

SD

VICTORIA UNIVERSITY SCHOOL OF DESIGN

ABOUT

The School of Design at Victoria University offers students a unique opportunity to study within a multi-disciplinary environment. Located in Wellington, New Zealand the creative capital, we attract the best and brightest from all over the world.

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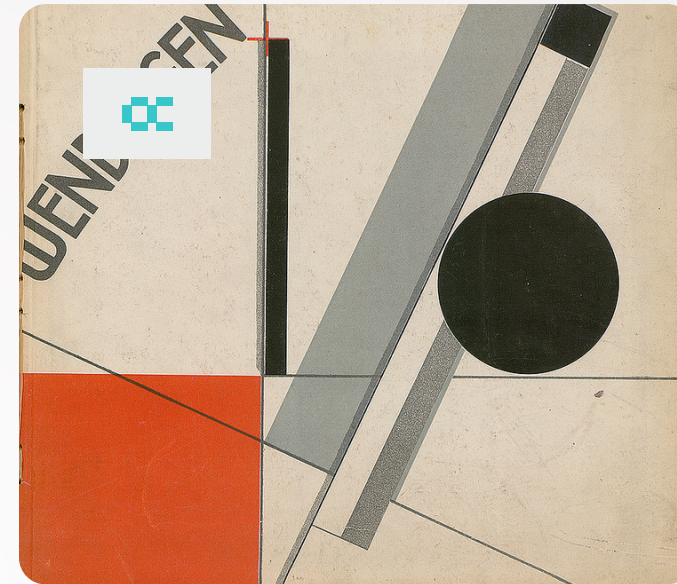
LAB INFORMATION

BLOGS



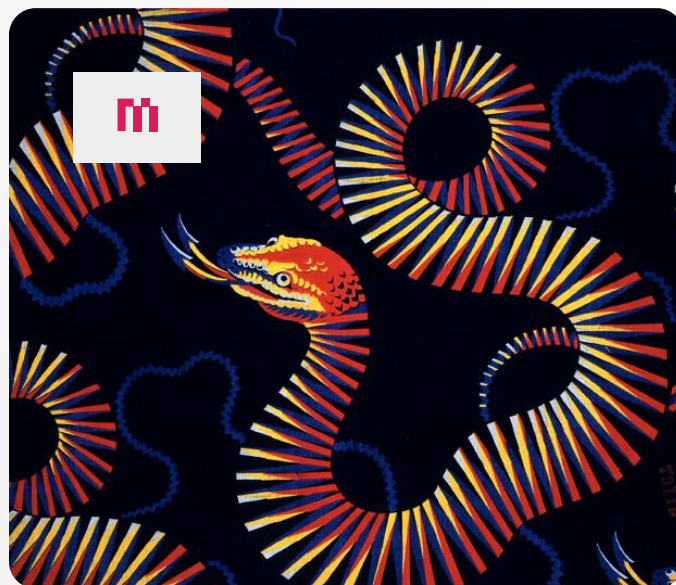
TOGGLE ICONS
TO FILTER WORK

Filters: *Media* and *Master of Design Innovation*



HERCULES VACUUM CLEANER

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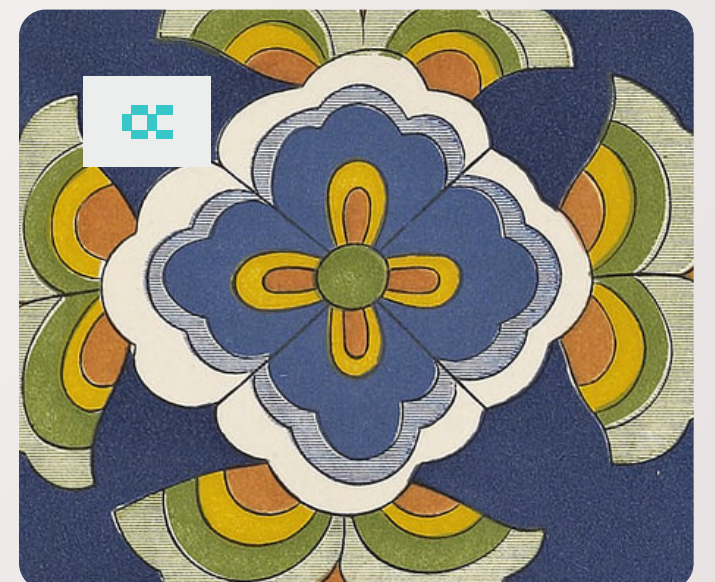
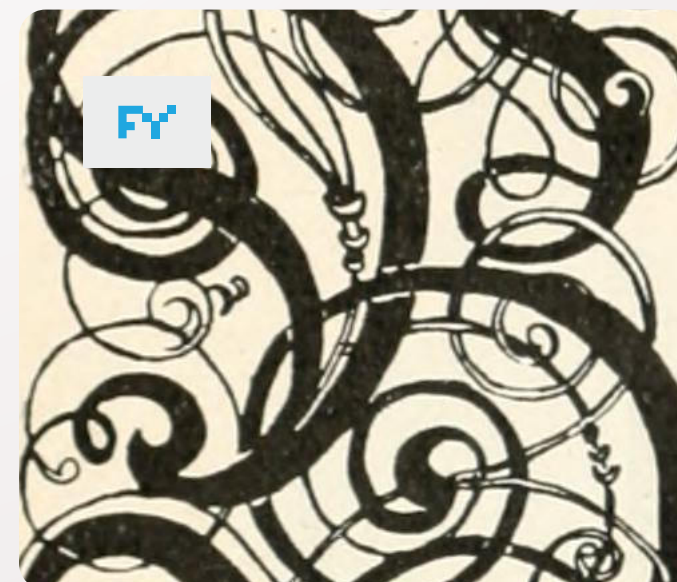
INTERIOR DESIGN FOR ONE OF THE BATHROOMS

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LOCKHEED CL-981 RETRACTABLE CANARD

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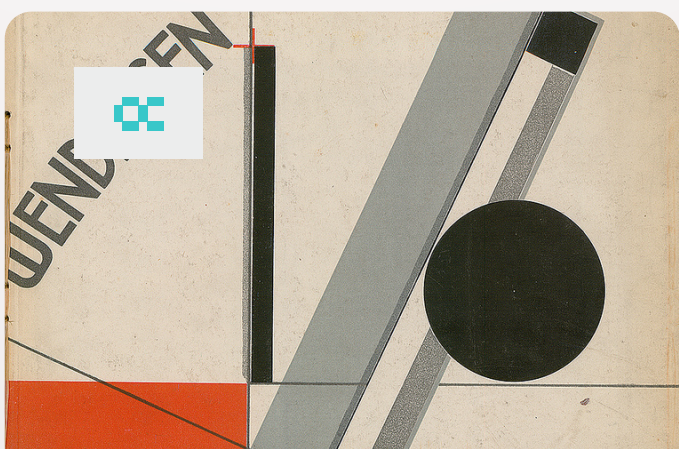
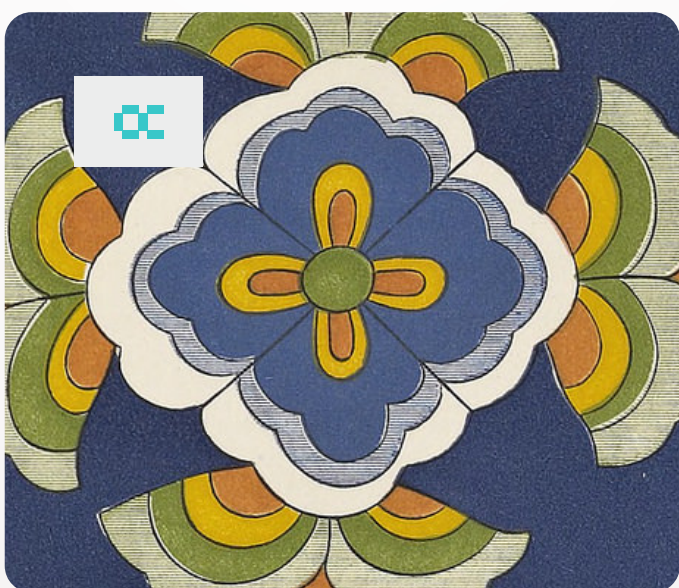
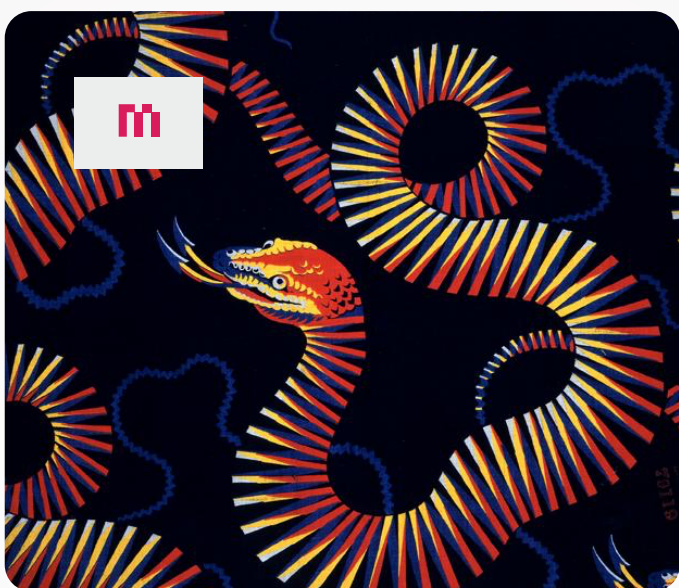




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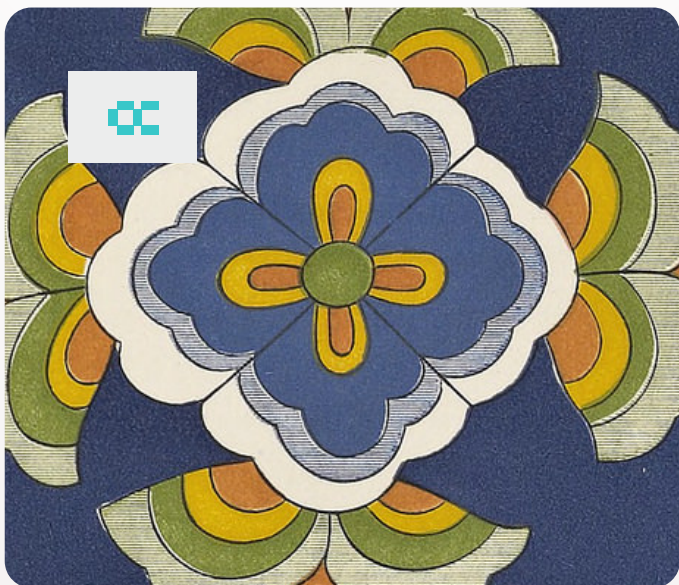
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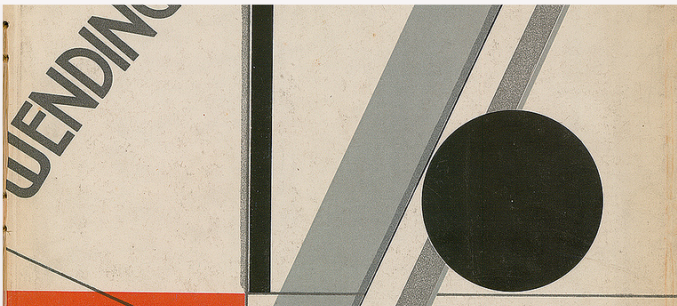
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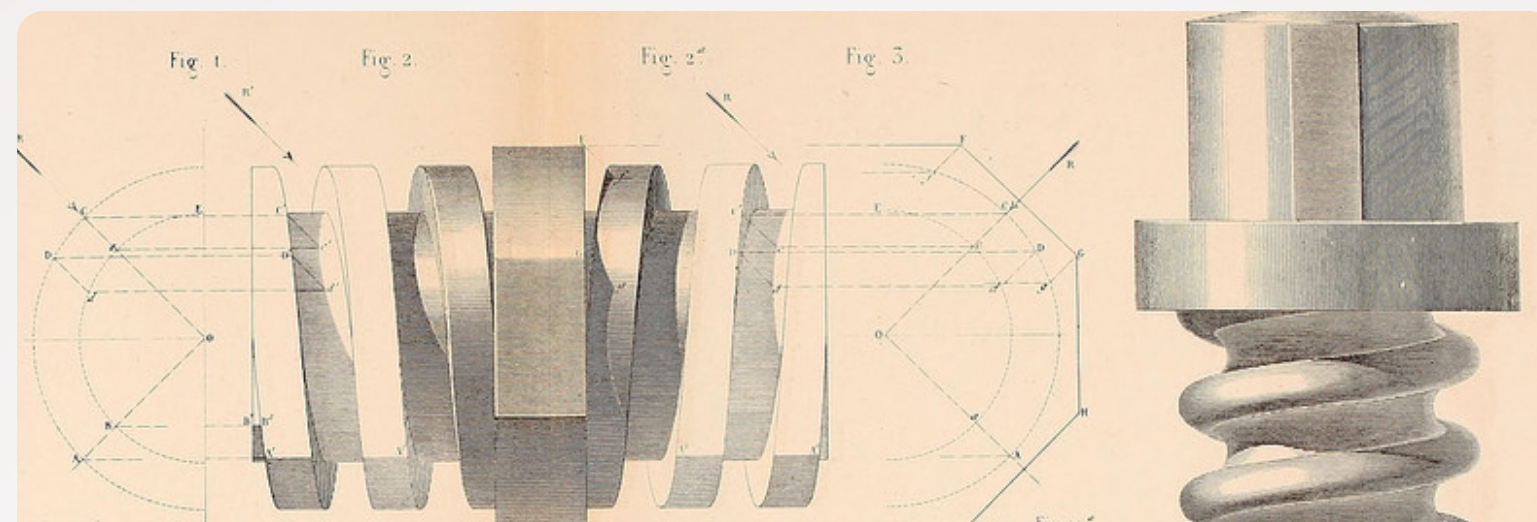
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FROM INDUSTRIAL DESIGN TO USER EXPERIENCE DESIGN AND EVERYTHING IN BETWEEN

27 April 2017

Master of User Experience Design student, Jazz Klinkert has just completed an internship at Te Papa, assisting with the planning and execution of an event showcasing Virtual Reality.



DESIGN TECHNOLOGY SCHOLARSHIP AWARDED

20 March 2017

Nicola Yeo's outstanding design portfolio has won her a scholarship to cover her tuition fees in the new Master of Design Technology.



NEWS

Keep up to date with the latest news from the
School of Design.

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EVENTS & KEYDATES

OCTOBER 2015

Thu 1	Application deadline to have a qualification awarded at the December graduation ceremonies. Enrolment opens for 2016.
Fri 16	Trimester Two and full-year teaching period ends.
Mon 19	End-of-year study period begins.
Fri 23	End-of-year examinations begin.
Mon 26	Labour Day (University closed).

OCTOBER 2015

Thu 1	Closing date for Round Three applications for doctoral admission and doctoral scholarships.
Sat 14	Trimester Two and full-year teaching period ends.
Sun 15	End-of-year study period begins.
Mon 16	End-of-year examinations begin.
Mon 26	Labour Day (University closed).



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FROM INDUSTRIAL
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20 March 2017



DESIGN TECHNOLOGY
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20 March 2017

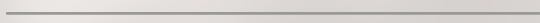


Nicola Yeo's outstanding
design portfolio has won her



OSCARS WIN FOR
VICTORIA RESEARCHER

23 February 2017



Adjunct Associate Professor



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VICTORIA RESEARCHER

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MAJOR

Find out about the three areas of design you can specialise in for your degree.



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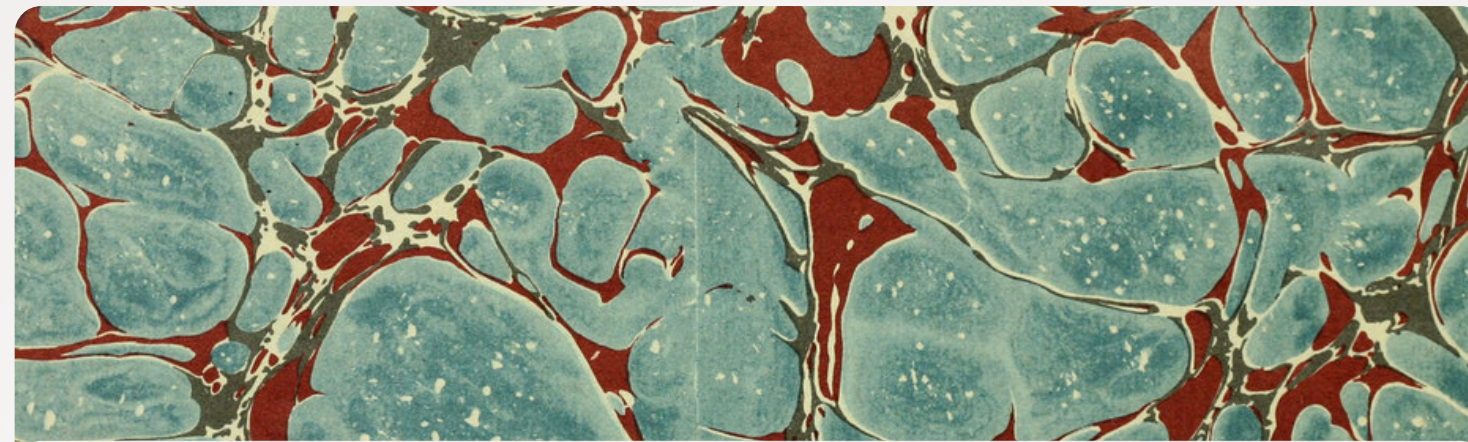
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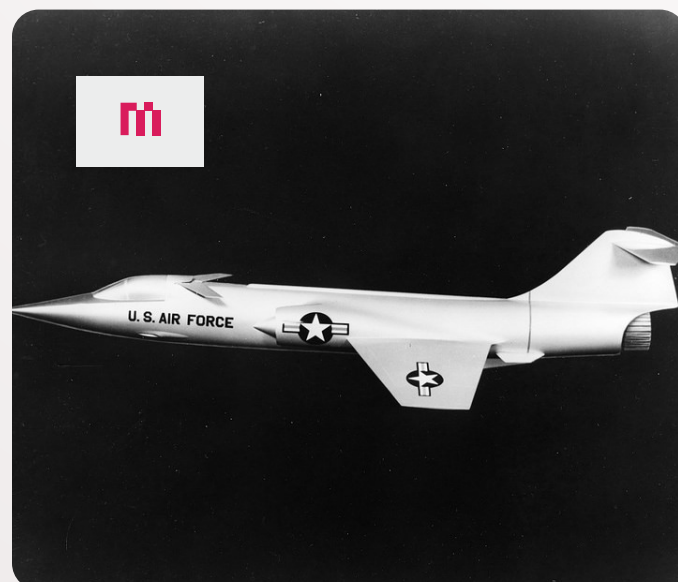
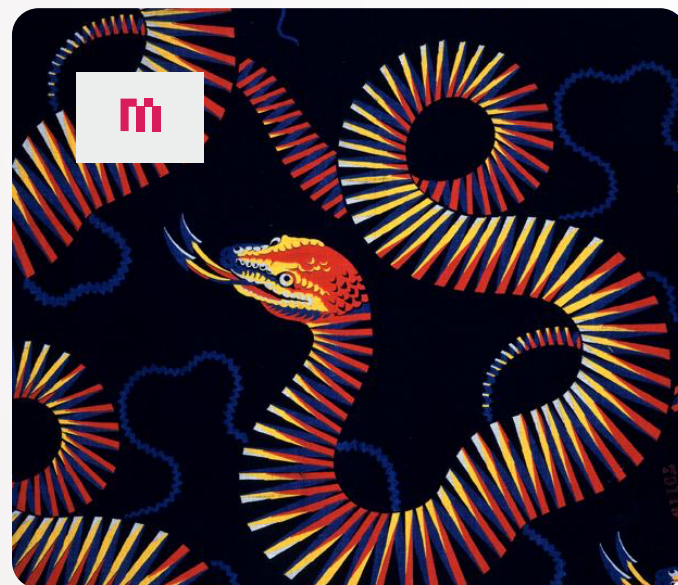
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OVERVIEW

Digital media technology has opened up new and exciting opportunities within the design world.

Media Design explores the diverse ways people interact with digital technology today – through web experiences, visual and audio communication, augmented reality, gaming and portable computing.

COURSES

CORE COURSES

DSDN 101	Design Visualisation
DSDN 111	Ideas and Principles of Design
DSDN 112	Introduction to Interaction Design
DSDN 142	Creative Coding
DSDN 171	Design in Context
WRIT 101	Writing English

200 LEVEL COURSES

MDDN 201	Internet Design
MDDN 211	Digital Video Creation
MDDN 241	3D Modelling and Animation
MDDN 242	Creative Coding II
MDDN 243	Introduction to Computer Game Design
MDDN 251	Physical Computing

300 LEVEL COURSES

MDDN 311	Postproduction and Special Effects
MDDN 314	Audio-Visual Space
MDDN 343	Advanced Computer Game Design
MDDN 351	Wearable Technology
MDDN 352	Mobile Media



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MDDN 311	Postproduction and Special
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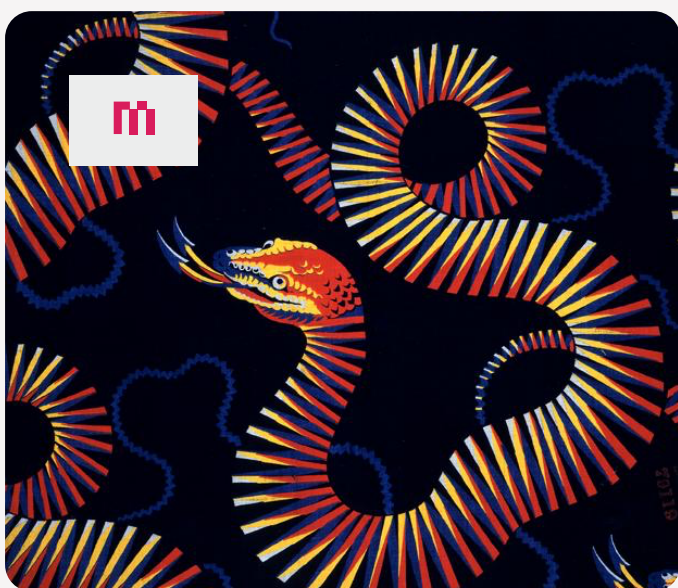
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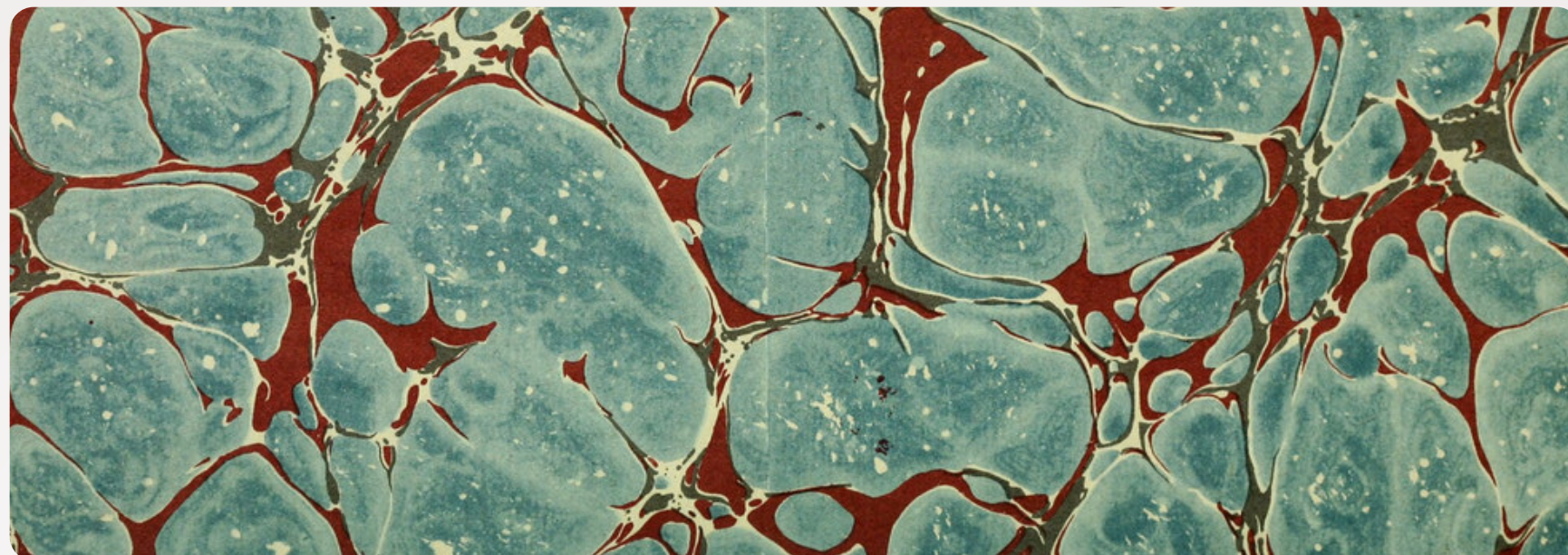
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OVERVIEW

Media Design explores the different ways people interact with digital technology. This includes web experiences, visual and audio communication, augmented and virtual reality, gaming and mobile media.

You'll spend most of your class time in studios working on design solutions to real-world problems. Brainstorm and build concepts, and craft projects while developing new software skills.

Guided by experienced lecturers and tutors, you'll be encouraged to experiment, innovate, research and collaborate—and to dig deeper to examine how your work fits into different aspects of culture and society.



SPECIALISATIONS

3D DESIGN & ANIMATION

Become a 3D artist and gain skills highly valued by several industries including film, computer gaming, mobile media and web development. Graduates with this specialisation are in high demand.

CREATIVE CODING

INTERACTIVE DESIGN

VIDEO DESIGN

GAME DESIGN

MAJOR

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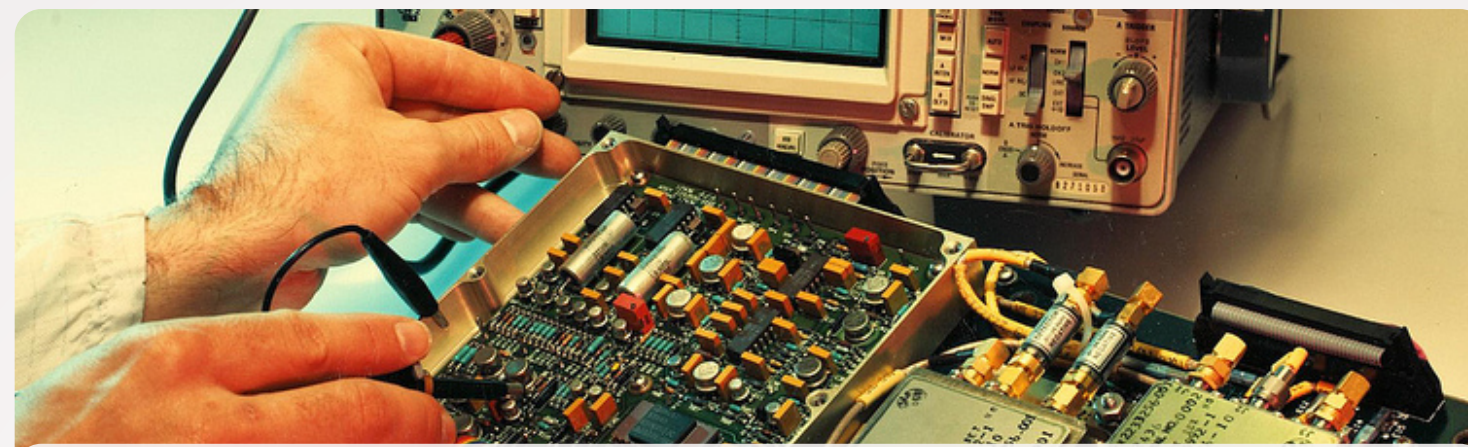
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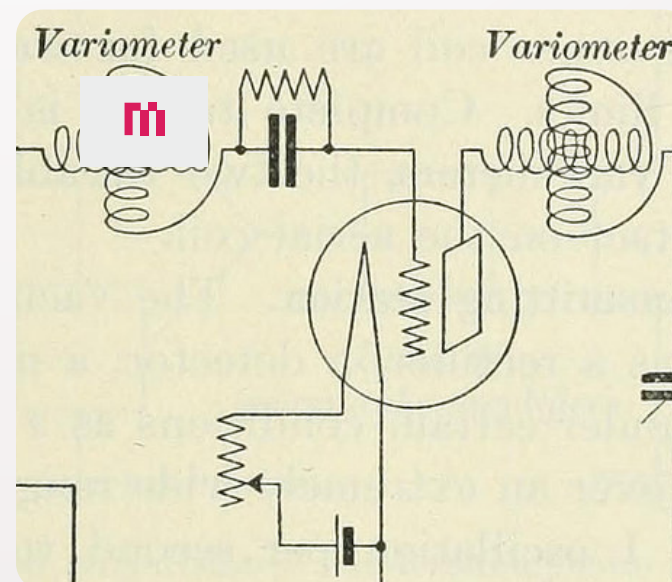
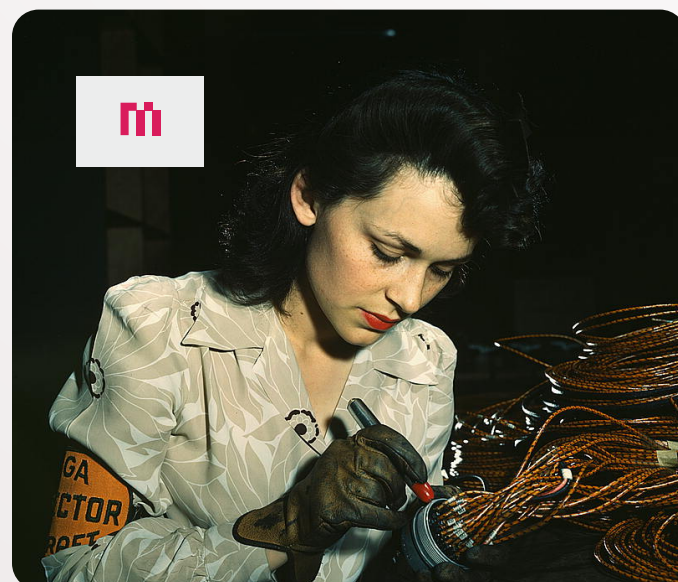
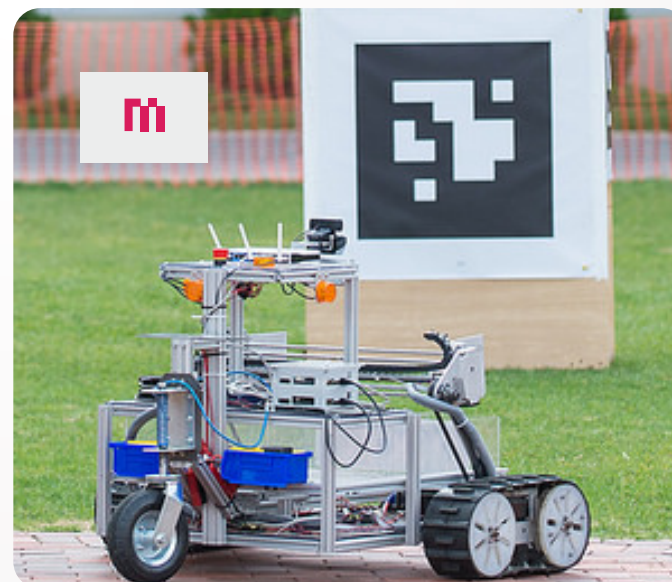
BLOGS



CONVAIR/GENERAL DYNAMICS

20 March 2017

Cray 2 Supercomputer for the Numerical Aerodynamic Simulator at the NASA Ames Research Center, Mountain View California.



PHYSICAL COMPUTING

MDDN 251

Electronics, circuit design, material fabrication and programming as design tools to build 'intelligent' objects and systems. Techniques using microcontrollers allow students to think beyond the mouse/keyboard/screen paradigm in exploring design solutions to real-world problems using physical computing.

COURSE CONTENT

This course is a practical exploration of physically interactive electronics, and the languages and conceptual foundations of physical and digital interactivity. Practically you will be exploring topics...



COURSE LEARNING OBJECTIVES

Develop and execute an effective strategy towards creating an imaginative and innovative design solution with consideration of the problems and needs of physical computing design challenges and the manners in which they may be addressed.

Demonstrate the ability to use the software and hardware introduced in the course to resolve and implement design solutions.

Communicate design concepts orally, visually and in writing with clarity and insight.

Reinforce critical design explorations with an understanding of the history and impact of design within the global context.

17 JULY 2017 -
18 NOVEMBER 2017



COURSES ▼

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MEDIA
DESIGN

PHYSICAL COMPUTING

M D D N 2 5 1

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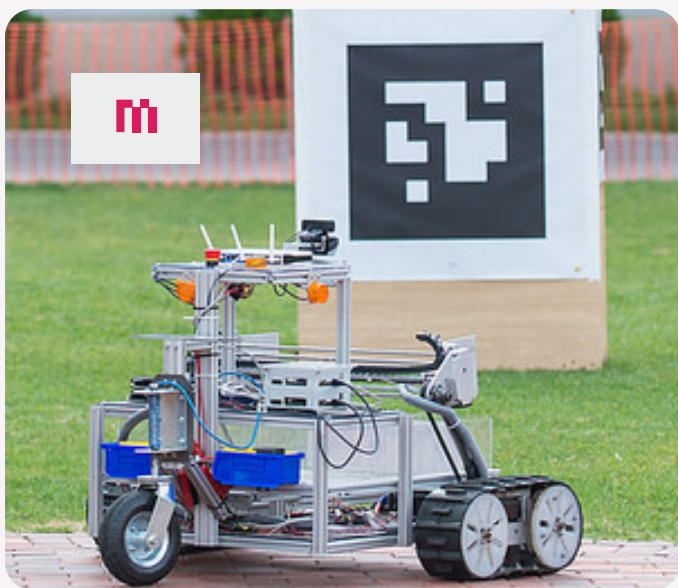
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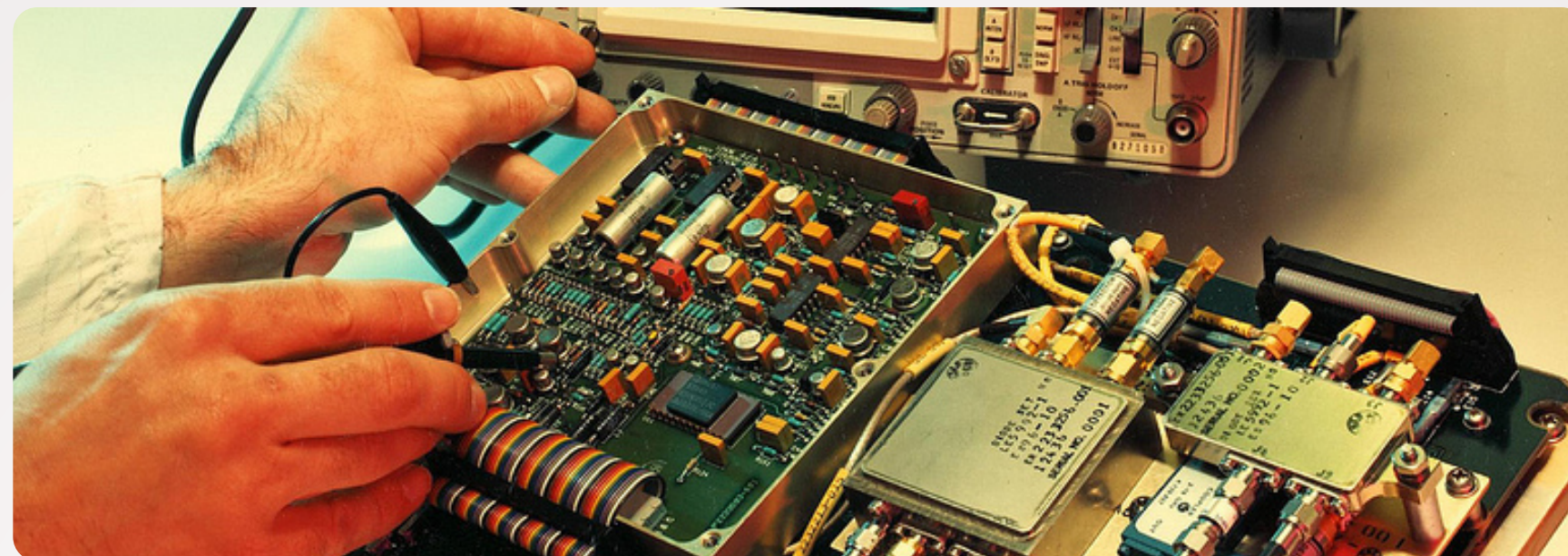
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PHYSICAL COMPUTING

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COURSE CONTENT

This course is a practical exploration of physically interactive electronics, and the languages and conceptual foundations of physical and digital interactivity. Practically you will be exploring topics such as emotion, instinctive behaviour, sensing, signal processing, and interactive communication through the design and construction of interactive electronic mechanisms.

The primary aim of this course is to explore methods of designing digital interactions that move beyond the keyboard and mouse paradigm. You will learn how to interface digital and physical objects with the viewers



Duration

17 July 2017 - 18 November 2017

Trimester 2



Lecture start times:

Tuesday - 12:40

Friday - 12:40

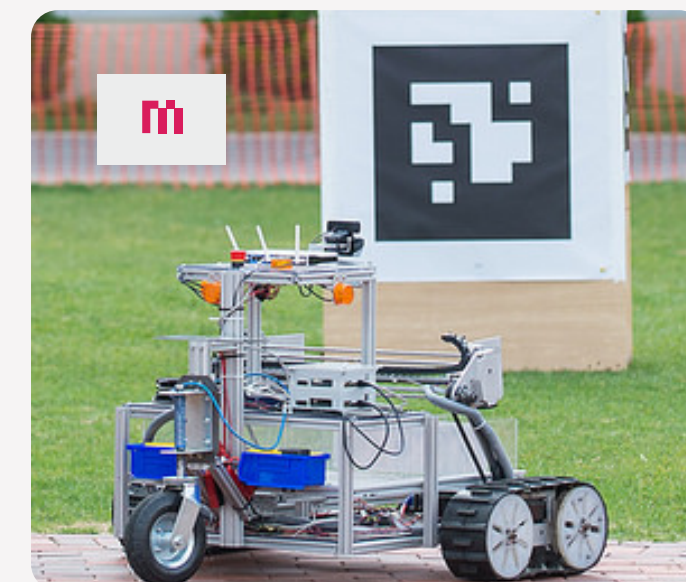
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PINOKIO



ADAM BEN-DROR & SHANSHAN ZHOU

Lecturer: Walter Langelaar

Course: [Physical Computing \(MDDN 251\)](#)

Date: 20/06/2013

Overview: Pinokio is an exploration into the expressive and behavioural potentials of robotic computing. Customized computer code and electronic circuit design imbues Pinokio with the ability to be aware of its environment, especially people, and to express a dynamic range of behaviour. Pinokio is an exploration into the expressive and behavioural potentials of robotic computing. Customized computer

Project Links:

[Behance Page](#)
[Project Page](#)

Download:

[Arduino Sketch](#)
[Processing Sketch](#)

Tags:

Adam Ben-Dror, Shanshan Zhou,
VUW Media, MDDN251, Physical
Computing, Arduino, Processing

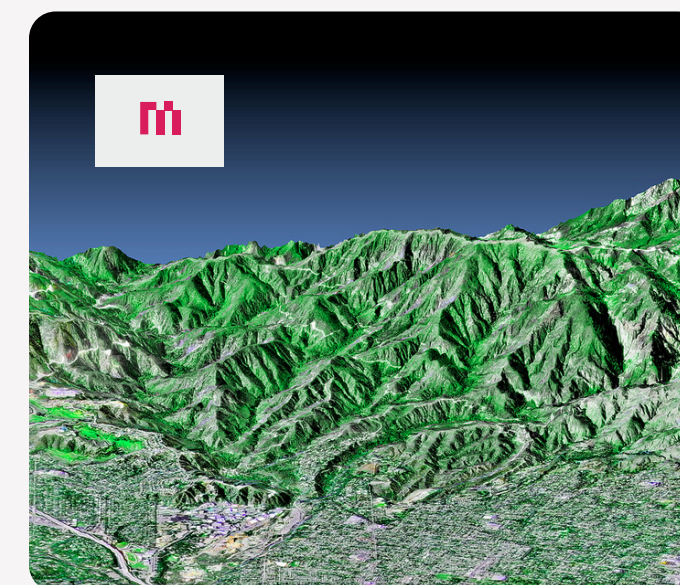


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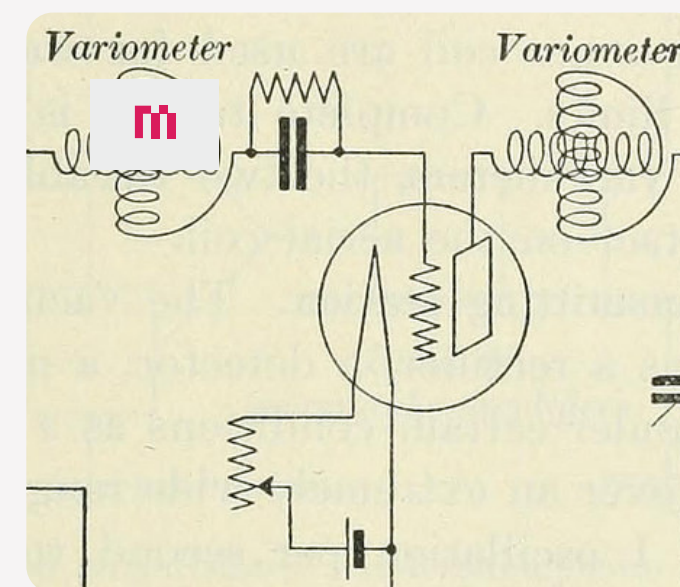
More from **Adam Ben-Dror**



More from **Shanshan Zhou**



More from **Physical Computing**





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More from **Shanshan Zhou**



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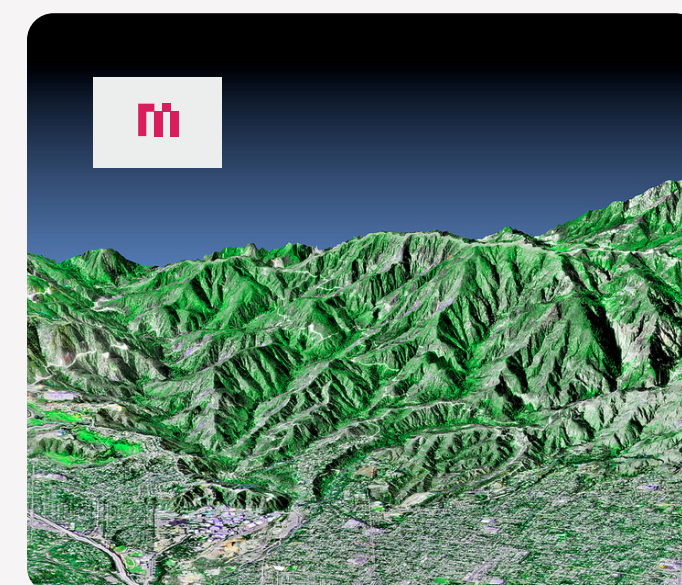


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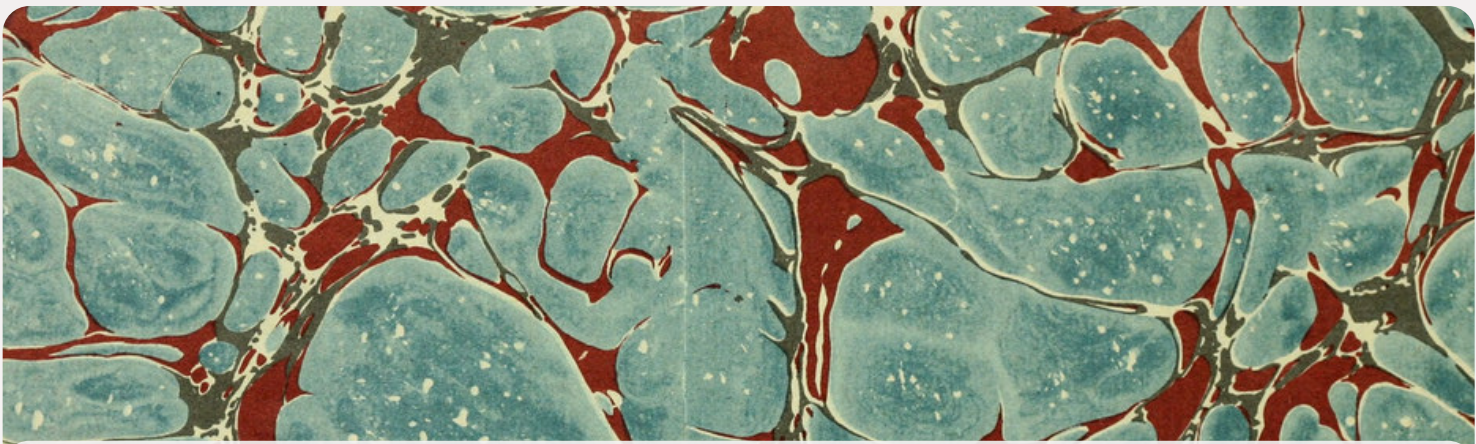
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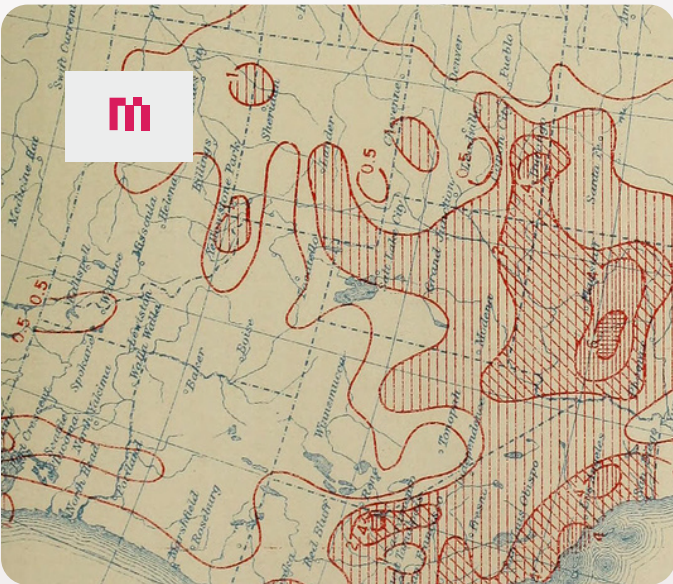
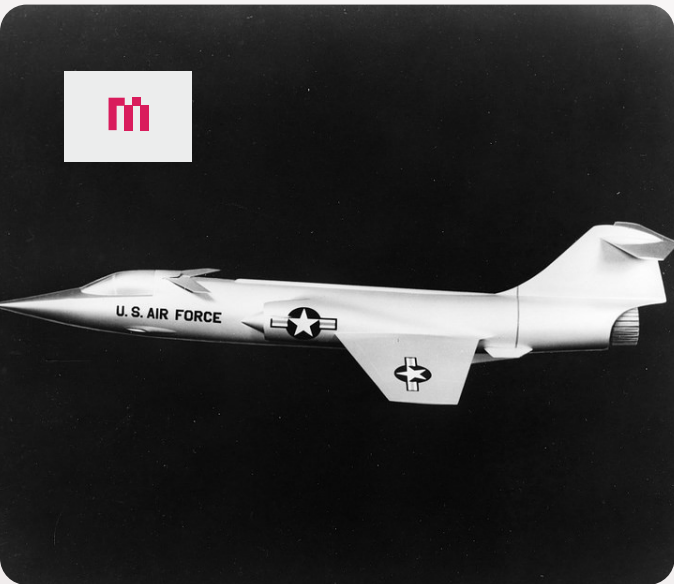
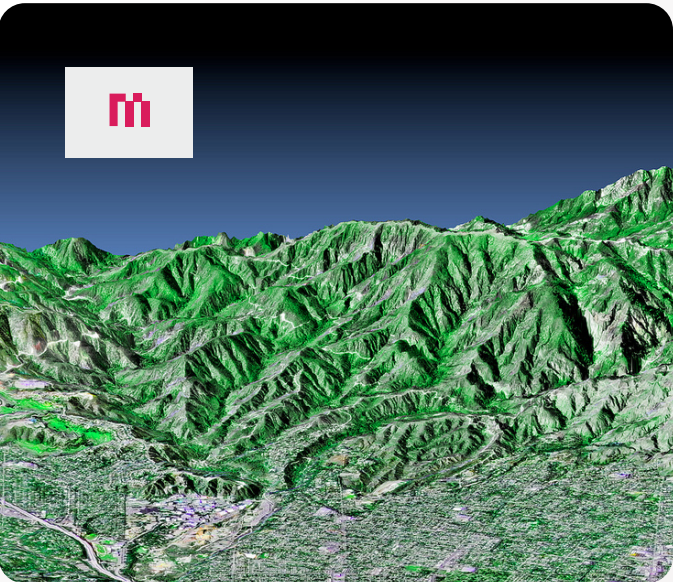
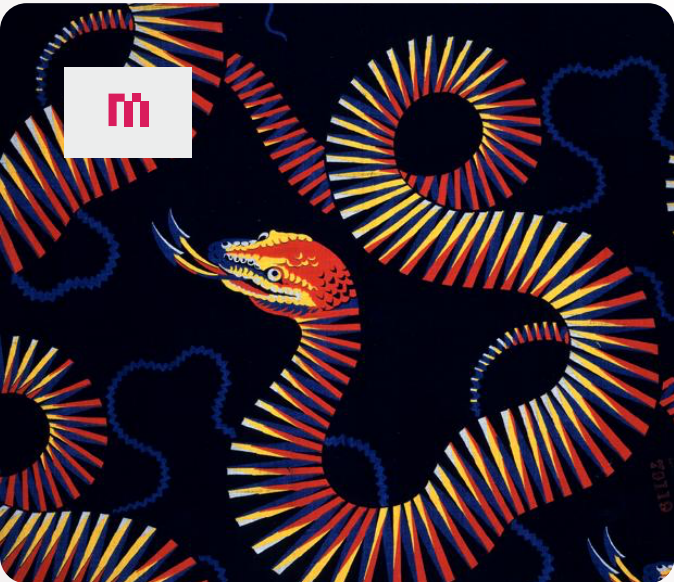


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STUDENT WORK

A selection of student work produced at the School of Design.

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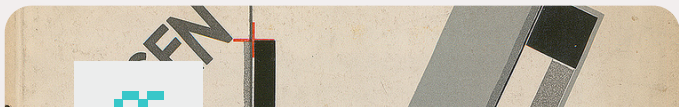
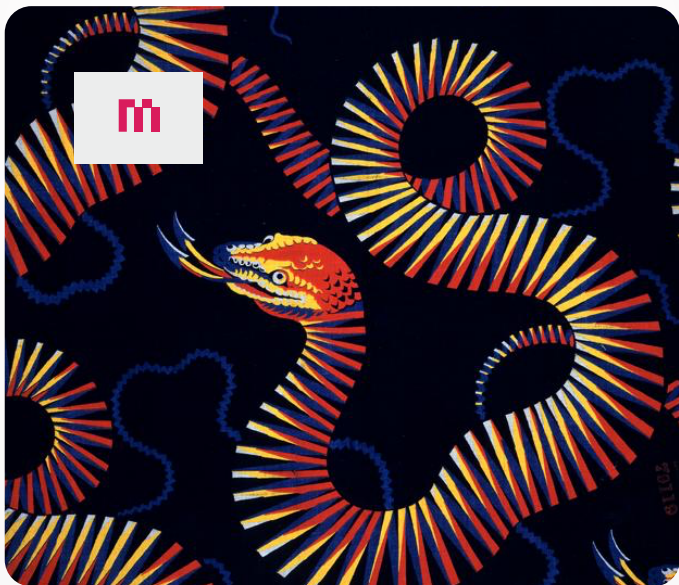
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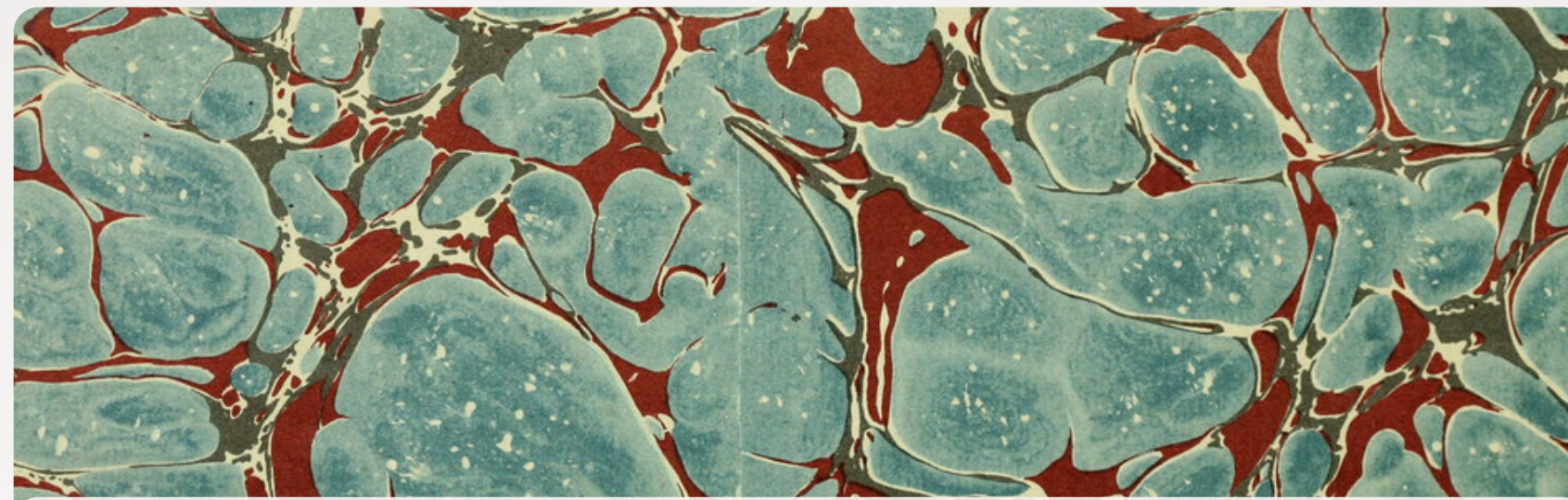
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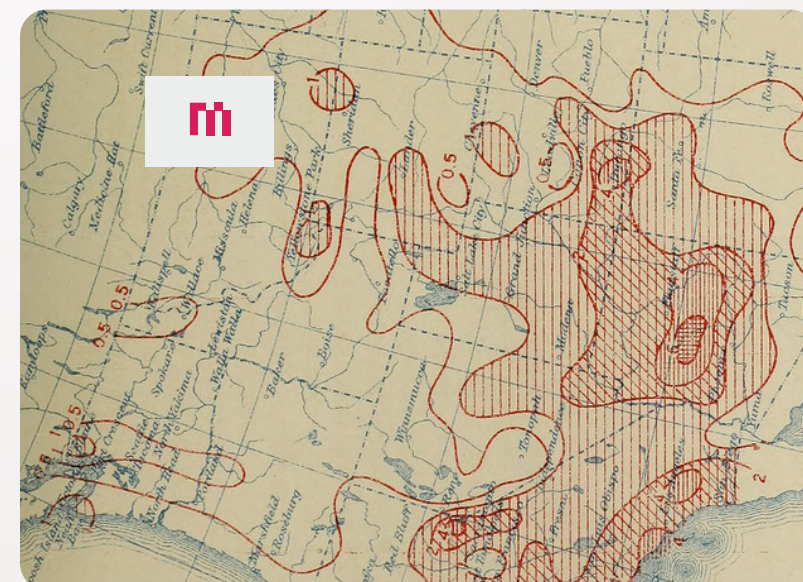
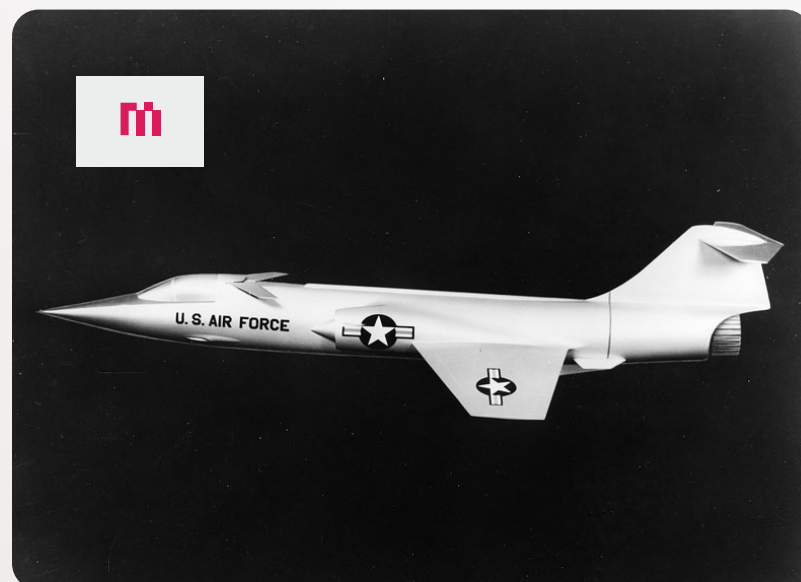
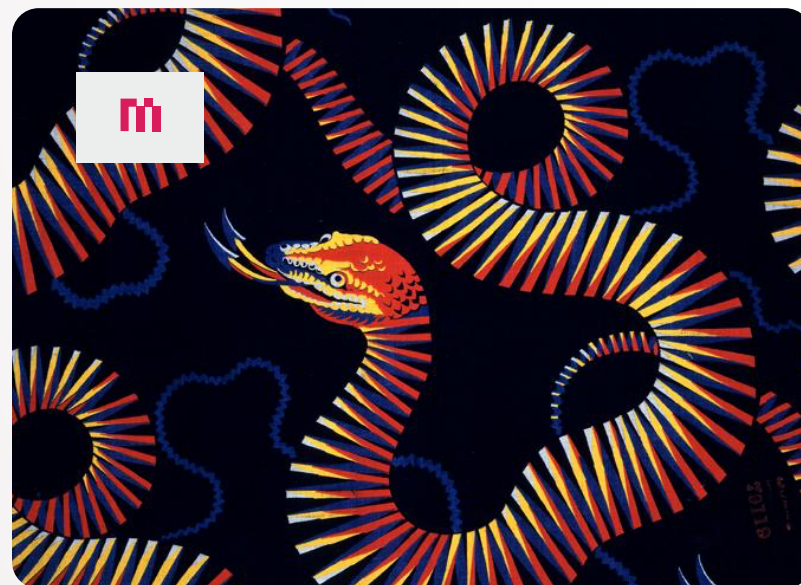
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RECUEIL COMPLET DES TRAVAUX

20 March 2017

Complete compilation of the travaux préparatoires of the Civil Code: follow-up of an edition of this code, to which are added the laws, decrees and ordinances



STUDENT WORK

A selection of student work produced at the
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