

# NZ Diploma in Arts and Design [Level 5]

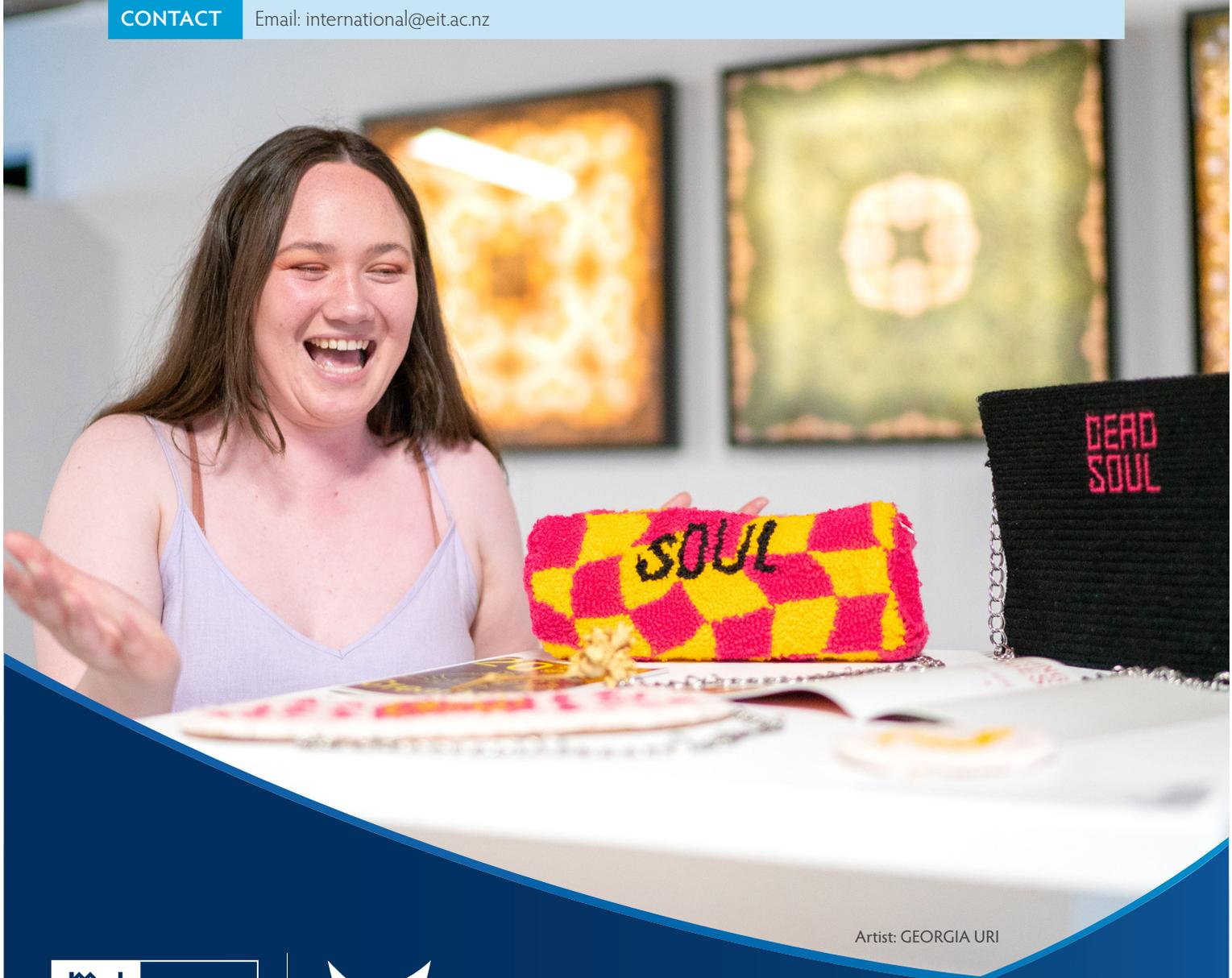
Information for international applicants, January - June 2023

Through engaging in a series of real world and in-house projects, utilising various creative disciplines including paint, sculpture, print, photography, graphic design and 3D design, you will obtain the skills, knowledge and attributes needed to think creatively and develop a career as a practicing creative.

**IDEA**school  
TE KURA AHU TAONGA

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

<b>LOCATION</b>	IDEASchool (Hawke's Bay)
<b>START</b>	February
<b>LENGTH</b>	One year full-time
<b>CONTACT</b>	Email: <a href="mailto:international@eit.ac.nz">international@eit.ac.nz</a>



Artist: GEORGIA URI



## Develop your career in the creative industries

The project-based learning approach in the diploma places you at the centre of the learning experience and allows for the embedding of theory and practice within the project context. The aim of project-based learning is to facilitate your development of knowledge, creative skills and research skills by beginning the learning journey on any given topic with questions, problems or provocations to be addressed or resolved.

There are four projects at Level 5. These projects are largely prescribed, involve both individual and group learning and include the key foundational creative skills, techniques and theory.

### As a graduate of this qualification you will be able to:

- ▶ Produce practice-based creative works from a critically engaged personal standpoint informed by contemporary and historic contexts.
- ▶ Apply broad knowledge and practical and conceptual skills in the production of arts, craft and/or design work.
- ▶ Use investigative tools with creative processes, methods and technologies to develop responses to a brief and solve problems.

- ▶ Use research to support the development of ideas and to inform own work within conventions and contexts in arts, craft and/or design.
- ▶ Critique own work and the work of others, communicate in a range of situations and present own resolved work in simulated contexts.
- ▶ Apply professional practices to manage projects/briefs within defined guidelines and select potential education and employment pathways in arts, crafts and/or design.

### Subject areas include:

- ▶ Drawing technology
- ▶ Graphic Design: Adobe Creative Suite industry standard software including Photoshop, Illustrator, InDesign, Premiere, After-Effects (dependent on projects)
- ▶ 3D Design / Sculpture: wood, clay, metal, plastics
- ▶ Spatial, object and architectural design
- ▶ Print: silkscreen and press printing
- ▶ Paint: acrylics, oils, new media

## YOUR FUTURE CAREER & STUDY OPPORTUNITIES

Possible jobs and career opportunities can include:

- ▶ Painter
- ▶ Printmaker
- ▶ Sculptor
- ▶ Illustrator
- ▶ Spatial / Interior design intern
- ▶ Furniture design intern
- ▶ Graphic design intern
- ▶ Web design intern
- ▶ Arts administrator
- ▶ Gallery or museum curator intern
- ▶ Continue your study pathway with a Bachelor of Creative Practice followed by an Honours or Masters degree

## WHAT YOU NEED TO KNOW

### NZ Diploma in Arts and Design

<b>LEVEL</b>	5	<b>CREDITS</b>	120
<b>LENGTH</b>	One year full-time	<b>FEE*</b>	NZ \$23,300 per year

### 2023 KEY DATES

<b>PROGRAMME STARTS</b>	<b>PROGRAMME ENDS</b>	
Monday, 13 February	Friday, 24 November	
<b>SEMESTER HOLIDAYS</b>		
7 April - 21 April	26 June - 13 July	25 September - 6 October

## TIMETABLE

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

### Contact Time

On-campus classes are usually scheduled between 9.00am - 3.00pm, Monday to Friday, which equates to approximately 20 hours in class per week.

### Non-contact Time

You should plan to spend 17.5 hours of individual-directed time per week.

## ENTRY CRITERIA

### Academic Requirement

The academic entry requirement for the NZDAD [Level 5] is either:

- ▶ University Entrance, as defined by the NZQA; or
- ▶ Evidence regarded as sufficient by the Discipline Leader of the capability to undertake and complete the programme of study; or
- ▶ At the discretion of the Head of School, where the applicant is over 20 years of age and demonstrates the capability to undertake and complete the programme of study.

All applicants are required to submit a digital portfolio of their most recent creative media work by email or online document transfer application to assess the applicants suitability for the programme. The assessment of this digital portfolio 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 digital portfolio assessment 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 REQUIREMENT

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

For international applicants, 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 | Te Pūkenga Database for English Language Proficiency (DELP)).
- ▶ Completion of a New Zealand Certificate in English Language (Level 4 with any endorsement).
- ▶ IELTS Academic score of 5.5, with no band score lower than 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 the two years preceding enrolment (see equivalency tables in the DELP).

## 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.

## FACILITIES

IDEAschool has comprehensive media workshops including 2D and 3D sculpture/design areas in clay/metal/wood, extensive press and silkscreen printing 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.

## EIT IS NOW PART OF TE PŪKENGA

Te Pūkenga will bring together New Zealand's Institutes of Technology, Polytechnics, and Industry Training Organisations to build a network of on job, on campus and online learning. The services we offer will not only remain, they will be strengthened by being part of the extensive Te Pūkenga network around the country. Your enrolment for study in 2023 will see you enrolling with Te Pūkenga and becoming part of the extensive Te Pūkenga network around the country.

## THE EXPERIENCE YOU NEED & THE SUPPORT TO SUCCEED

When you study at EIT | Te Pūkenga 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.





## COURSE DESCRIPTIONS

COURSE NO.	BRIEF DESCRIPTION	NO. OF CREDITS	NZQA LEVEL	SEMESTER OFFERED
BCP5.001	<b>Creative Practice Foundations I</b> This project will introduce students to core knowledge of and skills in visual art and design practice and creative process.	30	5	1
BCP5.002	<b>Creative Practice Foundations II</b> This project aims to extend students' core knowledge and skills gained in Creative Practice Foundations I.	30	5	1
BCP5.003	<b>Studio/Workshop Practice</b> This project aims to consolidate students' core knowledge of and skills in visual art and design practice and creative practice, requiring them to apply these, as well as professional skills, to address a brief.	30	5	2
BCP5.004	<b>Managing an Evolving Project</b> This project will support students in establishing an informed studio/workshop practice, allowing them to further expand their professional skills, as well as their investigation, application and evaluation of creative processes and technologies.	30	5	2

**Disclaimer:** All information in this publication pertains to international students, and is correct at the time of publication but is subject to change without notice. The programme fees, other costs, entry requirements, duration and programme start dates are for January - June, 2023. Programme content is based on current information and may be subject to change. Te Pūkenga – New Zealand Institute of Skills and Technology trading as EIT reserves the right to cancel or postpone any programme or course for any reason and shall not be liable for any claim other than that proportion of the programme fee which the cancelled or postponed portion bears. Programmes or courses may be subject to review as part of the Reform of Vocational Education and Training. For full programme entry requirements visit [eit.ac.nz](http://eit.ac.nz).

**IDEAschool programmes map**

