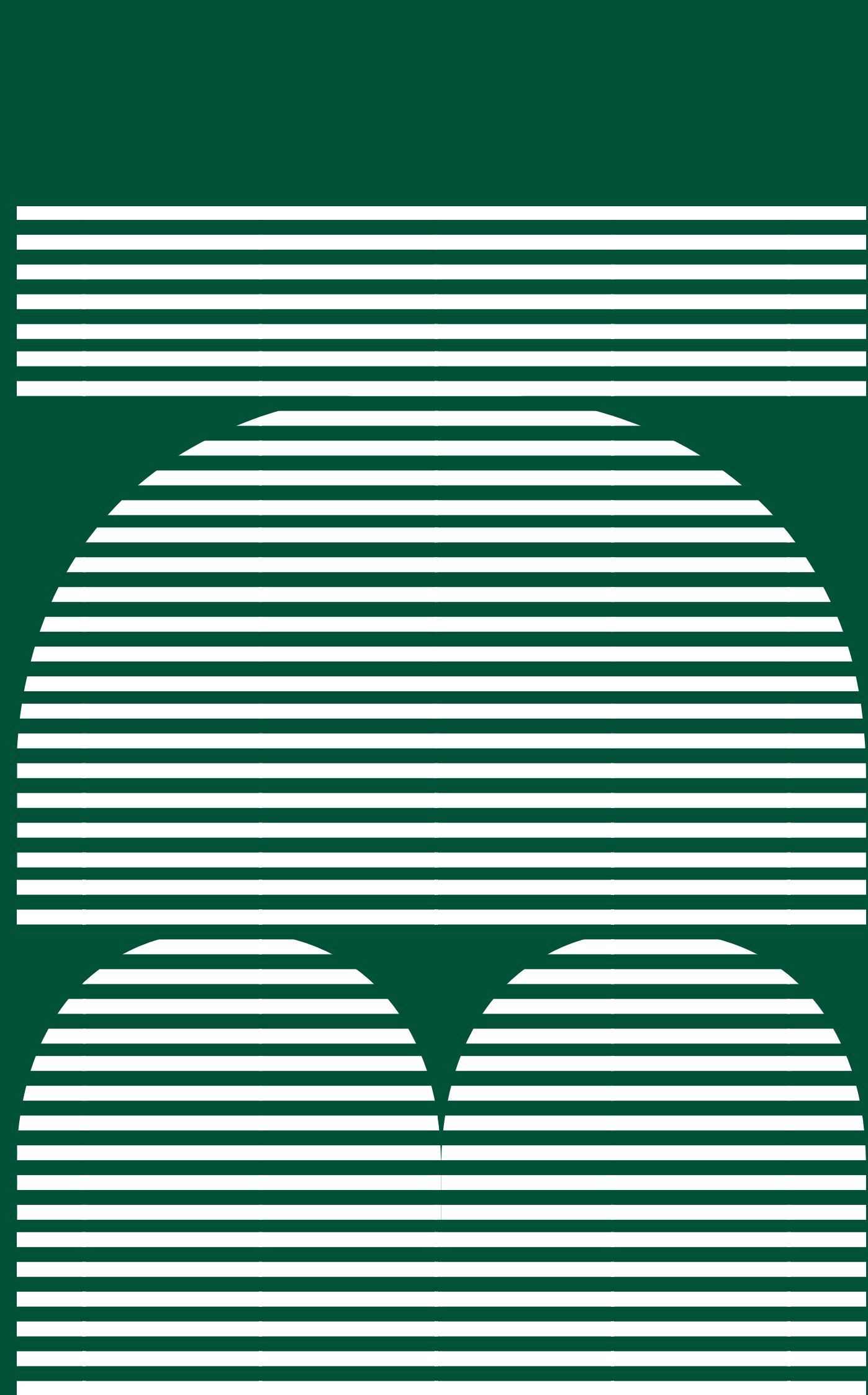




**BACHELOR OF DESIGN
INNOVATION**

ADVISING GUIDE

2026



**TE KURA HOA HOA
TE HERENGA WAKA**



**VICTORIA UNIVERSITY OF
WELLINGTON**
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 any questions.

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

WINWARD
Lana Holgate



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STUDENT EXHIBITION

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

COMD

COMMUNICATION DESIGN

SIDN

DESIGN FOR SOCIAL INNOVATION

FADN

FASHION DESIGN TECHNOLOGY

GAME

GAME DESIGN

INDN

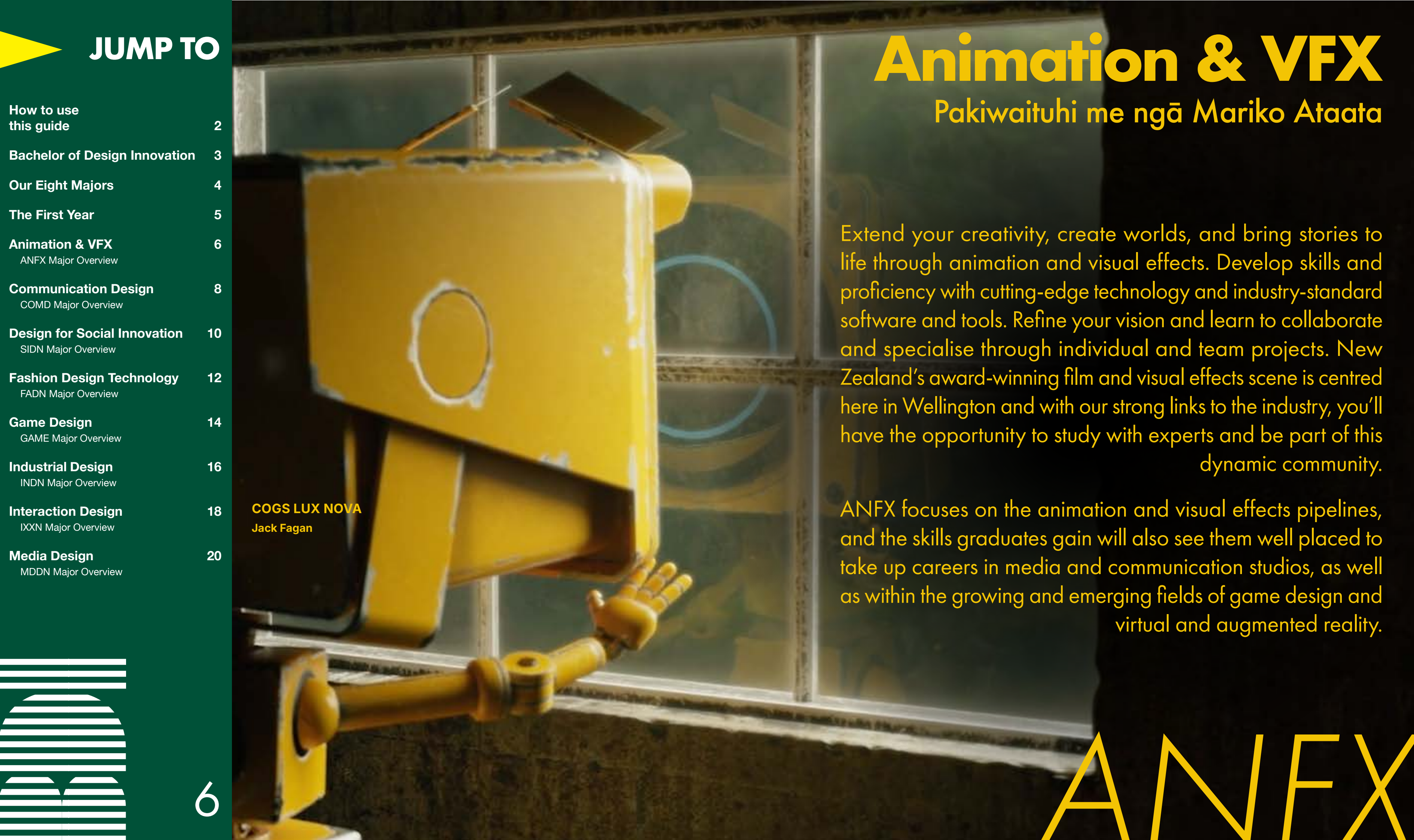
INDUSTRIAL DESIGN

IXXN

INTERACTION DESIGN

MDDN

MEDIA DESIGN



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 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 the animation and visual effects pipelines, 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.

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COGS LUX NOVA
Jack Fagan

Major Requirements

YEAR 1

BDI core courses: DSDN101, DSDN111, DSDN171, and DSDN172; and one of*: DSDN142 or DSDN103

YEAR 2

BDI core course: DSDN221; and one of: DSDN211, DSDN242, or DSDN244

+

ANFX core course: ANFX201; and 15 further points from: ANFX200-299, COMD241, COMD261, GAME202, or INDN204

ANFX201 Animation and Visual Effects I
ANFX211 Character Animation I
ANFX221 Digital 2D Animation I

YEAR 3

BDI core course: DSDN371; and one of: DSDN321, DSDN331, or DSDN351

+

ANFX core courses: ANFX301 and ANFX390; and 15 further points from: ANFX 300–399, FADN321, or MDDN314

ANFX301 Animation and Visual Effects II
ANFX311 Character Animation II
ANFX321 Digital 2D Animation II
ANFX390 Capstone

FIRST YEAR (SHARED FOR BDI)

TRI 1

DSDN101 Design Visualisation 15 POINTS	DSDN111 Design Principles 15 POINTS
DSDN171 Design Theory 15 POINTS	ELECTIVE Choose a 100 level course. Recommended: DSDN104, DSDN153, or DSDN151 15 POINTS

TRI 2

DSDN172 Whakapapa Design I 15 POINTS	DSDN DSDN142 or DSDN103 15 POINTS
ELECTIVE Choose a 100 level course. Recommended: DSDN102 or DSDN132 15 POINTS	ELECTIVE Choose a 100 level course. Recommended: DSDN102 or DSDN132 15 POINTS

SECOND YEAR

TRI 1

DSDN221 Design for Sustainability 15 POINTS	ANFX201 Animation and Visual Effects I 15 POINTS
ELECTIVE 15 points from ANFX200-299, COMD241, COMD261, GAME202, or INDN204 (T1 or T2) 15 POINTS	ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS

TRI 2

DSDN STUDIO DSDN211, DSDN242, or DSDN244 15 POINTS	ELECTIVE 15 points from ANFX200-299, COMD241, COMD261, GAME202, or INDN204 (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 Design-Research Explorations 15 POINTS	ANFX301 Animation and Visual Effects II 15 POINTS
DSDN STUDIO DSDN321, DSDN331, or DSDN351 15 POINTS	ELECTIVE 15 points from ANFX300-399, FADN321, or MDDN314 (T1 or T2) 15 POINTS

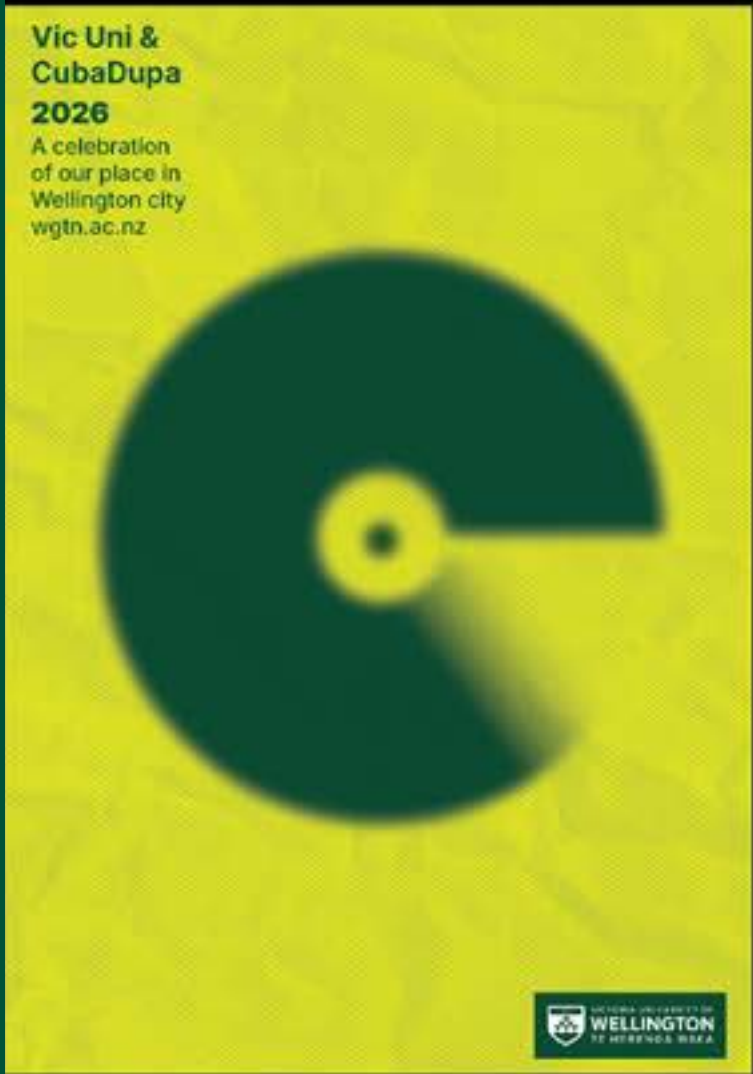
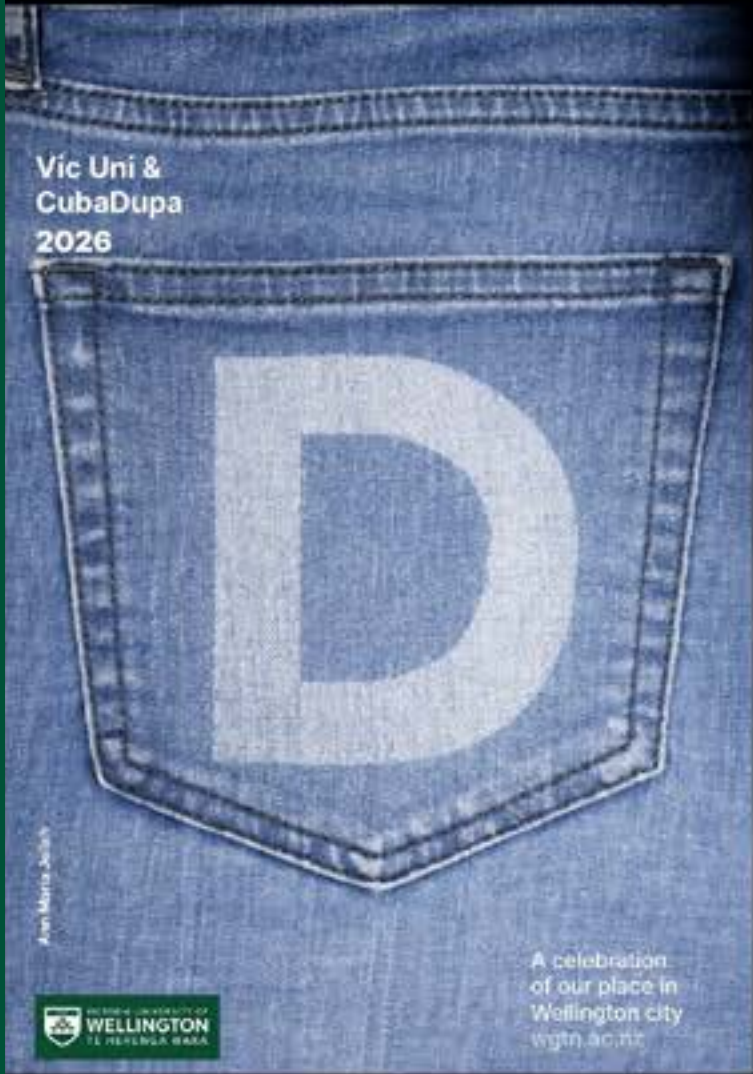
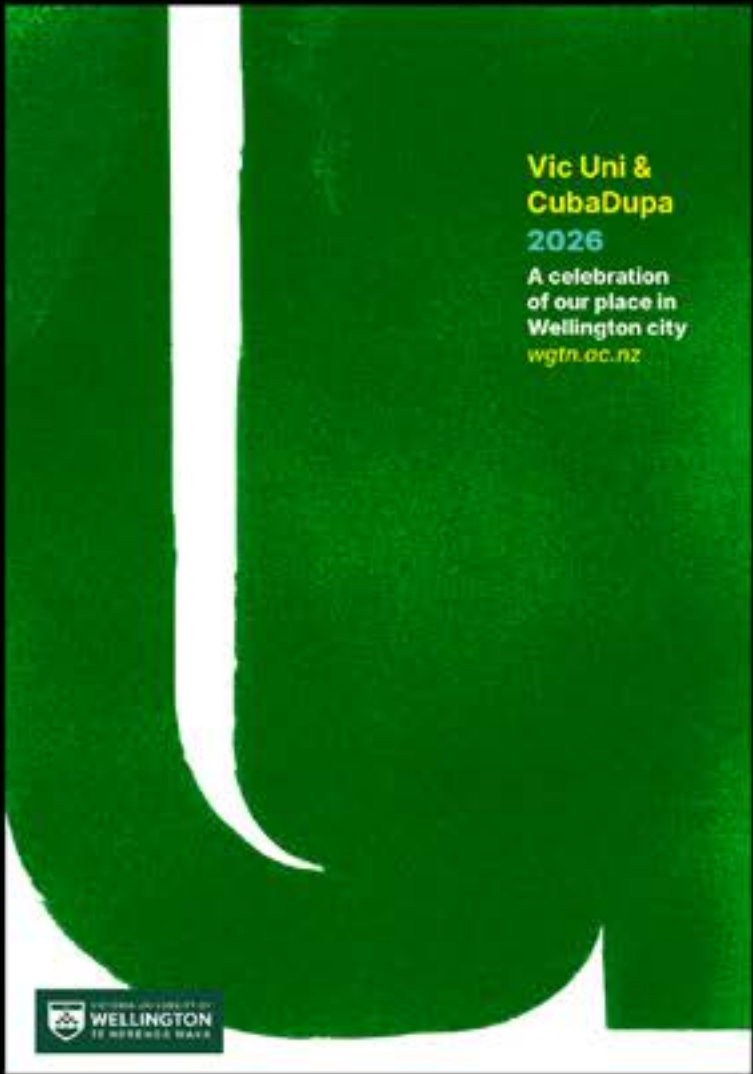
TRI 2

ANFX390 Animation and Visual Effects Capstone 30 POINTS	
ELECTIVE 15 points from ANFX300-399, FADN321, or MDDN314 (T1 or T2) 15 POINTS	ELECTIVE Choose a 300 level course from the BDI or beyond 15 POINTS

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Communication Design

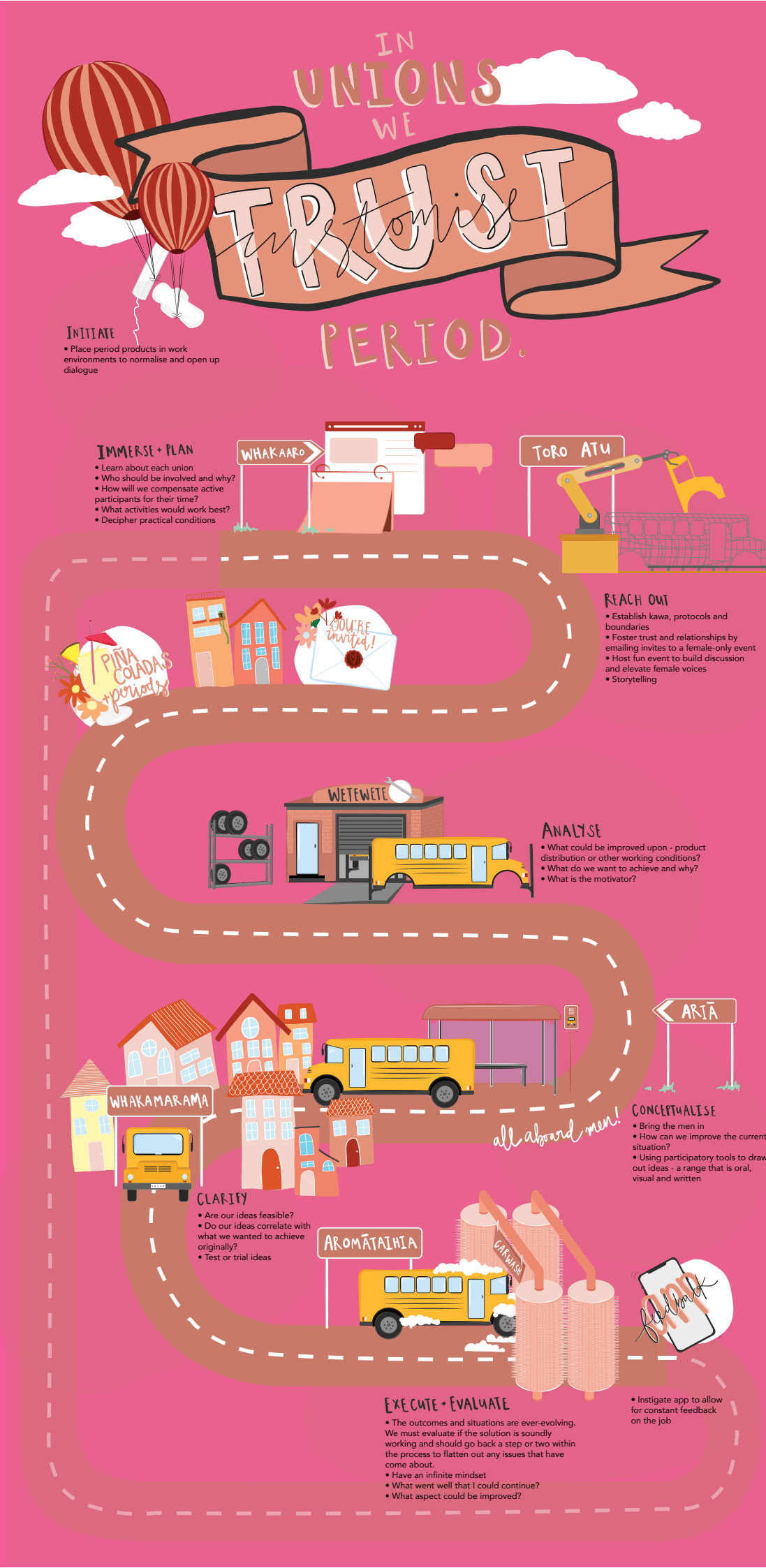
Hoahoa ā-Whakakōrero

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.

COMD





Design for Social Innovation

Hoahoa mō te Auahatanga ā-Papori

Become an agent of change—join Design for Social Innovation, an international award-winning design programme that brings ‘design to life’ to tackle real-world problems.

You can study DSI as a major or a minor, but you can also take individual courses from DSI to enrich your studies and make you stand out in the professional world.

DSI graduates are Humanity-Centred (HCD+) designers who work in a multitude of fields. They are UX designers, social designers, service designers, communication designers, innovation strategists, community coordinators, gallery and museum curators, corporate design leads, sustainability designers, and more. They design digital tools, games, videos, communication campaigns, products, services, and new systems that make life better for us all.

Design for Social Innovation

SIDN Major Overview

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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 fashion 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; textiles; 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.

FELT THE EARTH
Charlie Walkley

FADN



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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.

COASTAL POSTAL
Curtis Chapman

GAME

Game Design

GAME Major Overview

Major Requirements

YEAR 1

BDI core courses: DSDN101, DSDN111, DSDN171, and DSDN172; and one of*: DSDN142 or DSDN103

+

GAME core course: DSDN102

YEAR 2

BDI core course: DSDN221; and one of: DSDN211, DSDN242, or DSDN244

+

GAME core courses: GAME201 and GAME203; and 15 further points from: GAME200-299, ANFX211, ANFX221, COMD211, COMD241, FADN321, INDN204, MDDN222, or MDDN242

GAME201 Game Design I
GAME202 Digital Asset Creation
GAME203 Game Prototyping - Design
GAME204 Writing for Games

YEAR 3

BDI core course: DSDN371; and one of: DSDN321, DSDN331, or DSDN351

+

GAME core courses: GAME301 and GAME390

GAME301 Game Design II
GAME390 Capstone

FIRST YEAR (SHARED FOR BDI)		SECOND YEAR		THIRD YEAR	
TRI 1		TRI 1		TRI 1	
<div>DSDN101 Design Visualisation <div>15 POINTS</div></div>	<div>DSDN111 Design Principles <div>15 POINTS</div></div>	<div>DSDN221 Design for Sustainability <div>15 POINTS</div></div>	<div>GAME201 Game Design I <div>15 POINTS</div></div>	<div>DSDN371 Design-Research Explorations <div>15 POINTS</div></div>	<div>GAME301 Game Design II <div>15 POINTS</div></div>
<div>DSDN171 Design Theory <div>15 POINTS</div></div>	<div>ELECTIVE Choose a 100 level course. Recommended: DSDN104, DSDN153, or DSDN151 <div>15 POINTS</div></div>	<div>GAME203 Game Prototyping (runs over tri 1, 2 and 3) <div>15 POINTS</div></div>	<div>ELECTIVE 15 points from GAME200-299 or other courses on the left (T1 or T2) <div>15 POINTS</div></div>	<div>DSDN STUDIO DSDN321, DSDN331, or DSDN351 <div>15 POINTS</div></div>	<div>ELECTIVE Choose a 300 level course from the BDI or beyond <div>15 POINTS</div></div>
TRI 2		TRI 2		TRI 2	
<div>DSDN172 Whakapapa Design I <div>15 POINTS</div></div>	<div>DSDN DSDN142 or DSDN103 <div>15 POINTS</div></div>	<div>DSDN STUDIO DSDN211, DSDN242, or DSDN244 <div>15 POINTS</div></div>	<div>ELECTIVE 15 points from GAME200-299 or other courses on the left (T1 or T2) <div>15 POINTS</div></div>	<div>GAME390 Game Design Capstone <div>30 POINTS</div></div>	
<div>DSDN102 Game, Animation and Motion Design <div>15 POINTS</div></div>	<div>ELECTIVE Choose a 100 level course. Recommended: DSDN141, DSDN102, or DSDN132 <div>15 POINTS</div></div>	<div>ELECTIVE Choose a 200 level course from the BDI or beyond <div>15 POINTS</div></div>	<div>ELECTIVE Choose a 200 level course from the BDI or beyond <div>15 POINTS</div></div>	<div>ELECTIVE Choose a 300 level course from the BDI or beyond <div>15 POINTS</div></div>	<div>ELECTIVE Choose a 300 level course from the BDI or beyond <div>15 POINTS</div></div>

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XO
Thomas Martin

Industrial Design

Hoahoa ā-Ahumahi

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. This includes 3D printing, 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 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

Industrial Design

INDN Major Overview

Major Requirements

YEAR 1

BDI core courses: DSDN101, DSDN111, DSDN171, and DSDN172; and one of*: DSDN142 or DSDN103

YEAR 2

BDI core course: DSDN221; and one of: DSDN211, DSDN242, or DSDN244

+

INDN core course: INDN211; and 30 further points from: INDN200-299, MDDN231, or SIDN233

INDN204 Materialised Codes
INDN211 Communicative Products
INDN212 Responsive Products
INDN241 Sustainable Mediums
INDN252 Physiology Codes

YEAR 3

BDI core course: DSDN371; and one of: DSDN321, DSDN331, or DSDN351

+

INDN core course: INDN390; and 15 further points from: INDN300-399

INDN311 Publishable Products
INDN332 Future Under Negotiation
INDN341 Innovative Mediums
INDN342 Fabrication Codes
INDN390 Capstone

FIRST YEAR (SHARED FOR BDI)		SECOND YEAR		THIRD YEAR	
TRI 1		TRI 1		TRI 1	
DSDN101 Design Visualisation 15 POINTS	DSDN111 Design Principles 15 POINTS	DSDN221 Design for Sustainability 15 POINTS	INDN211 Communicative Products 15 POINTS	DSDN371 Design-Research Explorations 15 POINTS	ELECTIVE 15 points from INDN300-399 (T1 or T2) 15 POINTS
DSDN171 Design Theory 15 POINTS	ELECTIVE Choose a 100 level course. Recommended: DSDN104, DSDN153, or DSDN151 15 POINTS	ELECTIVE 30 points from INDN200-299, MDDN231, or SIDN233 (T1 or T2) 15 POINTS	ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS	DSDN STUDIO DSDN321, DSDN331, or DSDN351 15 POINTS	ELECTIVE Choose a 300 level course from the BDI or beyond 15 POINTS
TRI 2		TRI 2		TRI 2	
DSDN172 Whakapapa Design I 15 POINTS	DSDN DSDN142 or DSDN103 15 POINTS	DSDN STUDIO DSDN211, DSDN242, or DSDN244 15 POINTS	ELECTIVE 30 points from INDN200-299, MDDN231, or SIDN233 (T1 or T2) 15 POINTS	INDN390 Industrial Design Capstone 30 POINTS	
ELECTIVE Choose a 100 level course. Recommended: DSDN141, DSDN102, or DSDN132 15 POINTS	ELECTIVE Choose a 100 level course. Recommended: DSDN141, DSDN102, or DSDN132 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	ELECTIVE 15 points from INDN300-399 (T1 or T2) 15 POINTS	ELECTIVE Choose a 300 level course from the BDI or beyond 15 POINTS

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CHECK
Guadalupe Taboada

Interaction Design

Hoahoa ā-Pāhekoheko

This major is about shaping how people engage with digital and physical products, whether through apps, websites, products, or services. Our programme teaches students to design experiences that are meaningful, accessible, effective and playful.

You'll build strong skills in user experience (UX) and user interface (UI) design, with a focus on human-centred methods. You will learn how to design for real-world challenges, combining creative, technical, and social thinking. The programme includes topics such as Design for Health, exploring how design can support wellbeing, rehabilitation, and medical care, and Design Psychology, to understand human behaviour and use it in your design process.

Interaction Design graduates will start their design careers in fast-growing industries such as app design, digital product design, health design, interaction design, interface design, service design, and user experience design.



Interaction Design

IXXN Major Overview

Major Requirements

YEAR 1

BDI core courses: DSDN101, DSDN111, DSDN171, and DSDN172; and one of*: DSDN142 or DSDN103

YEAR 2

BDI core courses: DSDN221 and DSDN211

+

IXXN core courses: IXXN201 and IXXN202; and 15 further points from: IXXN200-299, MDDN201, MDDN231, SIDN233, or SIDN372

IXXN201 Design for Experience I
IXXN202 Design for Experience II
IXXN251 Information Design

YEAR 3

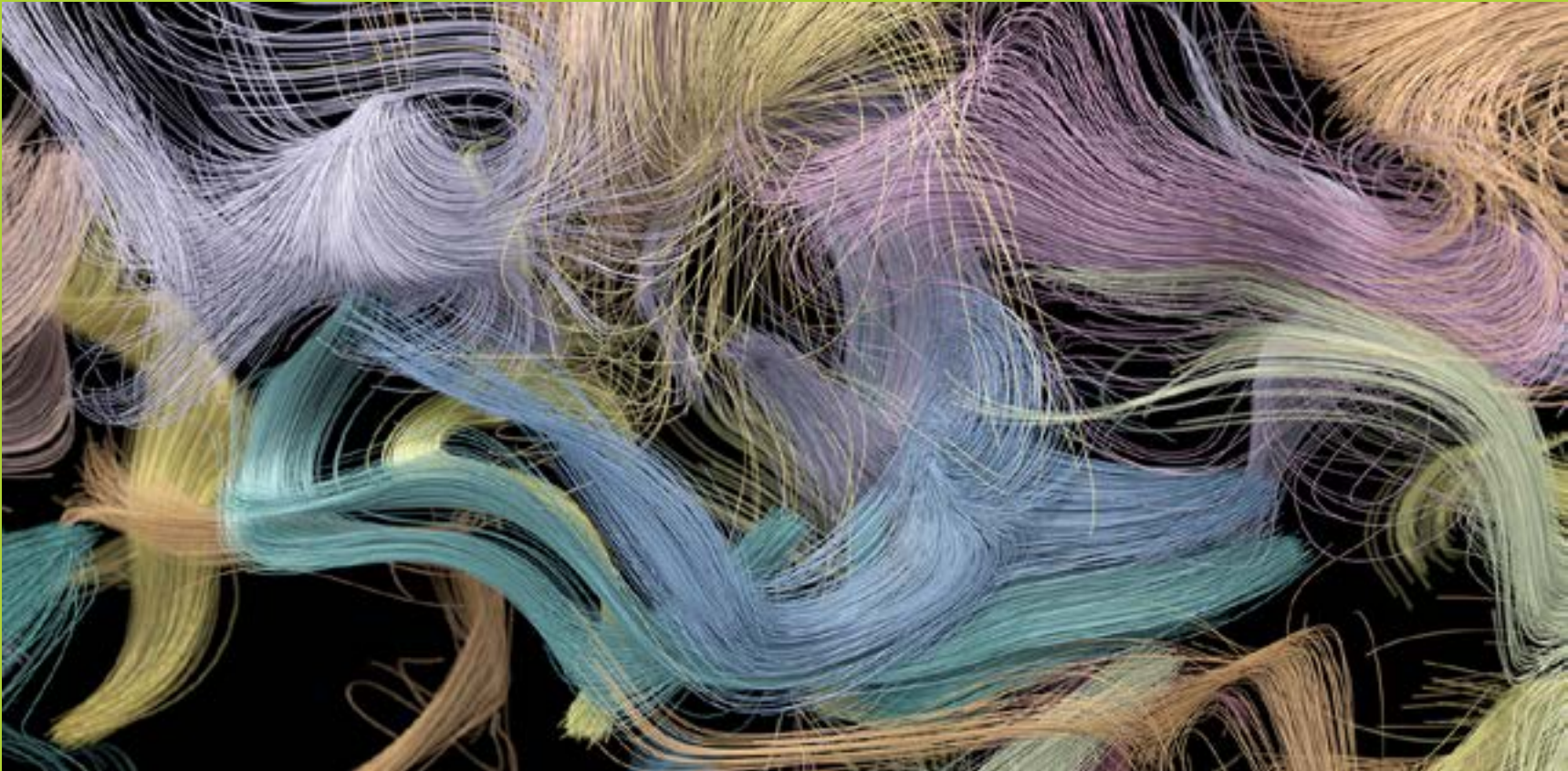
BDI core course: DSDN371; and one of: DSDN321, DSDN331, or DSDN351

+

IXXN core courses: IXXN311 and IXXN390

IXXN311 Design Psychology II
IXXN341 Design for Health
IXXN390 Capstone

FIRST YEAR (SHARED FOR BDI)		SECOND YEAR		THIRD YEAR	
TRI 1		TRI 1		TRI 1	
<div>DSDN101 Design Visualisation 15 POINTS</div>	<div>DSDN111 Design Principles 15 POINTS</div>	<div>DSDN221 Design for Sustainability 15 POINTS</div>	<div>IXXN201 Design for Experience I 15 POINTS</div>	<div>DSDN371 Design-Research Explorations 15 POINTS</div>	<div>IXXN311 Design Psychology II 15 POINTS</div>
<div>DSDN171 Design Theory 15 POINTS</div>	<div>ELECTIVE Choose a 100 level course. Recommended: DSDN104, DSDN153, or DSDN151 15 POINTS</div>	<div>ELECTIVE 15 points from IXXN200-299 or other coures on the left (T1 or T2) 15 POINTS</div>	<div>ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS</div>	<div>DSDN STUDIO DSDN321, DSDN331, or DSDN351 15 POINTS</div>	<div>ELECTIVE Choose a 300 level course from the BDI or beyond 15 POINTS</div>
TRI 2		TRI 2		TRI 2	
<div>DSDN172 Whakapapa Design I 15 POINTS</div>	<div>DSDN DSDN142 or DSDN103 15 POINTS</div>	<div>DSDN211 Design Psychology I 15 POINTS</div>	<div>IXXN202 Design for Experience II 15 POINTS</div>	<div>IXXN390 Interaction Design Capstone 30 POINTS</div>	
<div>ELECTIVE Choose a 100 level course. Recommended: DSDN141, DSDN102, or DSDN132 15 POINTS</div>	<div>ELECTIVE Choose a 100 level course. Recommended: DSDN141, DSDN102, or DSDN132 15 POINTS</div>	<div>ELECTIVE 15 points from IXXN200-299 or other coures on the left (T1 or T2) 15 POINTS</div>	<div>ELECTIVE Choose a 200 level course from the BDI or beyond 15 POINTS</div>	<div>ELECTIVE Choose a 300 level course from the BDI or beyond 15 POINTS</div>	<div>ELECTIVE Choose a 300 level course from the BDI or beyond 15 POINTS</div>



SYNAESTHETIC SANTUARY
William Shaw

MDDN314

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.

SEE YOU ON CAMPUS!



Find out more here:
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