

3D Animation & VFX • Graphic Design • Interactive Design • Motion Design • Creative Tech • Game Development • Cloud Computing

20

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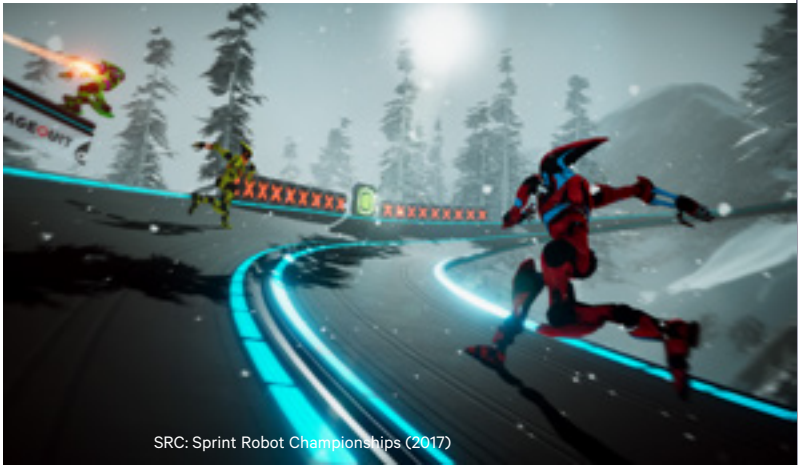
Artificial Intelligence • Creative Advertising



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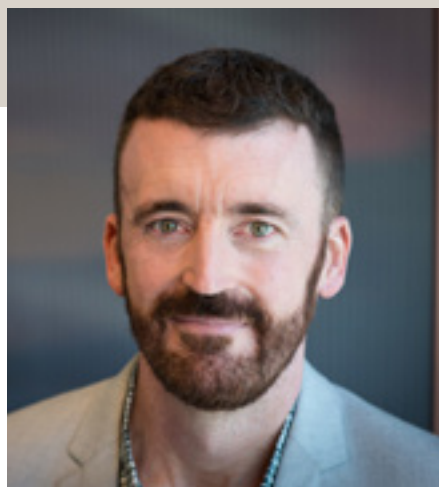
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“Don’t be generic, figure out who you are and develop your personal brand.”

Te Iwihoko Te Rangihirawea
Bachelor of Media Design graduate

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Nau mai, Haere mai

Media Design School was the first school in New Zealand to recognise the growing influence of emerging creative industries – such as game development, animation and visual effects – and develop qualifications to fuel them with talented graduates.

Every qualification we offer is designed to adapt with the changing creative industries landscape, while ensuring a strong academic foundation. It's our ongoing commitment to delivering degrees to the highest academic standards within an industry relevant, immersive environment, that sets Media Design School apart from other education providers.

Our courses have a strong base in traditional foundation subjects, as well as offering the theoretical and critical thinking behind current digital and creative technologies. Students learn in a production-oriented environment that encourages collaboration and helps them discover creative solutions to contemporary design challenges. They're encouraged to collaborate, work to deadlines, maintain attendance levels and develop strong communication skills.

As a result, our graduates are internationally renowned for their expertise and can confidently enter the workplace as fully-rounded, skilled professionals rather than just technicians. In fact, Media Design School alumni can be found in the world's leading design, advertising, game, animation, film, television and production studios. They're also business owners, entrepreneurs, award-winners and overwhelmingly considered amongst the best in the business.

We look forward to welcoming you to a global community of creative practitioners and enabling you to take your place in an ever-changing digital world.

Paul Brafield,
General Manager



Why choose Media Design School?

01

We work with industry experts to design courses that produce in-demand graduates, so our students leave with the combination of technical knowledge and soft skills they'll need to make it in the industry. In fact, our students have a 93% employment rate.

02

Our teaching style has been created to simulate the real-world industry as closely as possible. From their very first day at Media Design School, our students study in a studio-like environment using state of the art, industry-aligned software and technology.

03

Our award-winning programme leaders, lecturers and tutors come from a diverse array of digital disciplines and bring their real-world industry experience and connections to Media Design School, making it like no other design school in New Zealand.

04

We're always in tune with the changing jobscape, offering degrees that open the door to New Zealand's fastest-growing industries. From media design to creative technologies, our students leave armed with a future-proof skill set that puts them one step ahead of the competition.

05

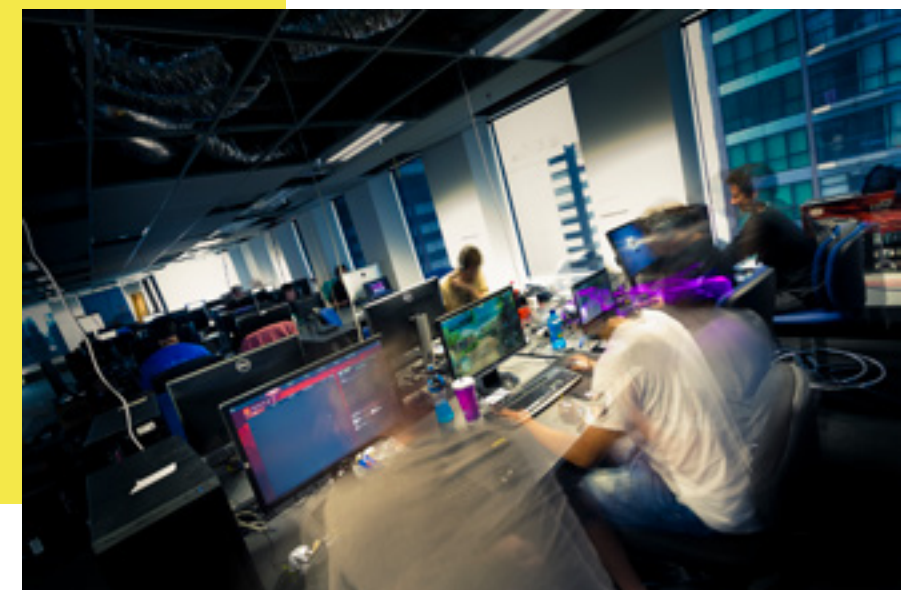
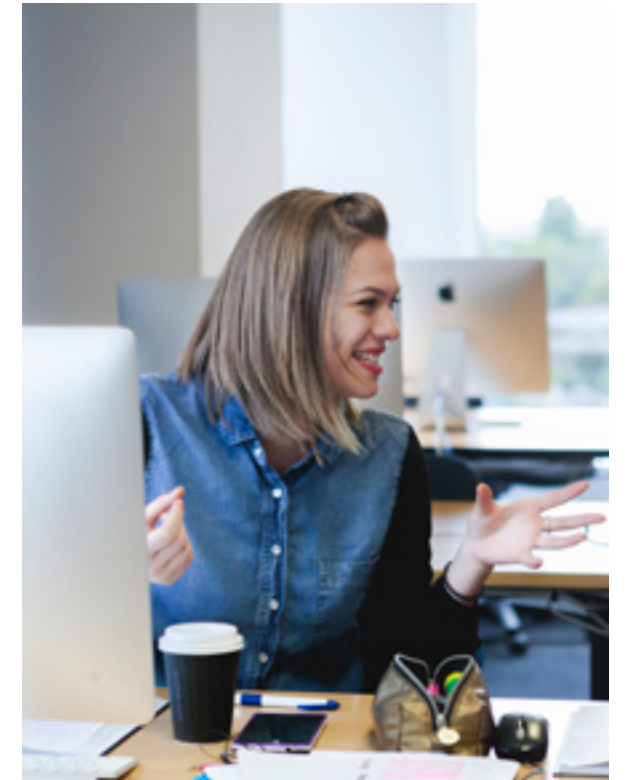
We were the first tertiary provider in New Zealand to offer dedicated programmes of study in 3D Animation and Game Development, as well as being the first in the country to offer Bachelor degrees in Cloud Computing and AI.

06

Not only are we ranked the #1 Animation School in New Zealand, we're also home to its most awarded creative advertising programme – the AdSchool – which has been ranked among the top five most creative schools in the world.



New Zealand's
most awarded
digital design
school



The Media Design School Story

MDS was founded in 1998 in Auckland, New Zealand, in response to global industry demand for highly trained graduates in the fields of digital design and creative tech.

We were the first tertiary institution in the Southern Hemisphere to offer a dedicated programme of study for 3D animation using industry-standard computer graphics software. We were also the first school in New Zealand to provide a specialised games course for aspirational game developers. Ever since, our faculty and students have cemented Media Design School's reputation as New Zealand's most awarded tertiary provider for digital and creative technology qualifications by creating work that is consistently regarded among the very best in the world. Recent accolades include the 2019 Ad Stars, where twelve MDS AdSchool ideas were shortlisted, the 2019 Best Awards, where our students took home a Gold, three Silvers and a Bronze, and the 2019 Palm Springs International Animation Festival, where student film Kino Ratten (2019) won the Jury Award for Best Animated Short.

As creative technology changes and adapts, so too have Media Design School's courses. In October 2016, Media Design School became the first tertiary provider in New Zealand to offer a qualification with a dedicated stream focusing on two of the world's biggest emerging technologies: Virtual Reality and Augmented Reality (VR/AR). In 2019 we continued to build our strong reputation as education futurists by launching NZ's first Bachelor degrees in the rapidly expanding fields of AI and Cloud Computing. The school's teaching style is also very much directed by current industry trends, so much so that Media Design School is the only school in New Zealand to have partnered with Sony Computer Entertainment Europe's PlayStation First Academic Development Programme. We are also an Academic Partner of Epic's Unreal Engine as well as Apple's iOS Developer University programme. This industry connection leads to outstanding employment rates; 93% of the class of 2017 found jobs within 6 months of graduating, and 30% had jobs on or before graduation – double the average employment rate of our competitors.

93%
of students found
jobs within 6 months
of graduating.

Based on the class of 2017



Shelldon (2017)

**Kris Belchamber, Benjamin Clark,
Jennifer Egilmez, Guy Glasson,
Isaac Gilich and Cecilia Kuang**

Student-made film Shelldon, graced the screens of 10 film festivals around the world. It was named semi-finalist at the Los Angeles CineFest and received honourable mentions at the Florida International Film Festival and at Canada's Yes! Let's Make a Movie Film Festival. The proudest moment for this team though was the film's inclusion in the 2018 Comic-Con International Film Festival. Three members of the Shelldon film team travelled to San Diego for the event, where they had the chance to speak as part of a panel discussion prior to the film's screening.



The Torrens University Connection

Media Design School has a unique partner school relationship with Torrens University Australia. The relationship means that MDS students have access to Australia's global university.

Who is Torrens University Australia

Torrens University is Australia's International University, home to global citizens and digital leaders. As Australia's first new university in more than 20 years, Torrens University brings a careers-focused and global perspective to Australian higher education. Now with over 12,500 students descending from 115 different countries, Torrens University has quickly become Australia's fastest-growing University and boasts a credible industry-immersive difference, with 91% of our students beginning their career within 12 months of graduation.

Offering high-quality, undergraduate, graduate and specialised degree programs in a wide range of academic disciplines, Torrens University proudly delivers programs at campuses across Sydney, Adelaide, Melbourne, Brisbane, China, and online. We also provide education services through partnerships in India, Indonesia and Papua New Guinea. As a certified B Corporation®, and with the belief that when its students succeed, countries prosper and societies benefit, Torrens University has an unwavering commitment to producing global graduates and strong industry connections, rooted in a culture of change-making – something we refer to as being 'Here for Good'.



MDS students showcasing their game, Fork Knights, at the Billy Blue PAX stand in Melbourne, Australia

A shared vision and shared values

Our shared vision, 'We champion the power of people to connect the world for good', underpins both Media Design School and Torrens University Australia. Our shared values inform everything we do.

Most importantly, we share a set of promises to students:

- Everyone goes to work
- Everyone has a choice
- Everyone has an edge
- Everyone can change the world

We proudly believe in our trans-Tasman partnerships and collaboration.



Be Good

Do good. Achieve the highest quality, leading with care, respect, & purpose. Make the world a better place. Value cultures & invest in communities & change-making.



Be Bold

Aim high, be courageous, commit & push the boundaries. Reach out & grow. Resilient and open to change.



Be Creative

Be curious & playful, find innovative solutions. Take ownership and show initiative. Creativity comes in all shapes and sizes. Collaboration is essential.



Begin & end with people

Collaborate with community, industry and partners. Be student centred & united in purpose. People are at the centre of our business – students, staff, alumni, our industry partners & the communities we work with & within.

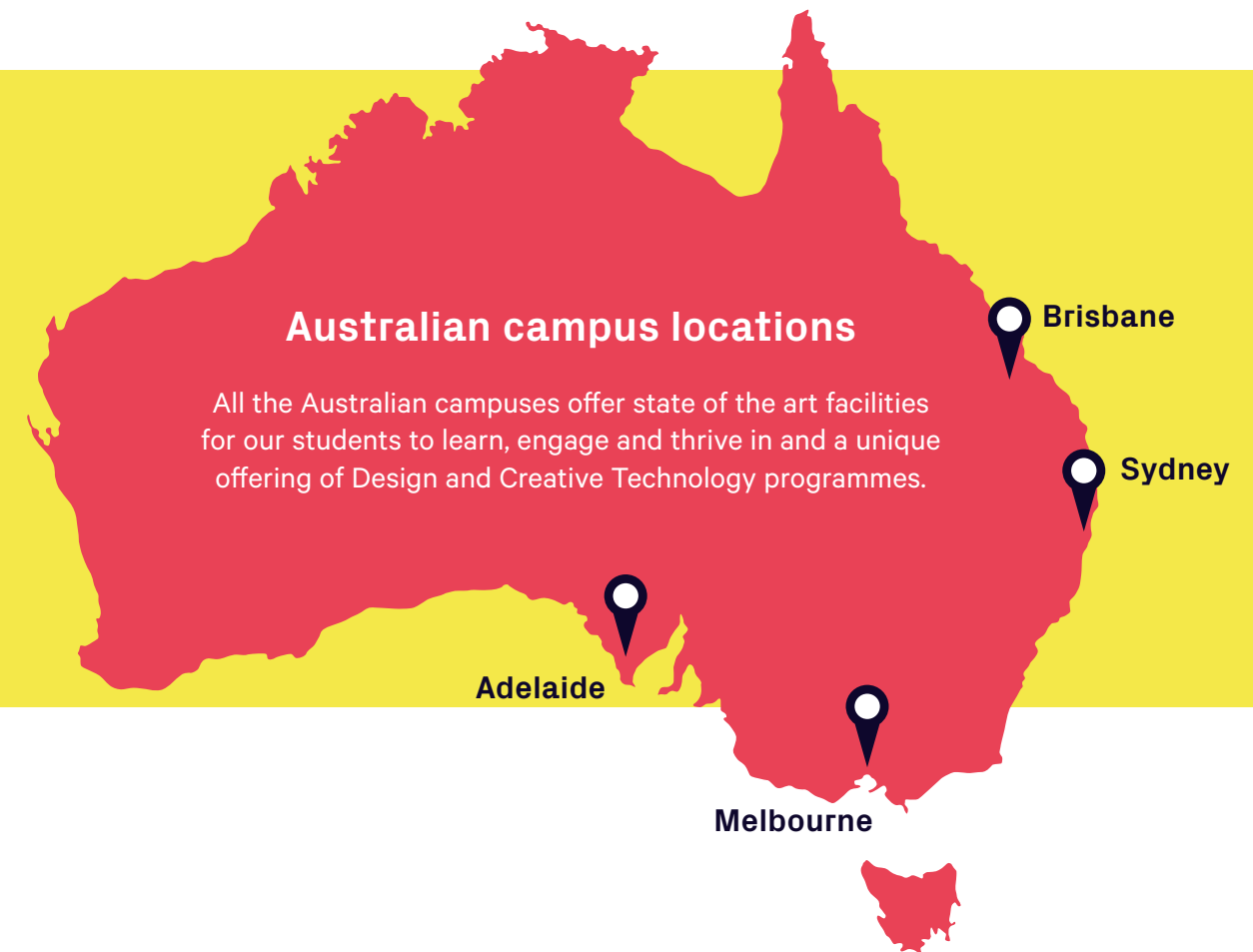


Be Global

Celebrate diversity, broad thinking & open mindsets are global. Our work will reverberate & help shape the future, underpinned by a firm belief in ensuring our business is a force for good in the world.

Media Design School & Torrens University Australia

The two institutions are united through a partner school relationship, which means that faculty and staff at Media Design School also teach into and support programs and initiatives through Torrens University Australia. This includes a suite of design and creative technology programmes.



Sydney

Located in the inner-city precinct of Ultimo, the campus is housed in a converted heritage building, which boasts stylish 19th-century architecture – with an edge. With open-plan spaces, high ceilings, lots of light and creative pods for learning, collaboration and entrepreneurship, this transformed space has been designed to stimulate and inspire innovation and future thinking.

Melbourne

Located on Flinders Street where the city's art precinct and the busy thoroughfare to the city intersect, the Melbourne campus is an impressive multi-level late-nineteenth century building. Iconic hubs such as the Australian Centre for the Moving Image (ACMI), Federation Square, St. Paul's Cathedral and Flinders Street Station surround the campus. As a student, you will enjoy state of the art facilities and a chance to immerse yourself in a creative and stimulating environment, surrounded by cafes, restaurants and attractions.

For more information, visit our **Media Design School website**.

Brisbane

The Brisbane campus is located on the fringe of the city's central business district in the colourful precinct of Fortitude Valley, close to major sporting and event venues. Enjoy the latest digital learning technologies, open learning and collaborative classroom and project spaces, and a creative and stimulating vibe.

Adelaide

Located on the historic site of the Menz Biscuit Factory, the Wakefield campus in Adelaide has been built from the ground up with a single purpose in mind – the student experience. Students can take advantage of numerous dedicated study areas, breakout pods and chill-out zones, while having unprecedented access to their learning facilitators – there are no separated, closed-off academic offices in the building.

There are various points of differentiation the partner school relationship offers:

- The institutions share a Dean, General Manager and Senior Staff.
- Unique collaboration occurs between academic and operational staff across Australia and NZ. Torrens University is home to Billy Blue College of Design, which just like MDS enjoys a reputation for award-winning excellence and industry connectivity. This means Media Design School students and staff, have opportunities to partner and collaborate uniquely across the Tasman.
- World-class innovation in teaching and curriculum including the development of new on demand short courses, micro-credentials and degrees.
- MDS students and staff can visit and work from our Australian campuses.
- The institutions share our strong Here For Good ethos focussed on a commitment and promise to producing global graduates and strong industry connections, firmly rooted in a culture of social change-making.
- A connection between the Maori and Pasifika strategy at MDS and the Aboriginal and Torres Strait Islander strategy in Australia.

Many of Torrens University's enrolled students are from NZ, and Torrens University also has a strong Maori and Pasifika student community. Likewise, Media Design School is growing its international reach through its link to Torrens University.

MDS student Joshua Robinson speaking at the 2020 One Torrens Summit in Adelaide, Australia

Industry Connections

At Media Design School, industry alignment is at the heart of everything we do.

Through our close connections with the creative industries in New Zealand and abroad, we're able to produce graduates who are armed with both the technical expertise and essential soft skills needed to land their dream jobs and excel from day one.

Our valuable industry partnerships ensure that our courses are aligned with the latest industry standards and mirror the challenges and successes that are faced by a typical graphic designer, animator, developer, or creative director on a daily basis.

To date, we are the only school in New Zealand to have partnered with Sony Computer Entertainment Europe's PlayStation First Academic Development Programme, giving our students the opportunity to develop games for the PlayStation platform and evidencing industry recognition of the quality of our programmes.

In 2016 we also became Unity Technology's first and only Training and Certification Partner in New Zealand, meaning that all future graduates of the school's Game Development degrees will have the opportunity to graduate as Unity Certified Developers.

In 2019, as we expanded our suite of qualifications further into the world of creative tech, we built valuable relationships with leading companies, such as IBM and Amazon Web Services, to develop robust programmes that reflect the cutting edge of the modern jobscape.

“Our Media Design School alumni have a fantastic attitude to getting stuck in, figuring things out, and building stuff quickly. That's crucial in digital design. I think it's a testament to the practical nature of the course, and what appears to be a focus on learning by doing.”

Tarver Graham
Director – Gladeye

Here's what industry have to say about us:

“At Datacom, we apply creativity to technology in order to help organisations unlock new opportunities to transform the way they do business and serve their customers. We have been hiring MDS graduates for the past few years, and we're extremely excited about their new Artificial Intelligence and Cloud Computing degrees. We were actively consulted during the programme development and are really looking forward to their design-based approach to technology showing through future graduates.”

Husain Al-Badry
Creative Tech from GM innovation and CX – Datacom

“We have found Media Design School graduates to have excellent training in 3D animation. In several cases we've seen graduates stepping straight out of Media Design School into productive roles in the Flux pipeline. It is refreshing to see graduates with a professional attitude entering employment with some substantial projects already under their belt.”

Brent Chambers
Creative Director – Flux Animation

“I have hired many of the school's graduates over the years. I hope they remember that because sooner or later I will be asking them for a job.”

Paul Catmur
Managing Partner and Executive Creative Director
– Barnes, Catmur and Friends Dentsu

Tohu (2019)

DINZ Best Award: Silver Student Interactive

**Client: Auckland Art Gallery
Rose Norgrove, Holly Schroder,
Alistair Kincaid**

After we were briefed by Auckland Art Gallery (AAG) about their need for more volunteers, our team analysed and addressed the underlying challenges – unpacking the brief to create a design-led solution.

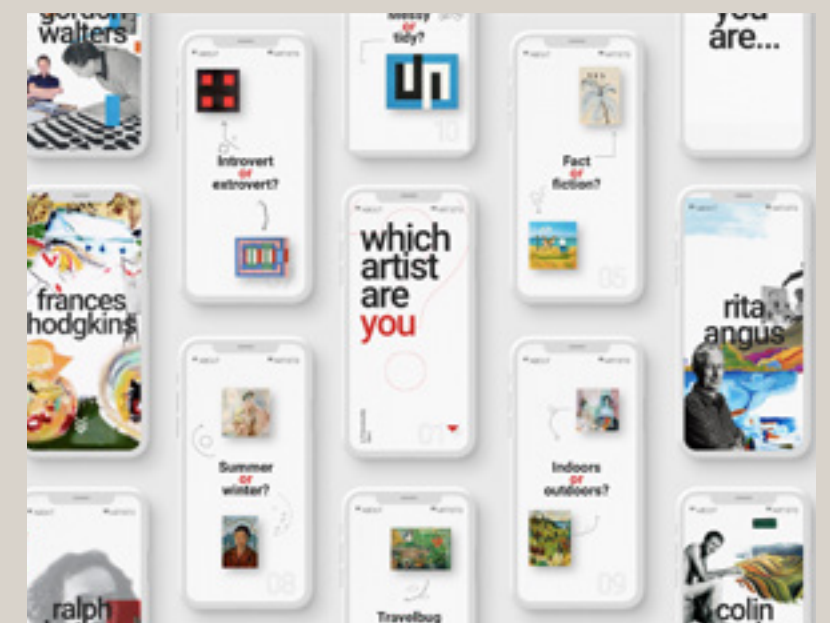
Our solution is 'Tohu', which by definition means to instruct, advise, guide, direct, appoint. 'Tohu' celebrates individual strengths, and connects art enthusiasts with appreciable traits to the volunteering programme.

'Tohu' involves an interactive personality quiz which shows users the famous NZ artist they are most alike. This quiz is brought to life with motion elements, CSS animations and Javascript, to ensure an exciting and memorable experience for the user. We focussed on cohesiveness, and incorporated similar elements throughout the collateral. This includes an “infinity zoom” effect, which was animated in our motion piece, and recreated with javascript in our results pages. Thematically, this quiz appeals to art enthusiasts, whom we identified as being more likely to possess a genuine passion for the volunteer role and gallery.

The user is shown the positive traits they share with the artist, followed by a call to action, in which they are encouraged to share these strengths by volunteering at the gallery. Following this, the user is prompted to share their result on social media – incentivised by the chance to win a free membership at the gallery.

The invitation to join 'Tohu' leads to an informative website, which outlines the perks and expectations of volunteering. A set of collateral was designed to accompany this campaign, including a notebook pack, customised to the applicant's quiz result.

Each stage of the 'Tohu' experience has been thoughtfully crafted and designed to achieve our end goal – reaching a wide array of people and incentivising them to join AAG's volunteering programme. In this campaign, we seek to highlight and value each individual's strengths, and bring heart – and fun – to the core of the volunteering programme.



Media Design School Studios

MDS Studios is the entrepreneurship initiative of Media Design School, designed to help our students maximise the potential of their creative ideas.

At its centre is the Business Incubator Programme which gives recent graduates the unique opportunity to transform their final year project into a commercial venture. The incubator was first launched in 2015 and has since helped incorporate 7 companies and launch 3 well-received products globally.

Programme goal

The main goal is to encourage entrepreneurship and the development of original, innovative digital content by supporting student efforts to commercialise creative projects and other intellectual property.

The incubator

The programme is currently offered to graduates from the Bachelor of Software Engineering, Bachelor of Creative Technologies and the Bachelor of Media Design.

Student teams pitch their business ideas to a judging panel of industry experts and studio owners, who then select up to 3 teams to form the year's cohort. MDS Studios then provides the teams with the framework and environment needed to establish their own independent studios, connecting them with industry mentors and professional advisors to give them the tools they need to succeed.

The teams are incubated for 12 weeks in a dedicated MDS Studios Lab, during which time each team incorporates their business and transfers their project IP into it. A set of milestones is agreed and measured against performance throughout.

Mentorship & professional advice

The incubated businesses receive pro-bono legal and accounting services from MDS Studios partners, along with one-on-one mentorship from industry veterans who have established and grown their own studios.

MDS Studios also supplies the necessary hardware to continue development activities for the duration of the incubator period (Gaming PCs, VR headsets or Mac Pros as necessary). The costs of all commercial software licenses are also covered.

Notable alumni of the programme

Lunar Rooster developed their western themed multiplayer-FPS 'Sky Noon' in the 2016 cohort of MDS Studios. After receiving strong interest from gaming communities and industry, they continued development of the game and won a number of awards before being picked up by publisher Reverb Triple XP (who are responsible for publishing major titles such as Player Unknown Battlegrounds and Rocket League) followed by a hugely successful debut on Steam in 2018.

Sky Noon

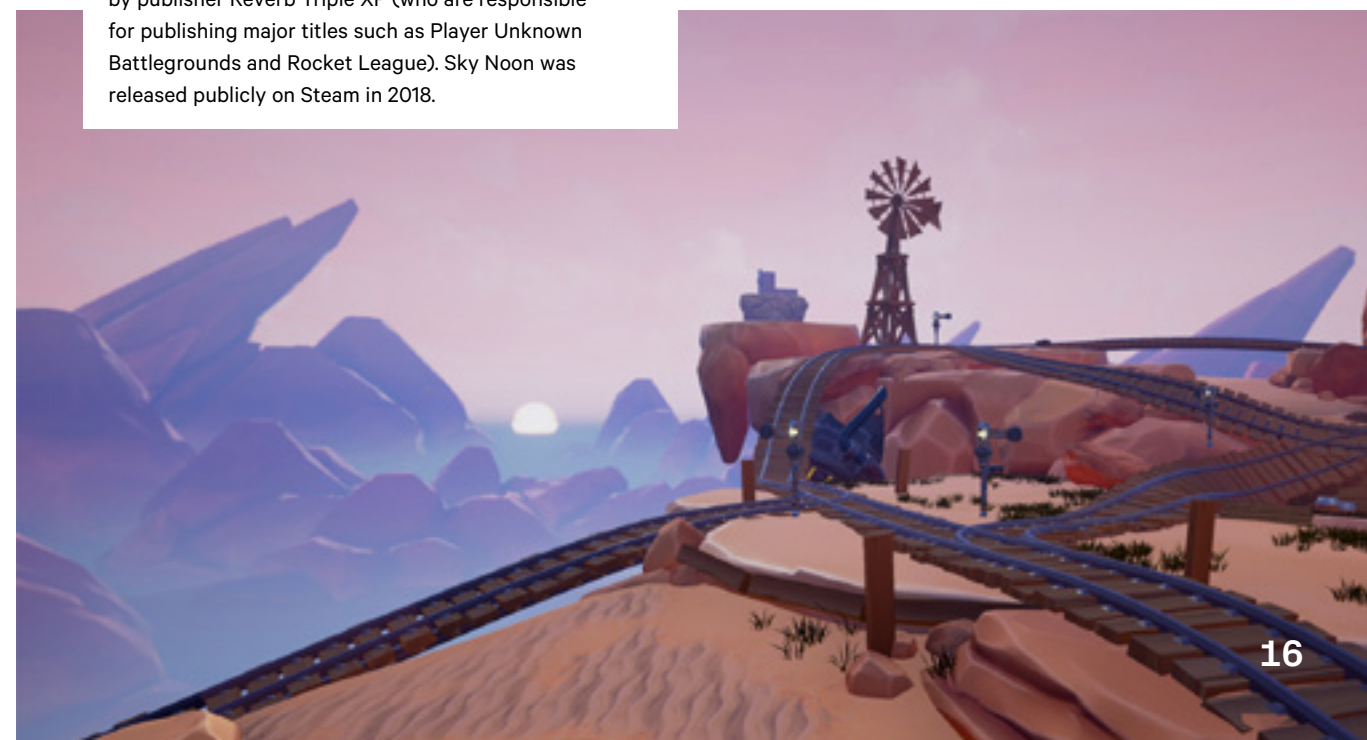
Lunar Rooster

Originally created by six third-year Game Development students in 2016, Sky Noon is a futuristic dystopian Western-themed shooter. Players use a grappling hook, along with an arsenal of weapons and abilities, to push and pull their enemies off The Floating Frontier to stop the enemy cartel's bid to control the world's most powerful resource: water.

Sky Noon was one of three titles to be selected for the 2016 intake of the MDS Studios accelerator programme. After graduating from Media Design School, Lunar Rooster (now comprised of former students Alex Hodgson, Chris Cullen, Craig Taylor and Nathan Minifie) have continued to develop Sky Noon and establish Lunar Rooster as an increasingly well-known indie games studio.

In 2017, the title was selected as a finalist in the Gamer's Voice Awards at South by Southwest (SXSW) and was awarded the Runner Up Prize in the Kiwi Game Starter competition at the New Zealand Game Developers Conference. In August 2017, Lunar Rooster were also awarded an Unreal Development Grant by Epic Games.

After receiving strong interest from gaming communities and industry, they continued development of the game and won a number of awards – before being picked up by publisher Reverb Triple XP (who are responsible for publishing major titles such as Player Unknown Battlegrounds and Rocket League). Sky Noon was released publicly on Steam in 2018.



Recent Awards

MDS student films were screened at over a dozen film festivals around the world in 2019.

Fork Knights

Won Best Video Game in the Student category at the 2019 Chroma Art Awards.

Created by BCT and BSE students Alex Ujdur, Jason Harris, Sam McFetridge, Madeleine Day, Lance Chaney and Sebastian Tengdahl.

Pick

Won Gold in Student Interactive, Silver in Student Public Good and Bronze in Student Product at the 2019 Best Awards.

Created by BMD student Mona Gabr.

Kauri Lounge

Won Silver in Nga Aho – Design with Maori Focus – at the 2019 Best Awards.

Created by BMD students Donald Mavunga, Sameera Khan, Robert Barrington, Andrew Eiserman, Jaromme Lawn, Mitchell Starns and Adam Small.

Tohu

Won Silver in Student Interactive at the 2019 Best Awards.

Created by BMD students Rose Norgrove, Holly Schroder and Alistair Kincaid.

Moments

Was a finalist in Public Good at the 2019 Best Awards.

Created by BMD Student Melody Renaud.

Bag Block

Was named Print Category Winner at the 2019 Ad Stars.

Created by AdSchool students Grace Bader and Luke Ryan

Vans Off The Wall Paint and Rekindle

Were named Innovation Category Winners at the 2019 Ad Stars.

Created by AdSchool students Alayna Martinez, Slade McDonald, Jaymi Redpath and Maraea Walker

11 additional AdSchool ideas were named as finalists in the 2019 AdStars.

Aged Beautifully, Unlike You Winner at the 2019 ORCAs

Created by AdSchool students Max Barrow and Maraea Walker

Sounds like Vogel's

Runner Up at the 2019 ORCAs.

Created by AdSchool students Jackson Bliss and Ashleigh Reid

Smiles aren't meant to last Google Student Axis Winners at the 2019 awards.

Created by AdSchool students Zach Hall & Clementina de Ruiter

Changing for Change Took home a Silver Pencil from the One Show in New York

Created by AdSchool Students Erica Mouter and Will Budget

Kino Ratten

Best Animated Short at the 2019 Palm Springs International Animation Festival

Space Cowboy

Honourable Mention at the Rochester International Film Festival in 2019.

Kauri Lounge (2018-19)

DINZ Best Award: Silver – Ngā Aho

Donald Mavunga, Sameera Khan, Robert Barrington, Andrew Eiserman, Jaromme Lawn, Mitchell Starns, Adam Small

As a group of interactive design students, we received an open brief to create an urban kauri forest experience in the Ellen Melville Centre in the Auckland CBD for Conservation Week 2018 to raise public awareness of the devastating impact of kauri dieback. The project began as a collaboration with the Ellen Melville Centre and Auckland Council Biosecurity but grew organically to include our school's Kaitakawaenga, The Kauri Project, Auckland City Parks, Auckland Council Activations, The Arataki Visitors Centre, The Council Printroom and Conservation Week.

Our idea was to create an immersive interactive multi-sensory forest experience that was sensitive to and reflective of the cultural significance of Kauri to Māori. We wanted to tell the story of Kauri – from its cosmological beginnings in the parting of Ranginui and Papatūānuku, through its mass destruction, its conservation and regeneration, and now the new threat from kauri dieback disease.

We also created a visual identity for promoting the project. The name Kauri Lounge was chosen to retain the existing

urban lounge feel but with a kauri forest flavour. The logo design included koru elements to reflect the importance of Kauri to Māori, and the colour palette was derived from the colours of the forest. We created bold bright banners for the front windows incorporating patterns of colours overlaid on native forest birds, as well as a whakatauki, to draw people into the lounge and call Kauri home. A series of posters and flyers were also created for a street promotion campaign.

During the week, lunchtime talks were given by leading scientists, artists and activists; and we also attracted the attention of Māori TV who aired a news segment featuring interviews with two of our team.

Through the experience of collaborating on this real-world problem, we feel we have gained a deeper understanding of ethical and conscious design and how we can make a positive difference in the world. The Kauri Lounge not only brought together the community, it highlighted the huge significance that Kauri has for Aotearoa.

Nau mai ki te ihi o ngā kauri o te waonui a Tāne.



Digital Creativity Foundation Programme

Digital Creativity Foundation Programme
 NZQF: Level 4 (120 Credits), 1 EFT per year
 Duration: One academic year, full time

This programme will give you a taste of what it will be like working in the creative and digital design industries.

You'll be working in a studio-like environment and you'll become accustomed to deadlines, managing and collaborating on projects, and presenting your ideas in front of an audience.

Whether you aspire to work in game art and development, post production and visual effects for film, animation, or the fields of graphic, motion, or web and mobile design, the Digital Creativity Foundation Programme aims to prepare school leavers (or adult learners who can demonstrate introductory skills and experience in design) for Media Design School's Bachelor degree programmes or for employment in entry level roles in the creative industries.

Why choose the Digital Creativity Foundation Programme?

If you are interested in becoming part of the creative and digital arts community, but you're not sure which degree would suit you best, our Foundation Programme is a great way to discover which career in creative or digital design is for you. In just one year, you'll develop a diverse range of creative skills, coming away with an industry-standard portfolio, CV, and cover letter, which you can use to apply for entry into our Bachelor programmes or for job opportunities in the creative industries.

What does the course cover?

Topics covered during the Digital Creativity Foundation Programme include:

- Graphic Design
- Digital Design and Media Design (including digital video production, web and motion graphic design)
- Concept Art
- 3D Design
- An introduction to Game Design
- Portfolio Design

How is it structured?

The Digital Creativity Foundation Programme of Study comprises two certificates: the New Zealand Certificate in Arts and Design and the New Zealand Certificate in Digital Media and Design. Each certificate is worth 60 credits and contributes to the completion of the overall programme.

Prerequisites

This programme is open to anyone who can provide evidence to support their creative ambitions. There are several opportunities to do this when applying, so you'll need to provide the following documents:

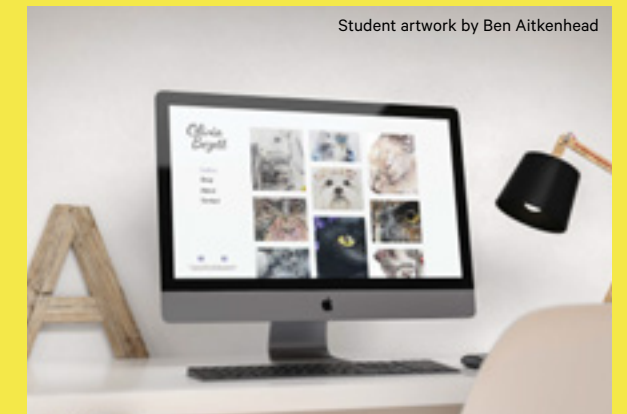
- A Digital Creativity Task Sheet (available on our website: mediadesignschool.com)
- A letter of intent that explains the applicant's aspirations and understanding of the programme, including the time commitment of the course.

If you are an international student, you'll need to prove that you are proficient in the English language and able to complete this course. We'll be looking for Academic IELTS 5.5 (minimum) or an equivalent language test if English is not your first language.

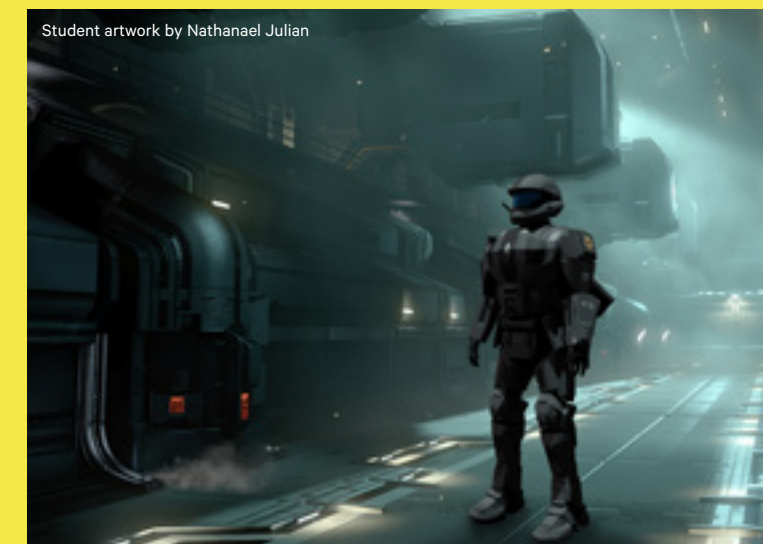
Details are subject to change. Please visit mediadesignschool.com for up-to-date and comprehensive course information, including dates and fees.



Student artwork by Abdur Boateng



Student artwork by Ben Aitkenhead



Student artwork by Nathanael Julian

Bachelor of Art & Design

3D ANIMATION AND VISUAL EFFECTS

Create the impossible. Develop stunning 3D animation and imagery and learn how to use visual effects to blow stuff up... without accidentally blowing up your computer!

Our award-winning faculty will take you on an immersive journey; teaching you the essentials of modelling, rendering, lighting, and technical direction that will culminate with you being a part of an amazing, industry-level short film in your final year.

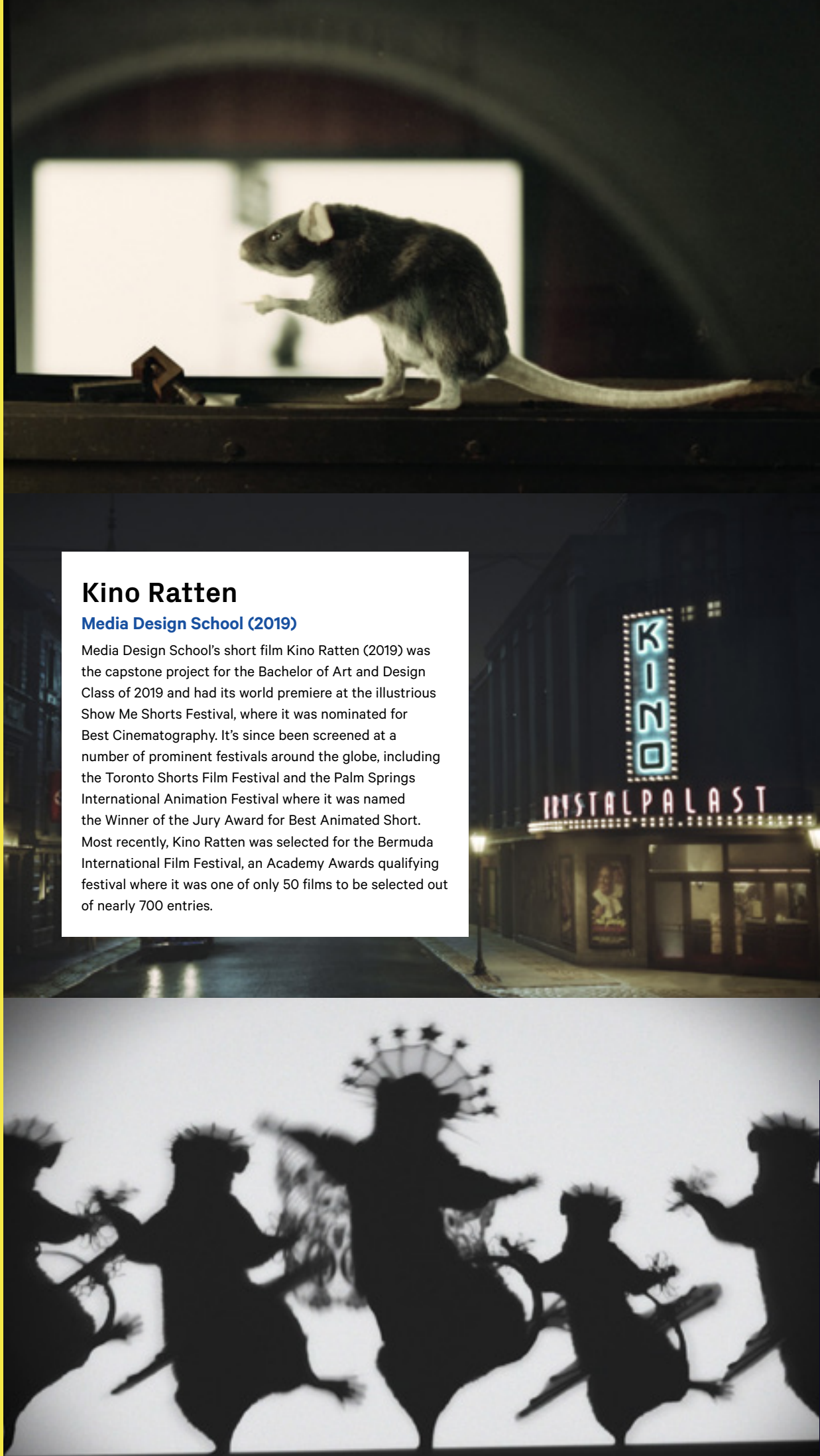
Why choose a Bachelor of Art and Design?

In 2020, Media Design School was named the #1 animation school in New Zealand, and among the top ten animation schools in the world. We were the first tertiary institution in the Southern Hemisphere to offer a dedicated programme of study for 3D animation using industry-standard computer graphics software, and since then our student short films have received numerous international accolades.

If you choose to study animation with MDS, you'll have the chance to hear from and connect with industry leaders, and you'll collaborate with the best in the business. Best of all, our studio-like learning environment means MDS graduates are always in high demand. Every year, major studios come to MDS to have first pick of our graduates, many of whom have gone on to work on blockbuster films including Avatar, the Hobbit, Black Panther and more.



3D Animation & Visual Effects



Kino Ratten

Media Design School (2019)

Media Design School's short film Kino Ratten (2019) was the capstone project for the Bachelor of Art and Design Class of 2019 and had its world premiere at the illustrious Show Me Shorts Festival, where it was nominated for Best Cinematography. It's since been screened at a number of prominent festivals around the globe, including the Toronto Shorts Film Festival and the Palm Springs International Animation Festival where it was named the Winner of the Jury Award for Best Animated Short. Most recently, Kino Ratten was selected for the Bermuda International Film Festival, an Academy Awards qualifying festival where it was one of only 50 films to be selected out of nearly 700 entries.

Bachelor of Art and Design
NZQF: Level 7 (420 Credits), 12 EFTS per year
Duration: Three academic years, full time

The Bachelor of Art and Design focuses on the technical and soft skills that you'll need in the post-production side of the film industry.

Specialise in the visual effects subject matter areas of compositing, modelling and technical studies or 3D animation and, in your final year, you'll be working on an industry-level production using contemporary visual effects techniques in order to create an amazing, state-of-the-art short film.

First year components

Foundation 3D – Animation, and Rigging

Learn the basic skills required to operate contemporary 3D packages and produce simple digital rigs and animations.

Foundation 3D – Modelling – Surfacing, Lighting and Visual Effects

Gain the necessary knowledge to produce simple digital models, textured surfaces and scene lighting.

Traditional Art and Design for 3D and Visual Effects

Create traditional art assets to fulfil another individual's brief.

Digital Art I

Using digital tools, students create art assets that meet the requirements of another person's vision and idea.

Digital Art II

This builds on from the previous module, only this time, the assets are all used in 3D.

3D Modelling

Build 3D models that are fit for production purposes.

3D Rendering

Students gain knowledge in rendering and lighting 3D objects and scenes.

Foundation Mini-Project

This mini-project draws on all of the year's learning to produce, test and revise assets for a 3D production.

Design Principles and Practice I

Utilise the principles of design for the purposes of analysis and critical thinking.

To find out more about the second and third year course structure of the Bachelor of Art and Design, and for up-to-date and comprehensive course information, including dates and fees, visit mediadesignschool.com.

Industry insights

Creative industries rely on human capital for growth and innovation, meaning a degree in 3D Animation and VFX is a highly future-proof choice. As an Animator, Modeller, Compositor or VFX Artist, you'll find your skills are internationally transferrable and in high demand across the globe. In fact, Multimedia Specialist (Film Animator) appears on Immigration New Zealand's long-term skill shortage list*. It's a lucrative choice too – NZIER's most recent report on the NZ film industry showed that median earnings are growing faster than the average for the New Zealand economy. The typical post-production/ visual effects worker has a median hourly rate of \$65**, with 3D specialists typically earning more than 2D.

*careers.govt.nz **nzier.org.nz



Career opportunities

- 3D Modeller
- Compositor
- VFX Artist
- Animator
- Technical Director



Bachelor of Media Design

GRAPHIC DESIGN | INTERACTIVE | MOTION GRAPHICS

Study the Bachelor of Media Design and you'll spend your first year traversing graphic, motion and interactive design, getting a taste of each unique discipline before choosing a specialisation.

Years two and three are spent developing your skills and exploring your chosen field through creative, project-based learning, before going on to shape your own destiny in a design studio, production house, creative agency, or as a freelancer.

First Year Components (For All Three Majors):

Design Principles

Develop a common vocabulary and understanding of the major motivations of media designers and collaborate across majors to develop effective designs in future joint projects.

Design Studio

An introduction to a range of tools and creative problem-solving methods using a combination of guided class exercises, group work, class discussions and self-directed investigative tasks.

Contextual Studies

This component introduces students to the idea of developing imaginative and socially relevant approaches to visual communication.

Photographic Studies

Develop fundamental technical photographic skills.

Digital Image Foundation

This component provides a foundation for effective practices in all media design disciplines.

Interdisciplinary Design Foundation

Students independently implement a multi-part interdisciplinary project integrating practices from all majors. The project is carried out within tight technical and creative limitations, giving students practical experience working in a commercial design environment. Independent and reflective thinking, personal responsibility, time management and practical skills are developed using a project-based learning approach.

Why choose a Bachelor Of Media Design?

Our focus on employability means MDS graduates enter the workforce with future-proof technical skills, as well as the soft skills needed to succeed in a creative environment. You'll learn in a studio-like setting and will have the opportunity to build your portfolio by working to live briefs from the likes of Auckland Council,

Les Mills and more. It's this unique approach to learning that has so many of our students landing rewarding jobs before they've even graduated, and it's what led MDS to be recognised as the world's #1 Graphic Design school by The Rookies' panel of internationally renowned judges.*

*Rookies, 2016



Industry insights

A degree in Media Design will open the door to an expansive and rapidly growing industry that could take your career in any number of lucrative directions. Designers in NZ typically earn between \$55-90k p/a** and, according to the Ministry of Business, Innovation and Employment, although the number of UX designers in NZ is increasing, there are still not enough to meet the growing demand.

****careers.govt.nz**

Graphic Design



Grow (2019)

Client: Auckland Art Gallery

Dannah Angela Soriano, Yancong Guo, Logan Ware, Erika Marasigan

Auckland Art Gallery briefed us on their need for more volunteers. As a response, we created Grow: a volunteer recruitment campaign that promotes volunteering to people who are passionate, eager to learn, and are willing to give back to the community.

The concept of our design was inspired by our research into how the current volunteers view the gallery: a structure that holds plenty of valuable memories in its many different phases in history, which makes them even more passionate about what they do.

Grow targets young people (18 to 25 year olds) and engages with this audience in three ways: a phantom billsticker poster campaign, interactive bus shelter activations and through social media platforms (such as Facebook and Instagram).

The posters visually represent a journey of growth in an isometric illustrated style. Every letter of the word grow is a platform that is decorated in a way that closely mimics the Auckland Art Gallery's art-filled interior. Each letter is populated with characters who represent the values we are targeting.

Bus shelters around Auckland are transformed into simple, yet effective interactive installations – a large digital screen behind a gallery-inspired leather seat. Through the use of seats with weight sensors, the more people that sit on the seat the more the digital illustration is filled with art, furniture, and people. This encourages people to work and communicate with each other in order to deliver a visual representation of our single minded message “The Auckland Art Gallery can grow with you.”

The social campaign features two 25-second animations representing university students who experienced personal growth at the Auckland Art Gallery through volunteering. The animations are intended to take advantage of the auto-play feature which doesn't include sound till the viewer clicks on it.

The website utilises the sub-brand's illustrations, colour palette, and tone of voice. The website is engaging and informative yet also encouraging and usable. Personal testimonies from volunteers are included to form a narrative of what it's like to volunteer at the Auckland Art Gallery. The new site is more intuitive by simplifying the way users can sign up to be a volunteer.



Graphic Design teaches you how to communicate using text, image and form to make visual connections and craft the seeds of ideas and information into meaningful interactions.

By the end of your third year at MDS, you will have designed, constructed and documented an industry-standard body of work that represents your perspective as an emerging professional designer.

Bachelor of Media Design, majoring in Graphic Design

NZQF: Level 7 (360 credits), 1 EFT per year

Duration: Three academic years, full time

Major Components

Principles of Practice

An introduction to graphic design disciplines, historical influences and the theories, principles and processes of graphic design. Some of the topics covered by this component include market research, typography, and brand identity.

Graphic Design Studio

Classes focus on developing creative and technical solutions in response to graphic design briefs through technical demonstrations and practical work.

To find out more about the second and third year course structure of the Bachelor of Media Design majoring in Graphic Design, and for up-to-date and comprehensive course information, including dates and fees, visit mediadesignschool.com.



Career opportunities

- Creative Director
- Art Director
- Studio Manager
- Graphic Designer and Illustrator
- Web and Mobile Interface Designer
- Brand Specialist
- Freelancer



Interactive Design

Pick. (2018)

Mona Gabr

DINZ Best Award: Gold student interactive

DINZ Best Award: Silver student public good

DINZ Best Award: Bronze Student Product Design

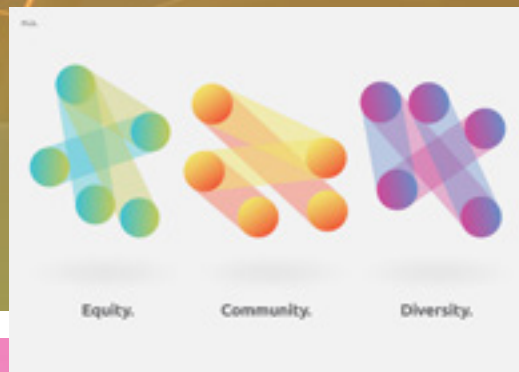
Pick was developed to assist people with disabilities to get the right bus on public transportation. Now a working prototype, the system allows communication between the individual and the bus driver through an NFC tag system, ensuring that the passenger gets on the right targeted bus. According to Statistics NZ, 35% of people with a disability are over 65 years old and may not have access to a smart phone, hence the use of a tag system rather than a mobile app. The Pick Tag System strives towards equity for people with a disability.

The main thing that influenced my design process was using the humancentric approach. There are lots of technological solutions introduced in various ways by different people to solve this problem, but the majority of them are not solving what the target audience needs. Therefore, I gave priority in my project to the user journey solution and understanding the demography of my target audience to develop a solution matching their needs.

I chose to study at Media Design School because of their focus on keeping us up to date with the real world and real work experience. They always teach us new trends and tools that help us to be ready and successful after graduation. Also, I love the small community and the fantastic relationship between lecturers and students. They improve our skills through communication and understanding each student's mind-set.



24% of New Zealanders have a disability, a total of 1.1 million people.



Bachelor of Media Design, majoring in Interactive Design
NZQF: Level 7 (360 credits), 1 EFT per year
Duration: Three academic years, full time

The interactive design major prepares you for the technical demands of the web and mobile development industries.

As you move along the course, you'll experiment with a variety of interactive and dynamic design theories and be immersed in fundamental digital design processes, such as front-end web development, interactive programming, and content management systems.

Major components

Interactive Design Principles of Practice

Develop the skills to learn concepts and processes relating to ideation, planning and prototyping of interactive design solutions, as well as the ability to prepare effective proposals and provide purposeful interactive experiences.

Interactive Design Studio

A significant focus will be placed on project-based learning through the development of interactive design and technical solutions in response to creative and technical briefs.

To find out more about the second and third year course structure of the Bachelor of Media Design majoring in Interactive Design, and for up-to-date and comprehensive course information, including dates and fees, visit mediadesignschool.com.



Career opportunities

- Web Designer
- Front-end Developer
- Back-end Developer
- Mobile Application Developer
- User Interface Programmer
- UX/UI Designer



Motion Design

Circus (2019)

Client: Auckland Live

Alistair Kincaid

This was a brief from the Auckland Live performing arts organisation, to showcase the performing arts within four idents. An ident is a short sequence that plays a few seconds before a TV program starts. In each ident we follow a geometric shape that reflects one of the arts. As the story develops, the shape transforms and grows into elements relating to that art. This shows the nurturing and communal essence of Auckland Live, a space where performers can grow and be supported. The mood and use of colour changes in a seasonal cycle. This drives the narrative as the subject grows.

The performing arts of each ident are music, theatre, dance, and circus. I recorded myself and others playing out these arts in front of a green screen. This was a fun and new challenge for me, I had to drag a keyboard, drum kit, unicycle and much more up into the Media Design School studio and spent a day experimenting and gathering footage. Along with this green screen footage I used certain 2D and 3D shapes and accents to make links to these arts. For example, a circular shape to represent the rippling effect of music and a diamond like shape to represent the dynamic movement of a dancer. I used this project as an opportunity to try new techniques and develop new skills. The project was a narrative about growth, I believe I also grew as a motion designer.



Bachelor of Media Design majoring in Motion Design

NZQF: Level 7 (360 credits), 1 EFT per year

Duration: Three academic years, full time

Making text, illustrations and images move is the specialty of the Motion Graphics Designer.

This truly unique art form can be found in numerous elements of digital design, including music videos, promotional videos, television commercials, and in films. This course includes learning key technical skills such as 2D and 3D animation, visual effects, composition, image manipulation and text choreography to give you the experience and evidence of working to a client brief needed to land a job in a dynamic and exciting agency and production environment.

Major components

Motion Design Principles of Practice

Students are introduced to motion design disciplines, historical influences and the theories, principles and processes of motion design with a focus on typography, principles of animation, moving image narrative and production techniques.

Motion Design Studio

Classes focus on developing creative and technical solutions in response to motion design briefs through self-directed practice.

To find out more about the second and third year course structure of the Bachelor of Media Design majoring in Motion Design, and for up-to-date and comprehensive course information, including dates and fees, visit mediadesignschool.com.



Career opportunities

- Television
- Advertising
- Production houses
- Corporate event companies
- Motion Design
- Animation Studios



Bachelor of Creative Technologies

GAME ART

Bring to life beautiful environments and memorable characters, and create immersive experiences to share with the world. Our Game Art degree will enable you to seamlessly enter the industry by developing your skills in a studio-like environment as you work with fellow artists and programmers to create a commercially viable game.

Why choose a degree in Game Development?

Media Design School was the first school in New Zealand to provide specialised gaming degrees for aspirational game developers, and we're still one of the only schools fuelling an industry where the demand for skilled workers is still not being met.

Our learning environment is designed not only to build your technical prowess, but to foster the essential soft skills needed to make it as a successful game developer; a unique teaching approach that means our graduates are prized by industry.



Game Art



Fork Knights (2019)

Winner of the Student Video Game Award at Chromacon

Artists:

- Alex Ujdur
- Jason Harris
- Sam McFetridge

Programmers:

- Sebastian Tengdahl
- Madelene Day
- Lance Chaney

Brought to you by Screenshock Games, Fork Knights is a light-hearted 2-4 player brawler that lets you choose your unique food fighter and dash your way through imaginative settings.

This game was created by a talented team of Game Development students from Media Design School's class of 2019. Having been accepted into this year's MDS Studios cohort, the Screenshock team are preparing to release Fork Knights on Steam in the near future.

Check it out at forkknights.com



From 2D platformers to 3D brawlers, you'll be devising and creating your own interactive stories, digital illustrations, concept art and games that will be viewed by an international audience of game enthusiasts.

Within the first sixteen weeks of your first year, you'll have created your very own 2D game and, by the time you've finished your degree, you'll have collaborated with other game artists and programmers to develop an industry-quality game.

First year components

Art and Design Foundation

Learn to produce traditional artwork to visually communicate, understand form, and articulate your ideas.

2D Visual Asset Generation

Explore digital painting techniques through the creation of character concepts, environmental design and user interfaces. Students will also be introduced to game-specific techniques such as pixel art, sprite sheets and animation.

Game Production Foundation

Utilising game development techniques and tools, students will be introduced to simple coding and will create their own arcade-style games.

3D Visual Asset Generation

Students expand on their Visual Asset Generation knowledge and utilise industry standard 3D modelling tools and techniques to communicate complex ideas.

Game Studies I

This course offers an introduction to the study of video games as texts situated within wider cultural and theoretical settings.

Game Design Principles

Learn principles of game design including rules, progression and balance by collaborating in teams to ideate and create both physical and digital games.

To find out more about the second and third year course structure of the Bachelor of Creative Technologies, and for up-to-date and comprehensive course information, including dates and fees, visit mediadesignschool.com.

Industry insights

Globally, the games industry is bigger than the music industry and box office put together, and its influence in New Zealand is rapidly expanding. The NZ Game Developers Association's 2019 report showed that New Zealand's game industry has grown by 39% annually for the last six years, with a projected value of \$1billion by 2024. A number of prominent studios have cited skill shortages as their biggest barriers to growth, with game programmers and artists being the hardest roles to recruit. This course is designed to respond to those industry-wide shortages, so you're sure to be in demand when you graduate.

*nzgda.com

Bachelor of Creative Technologies

NZQF: Level 7 (420 credits), 12 ECTS per year

Duration: Three academic years, full time



Career opportunities

- Game Artist
- Modeller
- Texture Artist
- Technical Director
- Art Director
- Animator

Bachelor of Software Engineering

GAME PROGRAMMING

Study a Bachelor of Software Engineering (Game Programming) and become a highly sought-after programmer who can breathe life into unimagined worlds. You'll work across a range of platforms, including Sony PlayStation and Apple iOS, using game engines such as Unity or Unreal, and collaborate with artists to create beautiful worlds that behave in their own laws of physics and have artificially intelligent creatures.

Why choose a degree in Game Development?

Media Design School was the first school in New Zealand to provide specialised gaming degrees for aspirational game developers. We're the only school in New Zealand to have partnered with Sony PlayStation's First Academic Development Programme, and we're currently Unity Technology's first and only Training and Certification

Partner in New Zealand. We're also part of Apple's iOS Developer University Program, meaning all game development students have the opportunity to develop on Sony PlayStation 4, Apple iPhone/iPad, with some going on to qualify as Unity Certified Developers.

Game Programming

SRC: Sprint Robot Championship

RageQuit Studios: Scott Thomson, Tyrone Mills, Gabriel Magadza, and Cameron Chung – 2017

SRC: Sprint Robot Championship is a first-person sprint racing game where players achieve the fastest times possible on a wide range of challenging tracks. The game was accepted on to the MDS Studios games accelerator programme at the end of 2017.

“Media Design School provided us with the tools and knowledge we needed to succeed in the video game industry. We were given practical advice throughout the course which allowed us to create fun and immersive games. The experience gained from working on our third-year project allowed us to stand out as game developers and be accepted into the MDS Studios accelerator programme where we had the opportunity to release our first game production to a commercial audience,” says SRC: Sprint Robot Championship game artist Cameron Chung of the opportunity to further develop the team’s newest title.

“It was rewarding for us to see that the early work we put into the core gameplay had paid off. Our advice for any students is to work hard, get as much feedback as you can, and have fun.”

Currently in Beta, the game was released in Early Access on Steam in 2019.



Bachelor of Software Engineering
NZQF: Level 7 (420 credits), 12 EFTS per year
Duration: Three academic years, full time

Learn a range of programming languages from C++ to Swift, enabling you to succeed in the games industry or the wider technology sector.

You'll be equipped with software engineering principles learnt through game development and in your third year, you'll collaborate with fellow programmers and artists in order to create a commercially viable game; the closest experience you'll get to an industry environment at any tertiary provider in New Zealand.

First year components

Introduction to Software Engineering for Games

Begin with an introduction to the C++ programming language and the opportunity to construct simple games.

Fundamental Mathematical and Engineering Principles

This component begins with basic mathematics before progressing to the core mathematical skills required for solving games problems.

Algorithms and Data Structures

This component teaches the fundamental data structures and algorithms that are needed to solve common gaming problems.

Introduction to Games Mechanics

By playing, analysing, reading, discussing and writing about games, students will examine how games function from a technical perspective.

Mathematics for Graphical Games

Students learn to construct mathematical solutions to common gaming problems. They design, develop, test, and enhance a game that requires a significant degree of mathematics.

Software Engineering Principles and Practices

This component focuses on the skills required to produce a game both on time and on budget.

2D Game Programming

More advanced programming concepts are introduced, including a basic introduction to user-interface design and software engineering management methods.

Game Design Principles

Learn principles of game design, including rules, progression and balance by collaborating in teams to ideate and create both physical and digital games.

To find out more about the second and third year course structure of the Bachelor of Software Engineering, and for up-to-date and comprehensive course information, including dates and fees, visit mediadesignschool.com.

Industry insights

Globally, the games industry is bigger than the music industry and box office put together, and its influence in New Zealand is rapidly expanding. The NZ Game Developers Association's 2019 report showed that New Zealand's game industry has grown by 39% annually for the last six years, with a projected value of \$1billion by 2024. A number of prominent studios have cited skill shortages as their biggest barriers to growth, with game programmers and artists being the hardest roles to recruit. This course is designed to respond to those industry-wide shortages, so you're sure to be in demand when you graduate.

*nzgda.com



Career opportunities

- Game Programmer
- Software Engineer
- Graphics Programmer
- Engine Programmer
- Artificial Intelligence Programmer
- Technical Lead

Cloud Computing

CLOUD COMPUTING

Study a Bachelor of Software Engineering in Cloud Computing and you'll leave MDS armed with a range of technical, operational and software management skills that will put you a step ahead in the global tech industry. Throughout your studies, you'll work across a variety of services and platforms to build a comprehensive, industry-aligned understanding of Cloud Computing and DevOps.

Why choose a degree in Cloud Computing?

In response to rising industry demand, our Bachelor of Software Engineering (Cloud Computing) has been designed to give you both the technical and the creative and problem-solving skills required to succeed in the Cloud Computing and DevOps fields. This course will let you specialise in the in-demand areas of DevOps and Cloud

Computing, while mastering a wide range of technical subject areas. Best of all, our collaboration with Amazon Web Services means you'll also have the opportunity to design, develop and deploy applications to the AWS platform – the largest and most lucrative cloud computing platform in the world.

Bachelor of Software Engineering

NZQF: Level 7 (360 credits), 1 EFT per year

Duration: Three academic years, full time

Explore the intricacies of cloud infrastructure, master the fundamentals of CI/CD, and explore the in-demand field of microservices architecture.

In your first year, you'll cover the foundational skills of software engineering, DevOps and Cloud Computing, with an introduction to computer graphics and practical mathematical skills. You'll also develop an understanding of different service models (IaaS, PaaS, SaaS), architectures/platforms and virtualization in today's industry.

First year components

Introduction to Software Engineering

Begin with an introduction to programming and the use of a programming language in the cloud computing field.

Maths 1

This component begins with basic mathematics before progressing to the core mathematical skills required for solving cloud computing problems.

Introduction to Cloud Computing

This component introduces the cloud computing specialisation covering different service models, architectures and platforms.

To find out more about the second and third year course structure of the Bachelor of Software Engineering in Cloud Computing, and for up-to-date and comprehensive course information, including dates and fees, visit mediadesignschool.com.

Industry insights

In 2019, LinkedIn's 'Future of Skills' report listed Cloud Computing as the #1 most in-demand hard skill in the world, and it's just one of many technical roles on the NZ government's long term skill shortage list.* Aside from executives, the highest global salary is in Cloud Computing (the average being US\$115,889), with most cloud-based roles paying 29% more than the global average.

*immigration.govt.nz **go.globalknowledge.com



Career opportunities

- Software Engineer
- Software Developer
- Cloud Systems Engineer
- Cloud Developer
- DevOps Engineer
- Cloud Architect

Artificial Intelligence

ARTIFICIAL INTELLIGENCE

Study a Bachelor of Software Engineering in Artificial Intelligence and you'll become a highly sought-after developer with a deep understanding of algorithms and techniques used in solving problems of natural language processing, computer vision and more. You'll explore different models for pattern recognition, use them in cloud environments, and master the fundamentals of machine learning, before embarking on a rewarding career in the future-facing field of creative tech.

Why choose a degree in Artificial Intelligence?

Industry feedback indicates a significant shortage of employees with both a strong grasp on the technicalities of software engineering and an ability to think critically and creatively. To address that gap, MDS has partnered with IBM to design

a course that will give you not only the future-proof technical acumen, but the core soft skills required for a successful career in AI, putting you a step ahead of the competition when you enter the workforce.

Bachelor of Software Engineering
NZQF: Level 7 (360 credits), 1 EFT per year
Duration: Three academic years, full time

Master both a range of technical subject areas, such as Computer Vision, Natural Language Processing, Speech Recognition, and Machine Learning & Robotics, as well as the in-demand soft skills of ideation, design thinking, project and time management and interpersonal communication.

Your first year will cover the foundational skills of software engineering and AI, including an introduction to computer graphics and practical mathematical skills.

First year components

Introduction to Software Engineering

Begin with an introduction to a programming language and the opportunity to solve AI problems using programming.

Maths 1

This component begins with basic mathematics before progressing to the core mathematical skills required for solving AI problems.

Concepts in AI

Introduction to artificial intelligence through knowledge representation, problem solving techniques and architectures used to build intelligent systems.

To find out more about the second and third year course structure of the Bachelor of Software Engineering in Artificial Intelligence, and for up-to-date and comprehensive course information, including dates and fees, visit mediadesignschool.com.

Industry insights

In 2019, LinkedIn's 'Future of Skills' report listed Artificial Intelligence as the #2 most in-demand hard skill in the world, with the industry having experienced 'exponential growth' over the past 5 years. Software Engineers also remain on NZ's long term skill shortage list and the ever-growing demand for graduates means salaries remain highly competitive, with earnings averaging between \$72-100k per year.*

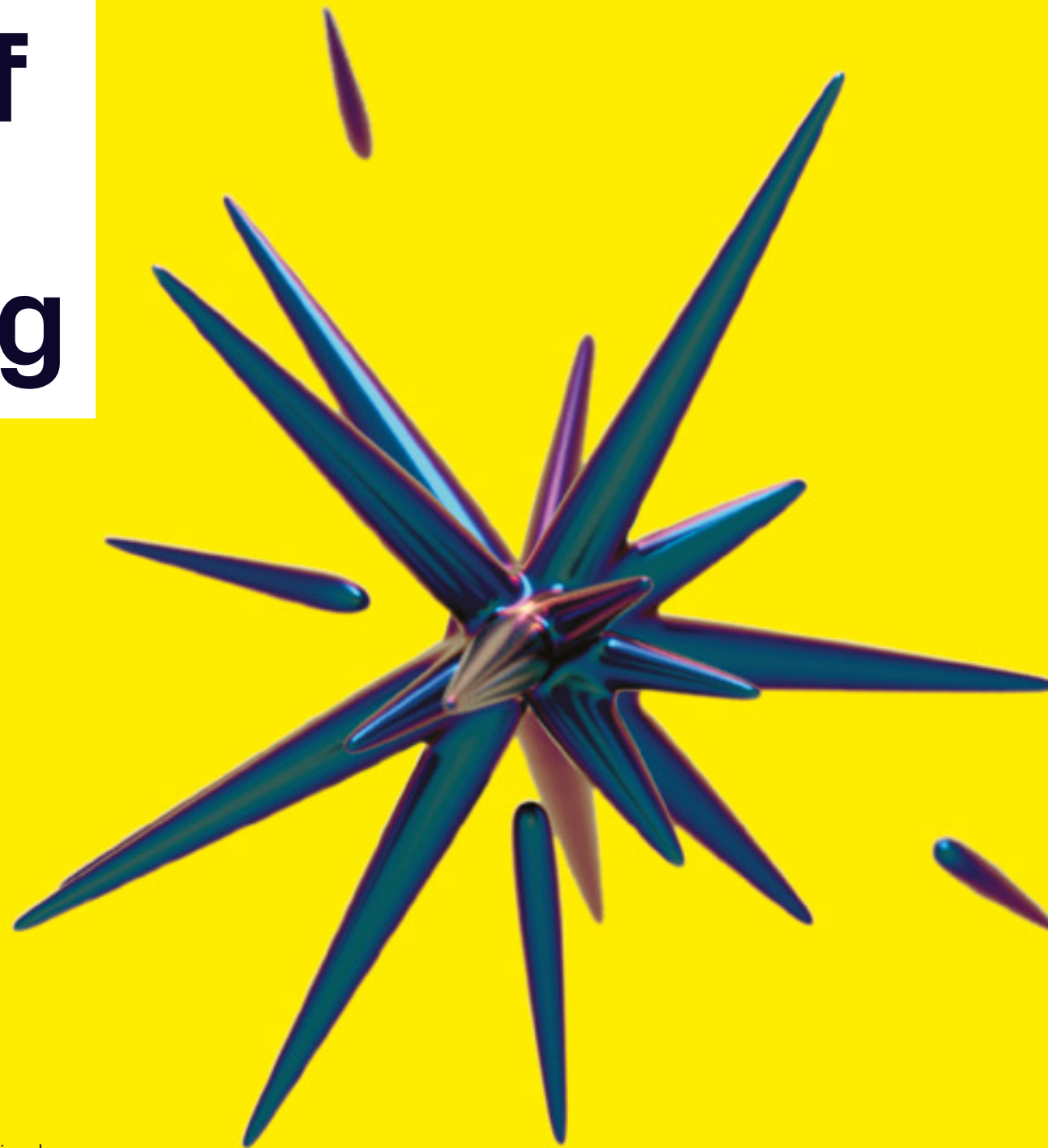
*careers.govt.nz



Career opportunities

- Software Engineer
- Software Developer
- Machine Learning Engineer
- AI Developer
- Business Intelligence Developer
- R&D Engineer
- Data Scientist

Graduate Diploma of Creative Advertising



Why choose the Graduate Diploma of Creative Advertising?

This programme is the most awarded Creative Advertising programme in New Zealand and Australia.

It's been ranked as one of the top five most creative schools in the world by Young Guns, and as one of the top three in the world for social media by The Bees Awards in San Francisco.

Last year, AdSchool students continued to cement the programme's global profile with another bumper haul at the 2019 AdStars, where one project was named Print Category Winner, two were named Innovation Category Winners and a further eleven were named as finalists.

They also snapped up the two top spots at the 2019 ORCAs, as well as taking out the Google Student Axis and a highly prestigious Silver Pencil from the One Show in New York.

"It's pretty amazing really. Kate runs a course that is the envy of other courses around the world. Every year I am impressed by her latest graduates and every year I almost always end up hiring a bunch of them. Media Design School is as big an institution today as the advertising agencies it supplies. That's a testament to Kate and David Bell and all the talented folk in our industry who give up their time to teach there."

Toby Talbot

Chief Creative Officer, Saatchi & Saatchi New Zealand

Creative Advertising

Graduate Diploma of Creative Advertising
 NZQF: Level 7 (140 Credits), 1.3 EFTS per year
 Duration: 36 weeks, full time

We're not about lectures or essays,
 we're about insights, ideas and getting
 you into a career as an award-winning
 creative as fast as we possibly can.

If you're a person with a creative itch, and you're not only passionate about ideas but also curious about where people, media, culture, technologies and trends interact, then it's time for you to have a chat with us.

This programme is most immediately about preparing you to enter the creative departments of advertising agencies by helping you to develop ideas and communicate them across a range of platforms and mediums. More generally, with creativity being identified as one of the top three future-of-work skills, we're also about preparing you for any number of work opportunities across the whole breadth of commercial creativity.

Endorsed and supported by the Commercial Communication Council of NZ and recognised by the prestigious International Design and Art Direction (D&AD) University Network, the AdSchool (as it's known in industry) is not only New Zealand's original creative advertising course, it's also NZ and Australia's most awarded one.

A proven and unique programme, you will be taught in the applied setting of a creative department with industry-experienced tutors operating as creative directors. Structured initially around global & national industry competition entries, it culminates in the building of a portfolio under the guidance of your own personal industry mentor and an end-of-year portfolio show for industry.

So, if you are serious about entering the exhilarating world of advertising and creative problem solving, this is the place to be.

Admission Requirements

Prerequisites

The Graduate Diploma of Creative Advertising has a limited intake each year. Students must be at least 20 years of age and hold either a Bachelor's Degree or be able to evidence relevant work experience (or, have a mixture of level 6/7 qualifications along with relevant work experience).

In terms of relevance, we are open to a variety of different backgrounds and experiences, so your degree or work experience could be in any sort of visual or written communication: art, design, film, animation, gaming, social sciences or the broader humanities, as well as law, marketing or business in general.

If you need to discuss your background further prior to applying feel free to contact:

sophie.hawke@mediadesignschool.com

You do not need a portfolio to apply for this programme, however you will need to prepare an application task, which will be followed up with an interview with the Programme Director.

For up-to-date and comprehensive course information, including dates and fees, and for a full description of what the creative application task entails, please visit **mediadesignschool.com**.

Career Opportunities

AdSchool Graduates have gone on to work as Art Directors, Copywriters and Creative Directors in the creative departments of advertising, PR, social and production agencies both domestically and globally. Graduates are also increasingly working as creative generalists alongside software engineers and digital specific specialists in places such as Facebook and IBM.

"If I have to pick one life/career-changing moment in all these years, it's got to be when I got accepted into the AdSchool. A unique place where students were truly encouraged to learn via failures, think big ideas beyond media choices, and keep asking: 'what's in it for me (the consumer)?'. That was all about user-centric experience, design thinking, and empathy, even before all these became buzzwords."

Michael Tam

Chief Creative Catalyst at IBM iX.

Graduate Diploma of Creative Technologies

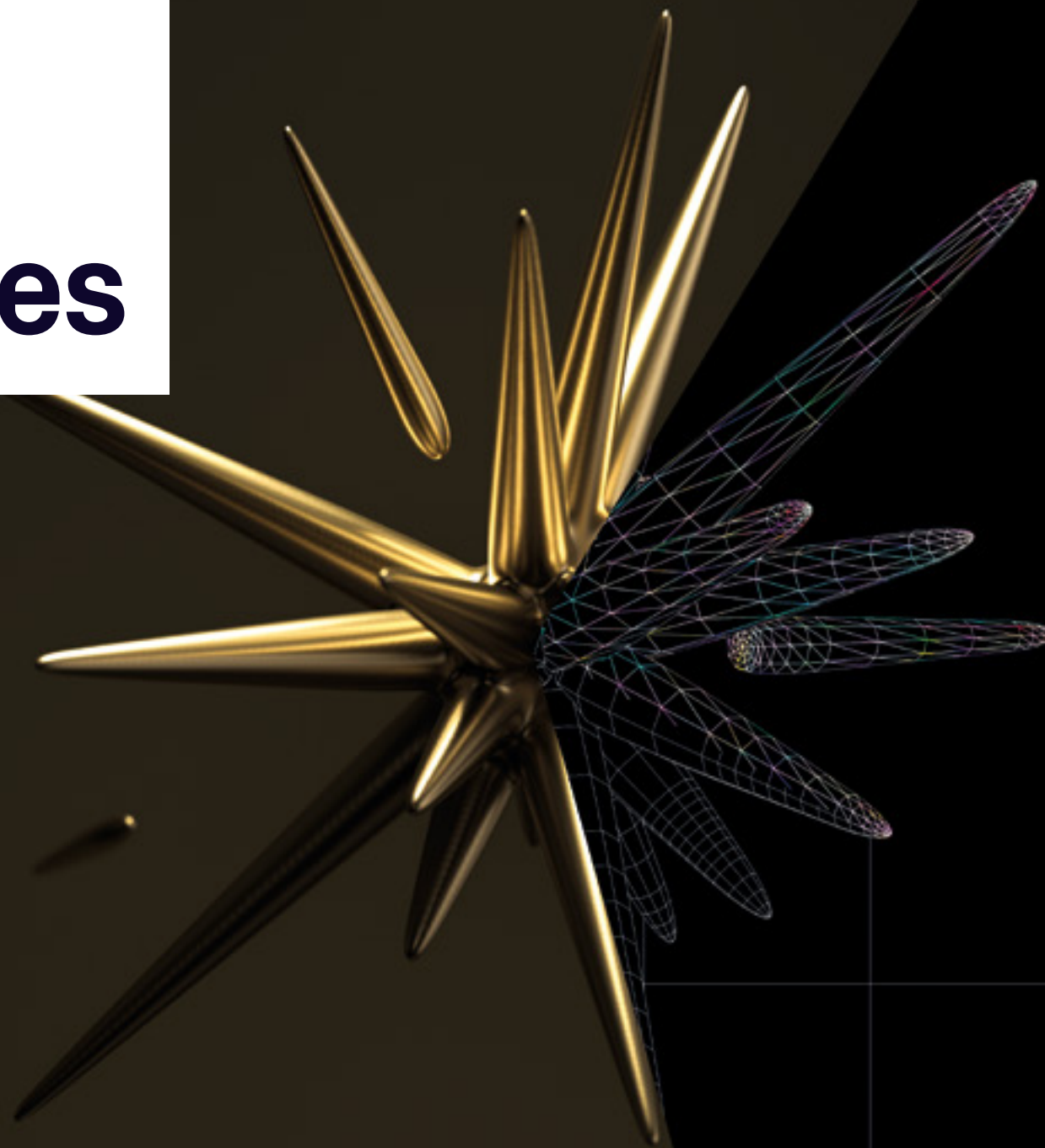
Why choose the Graduate Diploma of Creative Technologies?

Add new, up-to-date knowledge to your creative technologies skill-set through hands-on projects delivered in a studio-like environment. A Graduate Diploma in Creative Technologies can serve to increase the value of your undergraduate degree in the job market or be a first step to a new career.

The GDCT programme is designed to provide you with professional development

in a specific area of creative technologies such as AR/VR, 3D Animation, VFX, Game Development, Graphic Design, Motion Design, Interactive and Web Design.

You'll be taught via a combination of intensive workshops, tutorials, projects and applied research. This course is ideal for those who have already obtained an academic qualification or who have had extensive work experience in a related field.



“Media Design School is known for equipping its students with a future-forward skillset, preparing them excellently for real world situations. The Graduate Diploma of Creative Technologies is one of the most exciting examples of this, where technological boundaries are pushed and thinking outside the box is celebrated in every way. This is exactly what we look for when hiring into our team. Attending the student capstone project exhibition is a must for us, where we can see the incredible talent coming out of this programme.”

James Walton
General Manager - PHQ Auckland

Graduate Diploma of Creative Technologies (GDCT)

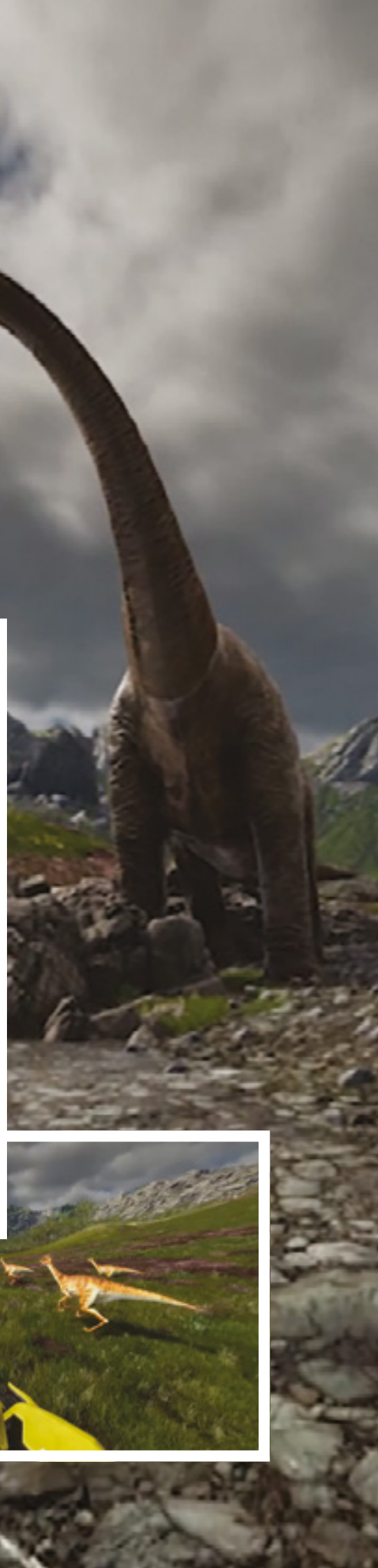
The Lost World in Virtual Reality

Jacob Du (2018)

The Lost World in Virtual Reality is a 360° stereo panoramic short film, which gives the viewer a point-of-view experience of traveling in a dinosaur's world. The aim of this project was to explore how cinematic VR can be used to give the audience a strong sense of immersion.

For a long time, film artists have created imaginative characters and scenes, which have opened up one wonderful fantasy world after another. With the development of CGI animation technology, the illusions of these artists appear on the screen more and more realistically, but it's only relatively recently that VR technology has matured to such a point that we have an opportunity to interact much more closely with the fantasy world, to personally enter into it and experience total immersion in an artistic creation.

With the help of my MDS teachers, I was able to work with a number of really interesting technologies to bring this project to life, such as realistic character rigging, muscle systems, Unreal Engine 4, real-time rendering, spatial audio, and 6DOF VR video. Studying at Media Design School has been an amazing journey and I've really enjoyed it.



NZQF: Level 7 (140 credits), 12 ECTS per year
Duration: One academic year, full time

If you are looking for a supportive learning environment that focuses on developing your creative technology skills through working on self-initiated projects, this course is for you.

The GDCT will help you further develop your skills in fields including AR/VR, 3D Animation, VFX, Game Development, Graphic Design, Motion Design, or Interactive and Web Design through both project-based and problem-based learning.

Your end goal can be academic or professional and in your first semester you will be assisted by your lecturers to develop an Individual Learning Plan (ILP) to determine your personal learning outcomes.

The first semester will combine courses, tutorials, and workshops designed to develop your knowledge and skills. The second semester will be predominantly self-directed where you propose and produce a minor project and a major capstone project, with your lecturers supporting you along the way as guides and mentors, through regular 'work-in-progress' feedback sessions and one-on-one meetings.



Artwork by Gary Li

Prerequisites

To be eligible for this course, you must either hold a degree qualification or be able to demonstrate that you have equivalent relevant professional experience in the creative industries. You need to provide evidence to support the level of skill required for a self-directed investigation at Bachelor Degree level.

This could be in the form of a portfolio/show-reel of creative/technical work, evidence, qualification transcripts and employer statements. You also need to provide a statement of intent to tell us what you want to achieve.

If you are an international student, you'll need to prove that you are proficient in the English language and able to complete this course. We'll be looking for an academic IELTS score of 6.0 (with a minimum band of 5.5) or an equivalent language test if English is not your first language.

When you apply, you'll need to provide us with a digital copy of your portfolio. For a full description of portfolio requirements, and for up-to-date and comprehensive course information, including dates and fees, visit mediadesignschool.com.

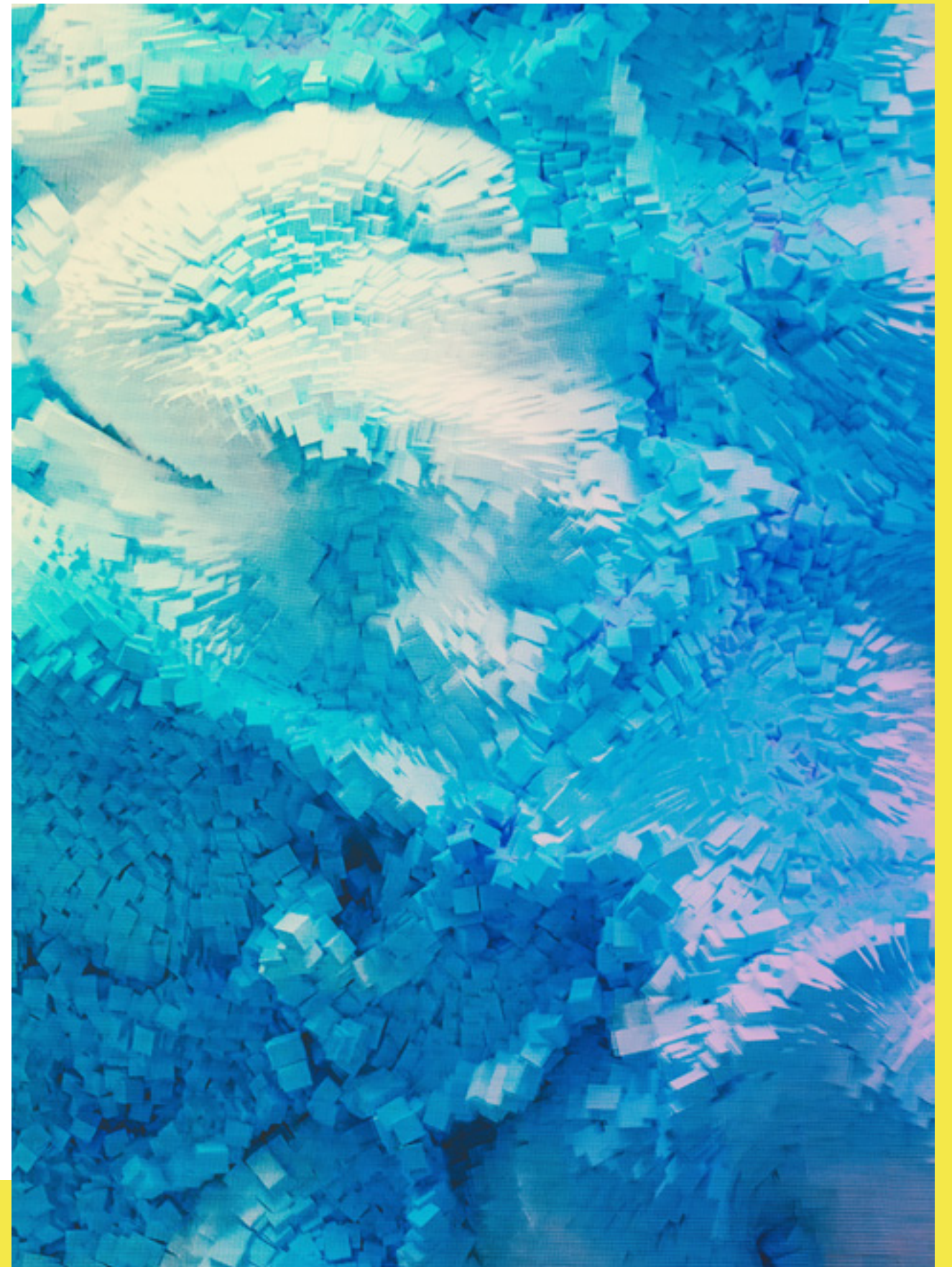
Short Courses

We believe you should never stop learning, which is why our short courses are designed to work around busy lifestyles, letting you upskill in your own time.

These stackable, NZQA-accredited micro-credentials are aimed at working professionals who are looking to keep their skills fresh, without committing to long-term study. Course content is delivered online, meaning you can access resources and tutorials on-demand and at your own pace. As with all of our programmes, we work closely with industry to ensure the subject matter covered remains fresh and relevant, keeping you ahead of the game in an increasingly competitive workspace.

What is a micro-credential?

A micro-credential is a self directed, fully online course of study, where you will work through the course material in a flexible manner (within a set overall duration, for example, 6 weeks per micro-credential , 8-9 hours per week) and complete an assessment to gain a credential. There are no classes, but you will have access to an academic subject matter expert who will support you as you work on your assessment and mark your assessment at the end of the course. Micro-credentials, once successfully completed, can also count towards a full qualification if you wanted to continue your study in a particular field – check each micro-credential for details.



NZQF: Level 6 (5 Credits)
Duration: 6 weeks/ 50 learning hours approx.

Data Science Essentials 1

This self-directed, online course is perfect for busy professionals looking to develop their skill base and gain an introduction to the fundamentals of Data Science.

In just six weeks, you'll learn to identify and propose solutions to problems in organisational contexts, and explore techniques, concepts and common tools used by data scientists to gather and analyse data.

Course Outcomes

Upon successful completion of this micro-credential, you will be able to:

- Explain the role of data science in business and organisational contexts, and identify the disciplines/careers that contribute to the field of data science
- Demonstrate specialised technical or theoretical knowledge of data science and explain its role in business decision-making
- Select and apply a data science framework to a range of business or organisational problems.

Pre-Requisites

This micro-credential is open entry to New Zealand domestic students over the age of 18. You do not require a portfolio or letter of intent to apply.

For up-to-date and comprehensive course information, including dates and fees, visit mediadesignschool.com.



NZQF: Level 6 (5 Credits)
Duration: 6 weeks/ 50 learning hours approx.

Data Science Essentials 2

Building on the skills gained in Data Science Essentials 1, this flexible, online course examines the various processes used to identify different patterns in collected data and how to construct data sets to solve distinct data science problems.

In just six weeks, you'll learn to develop data into different models, evaluate these models and use them to create stories. You'll learn to apply this knowledge to different domains, deploy the models created and refine them based on feedback, as well as exploring and rationalising ethical and privacy issues related to data science.

Course Outcomes

Upon successful completion of this micro-credential, you will be able to:

- Explain the data science cycle and describe the questions asked in each stage
- Identify ethical and legal considerations applicable to data scientists
- Use data to create a story about a business problem
- Apply a questioning mindset when problem solving with data

Pre-Requisites

This micro-credential is open entry to New Zealand domestic students over the age of 18 who have successfully completed Data Science Essentials 1. You do not require a portfolio or letter of intent to apply.

For up-to-date and comprehensive course information, including dates and fees, visit mediadesignschool.com.

Media Design Graduate School

The Media Design Graduate School empowers you to take steps that will change the world. Mix with the brightest, most passionate people. Develop systematical creative thinking and build design skills in an innovative fast-paced fun environment.

Why choose the Media Design Graduate School?

Our programmes develop insightful designers. Our students are not afraid of making mistakes; they only fear missed opportunities. Our alumni are sought-after, passionate professionals who are never satisfied with the status quo. Instead, they choose to employ their knowledge, talent, and ideas to create change.

Real Experience: Innovation is in our DNA

Media Design School began with a pioneering spirit and has grown into a higher degree provider with a reputation as a catalyst for change. Drawing on the energy of the latest emerging technology and the most dynamic creative industries, you will learn to try new ideas and embrace the process of fast-failure that leads to success.

Tailor your design career to your interests. You will have access to cutting-edge undergraduate programmes in Visual Effects, Gaming, Software Engineering, Media Design, Digital Creativity, and Creative Technologies on a single campus – exposing you to more diversity, more ideas, and more inspiration.



Life at Media Design School: A Culture of Collaboration

From group projects, to student competitions, to live events, our culture reduces rivalry between students, encourages teamwork, and deepens relationships. Our Graduate School Studios have been designed for the future, with an eye towards technology, innovation, collaboration, and sustainability.

Real-World Results

Due to the transformational content and collaborative structure of the programme, many Postgraduate Design students report that they have a broader grasp of design methods and approach real world challenges and opportunities with greater awareness. Employers note that Postgraduate Design students interact with their teams and colleagues more productively, engage with clients more confidently, and lead cross-functional initiatives and projects more successfully.

Media Design School's Graduate School is an immersive learning experience—one that empowers a broad range of designers to reflect, recharge, and re-emerge as visionary leaders. Our programmes offer the rare opportunity to step back, re-evaluate your career goals, and reset your direction. You'll return to your company (or start your own!) with fresh insights on your professional and personal strengths, strategies for taking your design skills to the next level, within a global network of peers whose challenges mirror your own.

Media Design School's Postgraduate Design Programmes vs. Traditional Academia

We are not old-fashioned. If you're an experienced professional, Media Design School's Graduate School programmes can transport you to the next stage of your career, even prepare you to grow your own business. This is done by pacing you through specific challenges, which ultimately help you become more effective.

These are practical qualifications completed by coursework. You won't drown in endless abstract theories, nor sweat through irrelevant formal essay topics. Everything that we do at Media Design School is applied – it echoes the real world. You'll work hard in a simulated environment to produce slick professional portfolios that stand-out in a crowded marketplace. You'll pitch to clients, receive feedback from industry leaders, be inspired by the best, produce the types of reports and documents that are actually used in creative design agencies and studios across the world. We've cut out the excess and added the most useful stuff!

How do I apply to the Media Design Graduate School?

To ensure optimal peer-to-peer learning, Media Design School determines each Postgraduate Design cohort by carefully managing the participant mix. Postgraduate Design participants typically have six or more years of professional experience and are recognised as having significant potential.

Most applicants have a high degree of specific design knowledge. Others come from diverse backgrounds but have a strong interest in how design can be applied to their specific field and interests. We're open to unusual applications and backgrounds!

If you are an international student, you'll need to prove that you are proficient in the English language and able to complete this course. We'll be looking for Academic IELTS 6.5 (with a minimum band of 6.0) or an equivalent language test if English is not your first language.

Our Postgraduate Programmes

Media Design School offers a suite of Postgraduate qualifications that enable students to explore the very latest in design theory, research, practice, and innovation. Choose from the Postgraduate Certificate in Design, the Postgraduate Diploma in Design, or the Master of Design and experience an entirely different approach to learning that will foster your creativity and elevate your design career.



Career opportunities

Possible career pathways for Postgraduate Students include both strategic and design positions within design studios, companies and consultancy agencies: Design Project Manager; Systems Designer; Merchandising and Branding Developer or Strategist; Sustainability Designer; Interactive Designer; Mobile Technologies Designer; User Experience Designer; Design Analyst; Screen Designer; Digital Animator; Information Designer; Product Designer and Developer; Service Designer; Transmedia Designer; Packaging Designer; Secondary Design Teacher; Design Consultant; Design Manager.

Postgraduate Certificate in Design

NZQF: Level 8 (60 credits), 0.5 EFT per year
Duration: 15 weeks

If you've already established a career in the field of digital design or creative tech but you're new to the world of tertiary education, then a Postgraduate Certificate in Design may be the right academic pathway for you.

This 15-week programme is designed to extend your skillset and your knowledge of design theory, whilst giving you the academic foundation to undertake further postgraduate study.

To be eligible to apply for a Postgraduate Certificate in Design you must have:

- Over six years of professional experience in a related design discipline; OR
- Completed a Bachelor's degree that is relevant to design; OR
- Completed an appropriate international qualification requiring at least three years full-time tertiary study.



Credit: Alex Legg

NZQF: Level 8 (120 credits), 1 EFT per year
Duration: 30 weeks

This 30-week, full-time programme is for those with an undergraduate degree who wish to develop and update their strengths across the digital design spectrum.

Develop analytical design thinking and build creative technological skills in an innovative environment. Students who have completed the Postgraduate Certificate in Design will gain advanced standing into the second trimester of the Postgraduate Diploma in Design.

To be eligible to apply for a Postgraduate Diploma you must have:

- A New Zealand Bachelor's degree that is of relevance to design; OR
- An appropriate international equivalent design qualification requiring at least three years of full-time tertiary study as approved by the Media Design School Academic Board.



Credit: Alex Legg

Postgraduate Diploma in Design

Master of Design

NZQF: Level 9 (120 credits), 1.0 EFTS per year
Duration: 30 weeks

The design equivalent of an executive MBA programme, Media Design School's Master of Design offers an accelerated learning experience that transforms a wide range of professionals into the most promising next-generation designers.

Unlike a traditional design degree, the Master of Design is tailored to your unique needs and creative challenges. One-on-one professional mentoring that supports your personal project and full-time Media Design School faculty who are industry thought leaders are the hallmarks of this intensive programme.

To be eligible for the Master of Design, applicants must:

- Hold a NZQF Level 8 Honours degree (or equivalent) that is relevant to design (such as Design, Fine Arts, Industrial, Product, Cognitive Science/ Psychology, Software Engineering, Computer Science, Computer Engineering; OR
- A Postgraduate Diploma that is of relevance to design; OR
- An undergraduate degree and professional experience in a design-related field as approved by the Media Design School Academic Board.

Earthquake Survival in Kapiti

Qingxia Wang (2017)



Postgraduate Certificate Postgraduate Diploma Masters

Qualification structure

Postgraduate Certificate — 60 credits
Postgraduate Certificate students complete TWO 30 credit components at Level 8. There are SIX 30 credit (non-sequential) components offered at NZQF Level 8.

Postgraduate Diploma — 120 credits
Postgraduate Diploma students complete FOUR 30 credit components at Level 8. If the student has completed the embedded Postgraduate Certificate then these 60 credits are applied to the Diploma and the student completes a further 60 credits. There are SIX 30 credit (non-sequential) components offered at NZQF Level 8.

Masters — 120 credits
Masters students complete TWO 30 credit components at Level 8, PLUS, ONE 15 credit and ONE 45 credit credit components at Level 9. There are SIX 30 credit (non-sequential) Level 8 components. At NZQF Level 9, there is ONE 15 credit component and ONE 45 credit component. These two components are sequential.

Pricing structure



Postgraduate Certificate	Postgraduate Diploma	Masters
1 x trimester 15 weeks 60 credits	2 x trimester 30 weeks 120 credits	2 x trimester 30 weeks 120 credits

For the most up-to-date pricing information visit mediadesignschool.com

Course components

Postgraduate Certificate in Design and Postgraduate Diploma in Design

PGD001 Design Research: Connecting Texts, Deciphering Context

30 credits / NZQA Level 8

Discover the ways different types of ‘texts’ (not just the written kind) can be linked to understand the range of situations in which a designer operates. Research design by exploring these possible connections within the framework of a real-world project. Working in a replicated work environment on actual industry briefs will add a practical focus to your learning. You’ll gain relevant experience and build valuable professional portfolio skills and content.

PGD002 Interdisciplinary Design Project: Emerging Contexts

30 credits / NZQA Level 8

In this component, you’ll gain skills in the analysis of research data for application in visual research and design. Here, emerging technologies across a range of design disciplines are used to study both people and cultural phenomena (such as target audiences). In turn, these tools are utilised to inform your design decisions. Because emphasis is placed on gaining understanding through making, you’ll use audio, visual and textual elements (and more) in your designed communication responses to a real-world project.

PGD003 Contemporary Design Issue: Creative Futures

30 credits / NZQA Level 8

A live brief is used to explore how design interventions can have profound and ongoing effects on the world - both intended and unintended. This component investigates the ways that designed things such as equipment, services, interfaces or environments shape environments, behaviours and attitudes. Drawing upon contemporary philosophies of technology and theories of practice, you’ll learn about the tools that are critical to design and that can richly engage with the complexity of living. You’ll gain a reflective awareness of the ways in which design can reconfigure ways to produce more considerate and sustainable products, services and approaches that benefit both people and the planet.

PGD004 Special Topic Project: Creative Entrepreneurship

30 credits / NZQA Level 8

Step out of your comfort zone by crossing the boundaries of your known discipline to contribute to a real-world project that requires a fresh solution. This component explores the potential of design thinking as a generator of state-of-the-art and entrepreneurial strategies, practices and designed things through innovation challenges. This requires the application of both corporate and academic research in conjunction with savvy design methodology. You’ll work both independently and in a team to respond to a client’s requirements and you’ll need to consider the effect of your choices on outcomes throughout the process. Successful results will be risk-taking, tactical and effective responses to the brief provided.

PGD005 Special Topic Project: Design and Economies

30 credits / NZQA Level 8

Design is profoundly affected by the economy in which it is embedded. In this component you’ll take a real-world project brief and employ it to rethink assumptions about the unsustainable growth-based and unstable economies of the 21st Century. The outcome of this project is to survey critical approaches to an economy using design thinking to address such concerns as the implications of this economy for design; how more sustainable approaches to the economy might open new possibilities for design; and what role design might play in a transition to a different economic model.

PGD006 Interdisciplinary Design Theories: Dialogues

30 credits / NZQA Level 8

When one type of design intersects with another, the result can be a more comprehensive solution than a singular, traditional approach might provide. Working in diverse teams of designers from a range of disciplines can build ground-breaking outcomes. This component will introduce you to texts, conversations and viewpoints drawn from assorted disciplinary contexts that are of relevance to design, including philosophy, sociology, anthropology, technology, history, and a range of media. Here, you’ll work in teams to engage with ideas that are (or have been) influential in shaping ways in which designers can ideate in order to unpack solutions to interdisciplinary real-world problems.

Master of Design

PGD007 Master Project Proposal

15 credits / NZQA Level 9

The Master studio requires that you put forward a brief for a self-initiated project of your choosing. It is possible to propose an individual, or group project, but team roles and assessments need to be carefully negotiated with the staff before approval can be obtained. For example, projects may result in static or interactive, print or digital, objects or installations, or approaches to service and experience. Your proposal must outline an executable project that can be developed to a masterate level. You will be mentored through proposal development by an academic staff with practice-based research expertise.

PGD008 Master Project

45 credits / NZQA Level 9

The Master studio requires that you work to the proposal, which you generated in PGD007 to produce and actualise a project. This needs to exhibit a sophisticated understanding of the potential offered by contemporary design communication and thinking practice. Central to the component will be evidence of critical analysis, social engagement, reflective practice, all of which are encased within a refined visual language. You’ll draw on the practical, methodological, theoretical, and technical tools that you’ve developed over the duration of the programme to complete an effective project. You will be mentored through project development by an academic staff with practice-based research expertise.

For up-to-date and comprehensive course information, including dates and fees, visit mediadesignschool.com.



Alumni Success Stories



Juan Alejandro Morais

Bachelor of Software Engineering (2018)
PikPok Games

I'm a Programmer at PikPok, one of New Zealand's leading mobile game development studios. My journey as a game developer started at Media Design School, where I built the skills necessary to become a Software Engineer. I also learned how to network, an essential skill to succeed in life.

I volunteered at game developer events, worked with two start-ups amidst my studies, and also co-founded the Panama Game Jam, an organisation that aims to promote the game development industry in Panama, the country I was born in.

I got the idea from the Media Design School Game Jam—an event where you make a game in about 48 hours—and thought it would be a great idea to bring it to Panama. Long story short, we've organised 5 game jams to date, and have partnered with multiple institutions that have sponsored our events.

I am grateful to have had lecturers that were also mentors. They helped me achieve my goals, whether it was proof-reading cover letters, helping me develop my portfolio or simply helping me adjust my sometimes stubborn mindset. They gave me with a lot of support and aid whenever I asked for it. Along with them, I made great friends with my class group as well with the other Bachelor students, because that's how parties go!

When I discovered Media Design School, I also discovered Aotearoa—what an incredible adventure this has been. Being born and raised in Panama, I'm proud to call New Zealand my second home. This entire journey has been more than just studying in a great institution: it has been a process of self-discovery with stories I will cherish forever.



Sherylene Chan

Bachelor of Media Design (2017)
Digital Learning Specialist for Air New Zealand

Sherylene Chan had already completed a three-year diploma in Mass Communication in Singapore when a stint in the institution's media conglomerate as a visual designer piqued her interest in pursuing graphic design as a career.

"Media Design School stood out to me because of its promise of 'industry-based' training. The Bachelor of Media Design was my first choice as it allows students to experiment in three different fields of design (Graphic, Motion and Interactive) in their first year before deciding what to major in for their final two years," explains Sherylene.

"The live-briefs that I received at MDS helped ensure that I am now able to fulfil the needs of my role."

In her second year, thanks to Frontier, Laureate's own design portfolio network (wearethefrontier.com), Sherylene also secured a place on a prestigious course provided by the NewSchool of Architecture + Design in San Diego.

In 2016, Sherylene was named the runner-up of The Rookies Graphic Designer of the Year, beating hundreds of aspiring designers from around the globe with her impressive portfolio. Domestically, she picked up a Silver AND a bronze award at the 2016 Designers Institute of New Zealand Best Design Awards.

After being a design intern at advertising agency Colenso BBDO, Sherylene is currently working as a Digital Learning Specialist for Air New Zealand.

"The live-briefs that I received at MDS helped ensure that I am now able to fulfil the needs of my role. I personally got to work on two (actual) live briefs during my time at MDS, and the experiences with dealing with real clients greatly helped bolster my ability to work speedily."



Josep Jover

Diploma of Creative Advertising (2016)
DDB

Media Design School was perfect for me as I wanted a school that simulated a real agency and that offered me the possibility to build a strong portfolio.

From the beginning I had a really good feeling about the school. It seemed really professional and I loved that they were doing other courses in the same building like graphic design, programming, game design, illustration, and VFX (other fields I'm interested in). Advertising works so closely with all these other fields that I felt it was the perfect environment to learn creative advertising. I had the impression that, during my studies at Media Design School, I was not going to waste any second of my time and that I was going to work really hard and get the results I wanted at the end of the year.

Jacob Newton, my creative partner at the AdSchool, and I were really astonished when Haydn Kerr, Digital Creative Director at DDB, offered us a job before even finishing the Diploma at Media Design School. Haydn had been mentoring us for the last term of the Diploma and it was really helpful to work with someone who was working in the industry who wasn't one of our teachers and who was able to give us another perspective on our work.

Even if we hadn't been offered a job by Haydn, we learned a lot from him and this would have made our portfolio even stronger and increased our chances of getting a job. In fact, the possibility of having a mentor at the end of the year convinced me to go to Media Design School as I felt it was a good way to start in the industry, which proved to be true. Our case was one of many, as other students from the school were also offered jobs thanks to their mentors.



Bel Butler

Bachelor of Art and Design (2018)
Junior Animator

After 8 years of designing headstones, I decided to pursue my passion for animation. MDS had been my chosen place of study for many years, so there was no question about where I'd apply.

I expected to attend, learn how to animate then leave. What I got instead was a fantastic learning environment where I got to learn a great deal about each sector of the VFX industry, all the while building friendships and connections with an array of talented, friendly, accepting and experienced students and lecturers. A community of skilled, welcoming humans.

"I have been welcomed into my first industry job only 3 months after completing my course."

My third year was my favourite. We focused on creature animation and worked on a large film production followed by a smaller, more focused team production. We learnt more about how to animate various creatures, humans and objects, experiencing an industry level working environment with a side of creative freedom.

With all of this backing my newly acquired skills, I have been welcomed into my first industry job only 3 months after completing my course. I look forward to where this journey will take me thanks to the skills gained through MDS, their faculty and the talented, hardworking students I now call friends.

Māori Student Success at Media Design School

Nau mai, haere mai, ki Media Design School.
A warm welcome to our School.

Media Design School is focused on growing the pathways and outcomes for our Māori students and is active in the local community to ensure the success of those choosing to study with us before, during and after their time at our school.

We are exceptionally proud of our Māori graduates who have gone on to create prize-winning work inspired by our shared values of whanau, hapu and iwi (close and extended family).

The recognition and respect of Māori people and their customs are key influencers in the way we run our school. Our operations are bound by important laws and policies, such as the Treaty of Waitangi legislation, and international agreements such as the United Nations Declaration of the Rights of Indigenous Peoples that the Aotearoa New Zealand government signed in 2010.

From day one, you'll be part of a community of like-minded creatives who are here to celebrate and support you throughout your journey. Our dedicated team are responsible for a number of awesome initiatives designed to promote the success of our Māori and Pasifika students, from exclusive talks with industry experts to internally curated events where you can exhibit your work.

A Fale Māpura, a dedicated area based on Māori and Pasifika cultures, is provided both within our physical campus and on-line. Nau mai, haere mai. You are all most welcome there.

The opportunities are endless, so don't hesitate to get in touch to find out more about how Media Design School can help you build a rewarding career in creative tech.

Ngā mihi nui ki nga iwi Māori, ngā tangata whenua o Aotearoa, me ngā iwi katoa o tō tatou ao whānui.

Jo Diamond

Māori Student Liaison Advisor Media Design School
jo.diamond@mediadesignschool.com

In 2020 we launched our [Matawhānui/Vision 2020-2024](#), which details our commitment to Maori and Pasifika student success and guides the wider operations of our school. Visit our website to read the Vision in full.

Mai te mapura mōhio,
te mahi pai.

Excellent work comes
from a bright spark.



Aronui – Te Ara Hou

Best Awards BRONZE winner – Best Nga Aho Design Category

Te Iwihoko's submission, entitled Aronui – Te Ara Hou, was created in response to a brief that he says explored "identity through design."

Aronui, featured with two tewhatewha (axe-like figures), holds two tewhawha as a symbol of leadership and new direction, which sums up our surrounding world that heavily relies on technology. Other than serving as an identity to technology, Aronui also contains the potential to revive diluted aspects of Maori culture and tradition. By creating an identity, a higher being aligned to technology, there is an opportunity to celebrate old traditions and apply them in a more modern and relevant context.

Graduate Profile

Name

Te Iwihoko Te Rangihirawea

Cultural heritage

Maori

Programme Completed

Bachelor of Media Design

During my time at Media Design School, I really enjoyed the broad range of projects and briefs. Some briefs emulated a group scenario, preparing us for a studio environment, while independent briefs allowed me to grow as an individual. I mostly enjoyed open projects, which explore personal interests and identity. This is where I truly found my voice as a designer.

Getting a taste of different projects helped form my career path. On one hand, I enjoy working with corporate clients, hard deadlines and specific requirements. On the other, I enjoy a more open and self-expressive brief. This usually means I get to work with clients who have a similar taste in design, allowing me to embrace and develop my own style. As a freelancer, it's the contrast between the two that I enjoy. All clients are different and come with their own unique problem, which often means tailoring a specific and personal solution. Working across a broad range of projects and assignment at MDS has prepared me well for this type of work.

I have been freelancing full time for almost two years, and it has been one of the most rewarding experiences of my life. The freedom to dictate when and where I work, whom I work with and managing my own clients is both challenging and rewarding. As a freelancer, or dare I say, a businessman, finding time to up-skill, managing clients and time to relax with friends and family is the hardest challenge I have to date.

Recently I have had the pleasure of working with a number of different clients. I helped the US Embassy develop a brand for a youth program, I developed a cover for a resource booklet for the Ministry of Education and I have recently helped a small tech company rebrand their business.

At Media Design School, I highly recommend you find your voice! Don't be generic, figure out who you are and develop that in to a personal brand and design style. This approach has become a vital part to my success.

Pasifika Student Success at Media Design School

Talofa lava, malo e lelei, bula vinaka and greetings!

Pasifika People and culture make up over 7% of the total population of New Zealand. Media Design School has acknowledged the importance of this and has well and truly set sail on our commitment to the Pasifika People. Our current commitments to Pasifika are not only internally facing but also external. We do this with the guidance of the wider Pasifika Community, who we acknowledge and respect as an imperative voice in our activities, as we create and implement them. These walk hand in hand with the proven success that happens within the classrooms of MDS.

Part of our success comes from our focus on employability - our courses and learning environment are designed to put our graduates a step ahead of the competition when they enter the workforce. In fact, 100% of our Pasifika graduates from 2017 were employed within 6 months of graduating. As a result, we have a network of exceptional Pasifika alumni who are making waves in their creative industries – some can be found working at Weta Digital, Soul Machines and more.

We are continuously creating and establishing valuable initiatives to help talented Pasifika students excel in a career in creative tech.

As a result, this prestigious and non-traditional pathway is not only made more accessible, but it also finds more acceptance. Our work within the community mirrors this and aims to lead through service, by identifying and removing barriers that Pasifika youth face, not only when trying to enter the creative industries, but also in other areas of importance such as family, cultural and sporting achievements. This is achieved through our community based **Pasifika Sparks Project**.

We aspire to continue making a positive impact within both the lives of our Pasifika students and the wider Pasifika Community over these next few years and look forward to serving and working alongside you, as you take the lead of your career in the creative industry!

Get in touch to learn more about our awesome courses and to find out how Media Design School can open the door to a rewarding career in creative tech.

Malo fa'afetai.

Sandra Fatu-Nu'u

Pasifika Student Liaison

Advisor Media Design School

pasifika@mediadesignschool.com

O le ala I le pule,
o le tautua.
The way to leadership,
is through service.

In 2020 we launched our **Matawhānui/ Vision 2020-2024**, which details our commitment to Maori and Pasifika student success and guides the wider operations of our school. Visit our website to read the Vision in full.



Graduate Profile

Name

Nanai Tolovae Junior

Cultural heritage

Samoan

Programme Completed

Bachelor of Art and Design

What I enjoyed most about Media Design School were the friendships and networks that were made. MDS also gave me a massive amount of knowledge in different areas of design.

I was fortunate to have started through the Digital Creativity Diploma. My lecturers were very encouraging in helping me decide which career path I should take and I chose the Bachelor of Art and Design

The advice I have for those considering Media Design School is to just do it. Make contact with the amazing team in the office and the rest will take place. You will not regret it.

In my experience as an older adult student starting out, I knew nothing about how to operate a computer before starting at MDS. The Digital Creativity foundation programme was instrumental in shaping what I do now. It gave me skills in almost all areas of digital design, which has led me to great opportunities travelling internationally for commissioned projects and also led me to a path in the 3D Animation & VFX industry.

Since graduating I've been freelancing under NANAI imagery. Also did a short stint at Weta Digital in Wellington and now back in Auckland currently working as a Technical Artist for AI (Artificial Intelligence) company Soul Machines and enjoying every second of it.

Junior's group project was a 3D short film titled Asgard Goods.

Directed by Asbjorn D. Jenstad, the 22 shots that make up Asgard Goods was completed by a group of five students over the course of 11 weeks.

Prerequisites

Bachelor of Art and Design (3D Animation and VFX)

To qualify for General Admission in the Bachelor of Art and Design degree, you'll need a minimum qualification of NCEA University Entrance or its equivalent, such as CIE or IB University Entrance.

What subjects should I take?

National certificate of educational achievement (NCEA)

At NCEA Level 3, students are recommended to take a combination of traditional and digital art subjects (these could include Art, Graphic Design, Digital Technologies, Photography, Digital and Visual Communications, or Nga Toi).

What other NCEA credits do I need?

Your NCEA Level 3 must be comprised of three subjects at Level 3, made up of 14 credits each. You will also need:

Literacy – 10 credits at Level 2 or above, made up of:

- 5 credits in reading
- 5 credits in writing

Numeracy – 10 credits at Level 1 or above, made up of:

Achievement standards – specified achievement standards available through a range of subjects or;

A package of three numeracy unit standards (26623, 26626, 26627).

Please note that the New Zealand Qualifications Authority sets the requirements to obtain University Entrance and that these requirements are subject to change. Be sure to check nzqa.govt.nz for the latest information.

Cambridge International Examinations (CIE)

You are advised to take at least one art-related subject. You'll also need the following points to be eligible for this degree:

PART A

- A minimum of 120 points on the UCAS Tariff at A or AS level from any syllabus groups from those available in New Zealand which are broadly equivalent to those in the list of approved subjects for NCEA; and
- A D grade or better in syllabuses from at least three different syllabus groups (excluding Thinking Skills).

PART B

Literacy – Either an E grade or better in any one of AS English Language, Language and Literature in English, or Literature in English. A 'D' grade or better will satisfy one of the syllabus requirements of Part A.

Numeracy – Either a 'D' grade or better in IGCSE or GCSE mathematics; or

(ii) Any mathematics passed at AS level. A 'D' grade or better will satisfy one of the syllabus requirements of Part A.

International Baccalaureate (IB)

You will need to complete the IB Diploma with a minimum of 24 points. To apply for this degree, your IB Diploma must include an arts-related subject and must also be completed with English as Language A1 at either Higher or Standard Level and include any mathematics subject satisfies the literacy and numeracy requirements for university entrance.

International Students

If you are an international student, you'll need to prove that you are proficient in the English language and able to complete this course. We'll be looking for Academic IELTS 6.0 (with no band lower than 5.5) or an equivalent qualification if English is not your first language.

All Applicants

When you apply, you'll need to provide us with a digital copy of your portfolio. For a full description of portfolio requirements visit mediadesignschool.com/enrolment

Please visit our website for up-to-date course information.

Bachelor of Media Design (Graphic Design, Interactive Design and Motion Design)

To qualify for General Admission in the Bachelor of Media Design (Graphic Design, Interactive Design and Motion Design) degree, you'll need a minimum qualification of NCEA University Entrance or its equivalent, such as CIE or IB University Entrance.

What subjects should I take?

National certificate of educational achievement (NCEA)

At NCEA Level 3, students are recommended to take a combination of traditional and digital art subjects (these could include Art, Graphic Design, Digital Technologies, Photography, Digital and Visual Communications, or Nga Toi).

What other NCEA credits do I need?

Your NCEA Level 3 must be comprised of three subjects at Level 3, made up of 14 credits each. You will also need:

Literacy – 10 credits at Level 2 or above, made up of:

- 5 credits in reading
- 5 credits in writing

Numeracy – 10 credits at Level 1 or above, made up of:

Achievement standards – specified achievement standards available through a range of subjects or;

A package of three numeracy unit standards (26623, 26626, 26627).

Please note that the New Zealand Qualifications Authority sets the requirements to obtain University Entrance and that these requirements are subject to change. Be sure to check nzqa.govt.nz for the latest information.

Cambridge International Examinations (CIE)

You are advised to take at least one art-related subject. You'll also need the following points to be eligible for this degree:

PART A

- A minimum of 120 points on the UCAS Tariff at A or AS level from any syllabus groups from those available in New Zealand which are broadly equivalent to those in the list of approved subjects for NCEA; and
- A D grade or better in syllabuses from at least three different syllabus groups (excluding Thinking Skills).

PART B

Literacy – Either an E grade or better in any one of AS English Language, Language and Literature in English, or Literature in English. A 'D' grade or better will satisfy one of the syllabus requirements of Part A.

Numeracy – Either a 'D' grade or better in IGCSE or GCSE mathematics; or

(ii) Any mathematics passed at AS level. A 'D' grade or better will satisfy one of the syllabus requirements of Part A.

International Baccalaureate (IB)

You will need to complete the IB Diploma with a minimum of 24 points. To apply for this degree, your IB Diploma must include an arts – related subject and must also be completed with English as Language A1 at either Higher or Standard Level. It must also include any mathematics subject that satisfies the literacy and numeracy requirements for university entrance.

International Students

If you are an international student, you'll need to provide an overall (Academic) IELTS of 6.0 with no band score less than 5.5, or equivalent English Language test.

All Applicants

When you apply, you'll need to provide us with a digital copy of your portfolio. For a full description of portfolio requirements visit mediadesignschool.com/enrolment

Please visit our website for up-to-date course information.

Prerequisites continued

Bachelor of Creative Technologies (Game Art)

To qualify for General Admission in the Bachelor of Creative Technologies (Game Art) degree, you'll need a minimum qualification of NCEA University Entrance or its equivalent, such as CIE or IB University Entrance.

What subjects should I take?

National certificate of educational achievement (NCEA)

At NCEA Level 3, students are recommended to take a combination of traditional and digital art subjects (these could include Art, Graphic Design, Digital Technologies, Photography, Digital and Visual Communications, or Nga Toi).

What other NCEA credits do I need?

Your NCEA Level 3 must be comprised of three subjects at Level 3, made up of 14 credits each. You will also need:

Literacy – 10 credits at Level 2 or above, made up of:

- 5 credits in reading
- 5 credits in writing

Numeracy – 10 credits at Level 1 or above, made up of:

Achievement standards – specified achievement standards available through a range of subjects or;

A package of three numeracy unit standards (26623, 26626, 26627).

Please note that the New Zealand Qualifications Authority sets the requirements to obtain University Entrance and that these requirements are subject to change. Be sure to check nzqa.govt.nz for the latest information.

Cambridge International Examinations (CIE)

You are advised to take at least one art-related subject. You'll also need the following points to be eligible for this degree:

PART A

- A minimum of 120 points on the UCAS Tariff at A or AS level from any syllabus groups from those available in New Zealand which are broadly equivalent to those in the list of approved subjects for NCEA; and
- A D grade or better in syllabuses from at least three different syllabus groups (excluding Thinking Skills).

PART B

Literacy – Either an E grade or better in any one of AS English Language, Language and Literature in English, or Literature in English. A 'D' grade or better will satisfy one of the syllabus requirements of Part A.

Numeracy – Either a 'D' grade or better in IGCSE or GCSE mathematics; or

(ii) Any mathematics passed at AS level. A 'D' grade or better will satisfy one of the syllabus requirements of Part A.

International Baccalaureate (IB)

You will need to complete the IB Diploma with a minimum of 24 points. To apply for this degree, your IB Diploma must include an arts-related subject and must also be completed with English as Language A1 at either Higher or Standard Level and include any mathematics subject satisfies the literacy and numeracy requirements for university entrance.

International Students

If you are an international student, you'll need to prove that you are proficient in the English language and able to complete this course. We'll be looking for Academic IELTS 6.0 (with no band lower than 5.5) or an equivalent qualification if English is not your first language.

All Applicants

When you apply, you'll need to provide us with a digital copy of your portfolio. For a full description of portfolio requirements visit mediadesignschool.com/enrolment

Please visit our website for up-to-date course information.

Bachelor of Software Engineering (Game Programming, Artificial Intelligence, Cloud Computing)

To qualify for General Admission for the Bachelor of Software Engineering (Game Programming) degree, you'll need a minimum qualification of NCEA University Entrance or its equivalent, such as CIE or IB University Entrance.

What subjects should I take?

National certificate of educational achievement (NCEA)

Students must take a minimum of 28 credits across Mathematics (or Statistics or Calculus) or Physics or Technology at NCEA Level 3.

What other NCEA credits do I need?

Your NCEA Level 3 must be comprised of three subjects at Level 3, made up of 14 credits each, in three approved subjects. You will also need:

Literacy – 10 credits at Level 2 or above, made up of:

- 5 credits in reading
- 5 credits in writing

Numeracy – 10 credits at Level 1 or above, made up of:

Achievement standards – specified achievement standards available through a range of subjects or;

A package of three numeracy unit standards (26623, 26626, 26627).

Please note that the New Zealand Qualifications Authority sets the requirements to obtain University Entrance and that these requirements are subject to change. Be sure to check nzqa.govt.nz for the latest information.

Cambridge International Examinations (CIE)

To become a Game Programmer, you must take two of the following subjects: Mathematics, Physics or Computing. You'll also need the following points to be eligible for this degree:

PART A

- A minimum of 120 points on the UCAS Tariff at A or AS level from any syllabus groups from those available in New Zealand which are broadly equivalent to those in the list of approved subjects for NCEA; and
- A D grade or better in syllabuses from at least three different syllabus groups (excluding Thinking Skills).

PART B

Literacy – Either an E grade or better in any one of AS English Language, Language and Literature in English, or Literature in English. A 'D' grade or better will satisfy one of the syllabus requirements of Part A..

Numeracy – Either a 'D' grade or better in IGCSE or GCSE mathematics; or

(ii) Any mathematics passed at AS level. A 'D' grade or better will satisfy one of the syllabus requirements of Part A.

International Baccalaureate (IB)

You will need to complete the IB Diploma with a minimum of 24 points. To apply for this degree, your IB Diploma must include an arts-related subject and must also be completed with English as Language A1 at either Higher or Standard Level and include any mathematics subject satisfies the literacy and numeracy requirements for university entrance. Your IB Diploma must also include two of the following subjects: Mathematics Computer Science or Physics.

International Students

If you are an international student, you'll need to prove that you are proficient in the English language and able to complete this course. We'll be looking for Academic IELTS 6.0 (with no band lower than 5.5) or an equivalent qualification if English is not your first language. A portfolio is not required for this programme.

Please visit our website for up-to-date course information.

How to Apply

Once you have figured out which of our course offerings interests you the most, there are five simple steps that you need to take to complete the application process.

01

Prepare your documents

This includes your portfolio, academic records, and letter of intent. Find out what documentation you need to prepare by visiting your chosen course page at mediadesignschool.com

02

Complete your online application

Once you have your documents in order, you'll have to lodge your application on our site. If you have any questions throughout this process, please contact our team.

If you're a domestic student:
domestic@mediadesignschool.com

If you're an international student:
international@mediadesignschool.com

03

Review

Once your application (and all of your supporting documents) has been received by Media Design School, it will then be passed on to and reviewed by the relevant faculty.

04

Interview

You may be contacted during the review process for an interview. Depending on where you are in the world, these meetings can take place at Media Design School's central Auckland campus, over a video call, or by telephone.

05

Offer of Place and Enrolment

Successful applicants will receive an Offer of Place for their chosen programme, along with information about enrolling and studying at Media Design School. To secure your place for your programme of study, you must complete and return the accompanying Student Acknowledgement Form by email to registrars@mediadesignschool.com. We will reserve a place for you through the date specified above. If you fail to sign the Student Acknowledgement Form within the specified time frame or we do not hear from you, then your Offer of Place becomes subject to availability and your offer may be cancelled. After signing your Student Acknowledgement Form, you will then need to pay your full fees as invoiced.

Conditional Offer

If you are approved for entry into a programme but we are waiting for your secondary school grades for example, Media Design School will issue you a Conditional Offer in the first instance. This will become a Full Offer once you have met the conditions in your Conditional Offer letter.

International Students

If you are an international student you may need to make arrangements for your accommodation and travel prior to arriving in New Zealand. You will need to include proof of this – along with your acceptance documents from Media Design School – with your student visa application.

Building your portfolio

No two Media Design School courses are the same, which is why every programme has its own unique set of specific requirements.

You will need to check what type of portfolio or task sheet you need to prepare for each course in order to ensure that you are sending in all of the relevant documentation at once.

Your portfolio is a selection of work that shows your skills and talents. It introduces you and your ideas to our faculty and shows us that you have the creativity and imagination to be a student at Media Design School.

For more information about submitting your portfolio and what requirements you will need to fulfil, visit mediadesignschool.com or contact our admissions team.

For a Successful Application

The number of places for each of our courses is limited, so your admission is based on the quality and content of your application (including your portfolio, if applicable); prior experience and achievements; your level of written and spoken English; maturity; attitude; and commitment to the intensity of our course.



Image caption here



Admission Information

Thinking of enrolling with Media Design School? Excellent! Here are some essential pieces of information you will need to know:

General admission

For our degree programmes, please refer to the prerequisites on pages 64-67.

For all other programmes, please refer to the course pages for each respective programme's General Admission details.

Special admission

Special Admission is a way to be considered for entrance if you are a New Zealand or Australian citizen or permanent resident, are over 20 years of age on the first day of semester, and want to study with a tertiary education provider but don't have a formal university entrance qualification. Applicants who do not meet requirements for general admission, and have relevant experience and skills may apply for special admission, which must be supported by a professional portfolio or documented industry experience.

Discretionary admission

Discretionary Entrance is based on the National Certificate of Educational

Achievement (NCEA) Level 2 (or higher), and is available to applicants who have gained exceptional results in Year 12. You must be under 20, be an NZ or Australian citizen, or permanent resident, and not be otherwise qualified for entrance to university. Discretionary Entrance is not available to international students.

English language requirements

Media Design School expects all students to be proficient in English at an academic level. All applicants whose first language is not English will be required to provide evidence of their proficiency in English through IELTS (International English Language Testing System) or TOEFL (Test of English as a Foreign Language) from an accredited organisation. To find out more, please contact admissions@mediadesignschool.com

Recognition of prior learning (RPL)

Recognition of Prior Learning or advanced standing may be granted to students with prior tertiary education and experience relevant to the intended programme of study. Applicants must also provide a strong portfolio showing substantial creative and technical potential. Any student who wishes to apply for RPL must tell the Admissions team what papers they consider eligible to be cross-credited after they have consulted the course outline of the programme they wish to pursue. Students must also provide evidence of the necessary skills that they wish to cross-credit in their portfolio. There is a one-off cross-crediting fee of \$300+GST. Applicants wishing to be considered for RPL for previous studies at other New Zealand or overseas tertiary institutes must provide certified copies of academic transcripts as well as detailed course outlines. Qualifications completed more than five years from date of application cannot be recognised. All photocopied documents (results, transcripts, certificates, etc.) must be certified as true and correct copies. Documents that have not been certified will not be accepted.

Accepting an offer

If you are offered a place to study at Media Design School, you must formally accept the offer to secure your place.

To accept an offer of place from Media Design School, successful applicants must sign, date and return the Student Acknowledgement Form. Offers of place are made based on availability of seats at the time of offer. If all places have been filled at the time the offer is accepted, the applicant may be put on the wait list or the offer of place may be cancelled.

Withdrawals and refunds

We have a clear set of guidelines around the withdrawal period, the process by which you need to inform us, and the cancellation fees that will apply.

For more information on withdrawals and refunds visit our site at mediadesignschool.com/offer-acceptance

Fees-free & scholarships

If you're thinking of starting your academic journey with Media Design School, you may be eligible for fees free post-school training and education. You can check whether you are able to access fees-free education by visiting feesfree.govt.nz.

We also have a variety of scholarships available for our Bachelor degree programmes. You'll find more information on pages 83. If you are eligible for a fees-free year, the scholarship will be applied to your second year.

Please visit our website for up-to-date course information and to speak with our team about the application process.



International Student Information

Visa and immigration

All international students require a Student Visa for any programme of study over three months. Your Student Visa will state a specific location and programme of study, and can be applied for online by you or your agent. For more information, visit immigration.govt.nz

The education (pastoral care of international students) code of practice

Media Design School has agreed to observe and be bound by the Education (Pastoral Care of International Students) Code of Practice 2016. All education providers in New Zealand who enrol international students must be a signatory to the Code and adhere to its requirements. A list of education providers that have signed up to the Code is available on the NZQA website at nzqa.govt.nz/providers-partners/education-code-of-practice

What can you expect of an education provider?

The New Zealand Qualifications Authority stipulates that students and their families can expect education providers to:

- Provide clear, sufficient and accurate information so you can make informed choices about your education.
- Give you clear, understandable information on your legal obligations and rights, including refund policies, and termination of your enrolment under any contracts you enter into with the provider.
- Check that you have the prescribed insurance cover.
- Provide a safe and supportive environment for study.
- As far as practicable, ensure you live in accommodation that is safe and appropriate.
- Provide you with a comprehensive orientation programme to support you in your study and outline your obligations.
- Monitor their agents to ensure they provide you with reliable information and advice about studying, working and living in New Zealand.
- Ensure that the educational instruction on offer is appropriate for your expectations, English language proficiency, and academic capability.
- Have proper policy and processes in place to safeguard students' fees paid and be able to provide an appropriate refund if you withdraw or your course closes.
- Ensure you have access to proper and fair procedures for dealing with grievances (concerns or complaints).

iStudent complaints

All education providers must have an internal grievance procedure to listen to and deal with any concerns or complaints. If the provider's grievance process does not address your concerns or complaints, you can contact NZQA (for concerns and complaints about a provider breaching the Code) or iStudent Complaints (for concerns and complaints about money or contracts).

You can contact iStudent Complaints in a few ways:

Website

istudent.org.nz

Email

complaints@istudent.org.nz

International phone number

64 4 918 4975

Freephone (within New Zealand)

0800 00 66 75

Fax

64 4 918 4901

On Facebook

facebook.com/istudent.complaints

Additional Information

Cost of Living

As part of your student visa requirements, you will need to demonstrate that you have access to NZD \$15,000 per academic year for accommodation and general living expenses. Further information is available at: newzealandnow.govt.nz/livinginnz/moneytax/comparable-living-costs

Pathway Student Visa programme

A Pathway Student Visa allows you to study up to three courses, one after the other, on a single student visa. For example, you could transition from a Foundation programme to a Bachelor's degree on the one visa. Media Design School is authorised to issue Pathway Student Visa letters. If you are applying for more than one programme at two institutions or you are applying for a Bachelor degree with Media Design School, you can request a support letter for your Pathway Student Visa.

For more information please visit immigration.govt.nz/new-zealand-visas/apply-for-a-visa/about-visa/pathway-student-visa

Visa Services

Media Design School offers a documentation service for any student that needs to apply for a new student visa or the Post Study Work Visa whilst enrolled with the school.

Verifying your Documents

The verification or attestation of documents can be done by an official Media Design School agent, a lawyer, an official Embassy representative, or at Media Design School's Auckland campus.

Employment

You can apply to the New Zealand Immigration Service to work part time in New Zealand during your studies. If you are successful in your application, you'll be eligible to work for up to 20 hours per week during the academic year, it will be stated on your student visa. This information can be accessed via Immigration New Zealand at immigration.govt.nz

Medical, Travel, and Accident Insurance

It is essential that all international students ensure that they have medical and travel insurance prior to arriving in New Zealand. To find out what health insurance is right for you, visit health.govt.nz.

The Accident Compensation Corporation (ACC) provides accident insurance for all New Zealand citizens, residents and temporary visitors to New Zealand. Further information can be viewed on the ACC website at acc.co.nz



International Admission Requirements

Country	Certificate/Diploma Programmes	Bachelor Degrees
Argentina	Título de Bachiller	Bachillerato Especializado or successful completion of one year of tertiary study
Bangladesh	Higher Secondary School Certificate with grades of A–D or a minimum GPA of 2.0	Must have completed one year of tertiary study from recognised institution
Brazil	Certificado de Ensino Médio with grades of 5 and above.	Must have completed one year of tertiary study from recognised institution
Brunei	Cambridge GCE O level in four subjects	GCE A levels (2xE or equivalent – minimum two academic subjects)
Canada	Grade 11 Secondary School Diploma (general level)	Grade 12 with minimum 65% in five subjects, or five Bs
Chile	Licencia de Educación Media with grades of 4 and above	Must have completed one year of tertiary study from recognised institution
China	Grade 11 Secondary School	Senior Secondary School Certificate
Colombia	Título de Bachiller Académico	Successful completion of Tecnólogo Especializado at a recognised tertiary institution
Denmark	Folkeskolens 10 Klasseprøve with grades 12, 10, and 7	Bevis for Studentereksamen or Bevis for Højere Forberedelseksamen (HF)
Fiji	Fiji School Leaving Certificate with grades of A and B (65% and above), including English and Maths OR seven passes in USP Foundation Studies with a “C” in communication OR South Pacific Form Seven Certificate (SPFSC) with a minimum of three B grades	Fiji Form 7 with an average of 250 out of 400 (incl. a minimum of 50% in English) OR seven passes in USP Foundation Studies with a “C” in communication OR South Pacific Form Seven Certificate (SPFSC) with a minimum of three B grades
France	Please contact us for more information.	Baccalauréat
Germany	Realschulabschluß with grades of 1–4	Abitur or Zeugnis der Allgemeinen Hochschulreife
Hong Kong	Hong Kong Certificate of Education (HKCEE) with grades of A–E	Hong Kong Advanced Level Certificate with three grades of A–C (or D in maths/science)
India	Higher Secondary Certificate with passes of 55% in each subject including minimum 60% in English) in CBSE, HSC, or ISC boards, or equivalent in other boards	Year 12 with at least a 70% average in four academic subjects (including minimum 60% in English) in CBSE, HSC, or ISC, or equivalent in other boards, or equivalent Diploma pass
Indonesia	SMA 3 Pass one year tertiary study from recognised institution	Must have completed one year of tertiary study from recognised institution
Iran/Iraq	Please contact us for more information	Must have completed one year of tertiary study from recognised institution
Italy	Please contact us for more information	Successful completion of Diploma di Maturità
Japan	High School Leaving Certificate. Upper Secondary School Leaving Certificate (Kotogakko Sotsugyo Shomeisho) with grades of 2 and above	Must have completed one year of tertiary study from recognised institution
Kenya	Kenya Certificate of Secondary Education (KCSE) with grades A–C	Must have completed one year of tertiary study from recognised institution
Korea	High School Diploma	Must have completed Senior High School or Upper Secondary School with 80% (B) average
Malaysia	SPM (Sijil Pelajaran Malaysia – Malaysia Certificate of Education) with grades A+–C, OR Chinese Unified Exam	Principal passes in STPM with grades A–C or UEC (Unified Examination Certificate). Senior Middle Level with an overall mark of at least 75%
Mexico	Bachillerato with grades of 6 and above	IB or successful completion of one year tertiary study

Nepal	Higher Secondary Certificate	Must have completed one year of tertiary study from recognised institution
New Caledonia	Please contact us for more information	Must have completed Baccalaureate with a minimum grade of 24
Netherlands	Hoger Algemeen Voortgezet Onderwijs (HAVO) diploma with grades of 10–6	Voorbereidend Wetenschappelijk Onderwijs (VWO) (Gymnasium A/B and Atheneum A/B) diploma
Nigeria	West African Senior School Certificate with grades of 1–6, or Senior School Certificate with grades of A1–C6	Must have completed one year of tertiary study from recognised institution
Norway	Vitnemål fra Grunnskolen with grades of 6–3	Vitnemål fra den Videregående Skole
Oman	Thanawiya Amma (Secondary School Leaving Certificate)	Must have completed one year of tertiary study from recognised institution.
Pakistan	Higher Secondary School Certificate with 50% average	Must have completed one year of tertiary study from recognised institution
Papua New Guinea	High School Certificate	Must have completed one year of tertiary study from recognised institution
Philippines	High School Diploma plus pass one year tertiary study from a recognised institution	Must have completed at least two years of relevant tertiary study from a recognised institution
Russia	Certificate of Secondary General Education at Grade 11 or Certificate of Unified State Exam	Must have completed one year of tertiary study from recognised institution
Samoa	Pacific Senior Secondary Certificate with grades of 1–5	Must have completed one year of tertiary study from recognised institution
Saudi Arabia	Tawjihiyah (General Secondary Education Certificate) with a minimum overall mark of 60%	Must have completed one year of tertiary study from recognised institution
Singapore	Cambridge GCE O level	Cambridge GCE A levels with three passes
Sri Lanka	GCE O levels	Cambridge GCE A levels with four passes in relevant subjects
South Korea	High School Diploma	Must have completed High School Diploma with minimum 75% average in academic subjects
Sweden	Slutbetyg fran Grundskola	Student Examen Avgångsbetyg Leaving Certificate
Taiwan	Senior High School Leaving Certificate	Senior High School with B average (70%)
Thailand	Matayom 6 (with grade point average of 2.5 or 50% or above	Must have completed one year of tertiary study from recognised institution
Tonga	Successful completion of Year 12	Must have completed Year 13
United Arab Emirates	70% or better in Tawajihyya (General and Religious)	Must have completed one year of tertiary study from recognised institution
United Kingdom	General Certificate of Secondary Education (GCSE) O Levels	GCE A levels
USA	High School Graduation Diploma High	School Diploma with C average up to Grade 12 level plus SAT I and SAT II score minimum 500/part, or Advanced Placement Examination
Vietnam	Upper Secondary School Graduation Diploma with grades of 5-10	Must have completed one year of tertiary study from recognised institution

The information provided is a guide to the minimum entry requirements.

If your country is not listed or if you have any queries, please email international@mediadesignschool.com. This information is correct at time of printing.

Our scholarships

Media Design School offers a range of undergraduate entrance scholarships to prospective students who display the potential for academic excellence in specific areas of digital design.

Academic Excellence Scholarships

Open to all New Zealand secondary students, Media Design School's Academic Excellence Scholarships give four students with exceptional academic potential in digital design \$2,000 to put towards their first year of undergraduate degree-level tuition fees.

Māori Academic Excellence Scholarships

Media Design School's Māori Academic Excellence scholarships provide two Māori students with exceptional academic potential in digital design a 50% discount on year 1 and 50% discount on year 2 the tuition fees of their chosen programme of study.

Pacific Academic Excellence Scholarships

Media Design School's Pacific Academic Excellence scholarships provide two Pasifika students with exceptional academic potential in digital design a 50% discount on year 1 and 50% discount on year 2 the tuition fees of their chosen programme of study.

Girls in Games

Media Design School is committed to supporting emerging female game developers to develop and showcase their talents. The Girls in Games scholarship gives one Game Artist and one Game Programmer \$2,000 to put towards the first year of undergraduate tuition fees.

Unity® Games Scholarship

Media Design School is currently Unity®'s exclusive Training and Certification Partner in New Zealand. Thanks to Unity® Technologies, we're able to offer one aspiring developer each year the opportunity to study Game Development by contributing \$2000 towards the first year of tuition.

International Student Scholarships

If you currently live overseas and are thinking of studying with Media Design School, this scholarship can help alleviate the costs associated with studying abroad. The International Student Scholarship offers recipients up to NZ\$5,000, applied to the first year of tuition.

Our scholarships are available at select points throughout the year and are subject to change. For up to date information, selection criteria and instructions on how to apply, visit mediadesignschool.com/about/scholarships





About our campus



With tech-filled spaces that cater to the needs of each digital discipline, the Media Design School campus is unlike any other design school in New Zealand.

From your very first day, you'll be studying in a studio-like environment that fosters creativity and innovation through project-based learning. Using state-of-the-art, industry-aligned software and technology, you'll be working to live briefs and creating characters, creatures, and campaigns that are beyond your wildest dreams.

Our current home is in the heart of Auckland's bustling CBD, but in 2021 we'll be moving to a brand new, custom-built, 5* Green Rated property in Auckland's thriving Wynyard Quarter. As the only education provider to have a presence in New Zealand's Innovation Precinct, our students will be learning in the epicentre of NZ's tech industry, surrounded by the sector's leading companies and infinite networking opportunities.

Library

Media Design School has a wealth of resources, both digital and physical, for you to access throughout your studies. Our library is open during normal school hours; and we have an extensive eLibrary for when you need to access academic resources outside of normal campus hours. The library has a broad collection of books, magazines, and journals designed to support your studies and inspire your creative work.

Student Support

Enrolling in a new course at a new school can be an exciting and nerve-racking prospect. This is why, once you enrol with Media Design School, our wonderful Student Services Manager will be your first point of contact. For anything from accommodation queries, to counselling and life-coaching, the Student Services Manager's main focus is the on-going welfare and well-being of MDS students. Many of our exceptional faculty and support staff are also trained in Mental Health First Aid.

Industry-aligned software

Media Design School will provide you with the latest, most up-to-date hardware and software relevant to your respective disciplines so that all of your creative concepts and projects are aligned with what the industry is currently producing. Surrounded by supportive staff and fellow students, no day will ever be the same as you work alongside our award-winning faculty and industry connections to produce an outstanding creative portfolio filled with real-world projects and productions.

Student life and culture

Student life

Media Design School is located in the heart of Auckland City, close to restaurants, cafes and shopping – but also within easy access of great hiking spots, beautiful beaches and an array of adventure activities.

Auckland, or Tāmaki Makaurau, is New Zealand's most populated city with 1.4 million people currently calling it home. The central city boasts a harbour, museum, art gallery, several concert and theatre venues, a town hall and countless public reserves, parks and recreation areas.

Whether you're on or off campus, there will always be something to do in Auckland. Our fantastic Campus Life team run a number of social events throughout the course of the year and our Student Leaders are known for organising a whole range of other clubs and activities for you to get involved with so that you can meet students and faculty from across the school.

What's more, Media Design School arranges a number of events throughout the course of the year, both on and off campus, where students can show off their work to influential members of the creative community and to the general public.



Orientation

Media Design School organises Orientation events each academic intake so that each new intake of students can make friends and get acquainted with the campus before your academic year begins.

Student Executive

Each year, elections are held to select a group of six students who make up the Student Executive for that year. As representatives of the student body, the Exec works closely with both academic and support staff to share student feedback, organise events, and enrich the student experience.

Graduation

There is nothing better than celebrating your successes with your friends, family, and faculty. Graduation is the formal event that provides recognition of your achievement and marks the successful completion of your study at Media Design School. Our graduation ceremonies take place in Auckland twice a year.

Alumni network

We're always excited to hear about what our graduates get up to once they've left Media Design School. We have a dedicated alumni network where graduates can interact, reminisce, mentor one another, share employment opportunities and more.

Events

Our calendar is packed full of Open Days, Showcases, Expos and more, so there are plenty of opportunities for you to get a taste of life at MDS throughout the year. Girls in Games and Find Your Fit are two of our free workshops aimed at High School Students. Visit our website to find out what events are coming up.



Girls in Games

Girls in Games is an immersive workshop that covers the basics of Game Art and Game Programming for aspirational game developers.

Over the course of the day, the girls are introduced to creating art assets for games in 2D or 3D. They'll also use GameMaker, a programme that allows them to create amazing cross-platform games, and gain valuable insights from Media Design School's Game Development faculty.

We run two sessions a year; Junior Girls in Games for Years 9-10 and Senior Girls in Games for Years 11-13.

Check out the Events section of our website for the next Girls in Games date.

Find Your Fit

Try on a creative career with our School Holiday programme.

Available to students in Years 11, 12 and 13, Find Your Fit lets you experience a range of creative career paths, with workshops in 3D Animation and VFX, Game Art, Game Programming, Design, and Artificial Intelligence.

You'll be guided by our award-winning faculty, creating awesome projects and learning new skills in a fun, supportive environment. Each workshop runs for three hours with a lunch break in between – no prior knowledge is necessary for any of the sessions.

The Workshops

3D Animation and VFX

Get a taste of 3D modelling with Z Brush and create CGI creatures with our immersive Digital Sculpting workshop. Hosted by the Bachelor of Art and Design Faculty, this session is perfect for creative film buffs with a passion for Pixar.

Game Art

Learn to create low-poly 3D props that could be used inside a game engine. Hosted by the Bachelor of Creative Technologies Faculty, this session is perfect for any budding artists or creative students with a passion for Game Development.

Game Programming

Create a simple game using a 3D engine that explores fundamental aspects of programming and design. Hosted by the Bachelor of Software Engineering Faculty, this session is perfect for anyone interested in the technical side of Game Development.

Interactive Design

Create hands-on, fun and immersive experiences with our Interactive Design workshop. Hosted by the Bachelor of Media Design Faculty, this session is perfect for anyone interested in a career in graphic design, motion graphics, or web design.

Artificial Intelligence

Get a taste of one of the world's fastest growing and most exciting tech sectors with our Artificial Intelligence workshop. Hosted by the Bachelor of Software Engineering Faculty, this session is ideal for budding developers who want to get a better understanding of this in-demand skill set.

Check out the Events section of our website for the next Find Your Fit date.



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