

Graduate Diploma of Creative Technologies

Student Handbook Feb 2025

Graduate Diploma of Creative Technologies

Student Journey



Lily Wigglesworth

GDCT Graduate

Major: Interactive / UX Design

Current Role:

Experience Designer at AKQA

Why did you choose to study at Media Design School?

I was after a practical learning environment with hands-on industry experience and MDS provided exactly that. The small class sizes and studio-like working spaces created a family-like atmosphere and allow for constant feedback from peers. After working on briefs with real clients and receiving mentoring from creative professionals, I've left feeling well equipped to enter the industry.

What did you enjoy most about your course, or what do you feel you can take away now that you've completed it?

A highlight for me was coming away with a multidisciplinary design skillset. In just one year, I had the opportunity to cross boundaries between disciplines and wear multiple design hats, whether that be designing an interactive installation, learning programming basics, leading an agile design team, or developing UX/UI skills.

Full Design Assembly interview ([click here](#))

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Student Journey



Jason Barnes

GDCT Graduate

Major: Motion Design

Current Role:

Motion Designer at TVNZ

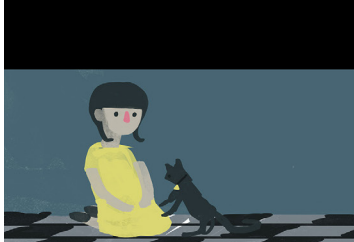
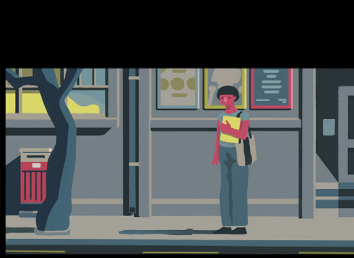
Why did you choose to study at MDS?

As this was my second round of tertiary education and I was making a quick jump between industries, I wanted to make sure I used my time wisely. I heard a lot of great things first-hand from MDS alumni, and I found everything to be true – the faculty are super passionate and will go out of their way to support you, the course is structured to get you ready for the industry and the project briefs are exciting and prepare you with fundamental skills and experiences to get you started. Of course the brand new, purpose built campus in Wynyard quarter was a big bonus too!

What did you enjoy most about your course, or what do you feel you can take away now that you've completed it?

I've gained valuable experience and made good friends along the way. I've come to see that one of the essential ingredients in design is the love of what you are doing. When you find a way to weave your own passions into the project briefs, you can end up with a unique outcome that is authentic and also fun to work on.

Full Design Assembly interview ([click here](#))



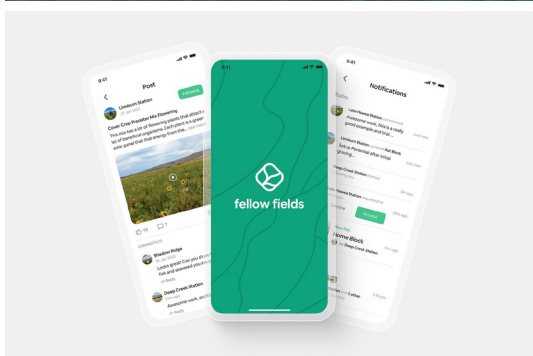
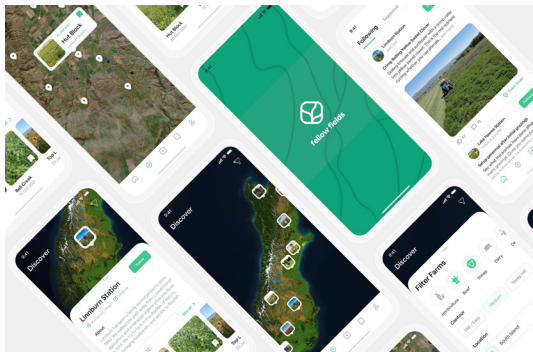
Gold.

Puma (Motion Design) | This short, animated video draws from personal accounts and takes inspiration from editorial illustrations to build a fictionalised narrative about coping with acute anxiety disorder. This capstone project for GDCT was awarded Gold at the 2024 DINZ Best Awards . [Mario Golfari](#) | [DINZ Best Awards](#)



Silver.

Kaya Mo Yan (Motion Design) | A binge-worthy animated video series designed for young Filipino immigrants in New Zealand. It serves as a practical guide to help them navigate the challenges of family reunions and social interactions. This capstone project for GDCT was awarded Silver at the 2024 DINZ Best Awards. [Andrea Joyce De Guzman](#)



“fellow fields” app supports social resilience among Kiwi farmers by facilitating the sharing of knowledge, and ideas around regenerative farming practices. The app befits farmers' highly active lifestyles through their smartphones. [Lily Wigglesworth](#) | [DINZ Best & Core 77 Awards](#)



Adobe Creative Campus | As an Adobe Creative Campus institution, students will receive access to Adobe Creative Cloud providing you with the tools to gain a creative edge – whether that’s for creating compelling content or mastering presentations. Students will receive full access to the Adobe Creative Suite throughout their studies and a further six months after graduation. Internship & mentoring Programmes developed with AE Live and Rush Digital, High profile Guest speakers & Portfolio Review

GDCT February 2025 Course Overview

The GDCT Programme (Graphic / Motion or Interactive UX pathways) will consist of CT100 & CT200 components as outlined below.

CT100: 80 Credits At Level 5/6 or 7

CT200: 60 Credits At Level 7

Total credits: 140

Semester One: 11:45pm– 2:45pm (Monday - Friday)

Semester Two: 8:30am– 11:30am (Monday - Friday)

+5 hours of directed online learning p/w

CT 100		CT 200	
TERM 1	TERM 2	TERM 3	TERM 4
BMD1GD2/ ID2/MD2 Major Principles Graphic / Motion or Interactive UX Level 5 (10)	BMD2GD1/ ID1/MD1 Major Principles 2 Graphic / Motion or Interactive UX Level 6 (10)	Minor Project (20 credits) BMD3R4 Level 7	Major Project Capstone Project: Motion / Graphic or Interactive UX Design (60 Credits) BMD3MD2 / BMD3GD2 / BMD3ID2. Level 7
BMD1GD2/ ID2/MD2 Major Studio 1 Graphic / Motion or Interactive UX Level 5 (20)	BMD2GD2/ ID2/MD2 Major Studio 2 Graphic / Motion or Interactive UX Level 6 (20)		

2025 Calendar

FEB - BoAD BCT BIT BMD BSE GDCT DCF

	Term	Week		MON	TUES	WED	THURS	FRI	SAT	SUN
Semester 1	Term 1	1	17 Feb	17 COURSE STARTS	18	19	20	21	22	23
		2	24 Feb	24	25	26	27	28	1	2
		3	3 Mar	3	4	5	6	7	8	9
		4	10 Mar	10	11	12	13	14	15	16
		5	17 Mar	17	18	19	20	21	22	23
		6	24 Mar	24	25	26	27	28	29	30
		7	31 Mar	31	1	2	3	4	5	6
		8	7 Apr	7	8	9	10	11	12	13
	Term Break		14 Apr	14	15	16	17	18 GOOD FRIDAY	19	20
			21 Apr	21 EASTER MONDAY	22	23	24	25 ANZAC DAY	26	27
	Term 2	1	28 Apr	28	29	30	1	2	3	4
		2	5 May	5	6	7	8	9	10	11
		3	12 May	12	13	14	15	16	17	18
		4	19 May	19	20	21	22	23	24	25
		5	26 May	26	27	28	29	30	31	1
		6	2 Jun	2 KING'S BIRTHDAY	3	4	5	6	7	8
		7	9 Jun	9	10	11	12	13	14	15
		8	16 Jun	16	17	18	19	20 MATARIKI	21	22
	Semester Break		23 Jun	23	24	25	26	27	28	29
			30 Jun	30	1	2	3	4	5	6
			7 Jul	7	8	9	10	11	12	13
Semester 2	Term 3	1	14 Jul	14	15	16	17	18	19	20
		2	21 Jul	21	22	23	24	25	26	27
		3	28 Jul	28	29	30	31	1	2	3
		4	4 Aug	4	5	6	7	8	9	10
		5	11 Aug	11	12	13	14	15	16	17
		6	18 Aug	18	19	20	21	22	23	24
		7	25 Aug	25	26	27	28	29	30	31
		8	1 Sep	1	2	3	4	5	6	7
	Term Break		8 Sep	8	9	10	11	12	13	14
			15 Sep	15	16	17	18	19	20	21
	Term 4	1	22 Sep	22	23	24	25	26	27	28
		2	29 Sep	29	30	1	2	3	4	5
		3	6 Oct	6	7	8	9	10	11	12
		4	13 Oct	13	14	15	16	17	18	19
		5	20 Oct	20	21	22	23	24	25	26
		6	27 Oct	27 LABOUR DAY	28	29	30	31	1	2
		7	3 Nov	3	4	5	6	7	8	9
		8	10 Nov	10	11	12	13	14 COURSE ENDS	15	16

Faculty



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The Student Hub

The Student Hub provides useful information and links to support your time in study with us. There's information relating to Course Material / Academic Calendars/ Wellbeing / Transport / IT Support / Access to LMS (learning management system) and Student Email / Policies and Procedures and more. There's even a Q&A link to have your frequently asked questions answered.

MDS Student Handbook

The Student Handbook is a guide that you can refer to during your study at Media Design School. The handbook contains key information on a range of areas including: Attendance expectations, Notification of Absence / Assessment & Moderation / Extension to an Assessment Deadline / Academic Integrity / Library Services / School Hours / Campus Access / Student Guidance and Support / Health and Safety / Student Conduct / Withdrawal & Refunds / Fees and a range of useful information for domestic and International Students. Its important to familiarise yourself with the contents and seek clarification if you need to.

Student Counselling / Accessible Learning / Māori & Pasifika Success Coach

Media Design School's Counsellors, Disability Advisors and Māori and Pasifika Success Coach are available online and on campus to help.

School Counsellors: counselling@mediadesignschool.com

Māori and Pasifika Success Coach: mpsuccesscoach@mediadesignschool.com

Accessible Learning: disability@mediadesignschool.com

Student Services: studentservices@mediadesignschool.com

IT Support & LMS Support:

Please use help desk email below to ask for IT assistance.

helpdesk@mediadesignschool.com

Learning Management System Support: Available after you log into the LMS (Blackboard / Canvas) or via the email above if you can't log in.

Useful Links

Student Information Hub	Student Handbook	Library
Course Material Lists	Policies & Procedures	Our Campus



