The Degree of Bachelor of Product Design (BProdDesign – 360 points)

These regulations must be read in conjunction with the General Regulations for the University.

1.Version

(a) These Regulations came into force on 1 January 2024.
(b) This degree was rst o ered in 2018.

2.Variations

In exceptional circumstances the Amo Matua, P hanga | Executive Dean of Engineering or delegate may approve a personal programme of study which does not conform to these Regulations.

3.The structure of the quali cation

To qualify for the Bachelor in Product Design, a student must:

(a) Be credited with a minimum of 360 points towards the quali cation.
(b) Be credited with the courses listed in Schedule C to these Regulations.
(c) Satisfy the requirements for at least one major as listed in Schedule S to these Regulations.
(d) Be credited with
    i. at least 225 points from courses above 100-level and
    ii. at least 30 points above 100-level from Schedule V of the Bachelor of Commerce Regulations; and
    iii. a further 45 points above 100-level, in addition to the courses required to satisfy clauses 3(b), 3(c) and 3(d)(ii), from courses in the BE(Hons), BProdDesign, BSc, BSpC degree Regulations, including a least 15 points at 300-level; and
    iv. at least 75 points from courses at 300-level.

4. Admission to the quali cation

A student for the Bachelor of Product Design must, before enrolling, meet the Admission requirements for Te Whare W nanga o Waitaha | University of Canterbury as laid out in the General Regulations.

5.Subjects

(a) The Bachelor of Product Design is awarded with the following majors or minors as de ned in Schedule S to these regulations:
    i. Industrial Product Design; or
    ii. Applied Immersive Game Design; and
    iii. Chemical Formulation Design; and
    iv. Digital Product Design.
(b) Minors provided for in the General Credit Regulations can also be taken as part of the BProdDesign or associated conjoint degree.

6.Time limits

The quali cation adheres to the General Regulations for the University with a time limit of 10 years.

7.Transfers of credit, substitutions and cross-credits

This quali cation adheres to the Credit Recognition and Transfer Regulations, with no additional stipulations.

8.Progression

This quali cation adheres to the General Regulations for the University, with no additional stipulations.

9.Honours, Distinction and Merit

Honours, Distinction and Merit are not awarded for this quali cation.

10.Exit and Upgrade Pathways to other Quali cations

There are no exit quali cations for this degree.

200-level

Required:

(1) SENG201; and
(2) PROD221; and
(3) PROD222; and
(4) PROD223; and
(5) PROD224

300-level

Required:

(1) PROD321; and
(2) PROD322; and
(3) PROD323

Minor

A student intending to minor in Applied Immersive Game Design must be credited with the following: At least 75 points from the 15-point courses in this Schedule, including at least 60 points in Applied Immersive Game Design and at least 45 points at 200-level or above.

P hanga Mat , Tukanga | Chemical Formulation Design

Major

100-level

Required:

(1) PROD131; and
(2) CHEM111

200-level

Required:

(1) PROD230; and
(2) PROD231; and
(3) PROD232; and
(4) PROD233; and
(5) PROD234; and
(6) PROD235

300-level

Required:

(1) PROD331, and
(2) PROD333, and
(3) PROD334

Minor

A student intending to minor in Chemical Formulation Design must be credited with the following: At least 75 points from the 15-point courses in this Schedule, including at least 60 points in Chemical Formulation Design and at least 45 points at 200-level or above.

Digital Product Design

Major

100-level

Required:

(1) PROD151; and
(2) COSC121 or COSC131; and
(3) COSC122.

200-level

Required:

(1) INFO263
(2) SENG201
(3) PROD251

COSC131	Introduction to Programming for Engineers Mathematics (includmingthe snandaPr di ftionmethods in solvmingptrblems at A lev or 4)jIB: 4 at HL or 5 at SL in Mathematics,v based on al (0r 20r 2)jNCEA 1r Pr18 sntrngly Pr includmingthe snandaPr di ftionmethods in solvmingptrblems at A lev or 4)jIB: 4 at HL or 5 at SL in Mathematicsor 5)r v				91578)' and 'Apply in t(tionmethods in)-9.90 ( )]TJ EMC /P <</Lang (en-G (91578)' and 'Apply in t(tionmethods in)-9.90 ( )]TJ EMC /P <</Lang (en-GB)/MCID 560 >>BDC T*m [solvmin stPrm Mar 5A(C)16 (OS262.)]TJ EMC /P <</Lang

Engineering

Course Code	Course Title	Pts	2025	Location	P/C/R/RP/EQ
ENCN231	Solid Mechanics	15	S1	Campus	P: Subject to approval of the Dean of Engineering and Forestry R: ENCI230, ENCI234
ENGR101	Foundations of Engineering	15	S1	Campus	
			S2	Campus	
ENGR102	Engineering Mechanics	15	SU2	Campus	P: EMTH118 C: EMTH119, PHYS101
			S2	Campus	
ENME201	Design Communication	15	S1	Campus	P: ENGR101 Foundations of Engineering and Deans approval
ENME221	Engineering Design and Manufacture	15		Sup	Engineering DTE>>BDC 0 Tw 5 0 <</(ommunication)]T

MKTG240	Tourism, Hospitality & Events Management	15	S1	Campus	P: MKTG100
MKTG316	Digital Marketing	15	S2	Campus	P: (1) MKTG100, (2) A further 45 points at 200-level or above

Innovation and Business

Physics

Course Code	Course Title	Pts	2025	Location	P/C/R/RP/EQ
PHYS101	Engineering Physics A: Mechanics, Waves, Electromagnetism and Thermal Physics	15	SU2	Campus	P: 1) a) PHYS111 or NCEA 14 credits (18 credits strongly recommended) at level 3 Physics, and b) MATH101 or 14 Credits (18 credits strongly recommended) at level 3 Mathematics (including the standards 'Apply di erentiation methods in solving problems (91578)' and 'Apply integration methods in solving problems(91579)), or 2) Cambridge: D at A level or an A at AS level in both Physics and Mathematics, or 3) IB: 4 at HL or 6 at SL in both Physics and Mathematics, or 4) a) TRNS008 with a B+ or better grade, and b) TRNS017, or 5) approval of the Head of Department based on alternative prior learning. R: PHYS113, PHYS112 EQ: PHYS113
PHYS111	Introductory Physics for Physical Sciences and Engineering	15	S1	Campus	R: Students who have been credited with any of PHYS101, PHYS102, PHYS113 or PHYS114 cannot subsequently be credited with PHYS111.

Product Design

Course Code	Course Title	Pts	2025	Location	P/C/R/RP/EQ
PROD101	Product Design 1	30	S2	Campus	P: PROD110 or ENGR101
PROD110	Design Principles	15	S1	Campus	R: ENGR101
PROD111	Materials Science for Design	15	S2	Campus	
PROD112	Digital Modelling for Design	15	S2	Campus	
PROD121	The Game Development Process	15	S2	Campus	
PROD131	Introduction to Formulation Science	15	S2	Campus	P: Any 15 points of CHEM C: Any 15 points of CHEM
PROD142	2D and 3D Art for Game and Film	15	S2	Campus	
PROD210	Design and Manufacture	15	S1	Campus	P: PROD112
PROD211	Materials Engineering and Selection	15	S2	Campus	P: PROD111
PROD212	Thermo uids	15	S1	Campus	P: Either 15 points of MATH/EMTH at 100-level or 15 points of PHYS at 100-level
PROD213	Industrial Product Design 1A	15	S1	Campus	P: One of PROD110, PROD112 or PROD101
PROD214	Industrial Product Design 1B	30	S2	Campus	P: 1) PROD101 and 2) either PROD210 or PROD211
PROD221	Game Design in Context	15	S1	Campus	P: one of COSC101 or PROD121 or DIGI101
PROD222	Gaming Project Studio 1	30	S2	Campus	P: 1) one of PROD101, PROD142 or SENG201; and 2) either PROD121 or PROD223
PROD223	Immersive Game Design	15	S1	Campus	P: PROD121 or COSC121 or COSC131
PROD224	Computation for Games	15	S2	Campus	P: PROD121, and recommended preparation: 15 points of MATH, EMTH or STAT courses RP: 15 points of MATH, EMTH or STAT courses
PROD225	Game Development in Unreal and C++	15	S2	Campus	P: (COSC121 or COSC131) and COSC122
PROD229	Introduction to Game Audio	15	S2	Campus	P: 45 points from any courses. R: MUSA229
PROD230	Product Properties and Processing	15	S1	Campus	P: CHEM111 and any 15 points at 100-level from MATH or EMTH. R: ENCH291

PROD231	Product Formulation 1	15	S1	Campus	P: PROD131
PROD232	Natural Products Properties and Production	15	S2	Campus	PROD232