



**BACHELOR OF DESIGN
INNOVATION**

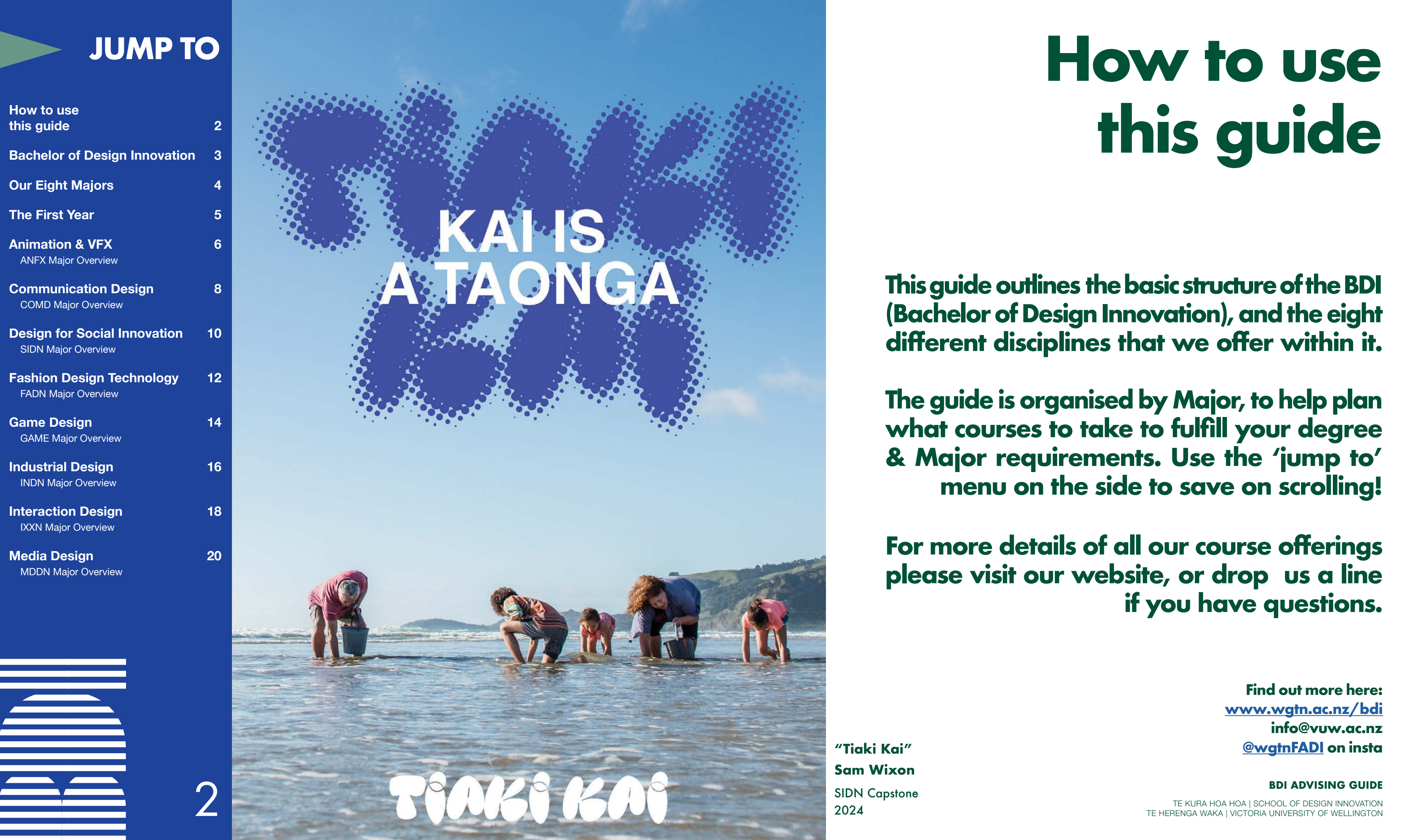
ADVISING GUIDE

2025



TE KURA HOA HOA
TE HERENGA WAKA

SCHOOL OF DESIGN INNOVATION
VICTORIA UNIVERSITY OF WELLINGTON



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How to use this guide

This guide outlines the basic structure of the BDI (Bachelor of Design Innovation), and the eight different disciplines that we offer within it.

The guide is organised by Major, to help plan what courses to take to fulfill your degree & Major requirements. Use the ‘jump to’ menu on the side to save on scrolling!

For more details of all our course offerings please visit our website, or drop us a line if you have questions.

Find out more here:
www.wgtn.ac.nz/bdi
info@vuw.ac.nz
[@wgtnFADI](https://www.instagram.com/wgtnFADI) on insta

**“Tiaki Kai”
Sam Wixon**

SIDN Capstone
2024

BDI ADVISING GUIDE

TE KURA HOA HOA | SCHOOL OF DESIGN INNOVATION
TE HERENGA WAKA | VICTORIA UNIVERSITY OF WELLINGTON

TIAKI KAI

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Student Exhibition

2023

Bachelor of Design Innovation

The low down

- **3 years full-time study**
- **Interdisciplinary first year**
- **Eight different disciplines on offer from second year**
- **Options to take a major+minor combo, or even a double major!**
- **Campus located in the heart of Pōneke Wellington**
- **Amazing digital and technical facilities and resources**

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Our Eight Majors

You can take any of combination of these as major+minor, or double major

ANFX

ANIMATION & VISUAL EFFECTS

1

COMD

COMMUNICATION DESIGN

2

SIDN

SOCIAL INNOVATION DESIGN

3

FADN

FASHION DESIGN TECHNOLOGY

4

GAME

GAME DESIGN

5

INDN

INDUSTRIAL DESIGN

6

IXXN

INTERACTION DESIGN

7

MDDN

MEDIA DESIGN

8

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TRIMESTER 1

Core Courses

DSDN101

Design Visualisation

Learn to use a range of visualisation methods to represent design concepts and elements. Methods used include hand drawing, photography, motion graphics, animation and video.

15 POINTS

DSDN111

Design Composition

Discover design vocabularies and composition techniques.

Analogue and digital techniques are used to explore body, space, form and movement.

15 POINTS

DSDN171

Design in a Global Context

Explore design culture and history from a place-based perspective. Learn about key issues and ideas punctuating the history of design across artefacts; ideas; discourse and practice.

15 POINTS

3 CORE COURSES

Electives

DSDN153

Wearable Design

CORE FOR FADN MAJORS

15 POINTS

DSDN104

Digital Fabrication

15 POINTS

DSDN151

Graphic Design and Photography

15 POINTS

CHOOSE 1 DESIGN ELECTIVE
Or any elective at the University

(For example, if you are doing a minor outside the BDI)

TRIMESTER 2

Core Courses

DSDN172

Whakapapa Design I

Explore Mātauranga Māori and Māori narratives through design. Learn about the interconnections between people, place, and all living entities, in order to restore the health and well-being of both people and the planet.

15 POINTS

CHOOSE at least 1 "SELECTIVE"
You can take one as your elective

1 CORE COURSE

Selectives

DSDN103

Critical Approaches to Design Communication

Gain techniques for visual and written communication in contemporary design practice. Learn to clearly articulate design concepts and critical thinking.

15 POINTS

DSDN142

Creative Coding and AI I

An introduction to creative coding and AI for interactive interfaces. Develop your own visual, animated, multimedia and interactive design solutions to address an array of design problems.

15 POINTS

Electives

DSDN141

Design Mediums and Processes

15 POINTS

DSDN102

Game, Animation & Motion Design

CORE FOR ANFX & GAME MAJORS

15 POINTS

DSDN132

Design Narratives and Visual Storytelling

15 POINTS

CHOOSE 1 DESIGN ELECTIVE
Or any elective at the University



Animation & VFX

Pakiwaituhi me ngā Mariko Ataata

Extend your creativity, create worlds, and bring stories to life through animation and visual effects. Develop skills and proficiency with cutting-edge technology and industry-standard software and tools. Refine your vision and learn to collaborate and specialise through ongoing individual and team projects. New Zealand’s award-winning film and visual effects scene is centred here in Wellington and with our strong links to the industry, you’ll have the opportunity to study with experts and be part of this dynamic community.

ANFX focuses on animation and visual effects for film, and the skills graduates gain will also see them well placed to take up careers in media and communication studios, as well as within the growing and emerging fields of game design and virtual and augmented reality.

Jack Fagan

ANFX Capstone
2023

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Major Requirements

YEAR 1
BDI core courses: DSDN101, DSDN111, DSDN171, DSDN 172, and one of DSDN103 or DSDN142

+

ANFX core course: DSDN 102

YEAR 2
BDI core courses: DSDN221, and one of these interdisciplinary studios: DSDN211, DSDN242, DSDN244

+

ANFX core courses: ANFX201, plus 15 further 200 level ANFX relevant points (ANFX200-299, and/or COMD241, COMD261, or GAME202)

YEAR 3
BDI core courses: DSDN371, and one of these interdisciplinary studios: DSDN321, DSDN331, or DSDN351.

+

ANFX core courses: ANFX 301, ANFX390, plus 15 further ANFX relevant points (ANFX 300–399, MDDN 314).

FIRST YEAR (SHARED FOR BDI)			
TRI 1			
DSDN101 Design Visualisation 15 POINTS	DSDN111 Design Composition 15 POINTS		
DSDN171 Design in a Global Context 15 POINTS	ELECTIVE Options of DSDN104, DSDN153, or DSDN151 15 POINTS		
TRI 2			
DSDN172 Whakapapa Design I 15 POINTS	SELECTIVE Choose one of these selectives: DSDN103 or DSDN142 15 POINTS		
DSDN102 Game, Animation and Motion Design 15 POINTS	ELECTIVE Choose a 100 level elective. We recommended DSDN141, DSDN102, or DSDN132 15 POINTS		
SECOND YEAR			
TRI 1			
DSDN221 Design Sustainability 15 POINTS	ANFX201 Animation and Visual Effects I 15 POINTS		
ELECTIVE 15 further ANFX credits at 200 level (either T1 or T2) 15 POINTS	ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS		
TRI 2			
DSDN STUDIO Choose a 200 level interdisciplinary studio 15 POINTS	ELECTIVE 15 further ANFX points at 200 level (either T1 or T2) 15 POINTS		
ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS	ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS		
THIRD YEAR			
TRI 1			
DSDN371 Research Explorations for Capstone 15 POINTS	ANFX301 Animation and Visual Effects II 15 POINTS		
DSDN STUDIO Choose a 300 level interdisciplinary studio 15 POINTS	ELECTIVE 15 further ANFX points at 300 level (either T1 or T2) 15 POINTS		
TRI 2			
ANFX390 Animation and Visual Effects Capstone 30 POINTS			
ELECTIVE 15 further ANFX points at 300 level (either T1 or T2) 15 POINTS	ELECTIVE Choose a 300 level course from the BDI or beyond 15 POINTS		

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Communication Design

Hoahoa ā-Whakakōrero

Learn to speak the language of culture: dynamic, current, and visual. As a student in Communication Design, you'll gain skills in a range of visual media, bringing a fresh design perspective to surfaces, screens, and spaces. Work closely with industry award-winning teachers in courses on comics, concept art, graphic design, illustration, motion design, storytelling, and typography. Emerge from the programme with a range of visual communication tools and a unique body of work, ready to make the visual culture of tomorrow.

There is a wide variety of careers for the in-demand skill sets of communication design. Some possible jobs include art director, concept artist, graphic designer, graphic novelist, illustrator, and motion designer.

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Major Requirements

YEAR 1

BDI core courses: DSDN101, DSDN111, DSDN171, DSDN 172, and one of DSDN103 or DSDN142

YEAR 2

BDI core courses: DSDN221, and one of these interdisciplinary studios: DSDN211, DSDN242, DSDN244

+

COMD201, 30 further 200 level COMD accredited points (COMD200-299, IXXN251, SIDN233, or MDDN244)

YEAR 3

BDI core courses: DSDN371, and one of these interdisciplinary studios: DSDN321, DSDN331, or DSDN351.

+

COMD390, and 15 further 300 level COMD accredited points (COMD300-399, MDDN333, MDDN345, or SIDN321).

FIRST YEAR (SHARED FOR BDI)

TRI 1

DSDN101 Design Visualisation 15 POINTS	DSDN111 Design Composition 15 POINTS
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DSDN171 Design in a Global Context 15 POINTS	ELECTIVE Options of DSDN104, DSDN153, or DSDN151 15 POINTS
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TRI 2

DSDN172 Whakapapa Design I 15 POINTS	SELECTIVE Choose one of these selectives: DSDN103 or DSDN142 15 POINTS
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ELECTIVE Choose a 100 level elective. We recommended DSDN141, DSDN102, or DSDN132 15 POINTS	ELECTIVE Choose a 100 level elective. We recommended DSDN141, DSDN102, or DSDN132 15 POINTS
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SECOND YEAR

TRI 1

DSDN221 Design Sustainability 15 POINTS	COMD201 Graphic Design 15 POINTS
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ELECTIVE 30 further COMD credits at 200 level (any trimester) 15 POINTS	ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS
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TRI 2

DSDN STUDIO Choose a 200 level interdisciplinary studio 15 POINTS	ELECTIVE 30 further COMD credits at 200 level (any trimester) 15 POINTS
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ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS	ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS
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THIRD YEAR

TRI 1

DSDN371 Research Explorations for Capstone 15 POINTS	ELECTIVE 15 further COMD points at 300 level, either T1 or T2 15 POINTS
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DSDN STUDIO Choose a 300 level interdisciplinary studio 15 POINTS	ELECTIVE Choose a 300 level course from the BDI or beyond 15 POINTS
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TRI 2

COMD390 Communication Design Capstone 30 POINTS	
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ELECTIVE Choose a 300 level course from the BDI or beyond 15 POINTS	ELECTIVE Choose a 300 level course from the BDI or beyond 15 POINTS
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“Paws off Pōneke”
Juliane Dycoco
SIDN Capstone
2024

Design for Social Innovation

Hoahoa mō te Auahatanga ā-Papori

Become an agent of change—join the forefront of design evolution as a part of an expanding discipline that is reshaping Aotearoa New Zealand and the global design landscape. In Design for Social Innovation, you’ll explore pressing global and local issues such as cultural diversity, disability rights, equity, ethics, social justice, sustainability, and localised learning and craft solutions that span industrial and digital products, brand strategies, games, videos, visual campaigns, systems, and services. By aligning a complementary minor to your design studies, you’ll gain a comprehensive, collaborative, and empathetic approach to designing.

Design for Social Innovation offers a variety of career opportunities in the rapidly expanding field of the creative industries. Future careers include co-designer, communication designer, design educator, human-centred designer, innovation strategist, learning designer, museum curator, policy designer, service designer, social designer, strategic designer, sustainability design strategist, sustainability designer, and user-experience designer.

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Fashion Design Technology

Hangarau Hoahoa ā-Kākahu



Fashion Design Technology explores the practices, skills, and materials associated with clothing the body, including pattern making and construction of garments, computational approaches to textile design, and design for animated performance, all through consideration for ethical, sustainable, and culturally diverse practices.

Fashion Design Technology provides a strong base for any body-centric design career, including content and fashion asset creation in the digital realm; fashion design; fashion illustration, writing and editing; generative textiles; styling; wearable technology for design in interaction, healthcare, and wellbeing; and character and costume design on film, stage, or television, or digital media such as animation, video games, and virtual and extended realities.

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Major Requirements

YEAR 1
BDI core courses: DSDN101, DSDN111, DSDN171, DSDN 172, and one of DSDN103 or DSDN142

+

DSDN153

YEAR 2
BDI core courses: DSDN221, and one of these interdisciplinary studios: DSDN211, DSDN242, DSDN244

+

FADN201, and 30 further 200 level FADN accredited points (FADN200-299, ANFX211, ANTH201, GAME202, INDN252, MDDN231, THEA210, COMD211, COMD241)

YEAR 3
BDI core courses: DSDN371, and one of these interdisciplinary studios: DSDN321, DSDN331, or DSDN351.

+

FADN390, and 30 further 300 level FADN accredited points (FADN300-399, FILM302, INDN342, SIDN321, THEA308)

FIRST YEAR (SHARED FOR BDI)			
TRI 1			
DSDN101 Design Visualisation 15 POINTS	DSDN111 Design Composition 15 POINTS		
DSDN171 Design in a Global Context 15 POINTS	DSDN153 Wearable Design 15 POINTS		
TRI 2			
DSDN172 Whakapapa Design I 15 POINTS	SELECTIVE Choose one of these selectives: DSDN103 or DSDN142 15 POINTS		
ELECTIVE Choose a 100 level elective. We recommended DSDN141, DSDN102, or DSDN132 15 POINTS	ELECTIVE Choose a 100 level elective. We recommended DSDN141, DSDN102, or DSDN132 15 POINTS		
SECOND YEAR			
TRI 1			
DSDN221 Design Sustainability 15 POINTS	FADN201 Fashion Design 15 POINTS		
ELECTIVE 30 further FADN credits at 200 level (any trimester) 15 POINTS	ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS		
TRI 2			
DSDN STUDIO Choose a 200 level interdisciplinary studio 15 POINTS	ELECTIVE 30 further FADN credits at 200 level (any trimester) 15 POINTS		
ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS	ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS		
THIRD YEAR			
TRI 1			
DSDN371 Research Explorations for Capstone 15 POINTS	ELECTIVE 30 further FADN points at 300 level, either T1 or T2 15 POINTS		
DSDN STUDIO Choose a 300 level interdisciplinary studio 15 POINTS	ELECTIVE Choose a 300 level course from the BDI or beyond 15 POINTS		
TRI 2			
FADN390 Fashion Design Capstone 30 POINTS			
ELECTIVE 30 further FADN points at 300 level, either T1 or T2 15 POINTS	ELECTIVE Choose a 300 level course from the BDI or beyond 15 POINTS		

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Game Design

Hoahoa ā-Kemu

This major introduces students to the key concepts of game design and explores the varied skills of game development. You will learn to design video games with a multidisciplinary approach and gain knowledge in art and animation, coding, gaming fundamentals, game history, interaction design, new technologies, place-based storytelling, and software.

Game Design will prepare you for a career in the game development industry in areas such as asset production, game design, game programming, game testing, and related creative industries while also providing a pathway into the Master of Design Technology or other postgraduate study

GAME

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Major Requirements

YEAR 1
BDI core courses: DSDN101, DSDN111, DSDN171, DSDN 172, and one of DSDN103 or DSDN142
+
DSDN102

YEAR 2
BDI core courses: DSDN221, and one of these interdisciplinary studios: DSDN211, DSDN242, DSDN244
+
GAME201, GAME203, and 15 further 200 level GAME accredited points (GAME200-299, FADN321, INDN204, MDDN222, MDDN242)

YEAR 3
BDI core courses: DSDN371, and one of these interdisciplinary studios: DSDN321, DSDN331, or DSDN351.
+
GAME301, GAME390

FIRST YEAR (SHARED FOR BDI)	
TRI 1	
DSDN101 Design Visualisation 15 POINTS	DSDN111 Design Composition 15 POINTS
DSDN171 Design in a Global Context 15 POINTS	ELECTIVE Options of DSDN104, DSDN153, or DSDN151 15 POINTS
TRI 2	
DSDN172 Whakapapa Design I 15 POINTS	SELECTIVE Choose one of these selectives: DSDN103 or DSDN142 15 POINTS
DSDN102 Game, Animation and Motion Design 15 POINTS	ELECTIVE Choose a 100 level elective. We recommended DSDN141, or DSDN132 15 POINTS
SECOND YEAR	
TRI 1	
DSDN221 Design Sustainability 15 POINTS	GAME201 Game Design I 15 POINTS
GAME203 Game Prototyping (runs over tri 1, 2 and 3) 15 POINTS	ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS
TRI 2	
DSDN STUDIO Choose a 200 level interdisciplinary studio 15 POINTS	ELECTIVE 15 further GAME points at 200 level (any trimester) 15 POINTS
ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS	ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS
THIRD YEAR	
TRI 1	
DSDN371 Research Explorations for Capstone 15 POINTS	GAME301 Game Design II 15 POINTS
DSDN STUDIO Choose a 300 level interdisciplinary studio 15 POINTS	ELECTIVE Choose a 300 level course from the BDI or beyond 15 POINTS
TRI 2	
GAME390 Game Design Capstone	
ELECTIVE Choose a 300 level course from the BDI or beyond 15 POINTS	ELECTIVE Choose a 300 level course from the BDI or beyond 15 POINTS

Industrial Design

Hoahoa ā-Ahumahi

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The Industrial Design major emphasises digital manufacturing technologies for physical products, and will give you access to some of the most cutting-edge design and prototyping facilities in New Zealand. This includes 3D printing, artificial intelligence (AI), computational tools, digital fabrication and scanning technologies, and smart materials. These will enable you to explore manufactured physical products in an exciting new light as more personalised, interconnected, and adaptive products, while seeking new forms of more sustainable production and systems of making.

Industrial Design has an established range of career opportunities in sectors such as capital goods, consumer electronics, exhibitions and installations, furniture and homeware, or medical and assistive devices. However, the Industrial Design major equips graduates to bring their own fresh perspectives to these career opportunities, or to forge new careers in emerging fields such as animatronics for medical and film applications, biotechnology, computational and data-driven design processes, or sustainable materials for manufacturing.

INDN

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Major Requirements

YEAR 1
BDI core courses: DSDN101, DSDN111, DSDN171, DSDN 172, and one of DSDN103 or DSDN142
+
DSDN102

YEAR 2
BDI core courses: DSDN221, and one of these interdisciplinary studios: DSDN211, DSDN242, DSDN244
+
INDN211, and 30 further 200 level INDN accredited points (INDN200-299, SIDN233, MDDN231)

YEAR 3
BDI core courses: DSDN371, and one of these interdisciplinary studios: DSDN321, DSDN331, or DSDN351.
+
INDN390, and 30 further 300 level INDN accredited points (INDN300-399)

FIRST YEAR (SHARED FOR BDI)

TRI 1

DSDN101 Design Visualisation 15 POINTS	DSDN111 Design Composition 15 POINTS
DSDN171 Design in a Global Context 15 POINTS	ELECTIVE Options of DSDN104, DSDN153, or DSDN151 15 POINTS

TRI 2

DSDN172 Whakapapa Design I 15 POINTS	SELECTIVE Choose one of these selectives: DSDN103 or DSDN142 15 POINTS
ELECTIVE Choose a 100 level elective. We recommended DSDN141, DSDN102, or DSDN132 15 POINTS	ELECTIVE Choose a 100 level elective. We recommended DSDN141, DSDN102, or DSDN132 15 POINTS

SECOND YEAR

TRI 1

DSDN221 Design Sustainability 15 POINTS	INDN211 Communicative Products 15 POINTS
ELECTIVE 30 further INDN points at 200 level (any trimester) 15 POINTS	ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS

TRI 2

DSDN STUDIO Choose a 200 level interdisciplinary studio 15 POINTS	ELECTIVE 30 further INDN points at 200 level (any trimester) 15 POINTS
ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS	ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS

THIRD YEAR

TRI 1

DSDN371 Research Explorations for Capstone 15 POINTS	ELECTIVE 30 further INDN points at 300 level (any trimester) 15 POINTS
DSDN STUDIO Choose a 300 level interdisciplinary studio 15 POINTS	ELECTIVE Choose a 300 level course from the BDI or beyond 15 POINTS

TRI 2

INDN390 Industrial Design Capstone 30 POINTS	
ELECTIVE 30 further INDN points at 300 level (any trimester) 15 POINTS	ELECTIVE Choose a 300 level course from the BDI or beyond 15 POINTS

Industrial Design
INDN Major Overview

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Interaction Design

Hoahoa ā-Pāhekoheko



ROBOROVER
TANGIBLE INTERACTION DESIGNS
TIGER GUO

This major is about the process of creating experiences, digital and hybrid, that facilitate meaningful interactions between users and products or services. It is a playground for creativity and problem-solving, as it involves designing interfaces (from mobile apps or websites to immersive virtual reality environments) and interactions that are intuitive, useful, and enjoyable, with a focus on user needs, behaviours, and values. Interaction Design draws insights from fields such as anthropology, computer science, graphic design, and psychology. As a result, interaction designers often collaborate with end users and professionals from various backgrounds to bring projects to life. You’ll learn diverse design skills and strategies and how to use them to create user experiences that improve people’s everyday lives and create meaningful connections to the world we live.

Interaction Design graduates will be suitably placed to start their careers in the fast-growing design industry as app designers, digital product designers, health designers, interaction designers, interface designers, service designers, user-experience designers, or web designers.



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Interaction Design

IXXN Major Overview

Major Requirements

YEAR 1

BDI core courses: DSDN101,
DSDN111, DSDN171, DSDN 172,
and one of DSDN103 or DSDN142

YEAR 2

DSDN221, DSDN211

 $+$

IXN201, IXXN202, and 15 further 200 level IXXN accredited points (IXXN200-299, MDDN201, MDDN231, SIDN233)

YEAR 3

BDI core courses: DSDN371, and
one of these interdisciplinary studios:
DSDN321, DSDN331, or DSDN351.

 $+$

IXXN311, IXXN390, and 15 further
300 level IXXN accredited points
(IXXN300-399, SIDN372)

FIRST YEAR (SHARED FOR BDI)

TRI 1

DSDN101

Design Visualisation

1
POINT

DSDN111

Design Composition

15
POINTS

DSDN171

Design in a Global Context

1
POINT

ELECTIVE

Options of
DSDN104, DSDN153,
or DSDN151

15
POINTS

TRI 2

DSDN172

Whakapapa Design

1
POINT

SELECTIVE

Choose one of these
selectives: DSDN103
or DSDN142

15
POINTS

ELECTIVE

Choose a 100 level elective. We recommended DSDN141, DSDN102 or DSDN132

1
POINT

ELECTIVE

Choose a 100 level elective. We recommended DSDN141, DSDN102, or DSDN132

15
POINTS

SECOND YEAR

TRI 1

DSDN221
Design Sustainability

1
POINT

IXXN201

Design for
Experience I

15
POINTS

ELECTIVE

15 further IXXN points at 200 level (any trimester)

1
POINT

ELECTIVE

Choose a 200 level course from the BDI or beyond

15
POINTS

TRI 2

DSDN211
Design Psychology I

1
POINT

IXXN202

Design for Experience II

15 POINTS

ELECTIVE

Choose a 200 level course from the BDI or beyond

1
POINT

ELECTIVE

Choose a 200 level course from the BDI or beyond

15
POINTS

THIRD YEAR

TRI 1

DSDN371

Research Explorations for Capstone

15
POINTS

IXXN311

Design Psychology II

15
POINTS

**DSDN
STUDIO**

Choose a 300 level
interdisciplinary
studio

**15
POINTS**

ELECTIVE

Choose a 300 level course from the BDI or beyond

15
POINTS

TRI 2

IXXN390

Interaction Design Capstone

30 POINTS

ELECTIVE
15 further INDN
points at 300 level
(any trimester)

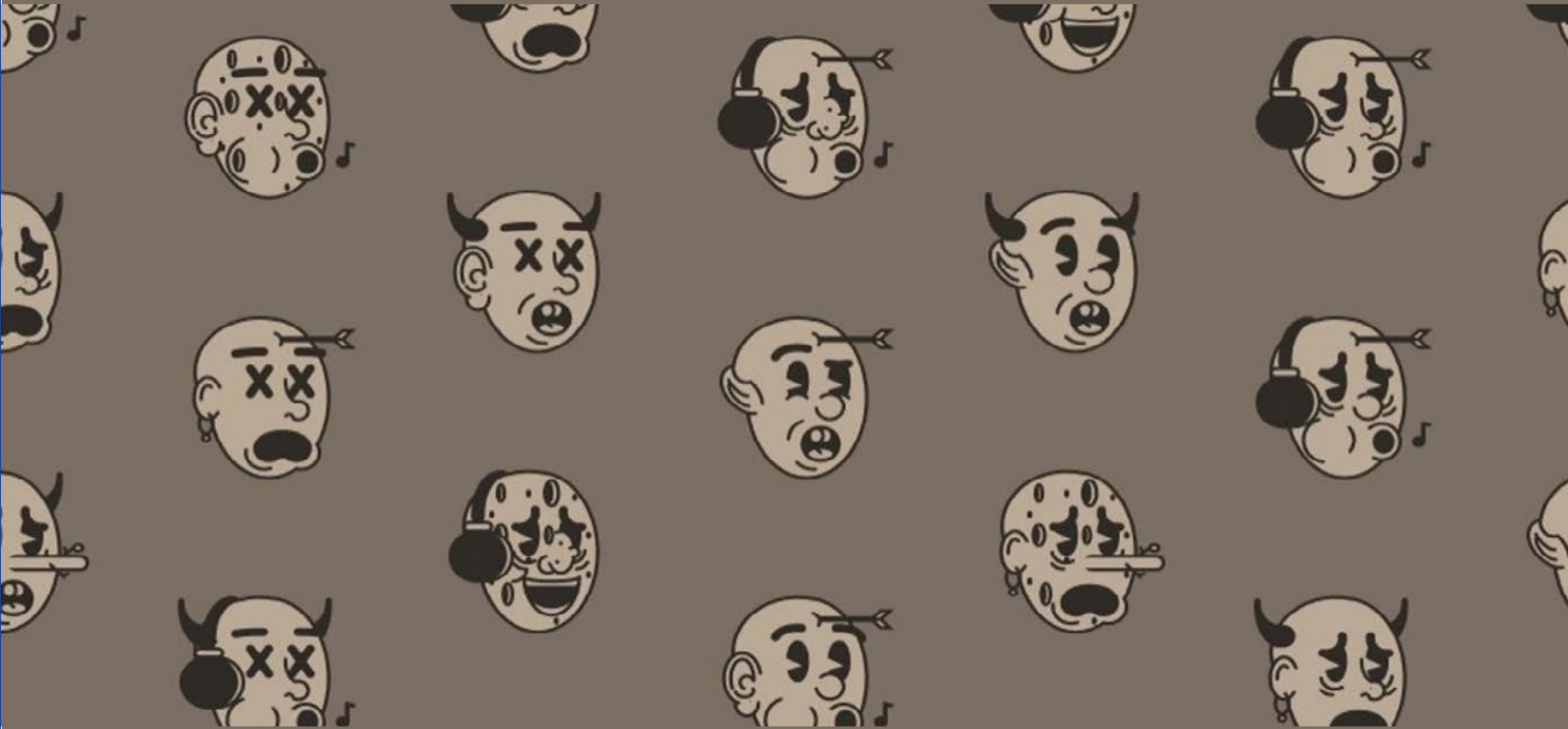
ELECTIVE

Choose a 300 level course from the BDI or beyond

15
POINTS

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GENERATED FACES
CREATIVE CODING
ADAM LEACH

Media Design

Hoahoa ā-Arapāho

Explore the diverse ways people interact with digital technology, through the exciting realms of artificial intelligence, audiovisual communication, creative coding, social networks, and virtual/augmented reality. You’ll spend most of your class time in studios working on design solutions to real-world problems. You’ll brainstorm, build concepts, and craft projects while developing new digital skills.

Media Design prepares graduates for roles in interactive media, one of the fastest-growing sectors of the new mobile world economy. Graduates can look forward to careers as AI content creators, augmented-reality designers, content marketing specialists, creative coders, interactive exhibit designers, sound designers, and video specialists.

MDDN

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Major Requirements

YEAR 1
BDI core courses: DSDN101, DSDN111, DSDN171, DSDN 172, and one of DSDN103 or DSDN142

YEAR 2
BDI core courses: DSDN221, and one of these interdisciplinary studios: DSDN211, DSDN242, DSDN244

+

45 x 200 level MDDN accredited points (MDDN200-299, INDN204, IXXN221, SIDN233)

YEAR 3
BDI core courses: DSDN371, and one of these interdisciplinary studios: DSDN321, DSDN331, or DSDN351.

+

MDDN390, and 15 further 300 level MDDN accredited points (MDDN300-399, COMD342, FADN331)

FIRST YEAR (SHARED FOR BDI)

TRI 1

DSDN101

Design Visualisation

15 POINTS

DSDN111

Design Composition

15 POINTS

DSDN171

Design in a Global Context

15 POINTS

ELECTIVE

Options of DSDN104, DSDN153, or DSDN151

15 POINTS

TRI 2

DSDN172

Whakapapa Design I

15 POINTS

SELECTIVE

Choose one of these selectives: DSDN103 or DSDN142

15 POINTS

ELECTIVE

Choose a 100 level elective. We recommended DSDN141, DSDN102, or DSDN132

15 POINTS

ELECTIVE

Choose a 100 level elective. We recommended DSDN141, DSDN102, or DSDN132

15 POINTS

SECOND YEAR

TRI 1

DSDN221

Design Sustainability

15 POINTS

ELECTIVE

45 total MDDN elective points at 200 level (any trimester)

15 POINTS

ELECTIVE

45 total MDDN elective points at 200 level (any trimester)

15 POINTS

ELECTIVE

Choose a 200 level course from the BDI or beyond

15 POINTS

TRI 2

DSDN STUDIO

Choose a 200 level interdisciplinary studio

15 POINTS

ELECTIVE

45 total MDDN elective points at 200 level (any trimester)

15 POINTS

ELECTIVE

Choose a 200 level course from the BDI or beyond

15 POINTS

ELECTIVE

Choose a 200 level course from the BDI or beyond

15 POINTS

THIRD YEAR

TRI 1

DSDN371

Research Explorations for Capstone

15 POINTS

ELECTIVE

15 total MDDN elective points at 300 level (any trimester)

15 POINTS

DSDN STUDIO

Choose a 300 level interdisciplinary studio

15 POINTS

ELECTIVE

Choose a 300 level course from the BDI or beyond

15 POINTS

TRI 2

MDDN390

Media Design Capstone

ELECTIVE

Choose a 300 level course from the BDI or beyond

15 POINTS

ELECTIVE

Choose a 300 level course from the BDI or beyond

15 POINTS

SEE YOU ON CAMPUS!



Find out more here:
www.wgtn.ac.nz/bdi
info@vw.ac.nz
[@wgtnFADI](https://www.instagram.com/wgtnFADI) on insta