

# NZ DIPLOMA IN ARTS AND DESIGN LEVEL 6 2025

## Information for international applicants

Napier

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.

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.

### Subject areas include:

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

## CAREER 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 Master's degree.

## CAREER OUTLOOK

Visit the following websites for the latest information about job opportunities in New Zealand for your chosen career path.

[careers.govt.nz](https://careers.govt.nz)

[mbie.govt.nz](https://mbie.govt.nz)

[immigration.govt.nz](https://immigration.govt.nz)

1. All fees shown in this information are in New Zealand dollars and include Goods and Services Tax (GST) at current rates. If you need to study for more than one year to complete your qualification, your fees in the second year, and subsequent years, will not be known when you first enrol.



### NZ DIPLOMA IN ARTS AND DESIGN LEVEL 6

<b>Start</b>	17 February
<b>Length</b>	1 year full-time
<b>Level</b>	6
<b>Credits</b>	120
<b>Fees<sup>1</sup></b>	NZ\$26,000
<b>IELTS</b>	6.0 (academic) with no band lower than 5.5 or equivalent OR accepted international equivalent qualification
<b>Class times</b>	On-campus classes are scheduled between 9.00am and 3.00pm, Monday to Friday. Approximately 16 classroom hours per week.
<b>Self-directed study</b>	Approximately 21.5 hours per week.



## TIMETABLE

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

### CONTACT TIME

On-campus classes are usually scheduled between 8.00am-5.00pm, Monday to Friday.

Full-time students spend approximately 16 hours on campus per week.

### NON-CONTACT TIME

You should plan to spend 21.5 hours on self-directed study per week.

Access to a computer and the internet is required to complete this programme.

## ENTRY CRITERIA<sup>1</sup>

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 they have the potential to succeed on the programme and are 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<sup>2</sup>

PTE (Academic) score of 50 with no band score lower than 42 or IELTS (Academic) score of 6.0 with no band score lower than 5.5 (or equivalent) achieved within the last two years.

## 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, press printing facilities, purpose built computer labs with laser and 3D printing, fashion garment assembly workrooms, digital vinyl printer and cutter, music recording, digital production and practice spaces, screen production set building spaces, green screen and digital post production labs.

## 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.



1. To study onshore in New Zealand, students must meet current Immigration New Zealand requirements for a student visa. For more information please see the [Immigration New Zealand website](#).

2. Further information about NZQA English language entry requirements for international students can be found at [www2.nzqa.govt.nz/tertiary/english-language-entry-requirements-for-international-students/](http://www2.nzqa.govt.nz/tertiary/english-language-entry-requirements-for-international-students/)





## COURSE DESCRIPTIONS

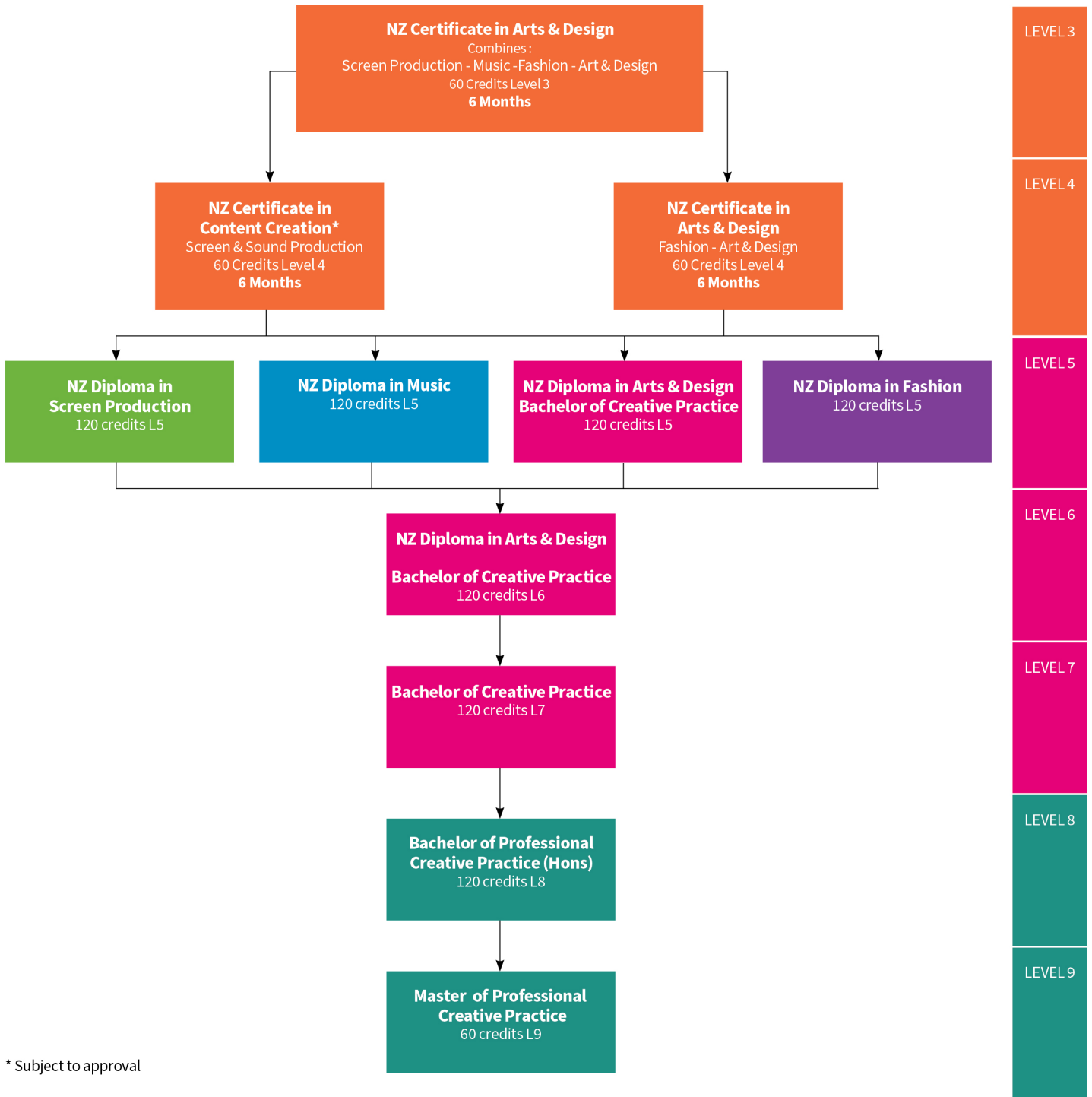
Level 6 Courses (option course - you have the choice of completing 1 of 2 option courses as indicated)

COURSE NO.	BRIEF DESCRIPTION	LEVEL	CREDITS	CORE or OPTION
BCP6.001	<b>Creative Project I</b> This project supports students' development of technical skills and contextual understanding relevant to their discipline.	6	30	Core
BCP6.002	<b>Creative Project II</b> This project supports learners' further development of technical skills and contextual understanding relevant to their discipline while creating works that reflect a stance on a contemporary theme.	6	30	Core
BCP6.004	<b>Real World Challenge</b> This project will provide students an opportunity to create work relevant to their creative discipline within externally set parameters.	6	30	Option 1
<b>OR</b>				
BCP6.005	<b>Community Project</b> This project will provide learners the opportunity to create work in response to a real-world community need.	6	30	Option 2
BCP6.003	<b>The Business of Being a Creative</b> This project will support students in developing an online presence to promote their individual creative practice and in developing the business knowledge and skills required to operate in the creative industry context of Aotearoa New Zealand and globally.	6	15	Core
BCP6.006	<b>Presentation Methodology</b> This project will allow students to investigate and apply presentation/performance/exhibition methodologies to work in their creative discipline.	6	15	Core



**Disclaimer:** All information 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 2025 and are listed as a guide only. Conditions apply. EIT (a Business Division of Te Pūkenga - New Zealand Institute of Skills and Technology) 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.

# PROGRAMME PATHWAY



\* Subject to approval