Bachelor of Digital Screen with Honours

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World-class facilities

ajors and minors

To specialise in the BDigiScreen(Hons) you choose one of six available majors. As we are seeing a strong demand for core competency in Indigenous storytelling across film and video games in Aotearoa, we've developed a minor that deepens your insights into Indigenous Narrative while you develop your technical skills within your major. This minor is designed to complement and sit alongside any of the major subjects. In addition, each of the majors can also be taken as a minor (i.e. major in Game Arts with a minor in Screen Sound), or you can also choose a minor from other programmes at UC, including any Arts, Science or Commerce subjects. Students can pick from a wide range of papers across the University to fill their 'elective' course slots. To learn more about which subjects can fit within your chosen major, talk to an Arts Kaitoko or Student Advisor.

Majors / minor

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	Semester 1				Semester 2			
First year	DISC101 Storytelling for the digital screen	PROD110 Design Principles	MUSA126 Sound Technologies	Elective	PROD121 The Game Development Process	DISC102 Principles of screen production	PROD142 2D and 3D art for film and games	Elective
Second year	DISC201 Storytelling in action	Major	Major	Elective	Major	Major	Major	Elective
Third year	DISC301 Story development	Major	Major	Elective	DISC380 Year 3 capstone project		Major	Elective
Fourth year	DISC401 Conception and development in the digital screen	DISC403 Digital Screen Project			DISC402 Postproduction, exhibition and distribution	DISC403 Digital Screen project (continued)		

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Virtual production – convergence of technologies

We're seeing considerable growth in the game and film industry in Aotearoa and around the world. At the same time, new connections between these disciplines are developing that are critical to the future of the entertainment industry and leave a huge demand to develop the talent needed for these industries to grow. Virtual production is one example where technologies in film and game have merged. It's not only big blockbusters like _The Ma da , ,a, , _ _, Ba a, _ or _, : L_ _a, d , , d_ that are benefiting from this technology; in fact, this new tool enables storytellers to achieve any big dream on a budget, making it one of the most exciting recent developments in the entertainment industry. It also opens new opportunities for other types of content production, including commercials, local productions, documentaries and advertising.

Career pathways

As a successful graduate of the Bachelor of

Bringing characters to life

Animation Course Diagram

	Semester 1				Semester 2			
First year	DISC101 Storytelling for the digital screen	PROD110 Design Principles	MUSA126 Sound Technologies	Elective	PROD121 The Game Development Process	DISC102 Principles of screen production	PROD142 2D and 3D art for film and games	Elective
Second year	DISC201 Storytelling in action	DISC241 Foundations of Animation	PROD241 Character Design	Elective	PROD244 Lighting and Rendering	DISC213 Editing and postproduction	DISC240 Animation project I	Elective
Third year	DISC301 Story development	PROD341 Cinematics and Visual Effects	PROD342 Digital sculpting	Elective	PROD344 World Building	DISC380 Year 3 capstone project		Elective
Fourth year	DISC401 Conception and							

Cinematic Arts

Overview

This major is all about filmmaking, from preproduction and production to post production. You will learn why filmmakers use certain cinematic effects, and how to achieve them. With a strong foundation in storytelling, Cinematic Arts includes practical hands-on courses in cinematography, picture editing and sound design as well as a range of reflective work. You will work closely with other students from the Game Arts and Game Development majors, and learn how those technologies support modern virtual film productions. Your third year particularly focuses on documentary-making and Indigenous storytelling in the digital space.

Join a world-class film industry

New Zealand doesn't only provide stunning backdrops for many blockbusters like *The Pirates of the Caribbean* or *Lord of the Rings*, but is home to its own world-class film industry with internationally recognised filmmaking talent. The Cinematic Arts major focuses on all aspects of the modern filmmaking production process, from script to screen to distribution, helping you to prepare for work in this field in a wide variety of creative roles.

Careers

Being able to think creatively and critically while also being able to use modern technologies like digital production tools will get you set up for a successful start in the film industry. A major in Cinematic Arts could open career pathways in

- Directing and producing in film or television
- Videography or cinematography
- Post production
- Screen or script editing
- Production design

Highlights

- Make films in our new multi-purpose theatre, using state-of-the-art cameras, lighting and sound recording facilities
- Work in our sound stages and picture edit and post production suites
- Become experts in digital screen production to shape the future of filmmaking

In 2021, New Zealand films grossed over $3m at the New Zealand box office

Cinematic Arts Course Diagram

	Semester 1				Semester 2			
First year	DISC101 Storytelling for the digital screen	PROD110 Design Principles	MUSA126 Sound Technologies	Elective	PROD121 The Game Development Process	DISC102 Principles of screen production	PROD142 2D and 3D art for film and games	Elective
Second year	DISC201 Storytelling in action	DISC211 Lights, lens and mics	DISC212 Screenwriting: research and story development	Tito202 Kiriata: Maori film and media	DISC213 Editing and postproduction	DISC210 Film project I		Elective
Third year	DISC301 Story development	DISC311 Preproduction and production for documentary	CINE302 Documentary: From the Margins to the Mainstream		Elective	DISC380 Year 3 capstone project		Elective
Fourth year	DISC401 Conception and development in the digital screen	DISC403 Digital Screen Project			DISC402 Postproduction, exhibition and distribution	DISC403 Digital Screen project (continued)		

Game Arts Course Diagram

	Semester 1				Semester 2			
First year	DISC101 Storytelling for the digital screen	PROD110 Design Principles	MUSA126 Sound Technologies	Elective	PROD121 The Game Development Process	DISC102 Principles of screen production	PROD142 2D and 3D art for film and games	Elective
Second year	DISC201 Storytelling in action	PROD221 Game Design in Context	PROD241 Character Design	Elective	PROD244 Lighting and Rendering	PROD222 Game Project Studio 1		Elective
Third year	DISC301 Story development	PROD341 Cinematics and Visual Effects	PROD342 Digital sculpting	Elective	PROD344 World Building	DISC380 Year 3 capstone project		Elective
Fourth year	DISC401 Conception and development in the digital screen	DISC403 Digital Screen Project			DISC402 Postproduction, exhibition and distribution	DISC403 Digital Screen project (continued)		

Overview

In this major, you will learn everything you need to know to take a game concept through to a completely playable prototype. We will teach you all the technical skills required to develop

From consumer to creator

Video games are a multi-billion-dollar global industry that continues to grow every year. By studying Game Development, you will learn the tools, processes and skills required to create modern digital games from scratch, and evolve from being the consumer to becoming the creator of your own masterpieces. If you're interested in the technical side of game design and development, this is the major for you.

Highlights

- Gain access to fully equipped video game facilities, with the latest generation consoles, high-end PCs, and cutting-edge AR/VR equipment
- Learn how to use essential game development programs and technologies, including Unity and Unreal
- Collaborate with fellow students to create games, starting from your first year of study

Game Development Course Diagram

	Semester 1				Semester 2			
First year	DISC101 Storytelling for the digital screen	PROD110 Design Principles	MUSA126 Sound Technologies	COSC121 Introduction to Computer Programming	PROD121 The Game Development Process	DISC102 Principles of screen production	PROD142 2D and 3D art for film and games	COSC122 Introduction to Computer Science
Second year	DISC201 Storytelling in action	PROD221 Game Design in Context	PROD223 Immersive game design	SENG201 Software Engineering 1	PROD224 Computation for Games	PROD222 Game Project Studio 1		PROD225 Game Development in Unreal and C++
Third year	DISC301 Story development	PROD321 Interactive Computer Graphics and Animation	PROD323 Game Engines and AI	Elective	DISC380 Year 3 capstone project		Elective	Elective
Fourth year	DISC401 Conception and development in the digital screen	DISC403 Digital Screen Project			DISC402 Postproduction, exhibition and distribution	DISC403 Digital Screen project (continued)		

Screen ri ing

Overview

In this major you will learn how to create, structure and develop stories in ways that allows the audience to experience your world and characters as if they were real. Your creative projects will include plotting the story treatment of a feature film and writing the first act. The third year focuses particularly on episodic

Before anything we need a story

Screenwriters create the worlds we see on screen, whether it is in film, television or video games. They create the characters we fall in love with and the plot that keeps us at the edge of our seats. This major will teach you the skills needed for e ective storytelling that moves an audience. You will learn how to write short scripts, feature length screen plays and episodes, and how di erent media are adapted for the screen.

Highlights

- Create your own scripts and screenplays as part of your degree and add to your portfolio to graduate with a head-start
- Work with students from other majors to bring your story to life
- Leverage brand new facilities with cutting-edge technology in the film and game industry

Screenwriting Course Diagram

	Semester 1				Semester 2			

Overview

Indigenous Narrative is available as a minor in the BDigiScreen(Hons), and will give you a grounding in Māori and Indigenous Narrative concepts and forms. You will gain an understanding of approaches to M ori and Pasiut t0.8 (I)3.5 uM 7.3 (h)-.5 (r)-14 screrin0.8 (I)3.5 uM67 (e I)-f7 (o)-5 (n)2.b (12-10.e oi)2.9 (5 (6(I)0

Self-determination in film and video game industries

Aotearoa New Zealand is home to amazing Indigenous filmmakers, producers and game designers who are shaping these industries and telling their own stories. The film and video game industries are important sites for self-determination. The Indigenous Narrative minor and Te Whare P r kau Academy have been developed to contribute to M ori and Pasifika storytelling. A good understanding of Indigenous storytelling is also important for anyone working in the digital screen industry in New Zealand and beyond.

Highlights

- Study the only specialisation in Indigenous Narrative in Aotearoa

- This minor will complement any of the majors by adding a core understanding applying an indigenous context to anything you do

- Te Whare P r kau scholarship students will learn from M ori and Pasifika storytelling experts who are leading the way in the digital screen industry

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