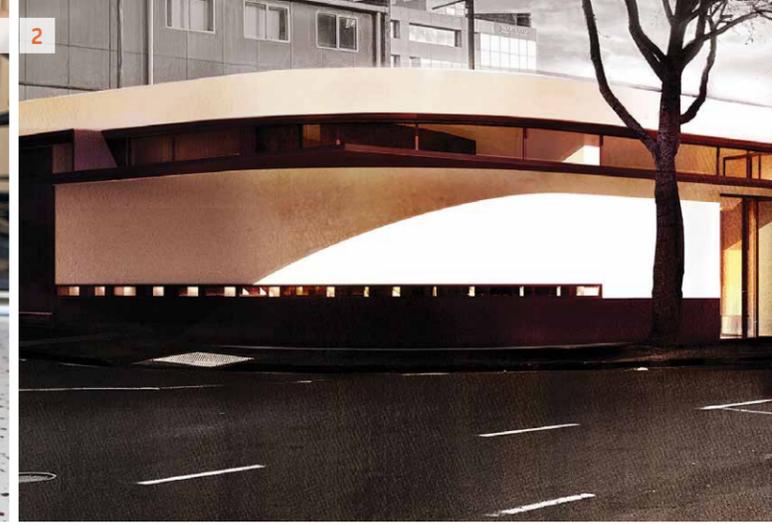
Career opportunities

- Spatial designer/interior designer
- Event and experience designer
- Film and stage designer
- Furniture designer
- Retail designer



“Spatial design was a no brainer for me after seeing the high-calibre work produced by past students and alumni. Alongside the enthusiasm, passion and support the AUT spatial design teaching team beamed with, this was enough to draw me in immediately. Not to mention the amazing facilities AUT has to offer to help you on the journey of creating and making cool things. AUT was a safe space to make mistakes and learn how to embrace them. Getting access to 3D printing or laser cutter facilities with the wealth of knowledge of the technical teaching staff and the genuine connections with the other students you’re collaborating on projects with was a particular highlight. I felt a sense of belonging just being in the spatial design studio environment.”

Sabrina Young
Junior Designer, Studio DB
Bachelor of Design in Spatial Design



1 'Cultivate' by Giulia Harper, Industrial Design major
2 'Site-Line' by Grace Fraser, Spatial Design major
3 'Ruishou in Forbidden City' by Sunny Chen, Communication Design major
4 'stem' by Kevin Cao, Interaction Design major
5 'Little Roro' by Lain Pham; Animation, Visual Effects and Game Design major
6 'Gaining Independence' by Camryn Senescall, Visual Arts major
7 'Visible History' by Gemma Goldfinch, Fashion Design major

Bachelor of Visual Arts Te Tohu Paetahi mō Toi Ataata

Overview

BVA | AK3352

QUICK FACTS

Level	7
Points	360
Duration	3 years full-time, part-time available
Campus	City
Starts	22 Feb 2027

Forget safe. Art should provoke, question and connect; and that's what you'll learn here. AUT's visual arts degree is about turning concepts into work that moves people. You'll work in studios that feel like creative labs, experimenting with everything from drawing and printmaking to digital art, sculpture, moving image, photography, installation, sound and performance. By the time you graduate, you'll be ready for the realities of contemporary art – confident, connected, with ideas that demand attention.

Entry requirements

Minimum entry requirements

University Entrance or equivalent in approved subjects. Refer to the AUT website for further information.

Useful New Zealand school subjects

Art History, Classical Studies, Computing, Construction and Mechanical Technologies, Design (Practical Art), Design and Visual Communication, Digital Technologies or Hangarau Matihiko, English, Geography, Hangarau, Hauora, Health, History, Mathematics/Pāngarau, Media Studies, Music Studies, Ngā Mahi a Rēhia, Ngā Toi, Ngā Toi Ataata, Ngā Toi Puoro, Painting (Practical Art), Pāngarau, Photography (Practical Art), Physics, Printmaking (Practical Art), Processing Technologies, Psychology, Pūtaiao/Science, Sculpture (Practical Art), Technology/Hangarau, Te Ao Haka, Te Reo Māori, Te Reo Rangatira, Technology, Visual Arts

English language requirements

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

Don't meet the entry requirements?

Consider starting with the Diploma in Visual Arts Titohu mō te Toi Ataata – refer to page 22 for more details.

Scan this QR code for details about courses, where your study could lead, and stories about our graduates and students.



What this qualification covers

The Bachelor of Visual Arts Te Tohu Paetahi mō Toi Ataata is highly flexible and you can build your degree in a way that reflects you and your interests. To graduate with this degree you need to complete:

Core courses (120 points)

These are courses all students in this degree need to take. They cover fundamental visual arts principles and processes, and help you decide which subject to focus on later in your studies. Two of the core courses are Integrated Visual Arts Practices and Professional Contexts in your final semester, which give you a chance to apply what you've learnt in a practice-based project and further your understanding of what to expect from a career in the art industry.

Your chosen major (120 points)

Your major is the subject area you want to specialise in. This makes up one third of your degree. You can view the list of majors in this degree on page 18.

Flexible component (120 points)

You can choose one of the following options:

- Two minors (60 points each); or
- A minor (60 points) and elective courses (60 points); or
- A second major (120 points)

Your second major and your minor(s) can be from art and design or different AUT degrees, and you can choose your elective courses from a wide range of subjects from outside art and design.

	YEAR 1	YEAR 2	YEAR 3
SEMESTER 1	Core Studio 30 PTS	Major course 30 PTS	Major course 30 PTS
	Visual Arts Contexts 15 PTS	Flexible component 15 PTS	Flexible component 15 PTS
	Mahitahi Collaborative Practices 15 PTS	Flexible component 15 PTS	Flexible component 15 PTS
SEMESTER 2	Major course 30 PTS	Major course 30 PTS	Integrated Visual Arts Practices 45 PTS
	Flexible component 15 PTS	Flexible component 15 PTS	
	Flexible component 15 PTS	Flexible component 15 PTS	Professional Contexts 15 PTS

Core courses • PTS: Points



"I've enjoyed creating new connections and meeting lifelong friends, enabling me to hold on to unforgettable memories, and learning skills in my degree that will be applicable in my future and day-to-day life. We all have this shared experience of being a student, and mentioning your degree and university enables you to connect with your fellow peers at a deeper level. I also appreciate that AUT has student support services that see you as a person, rather than a statistic, and are here to help. A plethora of clubs to join, countless social events happening and more! It has been a great experience and I'm very grateful to have been involved."

Hope Manaakitia Korewha
Ngāpuhi, Niuean
Master of Visual Arts student
Bachelor of Visual Arts Te Tohu Paetahi mō Toi Ataata

Bachelor of Visual Arts Te Tohu Paetahi mō Toi Ataata

Overview continued

Majors

Choose one of these majors as part of your degree:

- Painting, Printmaking and Drawing
- Photography, Sculpture and Moving-image

Refer to pages 19 and 20 for more details on each of these majors.

If you want to include a second major in your degree, you can choose the other subject from the list above or can see more options from different AUT degrees on aut.ac.nz/majors-minors

Minors

A minor is smaller than a major. It usually consists of four courses. If you decide to include a minor in your degree, you could choose from:¹

- Animated Drawing
- Cinematic Arts
- Contemporary Pacific
- Creative Entrepreneurship
- Design for Health
- Digital Fabrication
- Experimental Surface Design
- Extended Reality
- In Print: Publishing Practices
- Motion Capture
- Painting, Printmaking and Drawing
- Photographic Practice
- Photography, Sculpture and Moving-image

For more information on each of these minors scan the QR code on page 17 and to see even more minors from other subjects visit aut.ac.nz/majors-minors

1. Your minor can't be the same subject you've chosen for your major.



Build your degree on our website

Visit our website to build your own degree and see what your three years of study could look like. Simply scan the QR code on page 17.

Possible combinations include:

- Bachelor of Visual Arts Te Tohu Paetahi mō Toi Ataata in Painting, Printmaking and Drawing with minors in Photography, Sculpture and Moving-image & Marketing (one major, two minors)
- Bachelor of Visual Arts Te Tohu Paetahi mō Toi Ataata in Photography, Sculpture and Moving-image with a minor in Creative Entrepreneurship (one major, one minor, plus elective courses of your choice)
- Bachelor of Visual Arts Te Tohu Paetahi mō Toi Ataata in Painting, Printmaking and Drawing & Photography, Sculpture and Moving-image (two majors)

Bachelor of Visual Arts Te Tohu Paetahi mō Toi Ataata Painting, Printmaking and Drawing

Scan this QR code for details about courses, where your study could lead, and stories about our graduates and students.



Marks matter. Colour speaks. Ideas take shape. This major is where you find your voice through painting, printmaking and drawing; from canvas to VR, from relief to screen. In our wānanga/studio environment – a space where ideas collide and collaboration drives creativity – you'll mix traditional craft with digital innovation: intaglio printing, virtual brushwork, bookbinding and digital manipulation. You'll connect your practice to movements in Aotearoa New Zealand and globally, creating work that challenges, not just records.

What this major covers

YEAR 1

Semester 1 is the same for everyone – core courses covering fundamental visual arts principles and processes. You'll get hands-on with 2D and 3D media, understand visual language and contexts, and explore how mātauranga Māori shapes creative practice.

Semester 2 is where you'll focus on painting, printmaking and drawing, testing contemporary theories and techniques in our wānanga/studio environment. You'll also start courses from your second major, minor(s) or electives.

YEAR 2

This is where your practice gets sharper. Based in our collaborative studio environment, you'll push boundaries with analogue and digital materials, guided by critical theories as you shape your own direction. You'll balance this with courses from your second major, minor(s) or electives.

YEAR 3

Now you define your position as an artist. You'll refine technical skills and conceptual depth in our wānanga/studio environment; working alongside other artists, sharing ideas and getting feedback that lifts your work higher. Your final semester focuses on a major practice-based project – work that shows your voice in contemporary practice. You'll prepare for the realities of an art career, and finish your courses from your second major, minor(s) or electives.

Career opportunities

AUT visual arts alumni are shaping careers worldwide – as artists, curators, arts leaders, academics, teachers and technicians.



"Visual language has always been my most effective way of communicating – creating feels like second nature to me. For that reason, this programme felt like the perfect fit. When I graduate, I'd love to be in a career that lets me express my creativity. When choosing a university, I was drawn to the architecture, the art displayed across campus and even the way people dressed. These elements spoke to a vibrant, creative community where artistic expression was clearly encouraged. I knew this was the environment where my creativity would not only be supported but celebrated. I wanted to be part of that. Having a community that values art just as much as I do has been a pleasant experience."

Tohu Wairua Aroha Harris
Ngāpuhi, Ngāti Kahungunu, Te Whakatohea
Master of Visual Arts student
Bachelor of Visual Arts Te Tohu Paetahi
mō Toi Ataata

Bachelor of Visual Arts Te Tohu Paetahi mō Toi Ataata Photography, Sculpture and Moving-image

Scan this QR code for details about courses, where your study could lead, and stories about our graduates and students.



Capture light. Shape space. Make time move. In this major you can work across three distinct practices: photography beyond the frame, sculpture that transforms environments and moving image that creates new realities. In our wānanga/studio environment – where collaboration sparks ideas and technical skills grow fast – you’ll access professional equipment: studio lighting, darkrooms, digital printing, 3D workshops, video and sound gear, editing suites and AI tools. You’ll explore contemporary art in Aotearoa New Zealand and track international movements, creating work that makes people stop and think differently.

What this major covers

YEAR 1

Semester 1 is the same for everyone – core courses covering fundamental visual arts principles and processes. You’ll get hands-on with 2D and 3D media, understand visual language and contexts, and explore how mātauranga Māori shapes creative practice.

Semester 2 is where you focus on photography, sculpture or moving image. You’ll experiment with contemporary theories and techniques in our wānanga/studio environment. You’ll also start courses from your second major, minor(s) or electives.

YEAR 2

This is where your voice gets stronger. In our collaborative studio environment, you’ll push ideas with new materials, technologies and critical theories as you build your creative identity. You’ll balance this with courses from your second major, minor(s) or electives.

YEAR 3

Now you make work that counts. You’ll take photography, sculpture or moving image further, mastering advanced techniques and concepts in our wānanga/studio, surrounded by peers and mentors who challenge and support you. Your final semester revolves around a major practice-based project – work that reflects your voice in contemporary practice. You’ll prepare for the realities of an art career, and finish your courses from your second major, minor(s) or electives.

Career opportunities

AUT visual arts alumni are shaping careers worldwide – as artists, curators, arts leaders, academics, teachers and technicians.

Diploma in Design Titohu mō te Hoahoa

Scan this QR code for details about courses, where your study could lead and stories about our graduates and students.



Design starts with courage – yours. If you’re not quite ready for a degree or missed your first choice, try uni with this diploma. Begin with the same first-year courses as our design degree, plus focused support to help you thrive and push your ideas further. In one year you’ll earn a qualification and the confidence to progress into Year 2 of our bachelor’s degree. It means you can still finish your studies in three years, ready to create bold designs that truly make an impact.

Entry requirements

Minimum entry requirements

- University Entrance OR
- 42 NCEA credits at Level 3, including UE literacy and numeracy, with:
 - 10 credits in each of 3 approved subjects, OR
 - 12 credits in each of 2 approved subjects and 14 credits across 2 further subjects

English language requirements

IELTS (Academic) 5.5 overall with a minimum of 5.5 in writing and a minimum of 5 in other bands, or equivalent.

What this qualification covers

You’ll get hands-on with design methods and processes, explore the history and theories behind them and build skills that matter – academic writing, communication, critical thinking and problem-solving. It’s everything you need to step up to further study with confidence.

The courses you study are from the first year of the Bachelor of Design Te Tohu Paetahi mō te Hoahoa. After you’ve completed this diploma, you can cross-credit your courses and move into the second year of our design degree. Your diploma courses also help you figure out which subjects you want to focus on later. We’ll work with you to plan the path that gets you there.

Further study

- Bachelor of Design Te Tohu Paetahi mō te Hoahoa

Because you study the same first-year courses as our bachelor’s degree students, you can move into the second year of the Bachelor of Design Te Tohu Paetahi mō te Hoahoa once you’ve completed this diploma.

DipDes | AK3640

QUICK FACTS

Level	5
Points	120
Duration	1 year full-time, part-time available
Campus	City
Starts	22 Feb 2027



“Since I was a child I’ve loved film and animation, which therefore led to my decision to study visual effects at university as I wanted to be a VFX artist or an animator. When I was looking at my university options, I chose AUT because I knew that it’s a very practical, hands-on university and I learn better while I’m doing things. They also offered the Diploma in Design Titohu mō te Hoahoa, which was the perfect way for me to start my university journey as I didn’t have UE level 3 to do a bachelor’s degree.”

Jess MacDonald
Freelance Designer
Bachelor of Design Te Tohu Paetahi mō te Hoahoa in Animation, Visual Effects and Game Design with a minor in Cinematic Arts
Diploma in Design Titohu mō te Hoahoa

Diploma in Visual Arts Titohu mō te Toi Ataata

Scan this QR code for details about courses, where your study could lead and stories about our graduates and students.



Art speaks when words can't – and your voice deserves to be heard. If you're not quite ready for a degree or missed your first choice, this is where you start. Same first-year courses as our visual arts degree, plus extra support to keep you moving forward. In one year you'll earn a qualification and the confidence to step into Year 2 of the bachelor's degree. Three years from now, you'll graduate ready to create art that tells stories, sparks change and makes people think.

Entry requirements

Minimum entry requirements

- University Entrance OR
- 42 NCEA credits at Level 3, including UE literacy and numeracy, with:
 - 10 credits in each of 3 approved subjects, OR
 - 12 credits in each of 2 approved subjects and 14 credits across 2 further subjects

English language requirements

IELTS (Academic) 5.5 overall with a minimum of 5.5 in writing and a minimum of 5 in other bands, or equivalent.

What this qualification covers

You'll get hands-on with 2D and 3D artmaking methods and processes, explore the history and theories of visual arts and understand how mātauranga Māori shapes creative practice. You'll also build academic and study skills that give you the confidence for further study.

Your courses come from the first year of the Bachelor of Visual Arts Te Tohu Paetahi mō Toi Ataata. When you finish, you can cross-credit and move straight into Year 2 of the degree. Your diploma courses also help you figure out which areas excite you most – and we'll work with you to plan the path that gets you there.

Further study

- Bachelor of Visual Arts Te Tohu Paetahi mō Toi Ataata

Because you study the same first-year courses as our bachelor's degree students, you can move into the second year of the Bachelor of Visual Arts Te Tohu Paetahi mō Toi Ataata once you've completed this diploma.

DipVA | AK2007

QUICK FACTS

Level	5
Points	120
Duration	1 year full-time, part-time available
Campus	City
Starts	22 Feb 2027



1 Our wet lab equipment includes kilns, wheels, extruders, a fume bench, wax heaters and a resin room
 2 The bindery facility is equipped with an assortment of hardware and specialised tools including guillotines, presses and a digital foiler
 3 You'll have access to industrial lockstitch sewing machines and overlockers, and pressing equipment in our fashion workrooms
 4 Our photographic facilities include a black and white darkroom and photographic lighting studios
 5 Our digital fabrication studios are equipped with technologies like laser cutters and 3D printers
 6 Facilities and processes in our printmaking studio include screen printing, intaglio, relief printing and lithography



Overview of postgraduate qualifications



Scan this QR code for more details on postgraduate art and design programmes.

Don't just take the next step – take a leap. Postgraduate study at AUT is where you push past limits and turn ambition into action. Our range of postgraduate programmes helps you advance your art and design career through research that actually matters. You'll work with academics who are active researchers leading their fields, and our research centres connect you to projects that drive real change.

Master of Design

Shape the future of design with this master's degree. Specialise in interaction and user experience design, animation, VFX and game design, fashion design, textile design, design for health and wellbeing, industrial and product design, or spatial and interior design while tackling courses on current developments in the field. You'll work on interdisciplinary projects, and design and develop your research thesis – the heart of the programme – building the expertise to lead conversations that matter.

Master of Visual Arts

Push your creative practice to new levels with this master's degree for artists and creative practitioners. Highly flexible and welcoming students from diverse backgrounds, you'll select a learning pathway and develop an artistic project that reflects where your practice is heading. With access to individual studio spaces, supervision support and well-equipped specialist facilities and labs, your research will contribute to current conversations around creative practice.

Master of Philosophy

Pursue advanced independent research with this one-year research-only master's degree. You'll work independently, supervised by art and design staff who know the field inside out. It's also your pathway to doctoral research if that's where you're headed.

Doctor of Philosophy

Lead the conversation with a Doctor of Philosophy (PhD) – a thesis-based research degree leading to advanced knowledge in a specialist area. It's the highest qualification universities offer. You'll contribute original thinking to art and design that meets recognised international standards. Working closely with a supervisor, you'll prepare a research thesis that's then examined by independent experts applying contemporary international standards.





University admission to AUT bachelor's degrees

University admission to AUT bachelor's degrees

If you're a New Zealand citizen or resident – or an international student finishing high school here – you'll need University Entrance to start a bachelor's degree. Some programmes ask for extra steps like certain subjects or an interview, so check what applies to you.

Admission categories

You may be granted University Entrance under:

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

To find out more about entry requirements, including entry requirements for international students, scan the QR code on the opposite page.

English language requirements

If you don't have English as your first language, you may have to show evidence of your English language skills. Visit aut.ac.nz/englishrequirements for details about English language testing and recognised English tests.

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/int/entryrequirements for entry requirements for specific countries. If you have any questions, you can contact us at aut.ac.nz/enquire

UniPrep programme

Want to ease into university life? UniPrep runs for five weeks every January and February, giving you the best possible start. You'll advance your study skills, make friends, join team activities, find support and complete your first university course. Once you're part of our UniPrep whānau, we've got you.

Visit aut.ac.nz/uniprep

NCEA university entrance

You must achieve all of the below:

Level 3 (60 credits)	UE Literacy	Numeracy
<p>Within the 60 credits, you need to at least achieve the below:</p> <ul style="list-style-type: none"> 14 credits in approved subject 1 14 credits in approved subject 2 14 credits in approved subject 3 18 credits from any Level 3 standards 	<ul style="list-style-type: none"> 5 Reading credits (Level 2 or 3) 5 Writing credits (Level 2 or 3) 	<ul style="list-style-type: none"> 10 Numeracy credits at Level 1, 2 or 3

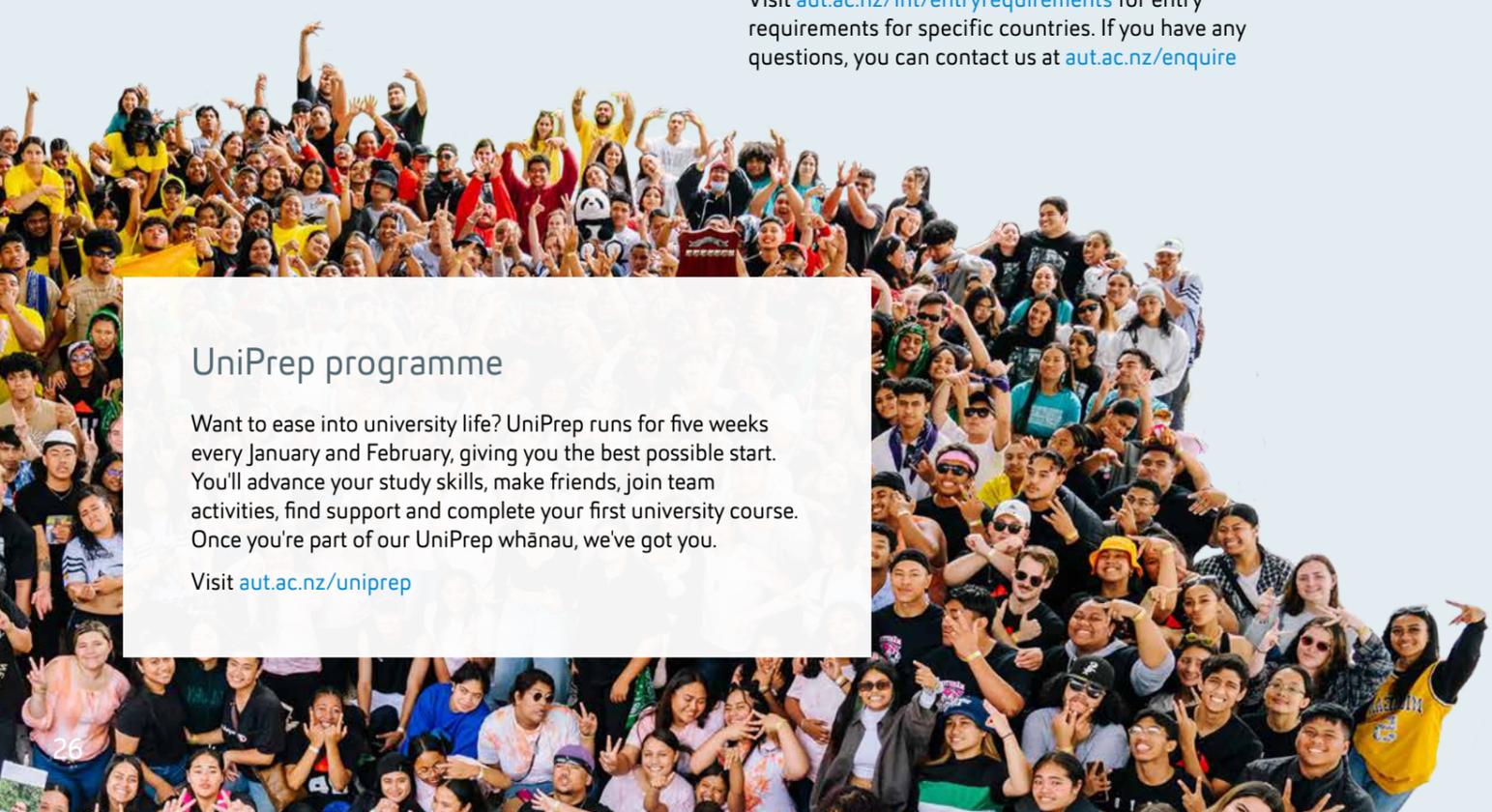
To find out more visit www2.nzqa.govt.nz/ncea/understanding-secondary-quals/university-entrance

This guide is for students in Year 10 or above in 2026. If you're in Year 9 or below, there are proposed curriculum changes that may change this.

Getting UE through CAIE or IB? Here's what you will need:

CAIE		
<p>120 points on the New Zealand CAIE Tariff at A or AS level in any subjects that are broadly equivalent to NCEA approved subjects</p> <p>D or above in at least 3 different subjects (excluding Thinking Skills)</p>	<p>E or above in English Language, Language and Literature in English or Literature at AS or A level</p>	<p>D or above in IGCSE or GCSE Mathematics, or any mathematics subject passed at AS or A level</p>
IB ¹		
<p>IB Diploma with a minimum 24 points</p>	<p>Literature or language and literature (SL or HL) – IB Group 1, with English as the language</p>	<p>Any mathematics subject – IB Group 5</p>

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



Ngā utu whakauru, ngā karahipi FEES & SCHOLARSHIPS

Your education is an investment worth making. Here's what you need to know about AUT tuition fees and how to fund your degree – from scholarships and student loans to allowances and financial support when life gets complicated.

To give you an idea of approximate costs, the 2026 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 2027 tuition fees will be advertised on aut.ac.nz/fees as soon as they have been set. You may also need to pay additional fees for course materials or elective courses (check with your faculty if there are additional fees for your programme).

Domestic student tuition fees

Undergraduate programmes

Fee (per year): \$9,411.60–\$9,471.60 (for 120 points)¹
(\$8,190–\$8,250 tuition fees
+ \$1,221.60 student services levy)

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): \$43,121.60–\$43,521.60 (for 120 points)
(\$41,900–\$42,300 tuition fees
+ \$1,221.60 student services levy)

Please note that you must 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).

Student loans and allowances¹

If you're studying full-time as a domestic student, you could get a student loan or allowance through StudyLink to help with your costs. We know sorting finances can feel stressful, so start early – the process can take time. The good news? You don't have to wait until your AUT enrolment is complete.

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

Free fees for your university study¹

If you're a domestic student, you might be able to get your final year of full-time study fees-free. To check if you're eligible for fees-free study visit aut.ac.nz/fees

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

Financial assistance

We know life doesn't always go to plan and money worries can make study feel tough. That's why we're here with practical help – from grocery or fuel vouchers to support with those unexpected bills.

StudyLink

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

Scholarships and awards

Scholarships can cover anything from accommodation costs to full tuition – and they're worth applying for. AUT offers scholarships at every stage of study, including ones specifically for school leavers. Some reward academic achievement, others recognise leadership, cultural contribution, community involvement or sport. Don't assume they're not for you.

For the full list of what's available, application forms and closing dates visit aut.ac.nz/scholarships

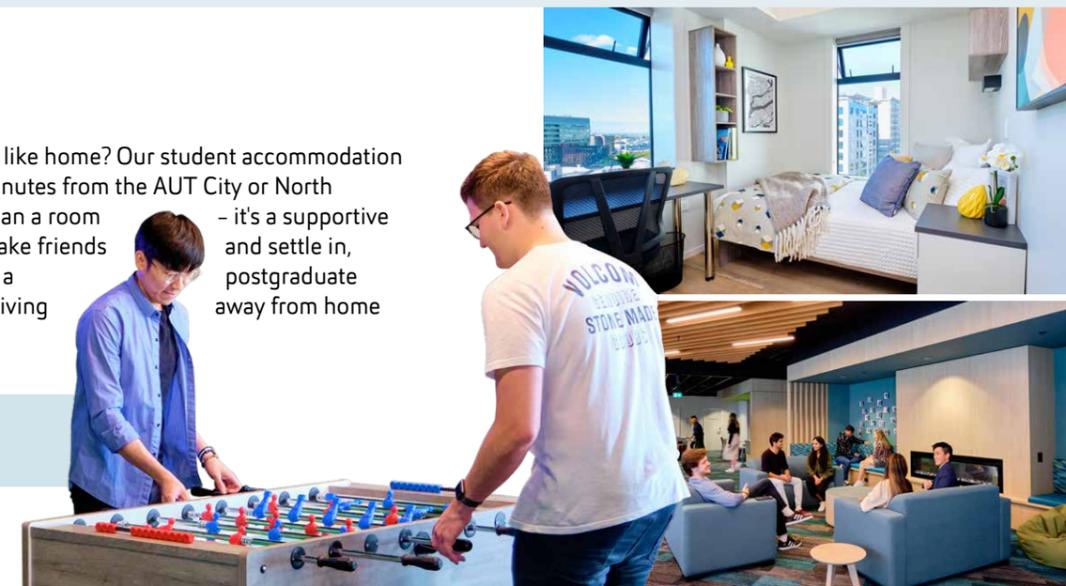
Tips for applying

- Start early – deadlines can be months ahead
- Apply for more than one – cast your net wide
- Check you meet the requirements first
- Get someone to review your application
- Tell your story – show who you are, not just your grades

Accommodation

Looking for a place that feels like home? Our student accommodation is modern, secure and just minutes from the AUT City or North Campus. It's so much more than a room – it's a supportive community where you can make friends and settle in, whether you're a first-year or a student, new to Auckland or living away from home for the first time.

Visit
aut.ac.nz/accommodation



He pēhea te tono HOW TO APPLY

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

1 APPLY EARLY

Places often fill up. Get your application in well before semester starts – earlier is always better.

APPLYING FOR SEMESTER 1, 2027
– apply by 7 December 2026

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

You'll get an acknowledgment email explaining how to track your application. If we need more information, we'll reach out.

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

3 ACCEPT YOUR OFFER

It's important that you respond as soon as possible, particularly if you've been offered a place in a programme with limited places.

Once you've accepted your offer of place, we'll let you know how to enrol in the courses for your programme, and you can start to get excited about joining AUT.

Ready to apply?
apply.aut.ac.nz

Ētahi atu kōrero
FIND OUT MORE



aut.ac.nz

Need some help?

Visit aut.ac.nz/enquire, ask us your question and we'll call you back. Or phone **0800 AUT AUT** (0800 288 288) to speak to one of our friendly advisors. We can help with anything you need – questions, course counselling sessions, campus tours.

Campuses

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:



AUT LIVE

Join us at our open day, AUT LIVE, on the City Campus and see everything AUT has to offer to help you make an educated decision about university study.

aut.ac.nz/live



AUT

0800 AUT AUT (0800 288 288)

Auckland University of Technology

Auckland, New Zealand

aut.ac.nz

Enquire now

aut.ac.nz/enquire

Connect with us now:



This booklet is printed on Satin matt paper which is certified by the Forest Stewardship Council® (FSC®) as an FSC Mix paper from well managed forests and other responsible sources.

We print using BIO-inks that contain materials that are based on renewable resources including wood resin (rosin, colophony), and vegetable oils, linseed oil and soybean oil and the printing company is FSC certified.