

Diploma in Interactive Multimedia Development

This qualification allows you to specialise in producing, manipulating and interacting with sound, images and animation in order to work in a wide range of fields such as games development, film and television, museum installation, publishing and illustration. The programme incorporates papers in information technology, art and design and includes a major research component.

DURATION: Two Years (Full-Time)

LOCATION: Dunedin

LEARNING OPTIONS: Full-time, with some flexibility for part-time study.

APPLICATIONS PREFERRED BY: 30 November

PROGRAMME BEGINS: February

ENTRY REQUIREMENTS:

To be considered for entry to this programme, students must satisfy one of the following entry criteria:

- Have completed a minimum of 42 NCEA Level 3 credits across 4 subjects and literacy (8 NCEA Level 2 credits) and numeracy (14 NCEA Level 1 credits) or equivalent.
- Have gained a minimum of three C passes in New Zealand Bursaries Examination or have reached an equivalent standard in an appropriate assessment.
- Have completed a Certificate in Information Technology at Otago Polytechnic, or its equivalent.
- Have completed a Certificate in Creative Studies at Otago Polytechnic, or its equivalent.
- Have a record of successful tertiary study and/or relevant work experience to demonstrate the ability to succeed in the programme.

International:

Minimum entry criteria include: Overall band score (Academic) of 6.0 IELTS, (writing and speaking score no less than 6.0 and reading and listening bands no less than 5.5) or TOEFL 550 or equivalent.

FURTHER STUDY OPTIONS:

Otago Polytechnic is preparing to launch a bachelors' degree in interactive multimedia design in 2008*. You may also choose to complete higher-Level study in any of the fine arts, information technology or design disciplines.

**Subject to final approval.*

PROVISIONAL ENTRY:

Mature students with work and life experience are encouraged to apply. A school leaver or an adult applicant who does not meet the entry criteria may be given provisional entry to the programme at year one at the discretion of the Head of Department of the Schools of Information Technology, Fine Arts and Design and/or the academic leader of the Diploma in Interactive Multimedia Development. Those who successfully complete and pass Year One will be deemed to have met entry requirements and provisional status will be removed.

RECOGNITION OF PRIOR LEARNING:

Students may apply for RPL according to the Otago Polytechnic RPL policy.

SELECTION PROCEDURE:

Students who meet the entry requirements and have an appropriate standard of oral and written English will be deemed to have met the selection criteria

Applications will be processed simultaneously after the preferred application date. Professional judgement of academic staff from the three participating schools will be used to determine which applicants are most appropriate for entry to the programme. Where deemed necessary to determine the fitness of an applicant for the programme, the applicant may be invited to attend an interview.

Should the number of applicants who meet the selection process requirements exceed the available places, the professional judgement of staff will be used to determine those given immediate entry and those placed on a waiting list. Applicants who do not meet the acceptance criteria will be directed to a path of study to prepare them for application the following year.

Successful applicants are informed before the start of the programme and are sent detailed information on enrolment procedures, loans, starting dates and any information that might be required to facilitate a smooth introduction to the programme.

PORTFOLIO:

All students applying for entry to the Diploma in Interactive Multimedia Development will be required to submit a portfolio in support of their application.

The purpose of the portfolio is to demonstrate that the applicant has the prerequisite skills to participate successfully in the courses within the programme. These are not necessarily technical skills. Rather, the portfolio should show the ability to develop and extend a visual concept, a sense of the relevant parameters in visual communication, an enthusiasm for creative work, and the ability to persevere with a project to completion.

Note that the work in the portfolio is only expected to demonstrate the potential for successful participation in the programme. It is not expected to be at a Level of technical proficiency beyond that of an appropriately-abled school student.

The portfolio should show evidence of skills, creativity and enthusiasm in one or more of: drawing, sketching, painting, photography, graphic design, digital imaging, video, computer graphics, computer programming, model building, sculpture, textiles, music or audio, and creative writing. It is useful if the portfolio can demonstrate the development process by including, for example, preparatory sketches, story boards, rough drafts, etc. The portfolio can contain work done in classes, in employment, or work done privately for personal interest.

As a general rule you should limit your portfolio to no more than 10 chosen works showing a variation of interest.

DOMESTIC STUDENT FEES (approx)*:

\$4632 (Year 1)

\$4747 (Year 2)

INTERNATIONAL STUDENT FEES (approx)*:

\$16,000 (Years 1 and 2)

STUDENT LOANS/ALLOWANCES:

Full-time students of this programme are eligible for student loans and allowances (dependent on age and financial circumstances.) Please contact Studylink for additional information 0800 88 99 00

www.studylink.govt.nz

PROGRAMME SPECIFIC RISKS:

Students are advised during the application process of programme specific risks including use of workshops, OOS, eye strain and other physical issues related to computer use, toxic chemicals, airborne dust, dye particles, fumes, Diverse, awkward equipment such as printing presses, guillotines, looms, silk screens, print tables, dye pots, sewing machines, oxyacetylene torches, bronze casting equipment, rolling mills, metal cutters, grinding and polishing machines, Wet slippery surfaces and heat, flames, gas, electricity used in various processes.

YOUR WORKLOAD:

The Diploma in IMD is a full-time course. You should anticipate spending an average of 30 hours per week on course attendance and homework (this may vary from student to student). Some weeks will be busier than others, especially mid-term and end of term, when assignments are due. Good time management is useful.

	Course	Level	Semester	Credits	School
Year 1	Graphic Design 1	5	1	10	Design
	Fine Arts Core Studies 1	5	1	20	Art
	Technology Fundamentals	5	1	20	IT
	Software Development	5	1	10	IT
	Design Communication 2	5	2	10	Design
	Graphic Design 2	5	2	10	Design
	Screen Design	5	2	10	Design
	Negotiated Research Project 1	6	2	10	All
	Object Oriented Programming	5	2	20	IT
	Year 1 Total			120	
Year 2					
	Sound Design	6	1	10	Design
	Layout/Messaging	6	1	10	Design
	On-line Design	6	1	10	Design
	Digital and Moving Images - Studio Practice	5	1	10	Art
	Web Design and Programming	6	1	20	IT
	Interactive Design	7	2	10	Design
	Digital and Moving Images – Studio Elective	6	2	10	Art
	Negotiated Research Project 2	6	2	20	All
	Advanced Programming Using Object Oriented Language OR	6	2	20	IT
Interactive Worlds: Introduction to Games Programming	6	2	20	IT	
	Year 2 Total			120	
	PROGRAMME TOTAL			240	

*DISCLAIMER: While every endeavour is made to ensure that the information in this brochure is accurate, Otago Polytechnic reserves the right to amend, alter or withdraw any of this information. The fees shown in this document are 2007 indicative domestic fees and 2008 indicative international fees. Please note that additional fees may from time to time be required for external examinations, NZQA fees, and/or additional material fees. Both domestic and international fees for 2008 are subject to change and are dependant on the development and implementation of new Government policies signalled for 2008.