



Bachelor of Design and Arts (Level 7)

major in Visual Arts



Domestic Fees

\$8,485.00



International Fees

\$22,586.00*



Duration

3-years full time



witt.ac.nz



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Evolve your art and design practice and refine your academic and technical skills through studio-based courses and internship opportunities as you work towards a degree qualification.

This is a three-year programme:

Year 1 - Diploma in Arts and Design Level 5

Year 2 - Diploma in Arts and Design Level 6

Year 3 - Bachelor of Design and Arts Level 7

Whether you are building on the Level 6 diploma qualification and completing the final year of the degree (Level 7) or plan to complete the 3-year degree.

Develop and refine your art and design talent guided by our highly respected tutors, who are active in New Zealand's art scene. Compliment your practical studio learning with professional practice, research and an invaluable internship.

This Design and Arts degree majoring in Visual Arts, features independent work focused on your specialist area and relevant work experience. Learning will be studio-based at WITT with some collaborative blended learning with creative industries kaimahi and ākonga from UCOL Whanganui.

For domestic students there are full and part-time study options. An excellent option if working or those with a busy schedule to undertake one or two papers at a time. This is a great opportunity for you to upskill while in employment.

You will learn to:

- Apply relevant practices to complex contexts in the production of a body of related design or art work.
- Keep abreast of contemporary design and arts practices and changing approaches to design and arts in a wide range of contexts including exhibition and industry practices and design and arts in the wider creative sector.
- Analyse the impacts of design and arts on society and the role of the designer or artist within a range of societal constructs.

- Demonstrate effective communication skills necessary to contextualise and promote creative work, present concepts and apply for funding or employment opportunities.
- Contextualise their own creative vision and intended career pathways within the social and economic context of the Taranaki/Whanganui region, Aotearoa/New Zealand and wider international contexts.
- Transfer skills gained in design and arts to a range of situations requiring creative thinking, critical thinking, analytical rigour, innovation and problem solving.
- Work individually and collaboratively in creative projects.
- Demonstrate the ethical basis for design and arts, including possible implications of imagery in relation to socio-political contexts.
- Demonstrate the necessary roles of design and arts and the individual artist/designer with the local region, Aotearoa/New Zealand and internationally.
- Demonstrate the relevance of the Treaty of Waitangi to design and arts.
- Demonstrate an understanding of Tikanga Māori in relation to the practices of design and arts.
- Apply research methodologies with an understanding of social and ethical concerns in the form of an exhibition, public show or other relevant display supported by detailed documentation.
- Complete budgets, relevant industry proposals, create a business plan and plan for public shows and/or exhibitions and have a general understanding design/art specific professional practices.
- Demonstrate specialised technical knowledge and skills in a chosen major subject area and be able to position their work in relation to relevant concepts in art and design history and theory.
- Apply knowledge of occupational health and safety issues.

Year 3 Courses

For year 1 and 2 courses please refer to the Level 5 and 6 Art and Design brochures

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87.700 - Internship

This course aims to equip students with the skills and experience to undertake an industry oriented art or design project where creative methodology is used to create an original solution that addresses the needs of the project client.

B87.701 - Research Methods

This course will build on the learning undertaken in year one and two theory and studio papers and will provide students with knowledge of the chief principles, concepts and methods of research as they are applied in the field of art and design. Key research skills will be developed in order to prepare students for the possibility of postgraduate research.

87.702 - Professional Practice

This course aims to develop students' understanding and analysis of professional practices related to a range of art/design activities. The course allows students to reflect on and extend their commercial understanding through the investigation of art/design related business practices and marketing applications.

87.705 - Art Studio 3

This course aims to refine the skills and knowledge gained in Art Studio 2 enabling students to define an individual perspective within and a contemporary approach to art making. They will develop and extend art-making processes within their conceptual framework and expand critical faculties with regard to their work in 2 and/or 3 dimensional media.

BDA87.706 - Art Studio 4

This course aims to enable students to apply an individual perspective within contemporary approaches to art-making. Students will utilise their specialised

knowledge, conceptual abilities and critical faculty to create work for presentation.

Entry Requirements

General admission

- A Level 6 Arts and or Design qualification; or
- Equivalent knowledge, skill, work experience, or study
- Interviews will take place as part of the application process.

English language requirements

Candidates who have English as a second language are required to have an academic international English Language Test System (IELTS) score of 6.0 (general or academic) with no individual band score lower than 5.5, or equivalent..

International Scholarships

Please see [here](#) for information regarding international scholarships.

Career Opportunities

Employment opportunities for Bachelor of Design and Arts graduates are diverse, and could include: Graphic designer, practising artist, fashion designer, web designer, gallery curator, videographer, animator, marketing career, movie industry careers, television careers, product design, costume design, theatre and prop design, art or design administration and management, and secondary or tertiary teaching.

Additional Course Related Costs

- Transitioning students expand on existing materials (\$200-\$400)
- A4 Workbook (1 per course) \$60-\$100
- Tools/construction materials \$80-\$200
- Project specific materials \$400-\$800
- Exhibition / Submission - Variable Costs \$150-\$350

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- Field Trip miscellaneous costs \$50-\$100
- Printing/photocopy costs* \$50+

**Where possible we encourage students to use digital formats*

*International Fee Exclusions

International fees displayed are for 1 year of study (equivalent to 120 credits); OR as specified for the duration of the programme of study, and do not include the below;

- Travel and Medical Insurance – NZ \$800 per year (provided by UniCare NZ)
- Compulsory Student Services Fee (CSSF) – NZ \$303 per 120 credits

International fees may increase in each new academic year. Any increase in the fees is required to be paid in full before a student is enrolled and allowed to attend class.