



OTAGO

POLYTECHNIC

Te Kura Matatini ki Otago

Explore
more!

Study in New Zealand at Otago Polytechnic

Study Abroad
and Exchange
COURSES

2020



Explore more!

New Zealand is the perfect destination to blend study, travel and adventure.

A unique international experience awaits you!



Study

The New Zealand education system is amongst the best in the world, making this country a great place to study.

Otago Polytechnic offers internationally-recognised qualifications and has achieved the highest possible government endorsement for our performance which means that you can feel very confident about the quality of your learning.

Experience

With a population of four million people, New Zealand has a safe and multicultural environment and is one of the least crowded countries in the world. It is clean and green, has friendly people, an incredible culture and a real sense of community. Otago Polytechnic offers plenty of social activities so you get the chance to make friends and explore the 'Kiwi' lifestyle.

Travel and adventure

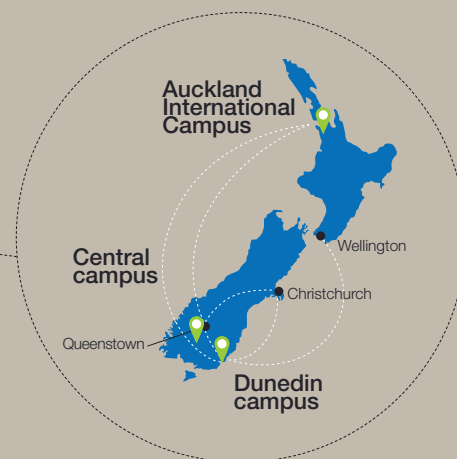
New Zealand is the adventure capital of the world. When you're not studying, you have nature's playground on your doorstep to enjoy. New Zealand's beaches, forests and mountains are unforgettable and this is the perfect place to have fun and enjoy the outdoors.

World-class locations

Our Study Abroad and Exchange courses are offered at our Dunedin and Auckland campuses only. Dunedin is New Zealand's student capital and the country's centre of learning. It also boasts some of the world's rarest wildlife and is only a short drive from the alpine landscape of Central Otago. Auckland is New Zealand's largest city and the country's centre of business and industry; often called 'the City of Sails', it offers vibrant city life and cultural activities but is still surrounded by stunning scenery.

Find out more: www.dunedinnz.com and www.aucklandnz.com

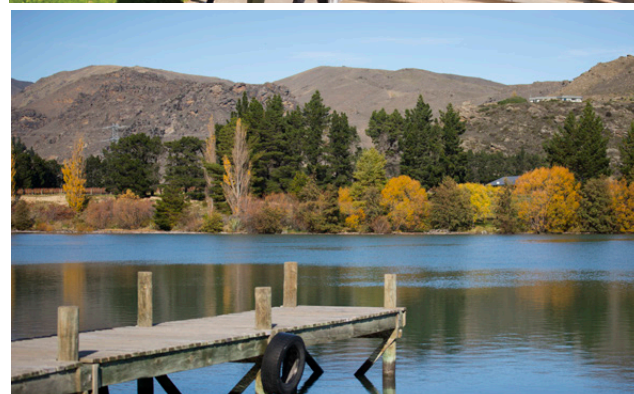
Front cover image: **dunedinnz**



Please note: Our Study Abroad and Student Exchange courses are offered at our Dunedin campus only. Courses at the Auckland campus may be offered on request.



Dunedin



Central



Auckland





Kia ora and welcome!

Otago Polytechnic – a vibrant place to study!

We are a leader in hands-on, career-focused education and employers love our work-ready, motivated and confident graduates.

- ▶ 7,000+ full-time and part-time students
- ▶ 850 international students from 42 countries
- ▶ 97% graduates in work, study or both
- ▶ 100+ programmes, certificate to postgraduate
- ▶ Award-winning lecturers
- ▶ Strong links with industry
- ▶ Great student support services

Contents

- 2** Information Technology
- 5** Engineering
- 8** Institute of Sport, Exercise and Health
- 10** Design
- 12** Architectural Studies
- 13** Dunedin School of Art
- 14** Business
- 17** Are you eligible and how to apply

PLEASE NOTE:

Otago Polytechnic has agreed to observe and be bound by the Code of Practice for the Pastoral Care of International Students published by the Minister of Education. Copies are available at www.minedu.govt.nz

IMMIGRATION: Full details of visa and permit requirements, advice on rights to employment in New Zealand while studying, and reporting requirements are available through the New Zealand Immigration Service, see www.immigration.govt.nz

ELIGIBILITY FOR HEALTH SERVICES: Most international students are not entitled to publicly funded health services while in New Zealand. If you receive medical treatment during your visit, you may be liable for the full costs of that treatment. Full details on entitlements to publicly-funded health services are available at www.moh.govt.nz

ACCIDENT INSURANCE: The Accident Compensation Corporation provides accident insurance for all New Zealand citizens, residents and temporary visitors to New Zealand, but you may still be liable for all other medical and related costs. See www.acc.co.nz

MEDICAL AND TRAVEL INSURANCE: While studying in New Zealand, international students must have appropriate and current medical and travel insurance which has been approved by Otago Polytechnic

REFUND POLICY: Terms and conditions, including our refund policy, can be found at www.op.ac.nz/termsandconditions

DISCLAIMER:

While every effort is made to ensure this brochure is accurate, Otago Polytechnic reserves the right to amend, alter or withdraw any of the contained information. The fees in this brochure are for 2020. Please note that additional costs and fees may also be required.

Information Technology

Bachelor of Information Technology courses facilitate students in a creative and innovative environment, while ensuring they have a solid understanding of information technology.

See more at www.op.ac.nz/it



15-credit courses (unless otherwise stated)

Advanced Algorithms

Use a wide variety of advanced algorithms and tools required for development of efficient solutions to complex computational problems.

Advanced Front End Development & UX Design

Build upon front-end development skills with a view to designing and building screens with inclusive, flexible and sound user experience. This course highlights the importance of both technical and design excellence in sustainable and ethical software development.

Advanced Networking

Evaluate and apply advanced networking protocols, services and concepts to the design, deployment and maintenance of medium to large scale networks.

Artificial Intelligence and Data Science

Choose and deploy the appropriate machine intelligence tool to solve problems that demand a cognitive component. Possible applications are: computer vision, natural language processing, recommendation systems, data analytics, anomaly detection, conversational agents (i.e. chatbots), machine translation, autonomous navigation, robotic control and a myriad of others.

Automation and Robotics

Extend and refine your micro-electronics skills in order to build artefacts which are physically complex, behaviourally complex and highly interactive.

Databases 2

Learn the fundamentals of relational database theory and how to design, build and use a database on a modern database management system.

Databases 3

Design and implement enterprise databases, and to administer database management systems. To become acquainted with the range of tools and platforms available for developing large databases. Explore current areas of research in database implementation, use and management.

Developing Flexible IT Courses

Prepare for the training role that is often performed by information technology professionals by identifying the training requirements associated with a new development. Prepare, conduct and evaluate appropriate training sessions.

Embedded Systems

Introduce the core principles of computer hardware and architecture and to acquaint them with a range of embedded application contexts. (This paper is not intended to provide the skills required to design a better CPU, nor is it intended to teach students to write in assembler.)

Fundamentals of Web Development

Use basic technologies such as HTML, CSS and Javascript for the development of web-based functionality.

Introduction to Networks

Learn about fundamental networking concepts and technologies, by covering the basics of network theory and the skills needed to implement a simple network.

Introduction to Systems Analysis

Be introduced to business processes and information management in the information technology and related industries. Learn about subjects in systems analysis and relational databases.

Introductory Application Development

Learn about the concepts of application development including algorithms, data structures and design patterns that are required to use a simple, industry-relevant development framework.

Intermediate Application Development

Extend the concepts of application development including algorithms, data structures and design patterns that are required to use a complex, industry-relevant frameworks or libraries.

Maths for IT

Learn about the mathematical concepts and methods that underpin and are directly applicable to the theory of information systems. This course is primarily sited within the field of discrete mathematics.

Mobile Application Development

Learn the specifics of mobile applications design and development. Develop a mobile application and publish it to a mainstream app store.

Operations Engineering

Gain the knowledge and hands-on skills to perform systems administration tasks securely within different computing platforms using the command line interface.

OO Systems Development

Gain experience in the design and development of object-oriented software systems using an industry-relevant development platform. This course is ideal if you are an experienced programming student working at an advanced level.

Operating Systems Concepts

Navigate, configure, and manage Linux systems for basic system administration. This course lays a solid foundation for more advanced courses in system administration, virtualization and security.

Platforms and Devices

Use a range of devices, platforms and concepts utilised within the IT industry.

Professional Practice 1

Receive an overview of the fundamentals of communication studies in the information technology field. Gain an understanding of the fundamental principles and processes of communication, including an awareness of the multicultural influences in this context.

Programming 1

Learn about concepts of program design and programming fundamentals.

Programming 2

Build simple object-oriented (OO) applications and to identify situations that are most appropriate for OO implementation.

Programming 3

Extend your skills in object-oriented design and programming while introducing an industry relevant programming language.

Programming 4

Use a wide range of programming languages and paradigms, and continue their development of understanding of algorithms, architecture, and data structures.

Project 1

Apply skills learned across the entire degree programme in complex IT projects. Extend your professional behaviour through group work, professional development activities and external engagement.

Project 2

Extend your skills learned across the entire degree programme in complex IT projects. Take leadership responsibilities within their group projects.

Quality Assurance and Software Testing

Learn about a potential career pathway in the Information Technology field as a software tester. Demonstrate the fundamental principles and processes of software testing, including the production of detailed test plans and effective test result documentation. Develop practical software testing skills that will enable the production of more robust code.

Routing and Switching Essentials

Apply knowledge of router and switch operation, network architecture and service to configure a small network.

Scaling Networks

Learn about the architecture, components, and operations of routers and switches in larger and more complex networks. Learn how to configure routers and switches for advanced functionality.

Security

Identify and analyse security threats and vulnerabilities, then mitigate them by implementing robust and industry-accepted solutions.

Software Engineering

Develop an understanding of software engineering methodologies. This involves knowledge of the methods and problems of the development, implementation and deployment of information systems. An important outcome of this module is preparing you for IN700001 and IN700002.

Studio 1

Learn about the fundamentals of professionalism in a technical environment.

Studio 3

Use an industry-relevant project management approach to produce simple, functional group outputs.

Studio 5

Apply technical skills within complex IT projects. Extend professional behaviour through group work, professional development activities and external engagement.

Systems Administration

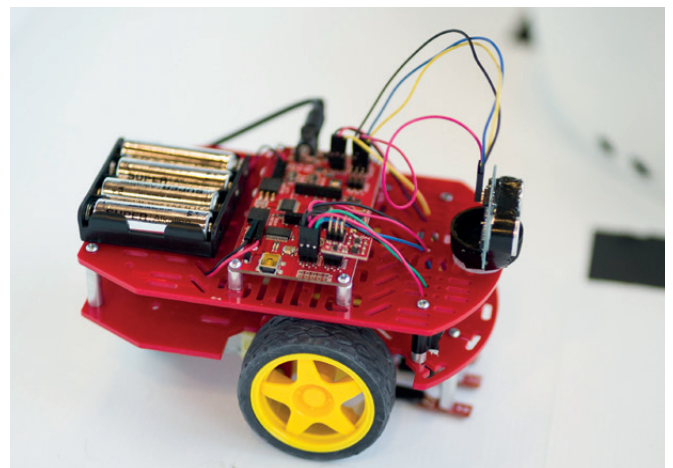
Practice the configuration, management and troubleshooting of systems within an enterprise network including aspects of both application and operating systems components.

Virtual Infrastructure Administration

Gain in-depth knowledge and techniques used to efficiently implement, optimize and trouble-shoot a virtual infrastructure.

Web 3 – Enterprise Development

Apply modern techniques in the design and delivery of information and functionality across the web.



Bachelor of Information Technology courses > DUNEDIN CAMPUS

Level	Code	Course 15-credit courses (unless stated otherwise)	Semester 1 February-June	Semester 2 July-November	Full year February-November
5	IN501001	Professional Practice for IT	√		
5	IN502001	Studio 1		√	
5	IN505001	Introduction to Systems Analysis	√	√	
5	IN510001	Programming 1	√	√	
5	IN511001	Programming 2	√	√	
5	IN512002	Fundamentals of Web Development	√	√	
5	IN515001	Introductions to Networks	√	√	
5	IN521001	Maths for IT	√	√	
5	IN520002	Devices and Platforms	√	√	
6	IN602001	Software Engineering	√	√	
6	IN606001	Studio 3		√	
6	IN605001	Databases 2	√	√	
6	IN610001	Programming 3	√		
6	IN607001	Introductory Application Development		√	
6	IN608001	Intermediate Application Development		√	
6	IN615005	Routing and Switching Essentials	√		
6	IN615006	Scaling Networks		√	
6	IN616001	Operating Systems Concepts	√	√	
6	IN609001	Operations Engineering		√	
6	IN620001	Embedded Systems	√		
6	IN621001	Automation and Robotics		√	
6	IN627001	Quality Assurance and Software Testing	√		
6	IN628001	Programming 4: Intermediate Architectures and Algorithms	√		
7	IN703001	Developing Flexible IT Courses		√	
7	IN705001	Databases 3		√	
7	IN711001	Advanced Algorithms		√	
7	IN712001	Web 3 – Enterprise Development	√		
7	IN710001	OO Systems Development	√		
7	IN723001	Advanced Networking	√		
7	IN719001	Systems Administration	√		
7	IN720001	Virtual Infrastructure Administration		√	
7	IN729001	Advanced Front End Dev and UX Design		√	
7	IN724001	Security		√	
7	IN726001	Artificial Intelligence and Data Science	√		
7	IN700001	Project 1*	√		
7	IN700003	Project 2*	√	√	
7	IN728001	Studio 5		√	

* Only available to full year students and pre-requisites may apply

Engineering

We offer **Bachelor of Engineering Technology courses** with specialties in **Mechanical, Electrical and Civil Engineering**.

Our degree programme will equip you with the practical skills and specialised knowledge to have a successful career, anywhere in the world. With access to state-of-the-art facilities, you can expect hands-on learning taught by lecturers who are skilled and experienced in the engineering industries.

See more at www.op.ac.nz/engineering

15-credit courses (unless stated otherwise)

Advanced Thermodynamics

Apply knowledge of thermodynamics to industrial processes.

Automation

Expose the student to modern advanced automation systems and practice used in industry.

Basic Structure

To enable students to analyse structural elements and simple structures, and to design simple beams.

Civil Engineering Construction Practices

Develop an appreciation of the practical aspects of sound civil engineering construction practice.

Civil Engineering Detailing and Modelling

Further develop the principles and practice of civil engineering drawing, detailing and modelling.

Civil Materials

Introduce the fundamentals of geological and geomorphological processes and the properties and application of a range of civil engineering materials.

Electrical and Electronic Principles 2

To enable students to understand general electronics and the basic building blocks of electronics as required for subsequent courses.

Electrical Fundamentals

To enable students to learn electrical and electronic theory and how these are applied to mechanical engineering systems.

Electrical Machine Dynamics

To enable students to gain an understanding of AC electrical machine dynamics and control and power transformers.

Electrical Machines

Provide the students with an understanding of d.c. and a.c. electrical machines.

Engineering Mathematics 1

To enable students to gain an understanding of general mathematical principles and equip them with appropriate engineering mathematical skills to solve engineering problems.

Elements of Power Engineering

Provide the students with an understanding of general three-phase circuit theory principles and to equip them with the basic circuit theory skills needed for subsequent courses.

Engineering Communication

Enable students to communicate effectively in their professional environment.

Engineering Computing

Develop an understanding of computing principles and their use in engineering practice.



Engineering Design and Drawing

Provide students with an understanding of engineering design, drawing practice and modelling in an applied context.

Engineering Management Principles

Develop an understanding of the organisational and legal framework within which engineering is carried out.

Engineering Mathematics 1

Provide students with an understanding of general mathematical principles and equip them with appropriate engineering mathematical skills to solve engineering problems.

Engineering Mechanics

Provide students with an understanding of the fundamental principles and laws of mechanics.

Engineering Site Investigation

Introduce the principles and practice of geotechnical engineering in the context of civil engineering construction projects.

Fluid Mechanics (Civil)

Introduce and apply the principles of fluid mechanics to engineering hydraulic situations.

Fluid Mechanics (Mech)

Understand and apply the principles of fluid statics and dynamics to common engineering problems.

Fluids Power and Advanced Fluid Mechanics

Analyse specific problems, design solutions and evaluate fluid power systems in industrial engineering applications.

Geotechnical Engineering

Further develop an understanding of the principles and practice of geotechnical engineering.

Highway Design and Maintenance

Develop a knowledge of road design, roading project evaluation and maintenance management.

Highway Engineering

To enable students to gain an introduction to the fundamentals of road materials, road construction practices and road maintenance techniques, as well as principles of road drainage design.

Instrumentation and Control 1

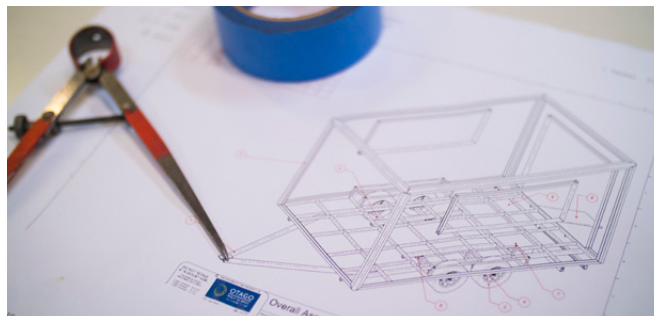
Provide students with an introduction to the principles and applications of industrial instrumentation and control techniques.

Instrumentation and Control 2

To enable students to apply instrumentation and control analysis and design tools to the solution of industrial control problems.

Land Surveying

Introduce theoretical and practical concepts of land surveying.



Manufacturing Processes and Production

To enable students to apply engineering knowledge to common manufacturing processes, including quality control, inventory control, and scheduling and queuing.

Materials Science

Provide students with an understanding of the characteristics and properties of common engineering materials and introduce elements of biology and chemistry relevant to mechanical and process engineering.

Mechanical Design 1

Determine and apply the processes required to analyse engineering design problems and identify possible solutions.

Mechanical Design 2

Enhance the ability of students to apply the knowledge of engineering science gained in the mechanical compulsory papers, to plan and formulate solutions to problems based on "typical industry" scenarios, and to evaluate the solutions developed by others.

Mechanics of Machines

Apply problem solving skills to the dynamics of machines in particular power transmission systems.

PLC Programming 1

Introduce students to the use of plcs in industry and to provide skills with modern plc programming tools.

PLC Programming 2

Extend the students' knowledge and programming skills for plcs, using advanced plc control techniques. to introduce the concepts of automation, networking and network programming.

Power Distribution

Provide the students with an understanding of three-phase power systems with an emphasis on distribution systems.

Power Systems

To enable students to gain an understanding of three-phase power generation and transmission systems with an emphasis on generation, transmission and distribution systems.

Professional Engineering Practice

Provide students with an understanding of the basic principles, concepts and techniques in engineering management and to acquaint them with the behavioural and industrial implications of management decisions on their work.

Provide students with an understanding of the financial and legal implications of management decisions in their work. Provide students with an understanding of the role of engineers in society.

Project Management

To enable students to apply project management principles, concepts and techniques.

Resource and Environmental Management

To develop an understanding of how civil engineering processes impact on the natural environment and to mitigate against their effects to achieve sustainability.

Risk Management

To enable students to learn and apply the principles and processes of Risk Management in the context of engineering and business management.

Robotics

To enable students to become familiar with modern industrial robot concepts, applications and programming.

Strength of Materials 1

Develop problem solving skills in relation to strength of materials.

Strength of Materials 2

Apply problem solving skills to strength of materials.

Structural Principles

To enable students to apply principles and practices involved in the design of simple structures.

Sustainable Energy and Power Electronics

To enable students to develop an understanding of the concepts and applications of power electronics including basic converter types and applications involving small scale renewable energy systems.

Thermodynamics and Heat Transfer

Develop a sound knowledge of thermodynamic principles and systems.

Traffic Engineering

Critically appraise urban traffic engineering concepts and procedures.

Water and Waste Engineering

To enable students to develop an understanding and design expertise related to water, wastewater and storm water reticulation systems.

Water and Waste Treatment

To enable students to develop understanding of drinking water and sewage quality control parameters of current and emerging methods of treatment and disposal of liquid and solid wastes.

Full Year

Engineering Development Project (30 credits)

Provide the student with a significant amount of time in which to investigate an engineering problem; to propose, specify, design and develop a solution and where feasible, to construct and test a prototype.

Bachelor of Engineering Technology courses > DUNEDIN CAMPUS

Level	Code	Course 15-credit courses (unless stated otherwise)	Semester 1 February-June	Semester 2 July-November	Full year February-November
5	MG5008	Fluid Mechanics (Civil)/Hydraulics	✓		
5	MG5018	PLC Programming 1	✓		
5	MG5028	Materials Science		✓	
5	MG5107	Civil Materials		✓	
5	MG5029	Strength of Materials 1	✓		
5	MG5030	Thermodynamics and Heat transfer	✓		
5	MG5033	Electrical Fundamentals		✓	
5	MG5009	Engineering Site Investigation		✓	
5	MG5034	Electrical Principals	✓		
5	MG5003	Engineering Communication	✓		
5	MG5004	Engineering Mathematics 1	✓		
5	MG5016	Elements of Power Engineering		✓	
5	MG5017	Electrical Machines	✓		
5	MG5001	Engineering Computing	✓		
5	MG5002	Engineering Mechanics		✓	
5	MG5005	Engineering Design and Drawing	✓		
5	MG5006	Land Surveying		✓	
5	MG5012	Highway Engineering	✓		
5	MG5026	Instrumentation and Control 1	✓		
5	MG5035	Electronic Principles		✓	
5	MG5032	Basic Structure		✓	
6	MG6046	Structural Principles	✓		
6	MG6019	PLC Programming 2		✓	
6	MG6020	Automation	✓		
6	MG6005	Civil Engineering Detailing and Modelling	✓		
6	MG6117	Power Distribution (PPS & PSI)	✓		
6	MG6136	Mechanical Design 1		✓	
6	MG6103	Engineering Management Principles		✓	
6	MG6106	Civil Engineering Construction Practices		✓	
6	MG6109	Water and Waste Water Engineering	✓		
6	MG6110	Water and Waste Water Treatment		✓	
6	MG6012	Geotechnical Engineering A		✓	
6	MG6014	Highway Design and Maintenance	✓		
6	MG6015	Traffic Engineering	✓		
6	MG6033	Mechanics of Machines		✓	
6	MG6037	Advanced Thermodynamics	✓		
6	MG6038	Strength of Materials 2		✓	
6	MG6032	Fluid Mechanics (Mech)	✓		
6	MG6044	Manufacturing Processes and Production	✓		
6	MG6118	Sustainable Energy and Power Electronics	✓		
6	MG6031	Instrumentation and Control 2		✓	
7	MG7020	Mechanical Design 2		✓	
7	MG7025	Project Management			✓
7	MG7026	Risk Management			✓
7	MG7109	Resource and Environmental Management		✓	
7	MG7110	Power Systems		✓	
7	MG7011	Electrical Machine Dynamics		✓	
7	MG7024	Fluids Power and Advanced Fluid Mechanics		✓	
7	MG7017	Robotics		✓	
7	MG7121	Professional Engineering Practice			✓
7	MG7101	Engineering Development Project (30 credits)			✓

Institute of Sport, Exercise and Health

We offer innovative courses in personal training, massage therapy and applied science. Courses are designed to help students develop their practical skills through work placement while building a strong theoretical understanding.

See more at
www.op.ac.nz/study/physical-activity-and-wellbeing/programmes/sport-and-exercise/

15-credit courses

Bioscience

This course assists students to develop an understanding of human anatomy and physiology to provide a theoretical foundation for massage.

Community Project One

The aim of this course is to enable learners to apply relevant knowledge and skills to identify a solution to a relevant community/iwi issue in the area of sport, exercise or health.

Nutrition, Activity and Health

This course assists students to develop an understanding of the relationships between nutrition, physical activity, other lifestyle behaviours and health.

Personal Development

The aim of this course is to enable learners to apply tertiary study skills and reflect on their own learning experiences.

Relaxation Massage

This course focuses on the history of massage and the basic tools of a massage therapist: the ability to prepare a massage environment, assessment, conducting a massage session, review and recording findings.

30-credit courses

Advanced Exercise

The aim of this course is to enable the learner to justify and apply advanced professional practice skills in a range of exercise roles.

Advanced Health

The aim of this course is to enable learners to justify and apply advanced professional skills in a range of health and wellness roles.

Advanced Sport

The aim of this course is to enable learners to justify and apply advanced professional practice skills in a range of sporting roles.

Community Project Two

The aim of this course is to enable learners to integrate relevant enquiry and practitioner skills to identify, address, present and reflect on a solution to a health, sport or exercise community/iwi issue.

Community Project Three

This can be broken up to be 30 credits, 60 credits, 90 credits or 120 credits. The aim of this course is to enable learners to integrate relevant methodologies and practitioner skills to design, deliver and evaluate a negotiated project within an appropriate community/iwi setting. They will also be able to critically reflect on their own learning and identify future learning.

Introduction to Health

The aim of this course is to enable learners to use health related concepts and skills to critically reflect on a range of experiences within the health industry.

Introduction to Sport

The aim of this course is to enable learners to use sport related concepts and skills to critically reflect on a range of experiences within the sport industry.

Introduction to Exercise

The aim of this course is to enable learners to use exercise related concepts and skills to critically reflect on a range of experiences within the exercise industry.



Institute of Sport, Exercise and Health courses > DUNEDIN CAMPUS

Level	Code	Course 15-credit courses (unless stated otherwise)	Semester 1 February-June	Semester 2 July-November	Full year
5	AS501001	Personal Development	✓		
5	AS502001	Introduction to Health (30 credits)			✓
5	AS503001	Introduction to Sport (30 credits)	✓	✓	
5	AS504001	Introduction to Exercise (30 credits)			✓
5	AS505001	Community Project 1	✓	✓	
5	MS520101	Bioscience	✓		
5	MS520201	Relaxation Massage	✓		
5	MS520401	Nutrition, Activity and Health	✓		
6	AS601001	Advanced Health (30 credits)			✓
6	AS602001	Advanced Sport (30 credits)	✓	✓	
6	AS603001	Advanced Exercise (30 credits)			✓
6	AS604001	Community Project 2 (30 credits)	✓	✓	
7	AS711001	Community Project 3 (30 credits)	✓	✓	



Design

Designers help create the future – the School of Design invites you to be a part of it!

Learn in an immersive studio environment where you get to work closely with your lecturers so they can best support your learning. Studying design will give you the opportunity to practise creative problem solving and communication skills and help you become an effective contributor to team projects.

Areas of study:

Communication, Fashion, Product

See more at www.op.ac.nz/design

Bachelor of Design (Fashion)

(Year one courses are available on request)
15-credit courses (unless stated otherwise)

Semester One

Year 2

Special Topic 2

Develop further skills and confidence in the ability to investigate, design and communicate ideas relevant to fashion. Students explore New Zealand and international design constructs and practices, including development of cultural perspectives, approaches and responses to sustainable design practice.

Fashion Fundamentals 3

Further develop the material skills and technical knowledge required to realise the outcomes of the fashion design process and demonstrate an understanding of the relationship between pattern, body and design.

Fashion Design Studio 3

Research and develop ideas for a mini collection in response to a brief.

Studio Workshops 2

Broaden or deepen your design practice through a range of options such as jewellery, animation, film, fashion photography, web design, life drawing and footwear.

Year 3

Fashion Design Studio 5 (30 credits)

Develop your own brief for a directional collection. Research and develop ideas that require analysis, transformation and evaluation resulting in a creative end product suitable for a design award.

Strategic Design

Students define their personal design philosophy and potential career pathways by exploring the professional and strategic requirements of the design industry.

Studio Workshops 3

Broaden or deepen your design practice through a range of options such as jewellery, animation, film, fashion photography, web design, life drawing and footwear.

Semester Two

Year 2

Special Topic 2

Develop further skills and confidence in the ability to investigate, design and communicate ideas relevant to fashion. Students explore New Zealand and international design constructs and practices, including development of cultural perspectives, approaches and responses to sustainable design practice.



Fashion Design Studio 4

Work as a design team and research and develop ideas in response to a brief set by a fashion professional.

Fashion Fundamentals 4

Extend the material skills and technical knowledge required to realise the outcomes of the fashion design process

Interdisciplinary Studio 2

Allows students to explore interdisciplinary design perspectives and approaches through a team-based integrated project

Year 3

Fashion Design Studio 6 (45 credits)

A major collection of independent work allows you to demonstrate that you have achieved a professional level of fashion design and technical production skills.

Interdisciplinary Studio 3

To allow students to further explore design perspectives and approaches which will enhance their discipline-specific learning through either an individual or team-based integrated project.

Bachelor of Design (Communication)

(Year one courses are available on request)
15-credit courses (unless stated otherwise)

Semester One

Year 2

Special Topic 2

Develop skills and knowledge by practising a range of communication techniques, including text and image, sound and time, and enhance your ability to communicate ideas through storytelling and presentation. Explore New Zealand and international design constructs and practices, including development of cultural perspectives, approaches and responses to sustainable design practice.

Applied Design Techniques 1

Advance your understanding of contemporary specialist design techniques and employ these through original design outcomes with a disciplinary focus – choose from typography, or 3D modelling, or Photography, or Web – mobile screens.

Applied Design Techniques 2

Advance your understanding of contemporary specialist design techniques and employ these through original design outcomes with a compatible disciplinary focus – choose one topic from digital illustration, or world building and games narratives, or Film (short narrative or film for social media), or apps.

Studio Workshops 2

Broaden or deepen your design practice through a range of options such as accessories, animation, social media design, game design, web design and pre-press.

Year 3

Communication Design Studio 2

Become familiar with interaction design techniques and develop an appreciation of user needs in the computer-human interaction paradigm.

Communication Design Studio 3

Develop professional practice expectations and experiences through applied learning in a design studio environment.

Strategic Design

Students define their personal design philosophy and potential career pathways by exploring the professional and strategic requirements of the design industry.

Studio Workshops 3

Broaden or deepen your design practice through a range of options such as jewellery, animation, film, fashion photography, web design, life drawing and footwear.

Semester Two

Year 2

Special Topic 2

Develop skills and knowledge by practising a range of communication techniques, including text and image, sound and time, and enhance your ability to communicate ideas through storytelling and presentation. Explore New Zealand and international design constructs and practices, including development of cultural perspectives, approaches and responses to sustainable design practice.

Communication Design Studio 1

Design a targeted integrated communication event with outcomes in a variety of print, web and film-based media

Communication Design Methods

Develop further a working understanding of theory and practical application of user-focused methods suitable for contemporary design research. Gain an understanding of context-driven design, visual language tools and experiences for your selected design media. You will also be introduced to market research, positioning and effective communication through design.

Interdisciplinary Studio 2

Allows students to explore interdisciplinary design perspectives and approaches through a team-based integrated project

Year 3

Professional Presentation

To develop professional skills for presentation of studio work in a range of externally-facing outcomes by way of a professional visual portfolio, web portfolio and verbal presentation.

Communication Design Studio 4 (30 credits)

Develop a unique and complex communication outcome based on your interests and choice. Students will design, plan and produce a specific communication project in response to a brief.

Interdisciplinary Studio 3

To allow students to further explore design perspectives and approaches which will enhance their discipline-specific learning through either an individual or team-based integrated project.

Bachelor of Design (Product)

(Year one courses are available on request)

15-credit courses

Semester One

Year 2

Special Topic 2

Students explore New Zealand and international design constructs and practices, including development of cultural perspectives, approaches and responses to sustainable design practice.

Applied Design Methods

To survey, select and apply suitable design methods as a catalyst for the development of innovative and sustainable product services and experiences.

Product Design Studio 2

This course will provide the opportunity for students to research and develop ideas in response to a brief. Students will continue to analyse and interpret a brief, and be responsible for developing design concepts. The emphasis is on research, experimentation, problem solving and appropriate selection of concept development and presentation techniques to achieve a quality outcome.

Studio Workshops 2

Broaden or deepen your design practice through a range of options such as jewellery, animation, film, fashion photography, web design, life drawing and footwear.

Year 3

Design Lab 3

To develop a concept for a large scale commercial design project within the framework of sustainable design.

Product Design Studio 3

To provide students with the opportunity to develop their own brief for a product design project. The student will carry out the entire design process from research, analysis, brief refinement, concept development, prototyping and presentation communication. A successful outcome from this studio may be developed further in Studio 4. Students are expected to take significant responsibility for the whole project from inception to completion with supervisory support provided.

Strategic Design

Students define their personal design philosophy and potential career pathways by exploring the professional and strategic requirements of the design industry.

Studio Workshops 3

Broaden or deepen your design practice through a range of options such as jewellery, animation, film, fashion photography, web design, life drawing and footwear.

Semester Two

Year 2

Materials, Manufacturing and Production

The aim of this course is to explore a range of materials and production processes required specifying product design solutions.

Design Lab 2

This course will provide the opportunity for students to research and develop ideas in response to a brief. Students will continue to analyse and interpret a brief, and be responsible for developing design concepts. The emphasis is on research, experimentation, problem solving and appropriate selection of concept development and presentation techniques to achieve a quality outcome.

Rapid Prototyping

To extend the material understanding, skill and technical knowledge required to visualise design concepts. The emphasis is on research, experimentation, and appropriate selection of techniques through a series of exercises to develop rapid prototypes for design communication.

Interdisciplinary Studio 2

Allows students to explore interdisciplinary design perspectives and approaches through a team-based integrated project.

Year 3

Interdisciplinary Studio 3

To allow students to further explore design perspectives and approaches which will enhance their discipline-specific learning through either an individual or team-based integrated project.

Portfolio Design

To develop a portfolio that describes and presents major design project outcomes and provides evidence of individual design literacy and subject knowledge.

Product Design Studio 4 (30 credits)

To provide students with the opportunity to develop their own brief and develop concepts for a product design project. Students will have the choice of further extending the work developed in Product Studio 3 or design a second portfolio of product solutions that is resolved, relevant, compelling and evocative. Students are expected to take significant responsibility for the whole project from inception to completion with supervisory support provided.



DUNEDIN

Architectural Studies

See more at www.op.ac.nz/design

Bachelor of Architectural Studies

Architectural Technologies and Interior Architecture

Limited options are available for study abroad and exchange students in these fields. Enquiries welcome.

Semester One

Year 3

Elective (two)

Architectural Design Studio 3

To develop the theory and practice of the design of architecture

Semester Two

Year 3

Studio Major

To provide opportunities for students to apply architectural design or documentation activity, and to generate their own focus of study and work independently in a self-directed manner.

Elective (two)

Electives

Electives may change from year-to-year/semester-to-semester.

Sustainable Practice

To enable students to evolve as sustainable practitioners by developing a theoretical and practical understanding of community resilience, place identity and sustainable material cultures.

Computer Aided Communication 2

To enable students to draw, manipulate, customise and manage complex 3D Computer Aided Design Drawings/graphics employing a variety of currently available software packages used by the industry.

Building Typologies

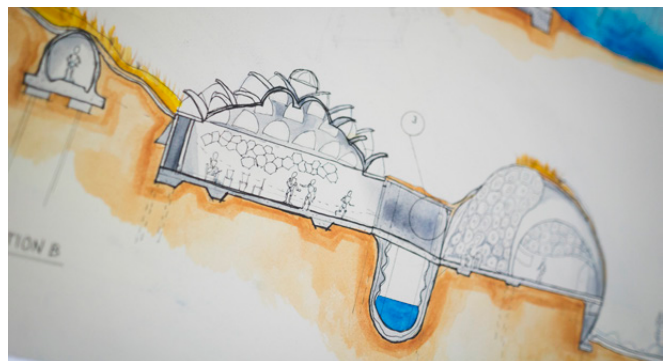
To enable students to employ different building typologies and key design considerations

Restoration and Conservation 1

To explore a range of techniques and principles required for solving design problems relating to the restoration and conservation of buildings.

Special Topic

To carry out independent study in an area of speciality that may not be available through standard Bachelor of Architectural Studies or other relevant degree or tertiary courses (negotiated with programme advisor)



Dunedin School of Art

Study in the Bachelor of Visual Arts and Master of Fine Arts at the Dunedin School of Art is about creating strong individuals who will be able to make their own way in the world – not only in art, but within many other fields of visual culture.

Studio subject areas: **Ceramics, Drawing, Jewellery and Metalsmithing, Painting, Photography and Electronic Arts, Printmaking, Sculpture, Textiles, and Theory and History of Art.**

See more at www.op.ac.nz/art



Artwork: Metiria Turei

Semester One

Undergraduate (BVA) (Level 6)

Year 2

(60 credits equivalent to 30 credits ECTS)

- | | |
|--|------------|
| > Studio Methodologies 3 (BVA year 2) | 15 Credits |
| > Studio Practice 3 (A,B,C) (BVA year 2) | 45 Credits |

Studio Methodologies explores drawing for studio and a range of approaches to studio making in year 2 of the BVA. It considers important works, contexts and concepts of making in the visual arts, enabling you to recognise and develop models and practice for studio in semester one.

Studio Practice allows you to develop your practical skills within our nationally-unique range of workshops. You can choose from our wide range of studio subject areas – Painting, Photography and Electronic Arts, Printmaking, Sculpture, Ceramics, Textiles, Jewellery and Metalsmithing. The Year 2 programme of our BVA Studio Practice 3 papers enables exchange and/or Study Abroad students to have a flexibility to combine work in different studios during their time at the DSA (this option requires forward planning with the International Liaison for the DSA, and each studio coordinator of the chosen studio). Studio Practice 3 papers are set by each studio covering specific skills and studio specific theory relating to that studio's history and contemporary engagements.

Year 3 (Level 7)

(60 credits equivalent to 30 credits ECTS)

- | | |
|----------------------------------|------------|
| > Studio Research (BVA year 3) | 15 Credits |
| > Studio Practice 5 (BVA year 3) | 45 Credits |

The **Studio Research** course strengthens students' engagement with and understanding of a range of contemporary Art History and Theory research approaches in order to demonstrate essay writing and seminar presentation skills relevant to their practice.

Studio Practice allows you to develop your practical skills within our nationally-unique range of workshops. You can choose from our wide range of studio subject areas – Ceramics, Drawing, Jewellery and Metalsmithing, Painting, Photography and Electronic Arts, Printmaking, Sculpture, Textiles, and Theory and History of Art.

Year 3 of our BVA Studio Practice 5 is based on the beginnings of a sustainable individual project. Students are guided through individual and group teaching and learning situations to extend and challenge their practice as it relates to students' individual developing projects.

Postgraduate (MFA) (Level 9)

(60 Credits equivalent to 30 Credits ECTS)

The **Master of Fine Arts** is an applied research degree benchmarked against national and international standards with a distinct emphasis on the relationship between making and writing. The programme is shaped by your proposal and can be completed in one discipline, or across several.

Candidates for the MFA Exchange must have completed at least one semester of study at the corresponding programme offered by their home institution and will only be accepted into the equivalent of Year 1 Semester 2, or Year 2 Semester 1 at the Dunedin School of Art.

Students will receive both Studio and Writing supervision, from assigned supervisors, and have regular individual and group contact in the form of seminars, presentations and critiques. Students will be provided with studio space and access to the school's workshops and facilities during the time of their exchange.

Semester Two

Undergraduate (BVA) (Level 6)

Year 2

(60 credits equivalent to 30 credits ECTS)

- | | |
|--|------------|
| > Art History and Theory 3 (BVA year 2) | 15 Credits |
| > Studio Methodologies 4 (BVA year 2) | 15 Credits |
| > Studio Practice 4, Studio (BVA year 2) | 15 Credits |
| > Studio Practice 4, Research (BVA year 2) | 15 Credits |

The **Art History and Theory** course considers case studies of important works, contexts and concepts for the visual arts, enabling you to recognise the breadth of material available to you as models and challenges.

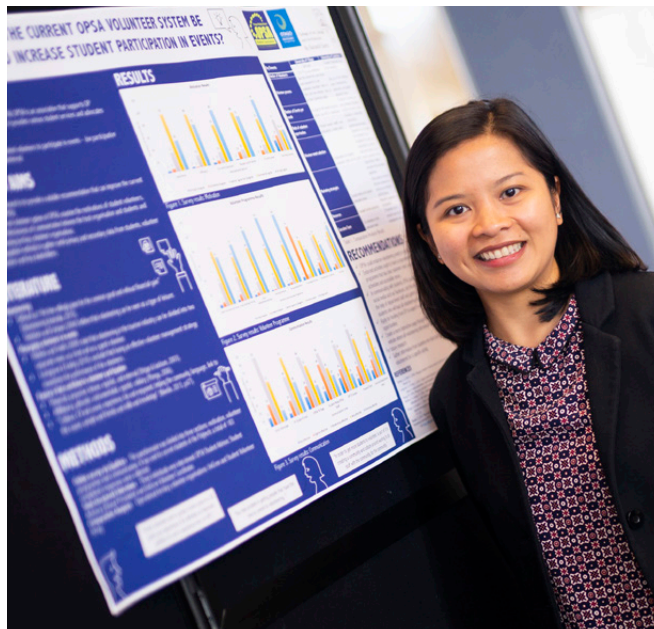
Studio Methodologies explores exhibition practices and professional practices considering a range of approaches to studio making in year 2 of the BVA. It engages important works, contexts, processes and concepts of making in the visual arts, enabling you to recognise and develop models and practice for studio in semester two.

Studio Practice components of the programme provide opportunities for self-initiated study and research in your chosen studio, and to develop your practical skills within our nationally-unique range of workshops. You can choose from our wide range of studio subject areas – Painting, Printmaking, Photography and Electronic Arts, Sculpture, Ceramics, Textiles, Jewellery and Metalsmithing. In Year 2 of our BVA Studio papers are set by each studio covering specific skills and studio specific theory relating to that studio's history. The work undertaken in studio will contextualise contemporary making, provoking new and different engagements between the work of art and the context of making art today.

Applied Business

Otago Polytechnic's business courses apply modern theory to the workplace environment. There are many opportunities for skilled, work-ready business graduates both in New Zealand and internationally.

See more at www.op.ac.nz/business



Bachelor of Applied Management

15-credit courses (unless stated otherwise)

Accommodation Services Management

Students will gain an understanding of management and operational concepts for the sustainable operation of accommodation organisations.

Accounting Information Systems

Learners completing this course will be able to design, implement, operate, manage and control accounting information systems. They will also develop practical knowledge, understanding and skills in the use of spreadsheets, databases, and accounting packages, and an appreciation of evolving technologies. This paper is designed to meet the needs of students contemplating a career in accounting.

Advanced Financial Accounting

To provide students with sufficient theoretical understanding of New Zealand's financial reporting environment, and sufficient technical skills, to prepare complex financial statements that comply with generally accepted accounting practice. The second aim is for students to gain a wider appreciation of financial reporting to enable them to respond and contribute to the development of the accounting profession.

Advanced Human Resource Management

To create an awareness of how human resource strategy and practice can support and be integrated with business strategy.

Advanced Management Accounting

(Students must have studied relevant accounting papers at level 6 prior to studying this paper)

The general aim of this course is to provide you with advanced techniques and skills to be able to provide and evaluate accounting information, including its behavioural implications and contribute to organisational success.

Assurance and Auditing

The aim of this course is to enable students to develop and utilise generic and technical knowledge and skills specified by the modern auditing and assurance profession.

Business and Society

Students will analyse a range of philosophies, concepts and theories of the sociology of work, business ethics and sustainability and apply their understanding in societal and organisational contexts.

Business Transformation and Change

This course will give students an insight into the excitement and challenge associated with introducing change, especially strategic change in organisations.

Consumer Behaviour

Students will understand buyer behaviour and develop appropriate marketing communication strategies to reach consumer and organisation markets.

Contemporary Issues in Human Resource Management

The learner will critically examine contemporary issues in human resource management locally, nationally and internationally. Once identified the issues will be evaluated for their impact on the human resource professional and the human resource function within the organisation. The issues researched and analysed will reflect the dynamic nature of the current HRM environment.

Contemporary Issues in the Tourism Industry

To critically examine contemporary issues in the tourism industry. The issues selected for study will reflect the dynamic nature of the tourism industry.

Destination Management

Students will demonstrate a deep understanding of the multifaceted and complex, strategies and practices involved with the management of a sustainable tourist destination.

Event Logistics

To enable students to develop an understanding of and an appreciation for the conceptual thinking, strategic planning and tactical implementation of operational systems and processes to achieve event and management performance outcome.

Event Marketing and Sponsorship

The purpose of this course is to apply current theory and practice in analysing, planning, monitoring, evaluating and controlling the marketing efforts related to events.

Event Planning and Management

Use contemporary project management, event and conference planning theory in the planning, management and evaluation of events and conferences. You will be asked to demonstrate the use of creative design tools and techniques in your planning processes, as well as utilising project planning and generic management models and software applicable to the event.

Event Project

To enable students to plan, create, manage, implement and evaluate an event or event related project. This will involve self-managed responsibility, negotiated within agreed parameters of accountability, for delivery of outcomes as part of a project team and working with a client.

Human Resources Management

Students will understand the roles, functions and application of human resource management within contemporary New Zealand organisations.

Improving Organisational Performance (30 credits)

Students will develop skills to assist in contributing to a team which conceptualises, investigates and proposes feasible solutions to improve organisational performance.

Industry Project for Professional Accounting (45 credits)

(Students must have completed all relevant accounting papers at levels 6 and 7 prior to studying this paper). To develop capabilities related to accounting, in a 'hands-on' immersion in industry practice. To enable students to apply their learning, test the relevance of academic theories to the workplace and to reflect critically on this relationship between their

academic study and industry practice. To enable students to carry out a significant work assignment for the host organisation on a topic in a field allied to their major and present a project report in conjunction with an academic supervisor. The project forms the final component of the programme and requires students to produce work of the highest quality as evidence of their development.

Industrial/Employment Relations

Students will apply knowledge, in a New Zealand context, of current Industrial Relations legislation, processes and practices, and understand the relationship of the parties involved.

Intermediate Financial Accounting

Students will apply the regulatory and technical aspects of financial accounting and external reporting for companies and evaluate financial and non-financial information.

Intermediate Management Accounting

Students will collect, interpret, present and use relevant management accounting information for an organisation to effectively plan, control and make appropriate decisions regarding business operations.

International Marketing

This course is designed to provide students with an understanding of marketing from an international perspective. The increased access to new markets across the world means that both opportunities and threats face marketers in the global context. Understanding cultural issues remains a key challenge, along with the ability to communicate effectively to perhaps a very different target audience. International marketing examines a range of case examples in a number of countries in the rapidly changing global trends. This course will enable students to analyse marketing issues in an international context by providing a range of theoretical frameworks and examples, allowing students to apply relevant theories.

Internship Project (45 credits)

Students will develop capabilities related to a chosen area of specialisation, in a 'hands-on' immersion in industry practice for a minimum of 300 hours. Students will apply their learning; test the relevance of academic theories to the workplace and to reflect critically on this relationship between their academic study and industry practice. Students will carry out a significant work assignment for the host organisation on a topic in a field allied to their major and present a project report in conjunction with an academic supervisor. The project forms the final component of the programme and requires students to produce work of the highest quality as evidence of their development.

Introduction to Finance

Students will apply financial management knowledge and skills to a small or medium sized business for decision-making purposes.

Leadership in Action

Students will understand concepts and apply principles of leadership. Students will create a personal plan to develop leadership capabilities.

Market Development and Sales

To enable students to understand and apply the principles and practices of personal selling, as used by organisations to develop long-term partnerships with customers; and the importance of personal selling to organisational performance.

Marketing Planning and Control

Students will produce an operational marketing plan for a market or business of interest.

Organisational Behaviour

Students will evaluate, analyse and assess the impact that individuals, groups, and structures have on the behaviour of people within organisations. Students will develop an analytical awareness of their personal and interpersonal behaviour and the effect of that behaviour as members of formal and informal working groups. Students will synthesise an understanding of introductory social and psychological phenomena in organisations at individual, group and inter-group levels.

Organisational Research Design

To develop students who are able to conceptualise and scope an investigation to research an organisational challenge or opportunity

Project Management

This course will enable the student to learn the basic principles and terminology of project management, and apply this to create project plans using project management software (MS Project). Covers Gantt chart, work breakdown structure (WBS), links, resources, and costs.

Services Marketing Management

Students will understand the roles, functions and application of services marketing management within contemporary New Zealand organisations. They will explore the key resources, skills, techniques, attitudes and ethics required to operate successfully in a range of service environments.

Strategic Management

The aim of this course is to give the student an understanding of the application of strategic management and the management processes aimed at improving organisational effectiveness by means of a systematic set of strategic goals, plans and actions. Students will analyse and evaluate the use of strategic management concepts and problems within business, through research of strategic analysis, choice and the implementation of various management practices and philosophies.

Strategic Marketing

To enable students to think strategically about marketing situations; be aware of the major aspects of planning and controlling marketing operations; demonstrate how the available range of analytical models and techniques might be applied to produce superior marketing performance; and to give full recognition to the problems of implementation and how these problems might be overcome.

Strategic Planning for Small Business

Students will develop a strategic plan for a small business in New Zealand.

Sustainable Tourism Practices

To provide students with an awareness and understanding of the benefits of adopting environmentally, economically sustainable practices which are also socially and culturally sustainable for all tourism sectors.

The Law of Business Entities

Students will demonstrate an understanding of the legal requirements for establishment, operation and the cessation as applied to various forms of business entity.

Tourism Industry and Enterprises

Students will gain an understanding of the historical development of tourism. They will analyse and examine its structure and the components which make up the tourism industry nationally and internationally. They will look at tourism enterprises from an operational perspective and the strategies which drive their success in this dynamic business environment.



Bachelor of Applied Management courses > DUNEDIN CAMPUS

Level	Code	Course	15-credit courses (unless stated otherwise)	Block 1	Block 2	Block 3	Block 4
6	BX660301	Introduction to Finance		✓			
6	BX663601	Organisational Research Design****		✓		✓	
6	BX660113	Accommodation Services Management		✓			
6	BX663101	Market Development and Sales			✓		
6	BX663301	Human Resources Management		✓			
6	BX663501	Industrial/Employment Relations				✓	
6	BX661001	The Law of Business Entities				✓	
6	BX660001	Organizational Behaviour					✓
6	BX663101	Strategic Planning for Small Business					✓
6	BX660201	Intermediate Management Accounting				✓	
6	BX660101	Intermediate Financial Accounting		✓			
6	BX660005	Event Logistics				✓	
6	BX600001	Accounting Information Systems		✓			
6	BX660502	Assurance and Auditing				✓	
6	BX660113	Improving Organisational Performance		✓			✓
6	BX663001	Leadership in Action				✓	
6	BX664801	Marketing Planning and Control				✓	
6	BX660016	Services Marketing Management			✓		
6	BX664401	Consumer Behaviour		✓			
6	BX660111	Tourism Industry and Enterprises				✓	
6	BX660014	Project Management			✓		
6	BX660112	Sustainable Tourism Practices					✓
6	BX660007	Event Planning and Management					✓
7	BX770020	Strategic Management***			✓		
7	BX770024	Destination Management			✓		
7	BX770006	Event Project			✓		
7	BX772104	Contemporary Issues in the Tourism Industry		✓			
7	BX772103	Contemporary Issues in HRM		✓			
7	BX770004	Event Marketing & Sponsorship		✓			
7	BX770003	Business and Society					✓
7	BX770008	Advanced Financial Accounting		✓			
7	BX770014	Advanced Management Accounting		✓			
7	BX770010	Advanced Human Resources Management			✓		
7	BX770016	Strategic Marketing ***			✓		
7	BX770007	International Marketing		✓			
7	BX770022	Business Transformation and Change		✓			
7	BX770001	Internship Project*		✓		✓	
7	BX770011	Industry Project for Professional Accounting**		✓		✓	
* Level 7 papers will generally need to be studied prior to this							
** Students must have completed all relevant accounting papers at level 6 and 7 prior to studying this paper							
*** As both courses cannot be studied together, due to an overlap in the learning outcomes of the courses, students must choose EITHER Strategic Management OR Strategic Marketing.							
**** Course BX663601 is the first part of the internship process, so only students undertaking the internship project are eligible to study course BX663601							

Study Block Dates 2020 > DUNEDIN CAMPUS

Study Block 1	17 February – 10 April	Study Block 3	20 July – 11 September
Study Block 2	28 April – 26 June	Study Block 4	14 September – 22 November

Study Abroad or Student Exchange?

The academic year at Otago Polytechnic

The Dunedin campus has two semesters:

- > Semester One, which begins in February
- > Semester Two, which begins in July.

As a Study Abroad or Exchange student, you can enrol for one or two semesters (two semesters is a full year). You will create your own full-time programme and can begin study in either Semester One or Semester Two.

Study Abroad

- > You will pay fees to Otago Polytechnic.
- > You must check with your institution's international or study abroad office about credit towards your home degree.

Study Abroad fees

The Study Abroad fee for 2020 is NZ\$8,500-NZ\$9,500 per semester of full-time study. You will need to pay for medical and travel insurance and some supplementary fees. Study Abroad students will pay fees directly to Otago Polytechnic.

Student Exchange

You can apply for Exchange if your institution is an Otago Polytechnic partner through an exchange and study abroad agreement.

- > You must be nominated for the programme by the study abroad or international office of your institution. If selected, you remain enrolled with your institution.
- > You continue to pay your home institution fees, and do not pay Otago Polytechnic tuition fees. However, you will need to pay for medical and travel insurance and some supplementary fees.
- > The courses you study may be credited towards your home degree. See our exchange partner institutions on our website.

PLEASE NOTE:

Programmes included in this booklet are intended as a guide only. Admittance of Study Abroad and Exchange students to these courses will be determined by places available and academic eligibility. Programmes at Otago Polytechnic are run subject to a minimum number of enrolments being reached and all courses may not be offered each year. Fees and programme information may be subject to change. Please contact us to discuss your course preferences and your application.

Are you eligible?

To be eligible to apply for Study Abroad or Student Exchange you should have:

- > completed at least one year of study at an accredited tertiary institution outside of New Zealand. US students are expected to be in their Junior year.
- > current enrolment at an accredited tertiary institution.
- > a cumulative grade point average (GPA) of 3.0 or greater (USA), or have "credit", "good", or above average results.

Study options and prerequisites

In order to maintain full-time status you will be required to select a minimum of 45 to 60 credits per semester (our courses range from 15 to 45 credits each). You will need to consider alternative courses should any of your first choices be unavailable. We suggest you select up to eight courses, listed in order of preference, and include this with your application. We will contact you to discuss your selection after you apply.

Your study at Otago Polytechnic can be cross-credited back to your home institution, by negotiation. Check with your institution's international office to see which courses are available to you. You must also ensure the courses chosen are recognised by your home institution before beginning study.

Any combination of courses is possible; however, for some of our courses you need to have existing knowledge in the subject area. Please look at Otago Polytechnic's website to find the prerequisites for your chosen courses.

Portfolios

Some of our courses, particularly in the area of Art or Design, will require you to submit a portfolio to show your skill level. Portfolio requirements can be found on our website or in our Programme Guide.

Your study results

Upon completion of your programme, you will receive an official academic transcript detailing your results to present to your home institution.

English language requirements

If English is not your first language, you must provide evidence of English language proficiency.

A list of the internationally recognised proficiency tests and the required outcomes can be found in the following link:

www.nzqa.govt.nz/about-us/our-role/legislation/nzqa-rules/nzqf-related-rules/the-table/

Please contact us for other acceptable English language proficiency evidence that may apply to your circumstance.

Student visa

International students in New Zealand require a student visa to enter the country. Please visit www.immigration.govt.nz for information on obtaining a student visa.

How to apply

Applying for Study Abroad or Student Exchange is a simple process.

All you need to do is:

1. Request the Otago Polytechnic International Application Form from studyabroad@op.ac.nz
2. Include all the following information that is required:
 - > Original or certified copies of all previous tertiary-level studies undertaken (a full academic transcript showing all subjects attempted, including failures, marks or grades) – a key/guide to the grading system must also be included
 - > Evidence of English language proficiency
 - > Portfolio (if applicable)
 - > Documents not in English must be accompanied by verified English language translations
 - > You need to provide a verified copy in English of your birth certificate or the personal details page of your passport. You can send us a scanned copy to begin your application.
 - > Letter of motivation (one page).
3. Please provide a reliable and clear email address as most communication will be carried out this way.
4. When you have completed a paper application form, please scan it and email it to: studyabroad@op.ac.nz

Application closing dates

For study beginning in Semester One: 1 November
For study beginning in Semester Two: 1 May

Processing your application

Our International Office will process your application and advise you of its progress. They will also contact you if we need additional information.

If successful, you will receive a Letter of Offer from Otago Polytechnic. Details of how to accept this offer will be included in your Offer of Place package.

Have a question? We're here to help!

From the moment you consider Otago Polytechnic, to the moment you arrive on campus, we're here to help you with your questions or problems.

Contact us:

Otago Polytechnic +64 3 477 3014
Email studyabroad@op.ac.nz
www.op.ac.nz

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