



NZ Diploma in Arts & Design [Level 5] 2022

Information for
International Students

This qualification is designed for artists and designers who wish to develop their practical and conceptual skills and knowledge in arts, crafts and/or design.

The creative industries and cultural sector in Aotearoa New Zealand will benefit from graduates who can use research to inform, critique and present resolved work in simulated contexts.

As a graduate you will be able to independently select and apply a range of processes in arts, craft and/or design contexts.

Campus EIT Napier

Starts 14 February

Length One year full-time

Contact Email: international@eit.ac.nz

Do you want to start a 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 OPPORTUNITIES

Possible jobs and career opportunities can include:

- ▶ Painter
- ▶ Printmaker
- ▶ Sculptor
- ▶ Illustrator
- ▶ Spatial/interior design intern
- ▶ Furniture designer intern
- ▶ Graphic designer intern
- ▶ Web designer intern
- ▶ Arts administrator
- ▶ Gallery or museum curator intern

WHAT YOU NEED TO KNOW

NZ Diploma in Art & Design

Level	Level 5	Credits	120
Length	One year full-time	Fee	NZ \$22,600 per year

KEY DATES

2022 INTAKE

Programme starts	Monday, 14 February	Programme ends	Friday, 25 November
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2022 EIT TERM / SEMESTER HOLIDAYS

YEAR ENDS

15 April - 29 April	4 July - 15 July	19 September - 30 September	Friday, 25 November
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TIMETABLE

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

CONTACT TIME

On-campus classes are usually scheduled between 9.00 am and 3.00 pm Monday to Friday.

NON-CONTACT TIME

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



ENTRY CRITERIA

Admission to the NZDAD [Level 5] programme may be limited by the number of places available.

Academic Requirement

A person is eligible to apply for entry who:

- ▶ University Entrance, as defined by the NZQA OR its International equivalent
- ▶ Evidence regarded as sufficient by the Head of School 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 must also provide a hand-written letter of application and a portfolio of work that represents their level of achievement.

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.

Level Placement Through Recognition of Prior Learning (RPL)

Recognition of Prior Learning is the mechanism by which the programme ensures that students are placed at an appropriate level. On the basis of academic evidence provided and the presentation of a portfolio of recent creative work, students may be granted RPL and be placed in Levels 6, or 7 of the programme. Students may be awarded credit for whole levels of the programme in this way.

ENGLISH LANGUAGE ENTRY REQUIREMENT

PTE (Academic) score of 42 with no band score lower than 36 or IELTS (Academic) score of 5.5 with no band score lower than 5.0 (or equivalent) achieved within the last 2 years.

ASSESSMENTS

Formative assessment can occur within projects to provide feedback to students about their progress and indicative grade. This formative assessment will typically be referred to as 'green lighting', whereby students will be expected to meet a critical point in the project timeline before proceeding any further.

Where there is more than one summative assessment in a course, each summative assessment is allocated a percentage weighting and the weighted marks are used to derive the overall course percentage mark, which is reported as a grade using the achievement-

based grading system specified in EIT's Academic Regulatory Framework for Quality Assurance. Individual course descriptors will specify how each assessment is to be graded and how course results are to be recorded. The minimum passing grade for a course is 50%.

Assessment methods may take the form of creative outputs, design or drawing journals, essay writing, E-portfolio, presentations (for example). Some assignments will be individually assessed while others will be group work.

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.

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.

PROGRAMME INFORMATION

COURSE NO.	BRIEF DESCRIPTION	NO. OF CREDITS	NZQA LEVEL	SEMESTER OFFERED
BCP5.001	Creative Practice Foundations I	30	5	1
BCP5.002	Creative Practice Foundations II	15	5	1
BCP5.003	Studio/Workshop Practice	15	5	2
BCP5.004	Managing an Evolving Project	15	5	2

PROGRAMME PATHWAY

IDEAschool programmes map

