



NZ Diploma in Arts and Design

Level 6

Build on your skills and knowledge from the Level 5 diplomas, through engaging in a series of real-life and in-house projects. You can explore various creative disciplines including design, fashion, music, screen production and visual arts.

This diploma teaches the skills, knowledge and attributes needed to think innovatively and develop a career as a creative practitioner in your chosen discipline.

With your diploma completed successfully you can continue on to the final year of the Bachelor of Creative Practice.

| | |
|----------|--|
| Location | IDEASchool Hawke's Bay |
| Start | February |
| Length | One year full-time |
| Contact | Irina Konig Phone: 06 830 1121 Email: ikonig@eit.ac.nz |

IDEASchool
TE KURA AHU TAONGA

Develop your creative career

Throughout the delivery of the diploma, you will learn through engaging in projects. This project-based learning approach places you at the centre of the learning experience and allows for the embedding of theory and practice within the project context.

The Level 6 projects are increasingly self-directed, ensure the development of a stronger global understanding of creative industries and include increasing professional skills such as basic marketing and business management, as well as legal issues relative to the individual creative practice.

What you will learn:

- Apply specialised skills and theoretical knowledge in the production of work in a selected area of art, design, music, fashion and screen production.
- Use investigative tools with creative processes, methods and technologies to synthesise ideas and solve problems in a selected area of art, design, music, fashion and screen production.
- Critically analyse research findings to support the development of ideas and to position own work within conventions and contexts in art, design, music, fashion and screen production.
- Demonstrate leadership and professional practice to manage projects/briefs and prepare for selected career pathways in art, design, music, fashion and screen production.
- Critically evaluate work, communicate to a range of audiences, and present own resolved work in a real-world context.

Subject areas include:

- Design
- Fashion
- Music
- Screen production
- Visual arts

Career and Study Opportunities

Possible jobs and career opportunities can include:

- Arts / Fashion / Music / Screen administration / industry entry level position
- Graphic design entry level position
- Furniture design entry level position
- Gallery or museum curation entry level position
- Illustrator, Painter, Sculptor, Printmaker
- Spatial / interior design intern
- Web designer
- Fashion designer
- Musician, Composer, Performer
- Screen, Film, TV production

Continue your study pathway with a Bachelor of Creative Practice followed by an Honours or Masters degree.



NZ Diploma in Arts and Design

Level 6, 120 credits



Hawke's Bay



Full-time: 1 year



Fee: Visit fees.eit.ac.nz to see the fees for this programme

Timetable

Your study time will be made up of contact time (class times, tutorials) and non-contact time (your own self-directed time).

Contact Time

On campus classes are usually scheduled between 9.00am-3.00pm, Monday to Friday, which equates to approximately 16 hours per week in class.

Non-contact Time

You should plan to spend 21.5 hours per week on your own self-directed time.

Additional Costs

- \$400 approximately for additional equipment and materials

Entry Requirements

The academic entry requirement for the NZ Diploma in Arts and Design [Level 6] programme may be limited by the number of places available.

An offer of a place on the programme will be extended to applicants who meet the entry criteria (120 credits of an NZQA approved Level 5 Degree/Diploma qualification or equivalent) or can satisfactorily prove that s/he has the potential to succeed on the programme and is over the age of 20 by the official start date of the programme of study.

Applicants must provide a hand-written letter of application and a portfolio of work that represents their level of achievement at the interview.

Interview

All applicants will be required to attend an interview (and may bring whānau support) and will need to bring evidence of creative work and any documentation of process to the interview.

The purpose of the interview is to confirm the authenticity of the applicant's portfolio of work and to assess the portfolio of work and the applicant's suitability for the programme. The interview will determine whether an applicant is offered a place on the programme and at what level of the programme the applicant is offered a place (see Level Placement below). Thus, meeting the academic entry requirement is not on its own sufficient to ensure admission to the programme.

The interviews will be conducted by two IDEASchool academic staff and in the case of Cross Credit or Level Placement by the Programme Coordinator and a staff member.

English Language Entry Requirements

All applicants must demonstrate an acceptable level of English language fluency prior to acceptance in the programme.



2026 Key Dates

Programme Starts Monday, 16 February

Programme Ends Friday, 27 November

Semester Breaks 6-17 April
29 June - 17 July
28 September-9 October

Ways in which English language fluency may be demonstrated include the following:

- Successful study of a programme in which English was the language of instruction (subject to the conditions in the EIT Database for English Language Proficiency (DELP)).
- Completion of a New Zealand Certificate in English Language (Level 4 with any endorsement).
- IELTS Academic score of 6, with no band score lower than 5.5, achieved in a single test within the two years preceding enrolment.
- Accepted international equivalents to the above IELTS scores, achieved in a single test within two years preceding enrolment (see equivalency tables in DELP).

Entry with Credit

Level placement through recognition of prior learning (RPL) is the mechanism by which the programme ensures that students are placed at an appropriate level. On the basis of evidence provided at an interview and the presentation of an application portfolio, applicants may be granted RPL and be placed in levels 6, or 7 of the programme. Applicants may be awarded credit for whole levels of the programme in this way.

For information and enquiries about RPL and Cross Credit please contact Irina Konig on 06 830 1121 or ikonig@eit.ac.nz.



Assessments

Each course will be assessed for the required NZQA graduate outcomes so that you will have fulfilled all these by the completion of all courses.

Assessment methods may take the form of creative outputs, design or drawing journals, essay writing, E-portfolio, presentations.

Facilities

IDEAschool has comprehensive media workshops including 2D and 3D sculpture/design areas in clay/metal/wood, printmaking press facilities, purpose built computer labs with laser and 3D printing, CAD controlled CNC, digital printer/cutter and intron outputs, fashion garment assembly workrooms, music recording, digital production and practice spaces, screen production set building spaces, green screen and digital post production labs.

Scholarships

Scholarships are a way to help financially support your study. They can make life easier by helping to cover your fees and living expenses while you complete your qualification. You don't always need to be an academic high-flyer to qualify.

Find out what's available at scholarships.eit.ac.nz or for general scholarship information please contact scholarships@eit.ac.nz.

The experience you need & the support to succeed

When you study at EIT you'll get the kind of experiences that will help you gain the knowledge and skills to get ahead.

You'll also be supported by lecturers and tutors who are here for you, within a learning environment where you are treated as an individual, not just a number.

They'll know your name and you'll receive one-on-one attention to make sure you get the support to succeed.



Experienced Lecturers

At EIT, you can be confident in the quality of our teaching and your learning experience.

EIT is highly regarded in New Zealand for research excellence due to the quality of our community centred research, our publications and our external grant income provided by funding institutions who have confidence in our research capability. You can be confident your lecturers use the latest knowledge and research in their field of expertise to inform their teaching, and many are at the forefront of knowledge creation within their discipline area.

The Programme Coordinator for the NZ Diploma in Arts and Design [Level 6] is Raewyn Paterson. Raewyn is a multimedia artist who works with themes of ecology, whakapapa and community. Recently she completed her Master of Professional Creative Practice degree and exhibits in public galleries, alongside her dealer gallery works. She has worked at EIT teaching and mentoring for the past 15 years with her passion for multimedia, youth and education leading her to her current role of Programme Coordinator.

The teaching staff bring generalised knowledge of visual arts and design theory and practice, with specialised knowledge in particular media areas.

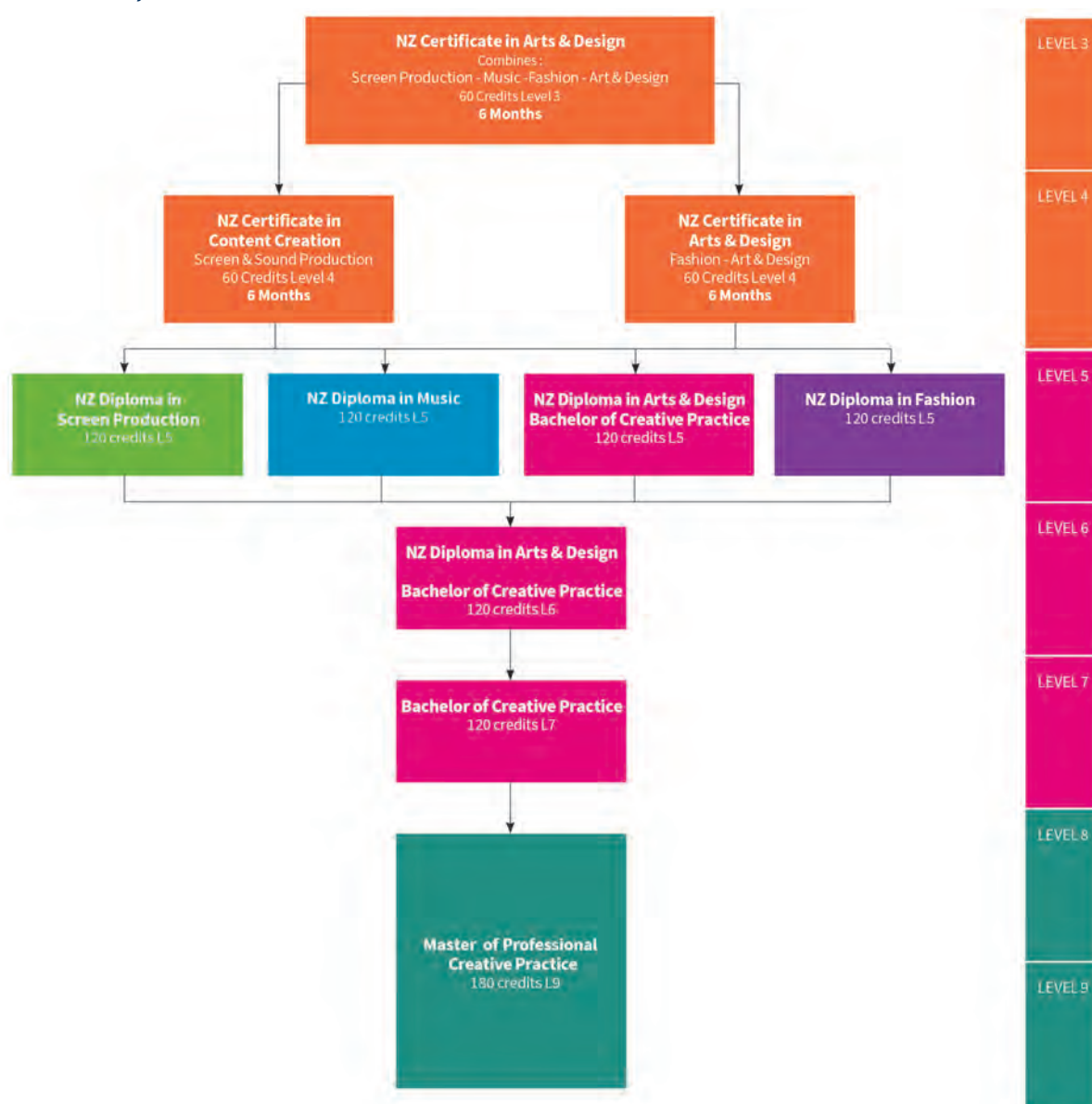
| Name | Position | Creative Field |
|-----------------------|------------------------------------|---|
| Dr Sean Coyle | Head of School | Scenography / Visual and Performing Arts |
| Nigel Roberts | Academic staff member | Visual Art / Multimedia Sculpture / Moving Image |
| Dr Bridget Sutherland | Academic staff member | Visual Art / Art Theory / Design / Moving Image |
| Paula Taaffe | Academic staff member | Visual Art / Painting / Illustration |
| Keagan Klempel | Technician | |
| Dr Mazin Bahho | Academic staff member | Design / Spatial |
| Anthony Chiappin | Academic staff member | Design / Graphics / Illustration |
| Beck Wheeler | Academic staff member | Illustration / Visual Art / Design |
| Roger Kelly | Academic staff member | Design / 3D Design |
| Diane Wilkie | Academic staff member / Technician | Design / Graphics / Photography |
| Svetlana Eliason | Academic staff member | Performance (Bass Guitar, Vocals) / Composition / Music Theory / Screen Production Music |
| Chris Beernink | Academic staff member | Performance (Guitar, Bass Guitar) / Sound Production / Studio Recording |
| Melissa Toy | Academic staff member | Performance (Vocals, Piano) / Voice Techniques / Songwriting / Performance Psychology |
| Ethan Haswell | Academic staff member / Technician | Music / Composition / Guitar |
| Winston Pitt | Academic staff member | Vocals |
| Chris Smith | Academic staff member | Drums |
| Cheryl Downie | Fashion Discipline Leader | Pattern Making / Textiles / Fashion Communication and Identity / Fashion Career Planning |
| Christina Rhodes | Academic staff member | Fashion / Garment Construction / Machine Skills / Sustainability / Fashion Show Directing |
| Zana Price | Academic staff member | Fashion Design / Fashion Illustration / Research |
| Gianluca Castaldo | Academic staff member | Camera / Lighting / Editing / After Effects |
| Sally Williams | Academic staff member | Screen Production / Documentary Production |
| Wayne Dobson | Academic staff member / Technician | Editing / Multimedia |
| Estelle Booth | Head Technician | Multimedia Design / Maker |
| Irina Konig | Programme Administrator | |

Course Descriptions*

| Course No. | Brief Description | NZQA Level | No. of Credits | Core/ Option |
|------------|--|------------|----------------|--------------|
| BCP6.001 | Creative Project I This project supports students' development of technical skills and contextual understanding relevant to their creative practice. | 6 | 30 | Core |
| BCP6.002 | Creative Project II This project supports students' further development of technical skills and contextual understanding relevant to their creative practice while creating works that reflect a stance on a contemporary theme. | 6 | 30 | Core |
| BCP6.004 | Real World Challenge (Visual Art, Music and Fashion only) This project will provide students an opportunity to create work relevant to their creative practice within externally set parameters. | 6 | 30 | Option 1 |
| OR | | | | |
| BCP6.005 | Community Project (Screen and Design only) This project will provide students the opportunity to create work in response to a real-world community need. | 6 | 30 | Option 2 |
| BCP6.003 | The Business of Being a Creative This project will support students in developing business knowledge and skills required to operate in the creative industry context of Aotearoa New Zealand and globally. | 6 | 15 | Core |
| BCP6.006 | Presentation Methodology This project will allow students to investigate and apply presentation/performance/exhibition methodologies to work from their creative practice. | 6 | 15 | Core |

*subject to change

Programme Pathway



How to Enrol

There is an easy 3-step process to follow when enrolling at EIT.

Step 1

Check out eit.ac.nz to see the programmes available for you to study. A copy of the course information for each programme is available on our website.

Step 2

You can now use your RealMe verified identity to apply for study at EIT. If you use your RealMe verified identity you will no longer be sent a copy of your application form to sign. You also will not need to provide us with a copy of your primary ID.

If you apply online without using RealMe then you will be sent a summary of your enrolment to check and sign. It will also include course selection forms which you need to complete and return. Your enrolment cannot progress until you have sent the summary and forms back to us.

You can also apply using a paper enrolment form. Please call us on 0800 22 55 348 and we will send you one.

You will receive an acceptance letter from your Faculty with programme information. This will include the start date of your study and any special information regarding your programme. Depending on your chosen programme of study, you may be invited to attend an interview before you are accepted.

Step 3

Arrangement for full payment of enrolment fees must be made before the start of your programme. You will receive an invoice with payment details.

Fees Free Government Scheme: Tertiary education is fees-free for eligible domestic tertiary students. To check if you are eligible, go to FeesFree.govt.nz and enter your National Student Number (NSN). If you are not eligible you will be responsible for paying your fees.

Scholarships and Grants: Scholarships and grants make life easier by helping to cover your fees, other costs and living expenses while you study. You don't always need to be an academic high-flyer to qualify. You can find out more about scholarships and other options for paying your fees at eit.ac.nz.

StudyLink: If you need to pay for your own study you can choose to apply for your Student Loan and Student Allowance with StudyLink. You should do this early, even if you haven't yet been accepted on your programme. You can change your details later if anything changes. Visit studylink.govt.nz to find out more about StudyLink.

Student Services Levy

The student services levy is a compulsory non-tuition fee that is charged to students enrolled at EIT. The levy is to contribute to the provision of quality student services that support learning. The funds received by EIT from the levy are ring-fenced, meaning they can only be spent on student services.

Student Loans and Allowances

StudyLink is a service of the Ministry of Social Development. Apply well before your programme begins (even if you haven't been accepted yet) so you'll be ready to get your payments when you need them most.

Check out what you qualify for at studylink.govt.nz.



DISCLAIMER:

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NZ Diploma in Arts and Design [Level 6]

Course Selection Form

(Please detach and hand in with your enrolment)

Applicant name: _____

Please note: If you intend to apply for Cross Credit or Recognition of Prior Learning please do so **BEFORE** you enrol as you cannot apply after enrolment.

1. Please tick the Discipline you wish to study in:

- ☐ Design
- ☐ Fashion
- ☐ Music
- ☐ Screen Production
- ☐ Visual Art

2. Please tick the course/s you are enrolling in for 2026*:

**These courses are subject to change*

| Course No. | Course Title | Semester | No. of Credits | Tick |
|------------|---|------------|----------------|--------------------------|
| BCP6.001 | Creative Project I | Semester 1 | 30 | <input type="checkbox"/> |
| BCP6.002 | Creative Project II | Semester 1 | 30 | <input type="checkbox"/> |
| BCP6.004 | Real World Challenge (Visual Art, Music and Fashion only) | Semester 2 | 30 | <input type="checkbox"/> |
| BCP6.005 | Community Project (Screen and Design only) | Semester 2 | 30 | <input type="checkbox"/> |
| BCP6.003 | The Business of Being a Creative | Semester 2 | 15 | <input type="checkbox"/> |
| BCP6.006 | Presentation Methodology | Semester 2 | 15 | <input type="checkbox"/> |
| BCP6.006 | Presentation Methodology | Semester 2 | 15 | <input type="checkbox"/> |