

Graduate Diploma

of Creative Technologies

Student Handbook GDCT Feb Intake

GDCT Feb

Design Intake

Study from February with our GDCT Design Programme

The GDCT Design Programme will help you build or further develop your production and design skills through both project-based and problem-based learning. This intensive programme provides a pathway for developing knowledge in a new area or broadening knowledge and technical design skills in a familiar subject or discipline. With small class sizes, you'll benefit from a highly supportive and focused learning environment designed to set you up for success.

- Flexible learning approach where students engage with content either online in real-time (synchronously) or on campus, with both technical and contextual learning materials being delivered.
- Focused industry relevant content and studio based learning environment.
- Project-based learning, guided and supported by lecturers with industry & academic experience.

"I was after a practical learning environment with hands-on industry experience and Media Design School provided exactly that".

GDCT Alumna - Lily Wigglesworth (UX Designer at AKQA)



Adobe Creative Campus & Industry Connections

As an Adobe Creative Campus institution, students will receive access to Adobe Creative Cloud providing you with the tools to gain a creative edge. Students will receive full access to the Adobe Creative Suite throughout

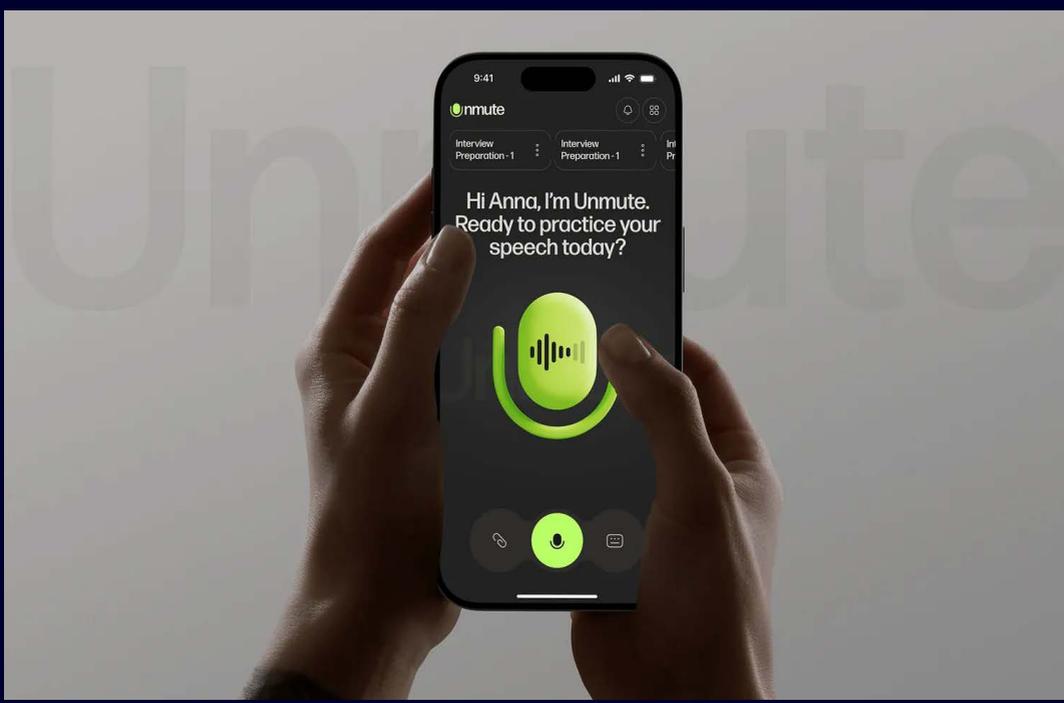
their studies and a further six months after graduation. GDCT Industry engagement includes, mentoring programmes, high profile guest speakers, portfolio and capstone review panels, graduate show (exhibition).



Unmute by Mariia Nevzorova | GDCT Interactive / UX Design 2026

Unmute is a digital assistant powered by AI, created to help people with glossophobia — the fear of public speaking — build confidence and improve their communication skills through supportive practice, free from

pressure or judgment. The project proves that practice doesn't have to be stressful — it can be a form of self-care, a step towards confident, authentic, and free communication.



Korora by Jesse Leonard | GDCT Game Design 2026

In recent years, living spaces have been shrinking, and older generations, who often have a lifetime's worth of possessions, are passing away. Families are faced with the difficult task of discarding inherited objects due to smaller homes. The aim of this project

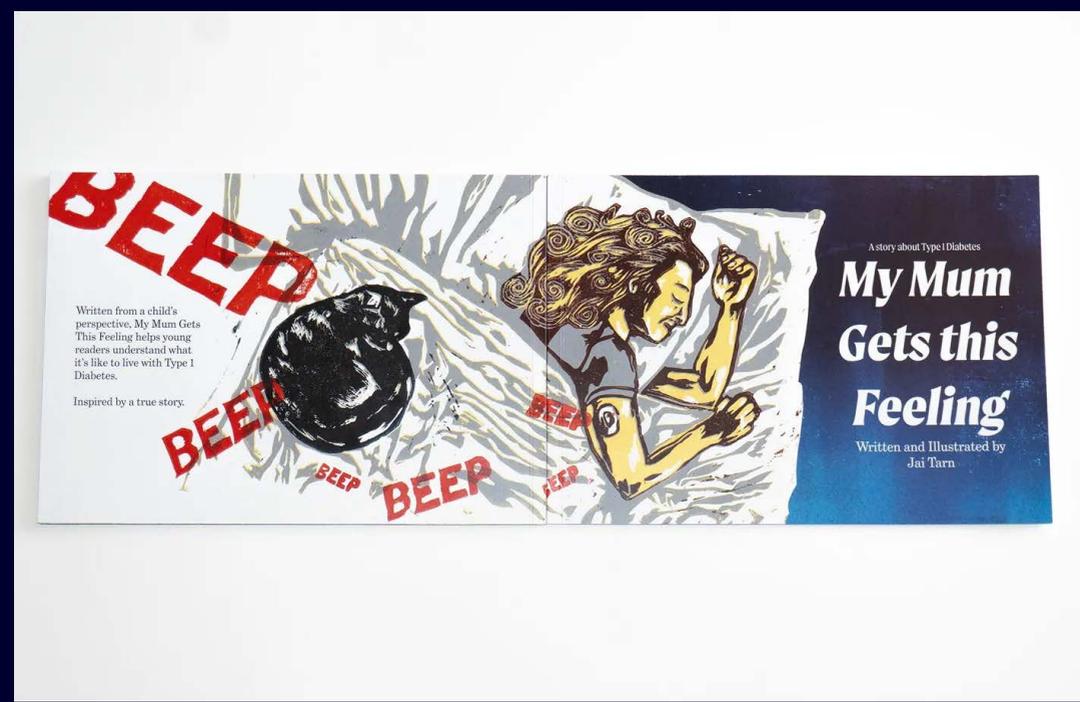
is to draw attention to that experience, the difficulty of deciding what to keep and what to let go. The goal of Korora is not to win the game, but to have players go through a reflective experience that asks them to consider the weight of their choices.



The Art of Oops by Helena Tsang | GDCT Motion Design 2026

The Art of Oops aims to inform children from the age range of 7-11 years old about gallery rules and the reasonings behind them. Common forms and objects such as Painting Frames, hands, bags and phones are transformed

into the main characters in the motion series. By showing them the existence of these rules in bite-sized videos. I aim to provide them with an accessible means of absorbing the information by utilising humour and characters.



My Mum Gets This Feeling by Jai Tarn | GDCT Graphic Design 2026

The aim of this project was to design a resource that parents can use to discuss their own or their child's Type 1 Diabetes. The key area of exploration is the emotions and physical experience of chronic illness. The final work is a 40 page illustrated work that guides the

reader through various feelings, both positive and negative. Placing feelings about chronic illness in the centre of all feelings experienced in day-to-day life. The work both acknowledges the struggle as well as the necessity to approach these feelings as a part of life.



GDCT February 2026 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)

+5 hours of directed online learning / mentoring by appointment p/w

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

+5 hours of directed online learning / mentoring by appointment p/w

CT 100 (80 Credits)		CT 200 (60 Credits)	
TERM 1	TERM 2	TERM 3	TERM 4
BMD1GD1/ ID1/MD1 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)		

Semester One

Semester Two

GDCT Feb 2026 (CT100) Semester One Overview

BMD1GD1/BMD2GD1 Major Principles of Practice (Graphic)

Students are provided with contextual theory and formal knowledge of graphic design disciplines. Advanced ideation & creative problem-solving strategies, including methods for generating & evaluating effective concepts of graphic design communication are introduced. Students experiment with a variety of graphic design theories, in concept and through reflection on practical work done in studio. Graphic design disciplines, historical influences and the theories, principles and processes of graphic design and critical thinking are also explored.



GDCT | Kaya Mo Yan! by Andrea Carreon (Silver at the 2025 Best Awards for Moving Image)

BMD1GD2/BMD2GD2 Major Studio (Graphic)

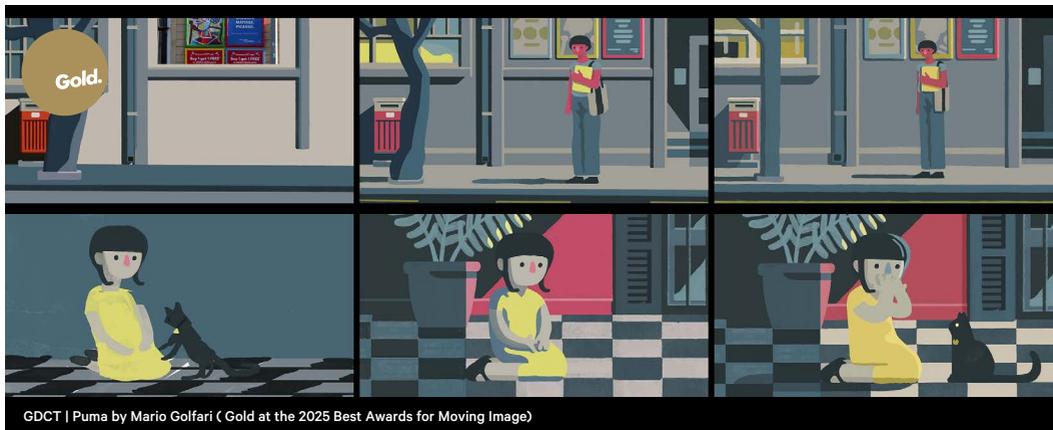
Classes will focus on developing creative and technical solutions in response to Graphic design briefs through directed and self-directed practice. This will be supported at relevant times with tests and exercises corresponding to the topics taught in the Graphic Design Theory classes in order to prepare students for formative and summative assessments via a project-based learning environment.

GDCT Feb 2026 (CT200)

Semester Two Overview

BMD3R4 Special Topic (Minor Project)

This component is project-based with students opting to initiate either a self-directed Specialist Investigation for those wishing to deepen understanding in an area of special interest to them, or an Interdisciplinary Project for those wishing to broaden their knowledge of media design as a discipline. Students are required to develop a project proposal based on an independent investigation to explore, develop and realise in a studio environment.



GDCT | Puma by Mario Golfari (Gold at the 2025 Best Awards for Moving Image)

BMD3GD2/BMD3ID2/BMD3MD2 Capstone Project: 60 Credits, Level 7

Students use the knowledge and technical proficiency obtained from semester one study to propose and implement a final major capstone project. This final body of work will represent the students' perspective as emerging professional designer. Students use investigative skills and methods to source information, theory and knowledge required to successfully complete the inquiry. Students are required to visualise and explain their development processes, personal design approaches and ongoing implementation plan via work via progress meetings. Industry representatives may also be invited to the students final capstone presentation and end of year exhibition.

2026 Calendar

FEB - BoAD BCT BIT BMD BSE GDCT

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

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 with Media Design School at Strayer. 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 / Success Coach

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

School Counsellors: counselling@mediadesignschool.com

Success Coach: successcoach@mediadesignschool.com

Accessible Learning: disability@mediadesignschool.com

Student Services: studentservices@mediadesignschool.com

IT Support & LMS Support:

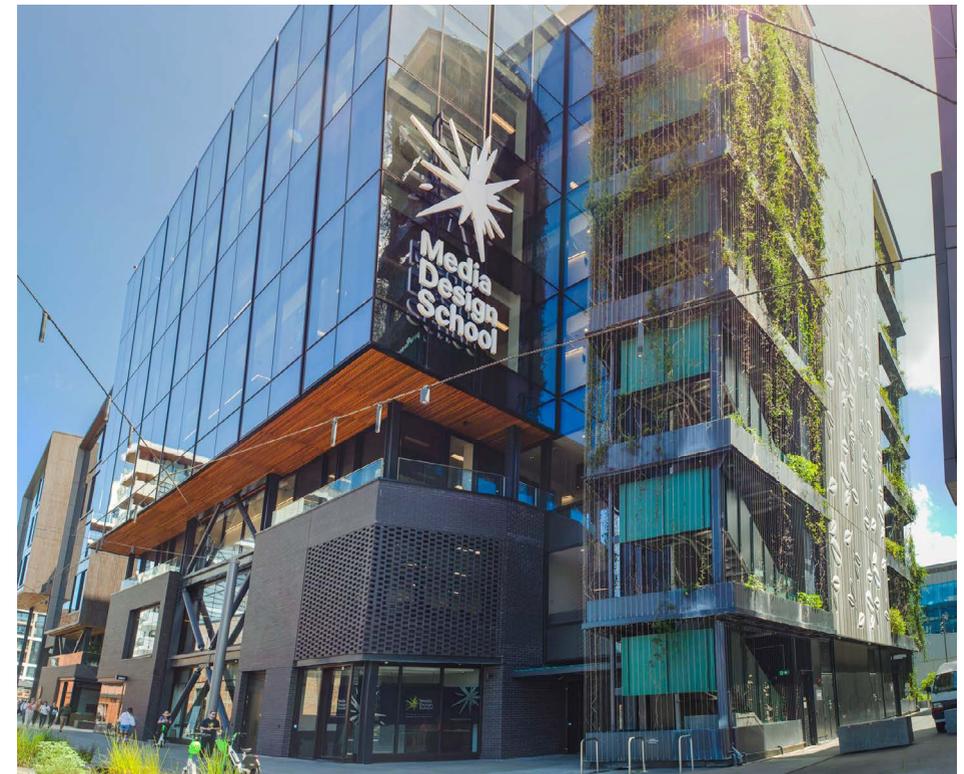
Please use the help desk email below to ask for IT assistance.

helpdesk@mediadesignschool.com

Learning Management System Support: Available after you log into the LMS Mylearn (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



Assessment

Assessment is an integral part of the learning and teaching system and an essential aspect of maintaining academic standards. Key points from Media Design School at Strayer's [Assessment Policy](#) and [Assessment Procedure](#) are summarised here, for ease of reference:

- **Feedback to students** will be provided in a timely manner, usually within two weeks of assignment submission, as outlined in section seven of the Assessment Policy.
- **Overdue assessments** incur a 10% penalty per calendar day past the due date, for a maximum of five days, as outlined in section eight of the Assessment Policy.
- **Special consideration** (e.g., extensions, re-assessment, adjustment to results, etc) may be requested where circumstances beyond a student's control impact their assessment(s), as outlined in section nine of the Assessment Policy and Assessment Procedure.
- **Resubmission** may be requested where a student submits an assessment on time but does not achieve a passing grade, unless the assessment's nature makes this impractical, as outlined in section ten of the Assessment Policy and Assessment Procedure.
- **Supplementary assessment** may be requested where an assessment is graded between 45 – 49%, or if a student has been granted special consideration, as outlined in section 11 of the Assessment Policy and Assessment Procedure.
- **Requesting a re-mark** may be initiated by a student who believes an assessment has been unfairly or inappropriately marked by emailing the Programme Coordinator within five working days, as outlined in section 12 of the Assessment Policy and Assessment Procedure.
- **Requesting a review of the final grade** may be initiated by a student who believes their final component grade is inappropriate or unfair by submitting a formal complaint within ten working days of the result's release, as outlined in section 14 of the Assessment Policy, section 13 of the Assessment Procedure.

In all cases, students should in the first instance contact their Learning Facilitator, Programme Coordinator or Programme Director, with assessment-related requests.

Attendance

Attendance for all scheduled classes (labs, tutorials, presentations, site visits and other classes) is mandatory. You must also be on time. Media Design School at Strayer mimics the realities of the workplace, and you are expected to treat your study as if you were in the workplace. **International students:** 100% attendance is a condition of your study visa. Notification of Absence: If you are absent or running late, you must email away@mediadesignschool.com and include your lecturer, Programme Coordinator and/or Programme Director. Notifications of absence must be made prior to commencement of scheduled class(es). If you are absent for any reason, you will be responsible for catching up on any missed work or collecting any information provided by your lecturer(s) (e.g., handouts, formative assessments, summative assessments). See [MDS Student handbook](#) for details.





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