PROGRAMME SUMMARY

PROGRAMME SUMMARY

APPLICABLE TO INTERNATIONAL STUDENTS

CONTENTS

ADMISSIONS REQUIREMENTS

The requirements for admission to **Yoobee College of Creative Innovation** programmes of study have been approved by NZQA.

The acceptable evidence of English determined by NZQA must comply – we are unable to be flexible.

English Evidence

Must comply with NZQA Rule 18.

For more details, please visit https://www.nzqa.govt.nz/about-us/our-role/legislation/nzqa-rules/nzqf-related-rules/the-table/

Please note: for IELTS the General or Academic scores are accepted at Level 3 and 4.

Matching NZQA levels to International School /Academic Levels

This is a simple summary of generic entry requirements:

Some programmes will not fit in this criteria. They have specific requirements as per their programme approval documentation.

Some countries have a 12 year of education system and others, like New Zealand have a 13 year education system.

NZQA Level	IELTS	Minimum Academic Requirement	International equivalent
3	General or Academic score of 5 with no band score lower than 5	NCEA Level 1 / GCSE	Completion of Year 10/11 offshore *
4	General or Academic score of 5.5 with no band score lower than 5	NCEA Level 2 / A-Level / IB Year 1	Completion of Year 11/12 offshore *
5	Academic score of 5.5 with no band score lower than 5	NCEA Level 3 / A2 Level / IB Year 2	Completion of Year 12/13 offshore *
6	Academic score of 6 with no band score lower than 5.5		Successful completion of level 5 or equivalent
7	Academic score of 6 with no band score lower than 5.5		Successful completion of level 6 or equivalent

*Countries with an 11 or 12 education system (New Zealand has a 13 year education system)

Academic reports included at time of application

We prefer evidence of the last formal qualification received at high school and / or the final school report which clearly shows the level at the time you have left school. (Academic and vocational high schools).

Applicants from China – vocational high schools graduates who are aiming for future overseas study with **UP Education** are welcome to apply. If you are unsure of their eligibilities, please email the student's full transcript to vocational@up.education for a pre-application assessment.

Tertiary qualifications can also be considered – this would apply more for applicants who are applying to enter higher level programmes of study and need to show evidence of acceptable prior study.

Minimum Student Age at commencement

Qualification	Age 18+
Level 3 Certificate	
Level 4 Certificate	Minimum age to commence / study at
Level 5 Diploma	
Level 6 Diploma	Yoobee College of Creative Innovation
Degree	

YOOBEE COLLEGE OF CREATIVE INNOVATION

STUDY PATHWAYS 2023

KEY

P Portfolio and/or Entry Requirements Required

Direct Pathway

BC Bridging Component/Cross-credit Options (Successfully Completed)

Alternative Pathway (Approval Process Required)

Please note: All programmes are available for special application and portfolio review if applicants meet the requirements due to prior study and/or experience.

VICTORIA UNIVERSITY OF WELLINGTON TE HERENGA WAKA NEW ZEALAND

Bachelor of Design Innovation*

Up to 180 credits toward the 360 credits degree. Minimum additional 18 months. (Decisions are made by Victoria University of Wellington and will depend on the Major selected at VUW).

*Degree awarded by Victoria University of Wellington.

LEVEL 4 CERTIFICATE IN CREATIVE MEDIA — 20 WEEKS

LEVEL 5 DIPLOMA IN WEB & GRAPHIC DESIGN — 40 WEEKS
→ **LEVEL 6** DIPLOMA IN CREATIVE DIGITAL DESIGN — 40 WEEKS
→ **LEVEL 6** DIPLOMA IN WEB & UX DESIGN — 40 WEEKS

LEVEL 5 DIPLOMA IN FILM & CONTENT CREATION — 40 WEEKS
→ **LEVEL 6** DIPLOMA IN FILM & TV PRODUCTION — 40 WEEKS

Career Opportunities: Whether you want to make films, make film sets, or work in film production, we've got a range of study pathways to get your name on the screen, and we'll give you the creative freedom to explore while you develop your skills.

P

LEVEL 5 DIPLOMA IN ANIMATION — 40 WEEKS
→ **LEVEL 7** BACHELOR IN ANIMATION — YEAR ONE — YEAR TWO — YEAR THREE **+** HONOURS
→ **LEVEL 6** DIPLOMA IN ANIMATION — 40 WEEKS — **BC**

BC

Career Opportunities: You will have the skills and knowledge to establish a career as an animation artist in a studio environment, or as an independent content producer. If you love drawing, animation could be the perfect career for you.

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LEVEL 5 DIPLOMA IN CREATIVE MARKETING — 32 WEEKS
→ **LEVEL 7** BACHELOR IN DIGITAL INNOVATION — YEAR ONE — YEAR TWO — YEAR THREE

Career Opportunities: You will become a sought after marketer who has a mix of marketing, design, tech & entrepreneurship skills. You will get experience with global innovators from our 8-10 week virtual internships and externships.

P

LEVEL 7 BACHELOR IN SOFTWARE ENGINEERING — YEAR ONE — YEAR TWO — YEAR THREE **+** MASTERS

LEVEL 5 CERTIFICATE IN IT & CLIENT SUPPORT (ONLINE ONLY) — 16 WEEKS

LEVEL 6 DIPLOMA IN SOFTWARE DEVELOPMENT — YEAR ONE — YEAR TWO

Career Opportunities: Our certificates, diplomas and degrees will get you ready to make your mark on the tech industry as Software Developer, Website Developer, Android/Apple Application Developer, Mobile Game Developer, UX/UI Designer, Virtual World Architect, Augmented Reality Developer, Full Stack Developer, etc.

*Available programmes and pathway options may be subject to change. Please keep up to date directly with Enrolments for relevant information.

YOOBEE COLLEGE OF CREATIVE INNOVATION

CERTIFICATE IN CREATIVE MEDIA (LEVEL 4) L4 CCM

Award: New Zealand Certificate in Digital Media and Design (Level 4)

Delivery mode	Campus	Yes
	Online offshore for internationals	Yes – asynchronous – approved for online/offshore delivery to internationals
Level		Certificate Level 4
Duration		19 week / 600 hours
Credits		60
Entry Requirements - Age		• Must be at least 16 – offshore and online • Must be at least 18 – Face to Face onshore	Onshore - international students living in New Zealand Offshore - international students who are **not** living in New Zealand while studying the programme .
Entry Requirements – Academic		• Completed at least Year 11 (second to last year of high school)
Entry Requirements – English		IELTS 5.5 (General or Academic) with no band lower than 5.0.
Entry Requirements – Interview		Not required
Further study		Guaranteed entry for successful international graduates into Bachelor of Animation, Bachelor of Digital Innovation and many Level 5 diplomas

Career opportunities

The main focus of this programme is to provide a foundation of skills and knowledge to pathway into Yoobee's Level 5 diploma programmes.

What you will learn

This introductory course has been especially designed to give you a taste of every digital design discipline. Over 20 weeks, you'll try your hand at graphic design, film-making, animation and interactive design. You'll be introduced to a range of industry-standard software and learn the fundamentals of video creation and editing, web development, character development and even a bit of coding!

Think of it as a taster course of creative media topics, software applications and creative thinking — it's about finding your place in the creative world through experimentation and practical learning.

01. Design | 5 weeks | 15 credits

Learn what makes a design element successful by getting a handle on the principles of design. Using Illustrator and Photoshop, create design assets and find out what makes certain designs appeal to certain people by learning more about target audiences.

02. Film | 5 weeks | 16 credits

What makes a film Oscar-worthy? In this module, you'll learn about the production planning process and how filmmakers tell incredible stories through the lens of a camera.

03. Animation | 4 weeks | 13 credits

Using Illustrator and other digital software, try your hand at a range of animation techniques, including stop-motion, and flip book animation. You'll also learn how to tell incredible stories through the animated character you've designed.

04. Interactive | 4 weeks | 13 credits

This module introduces you to the basics of both UX and UI (User Experience and User Interface) design. You'll touch on the principles of code, and work on interactive projects such as creating simple websites and learning about what makes a game truly playable.

05. Pathways | 1 week | 3 credits

In this module you will create an online Portfolio to demonstrate the amazing work you have created throughout the course.

KICK OFF A GREAT DESIGN CAREER AT YOOBEE

DESIGN IS THE CORNERSTONE OF YOOBEE COLLEGES.

For the past 20 years we've been helping creatives unlock their talents with real-world, hands-on learning through some iconic New Zealand schools, including Yoobee School of Design, NatColl and Christchurch's Design and Arts College which have now formed Yoobee's Faculty of Design.

When you study with Yoobee, New Zealand's largest specialist design school, you're working with top professionals from the world of graphic design, digital and web design.
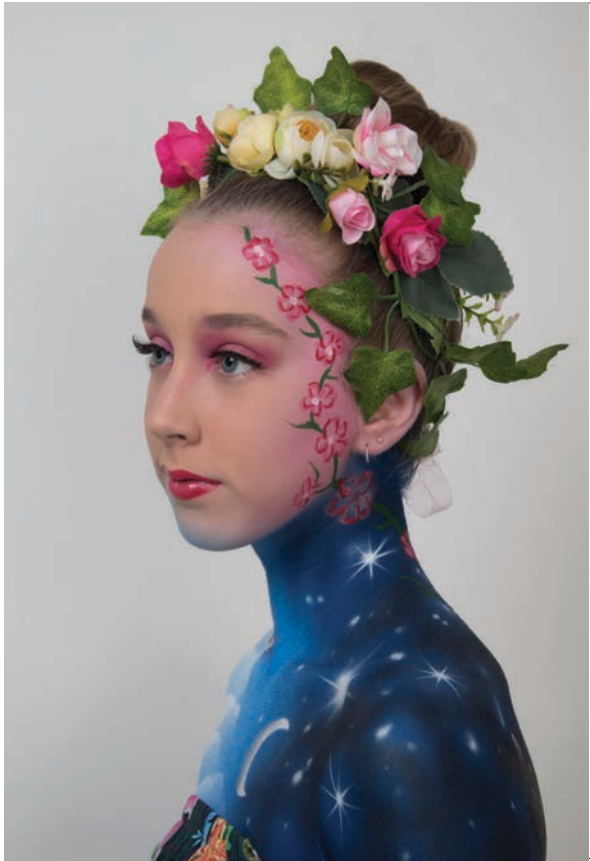
OUR STRENGTHS INCLUDE

● **YOU MAKE YOU LEARN**
Our training is practical. You will be assessed by the quality of the work you create and the design processes you use, there are no written exams

● **TIME TO FIND YOURSELF**
Not sure if you want to be a Graphic or Web/UX Designer? We teach both and our designer pathways start with our Level 5 Diploma, which gives you a great grounding in both areas, so you can decide which one to specialise in at Level 6.

▪ Not sure how long to study for? Our pathways mean you're not locked into a set number of years.

▪ Not sure if design is right for you? Start with our Level 4 course which introduces you to Design, Film, Web and Animation so you can decide where your strengths lie. If you decide it's Film, Web or Animation, you can easily switch to our Level 5 Diplomas in those specific areas.

● **INDUSTRY–LED**
Our programmes are designed with extensive consultation with industry so you'll learn the skills employers want. We review our programmes regularly to keep them up-to-date with the latest technology and trends.

CERTIFICATE IN MAKEUP ARTISTRY (LEVEL 4)

Award: New Zealand Certificate of Makeup Artistry (Level 4)

Delivery mode	Campus	Yes
	Online offshore for internationals	No
Level		Certificate
		Level 4
Duration		40 week / 1200 hours
Credits		135
Entry Requirements - Age		• Must be at least 18 – Face to Face onshore
Entry Requirements – Academic		• Completion of Year 11/12 offshore
Entry Requirements – English		IELTS 5.5 (General or Academic) with no band lower than 5.0.
Entry Requirements – Interview		Not required

Onshore - international students living in New Zealand
Offshore - international students who are **not** living in New Zealand while studying the programme .

Career opportunities

Graduates of this qualification may be employed or contracted as a makeup artist in the following contexts:

- Film
- TV
- Modelling agency
- Hair or beauty salon
- Photographic work
- Product representative
- Retail
- Freelance self-employment

Key content includes

Learners will:

- Implement professional standards and expectations relating to a makeup artistry workplace including all relevant health, safety and hygiene obligations.
- Consult with clients and perform an in-depth analysis for makeup artistry and product needs to create a makeup plan.
- Apply knowledge of a broad range of makeup artistry applications, complimentary services and related skills, for achieving a total look to meet client's needs in accordance with industry standards.
- Apply knowledge of human anatomy and physiology and skin and skin-related diseases and disorders relevant to makeup services to ensure client comfort and safety is maintained for makeup services.
- Research a brief, produce relevant reference material and complete the brief within the designated time-frame.
- Implement a broad range of communication and networking skills and apply knowledge of small business practice relevant to makeup artistry within the beauty sector.
- Create, apply, and remove full face casts, and ear casts as a makeup artist.

CERTIFICATE IN MAKEUP ARTISTRY (LEVEL 4)

What you will learn

This programme will take learners with an interest in makeup and basic special effects and provide skills to design and competently apply makeup for special events, fashion, TV, film and live performances, and provide complementary services such as photography and hairstyling.

01. Basic Skills | 27 credits

This module begins by providing learners core skills in relevant health, safety and hygiene practices including first aid. Then moves onto design of face charts, tools and equipment, skin type analysis and disorders, face shapes, preparing clients skin, basic nail care, colour theory, concealing and corrective techniques, flawless foundation application and contouring. They will cover a range of fashion beauty makeup looks including natural, glamour and creative artistry techniques as well as HDTV and basic hair styling using a variety of hot styling tools and blow drying. This is complimented by knowledge of how to document your own hair and makeup work using a DSLR camera in an outdoor setting and in our professional photographic studio.

02. Character and Period | 27 credits

During this module students learn how to create hair and makeup for stage including character creations and stage aging, lace front wig fitting, hair braiding, body art, original and modern interpretations of Geisha and Kabuki styles as well as drag makeup. They will also learn how to recreate the original hair and makeup styles for the decades from 1900 to 1980 followed by creating modern hair and makeup interpretations inspired by these decades. This module includes a written decade research assignment.

03.Special Effects | 10 weeks | 27 credits

This module covers special fx trauma and burns using professional industry based products, bald cap making and application to create a natural, skull and a fantasy character, face casting and moulding to create a character, prosthetic application to create a character, creative airbrushing.

04.Film, TV, Performance | 27 credits

Learners cover the basics of script continuity for film and TV, bridal hair up styling and makeup as well as Avant garde and editorial hair and makeup. This module also includes Cirque du Soleil makeup as well as modern interpretations of hair and makeup styles for 18th Century Rococo, Medieval/Renaissance, Roman/Greek and Egyptian. This module culminates with a runway exhibition for all learners to showcase their skills.

05.Skills for Small Business | 27 credits

This module includes skills for small business including file management, proof sheets, creating a blog, business cards, photo editing for makeup artists, job seeking skills, financial records, marketing, quotes, invoices, statements, insurance and tax requirements. It is completed with learners putting together a professional portfolio to showcase their hair and makeup work.

Directed learning: approx. 10 hours per week

YOU MAKE.
YOU LEARN.

FILM AND TV SETS: INTRODUCTION TO THE ART DEPARTMENT (L4)

Award: New Zealand Certificate in Arts and Design (Level 4)

Delivery mode	Campus	Yes
	Online offshore for internationals	No
Level		Certificate
		Level 4
Duration		19 week / 600 hours
Credits		60
Entry Requirements - Age		• Must be at least 18 – Face to Face onshore
Entry Requirements – Academic		• Completion of Year 11/12 offshore
Entry Requirements – English		IELTS 5.5 (General or Academic) with no band lower than 5.0.
Entry Requirements – Interview		Required – undertaken by a representative of UP Education

Onshore - international students living in New Zealand
Offshore - international students who are **not** living in New Zealand while studying the programme .

Career opportunities

Assist roles in props and costume departments such as;

• Buying, manufacturing, degrading and management.

• Set dressing, painting and construction.

• On-set standby roles; coordinating and planning for a production.

Career opportunities

Assist roles in props and costume departments such as;

• Buying, manufacturing, degrading and management.

• Set dressing, painting and construction.

• On-set standby roles; coordinating and planning for a production.

What you will learn

Learn how to be part of the on-set and off-set team that creates the world you see on film and TV productions. From prop sourcing and making, to creating and dressing sets and everything in between.

Key Content:

• Practical workshop skills

• Prop making

• Set construction

• Paint effects

• Costume props and alteration

• Script breakdown

• Working as part of an Art & Design team

• Set dressing

Software and tools you may use:

Photoshop, workshop hand and power tools, sewing machines, paint brush, rollers and spray guns.

01. Foundations | 5 weeks | 16 credits

Gain an understanding of the processes within the art and design department and how to manage and plan art and design for a film and tv set. You will also learn some basic workshop practical skills to keep you safe in the workshop.

A few things you will work on:

• Learn how to breakdown a script.

• Develop visual concepts including mood boards.

• Build a tool box to store your tools.

• Create paper props.

• Complete a preconception pack for a specific script.

02. Practical Skills | 6 weeks | 19 credits

You will be introduced to practical art and design fabrication skills in costume, prop making and set construction, safe work practices and presentation of work.

A few things you will work on:

• Costume alteration and degrading.

• Plan, develop and construct art department assets.

• Costume and hand prop fabrication.

• Set construction and painting.

• Paint effects.

03. Professional Skills | 3 weeks | 10 credits

You will be introduced to the fundamental professional and interpersonal skills while working in a team to conceptualise and plan a final project.

A few things you will work on:

• Pre-production planning and visual design.

• Visual 'Look Book' development.

• Learning roles and responsibilities in an art department team.

• Budgeting and petty cash reconciliation.

• Creating hire contracts.

04. Final Project | 4 weeks | 12 credits

Apply all the fundamental concepts of planning design, managing and fabrication to a practical collaborative on set project. A few things you will work on collaboratively as part of a team;

• Source and fabricate prop, costume and set assets.

• Construct and dress the set.

• Work on location as part of the crew.

• Respond to on set challenges.

• Wrap the production.

05. Pathways | 1 week | 3 credits

Explore pathways for a career in the art and costume departments in the Film and TV industry by building a portfolio and having a digital presence.

A few things you will work on:

• An online portfolio.

• Writing effective cover letters and CVs.

• Research possible employment pathways.

CERTIFICATE IN INFORMATION TECHNOLOGY AND CLIENT SUPPORT (L5)

Award: New Zealand Certificate in Information Technology and Client Support (Level 5)

Delivery mode	Campus	Yes
	Online offshore for internationals	No
Level		Certificate - Level 5
Duration		16 week / 600 hours
Credits		60
Entry Requirements - Age		• Must be at least 18 – Face to Face onshore
Entry Requirements – Academic		Within NZ: • Applicants are expected to have 48 credits at NCEA Level 2 across 4 subjects or equivalent with subjects in a related field Offshore: • Completed high school , or • Completed an appropriate Level 3 equivalent qualification such as an approved foundation programme
Entry Requirements – English		IELTS 5.5 (Academic) with no band lower than 5.0.
Entry Requirements – Interview		Required – undertaken by a representative of Yoobee College of Creative Innovation.
Further study options		Guaranteed entry for international graduates into the Bachelor of Software Engineering and the Diploma of Software Development (Level 6)

Onshore - international students living in New Zealand
Offshore - international students who are **not** living in New Zealand while studying the programme .

Career opportunities: Graduates should be confident applying for entry level jobs as:

• Field Service Technician

• IT Support Technician

• Helpdesk Representative

Key content includes

Learners will:

• Learn the fundamentals of computer technology, installation and configuration

• Troubleshoot PCs and related hardware

• Do basic networking and scripting

• Install and configure operating systems

What you will learn

This specialisation covers the fundamentals of computer technology, installation, configuration and troubleshooting of PCs and related hardware, as well as basic networking, scripting and installing/configuring of operations systems. Learners receive guidance from a team of experienced lecturers in a hands-on, practical learning environment.

01. Scripting for Systems | 15 credits

Pull together knowledge from Commands and Procedures, as well as some web integration.

02. Hardware | 15 credits

History of computing hardware (including mobile devices and 2D/3D printers) covering theory (how system components work together) and practical (assembling/disassembling a PC, routine maintenance and diagnostics).

03. Operating Systems | 15 credits

History of operating systems Windows (Vista to Windows 10), Apple, Linux (Ubuntu) and mobile OS (Android, IOS and Windows Mobile), with hands-on experience installing and configuring Windows and Linux operating systems, and fault-finding using both Graphical User and Command Line Interfaces.

04. Introduction to Networking | 15 credits

Networking both peer-to-peer and client servers, with a focus on the connection medium (twisted pair cabling, Thicknet, Thinnet, fibre optic and wireless), security, diagnosis and repair, as well as topologies and the seven-layer OSI model.

Directed learning: 10-15 hours per week

OUR TECH PARTNERSHIPS

We partner with tech leaders to unlock incredible opportunities for our students. This includes getting their input into our curriculum, guaranteed work experience on some of our courses, fee scholarships, and digital credibility badges that showcase the competence and up-to-date skills of our graduates to tech employers around the world. See some of our tech partners below.

DIPLOMA IN DIGITAL DESIGN — WEB AND GRAPHIC DESIGN (L5)

Award: New Zealand Diploma in Digital Media and Design (Level 5)

Delivery mode	Campus	Yes and Blended
	Online offshore for internationals	Online (asynchronous platform)
Level		Diploma - Level 5
Duration		40 week / 1200 hours
Credits		120
Entry Requirements - Age		• Must be at least 18 – Face to Face onshore Onshore - international students living in New Zealand • Maybe 17 Online and Offshore Offshore - international students who are **not** living in New Zealand while studying the programme .
Entry Requirements – Academic		• Completed high school offshore and provide • Evidence that they have the ability to succeed in the programme (Portfolio will be required) or • Successful completion of our Level 4 Certificate in Creative Media
Entry Requirements – Other		Students who don't completely meet the Academic Entry requirements may present a qualifying portfolio which indicates skill levels equivalent to a Level 5 diploma (Refer to Portfolio Guidelines page 40)
Entry Requirements – English		IELTS 5.5 (Academic) with no band lower than 5.0
Entry Requirements – Interview		Maybe required (when a Portfolio presented) by a representative of UP Education
Further study options		NZ Diploma in Animation L6 and Diploma in 3D Production L6

Career opportunities: Graduates should be confident applying for entry level jobs as:

• Web content updater

• Image creation

• WordPress theming

• Junior web designer

Key content includes

Learners will:

• Apply problem-solving skills to a range of digital media and design challenges.

• Apply and manage a design process to meet requirements of project briefs within defined guidelines.

• Apply general and technical skills in the creation of design solutions.

• Analyse and evaluate own work and the work of others. Demonstrate professional practices, including leadership, and an ability to work well in a team environment in a digital media and design work environment.

What you will learn

This programme will take learners with an interest in design and provide basic skills in graphic design, applying them to web design, interface design and electronic display design. Beginning with core design skills relevant to all design disciplines, it will reinforce these by applying them to interface (screen) design, graphic design and provide training in web coding (HTML/CSS & Jquery) to entry level industry standard.

01. Design Foundation | 10 weeks | 30 credits

The purpose of this module is to provide students with core design skills. Students will gain competency in industry standard design software and workflow and will learn to apply these skills in a practical environment.

 02. Web Design | 10 weeks | 30 credits

Learners will be able to produce a functional, well designed website designed to work on a smartphone or iPad with supplied graphics and content. They will work with an industry standard templating system which they will learn to customize, and they will produce additional graphics and components. They will be able to apply best practice design standards to produce a site which is fast to load, easy to understand and navigate, and is well set up for search engine optimization.

They will also create a portfolio website which they can continue to update and improve throughout the rest of the programme.
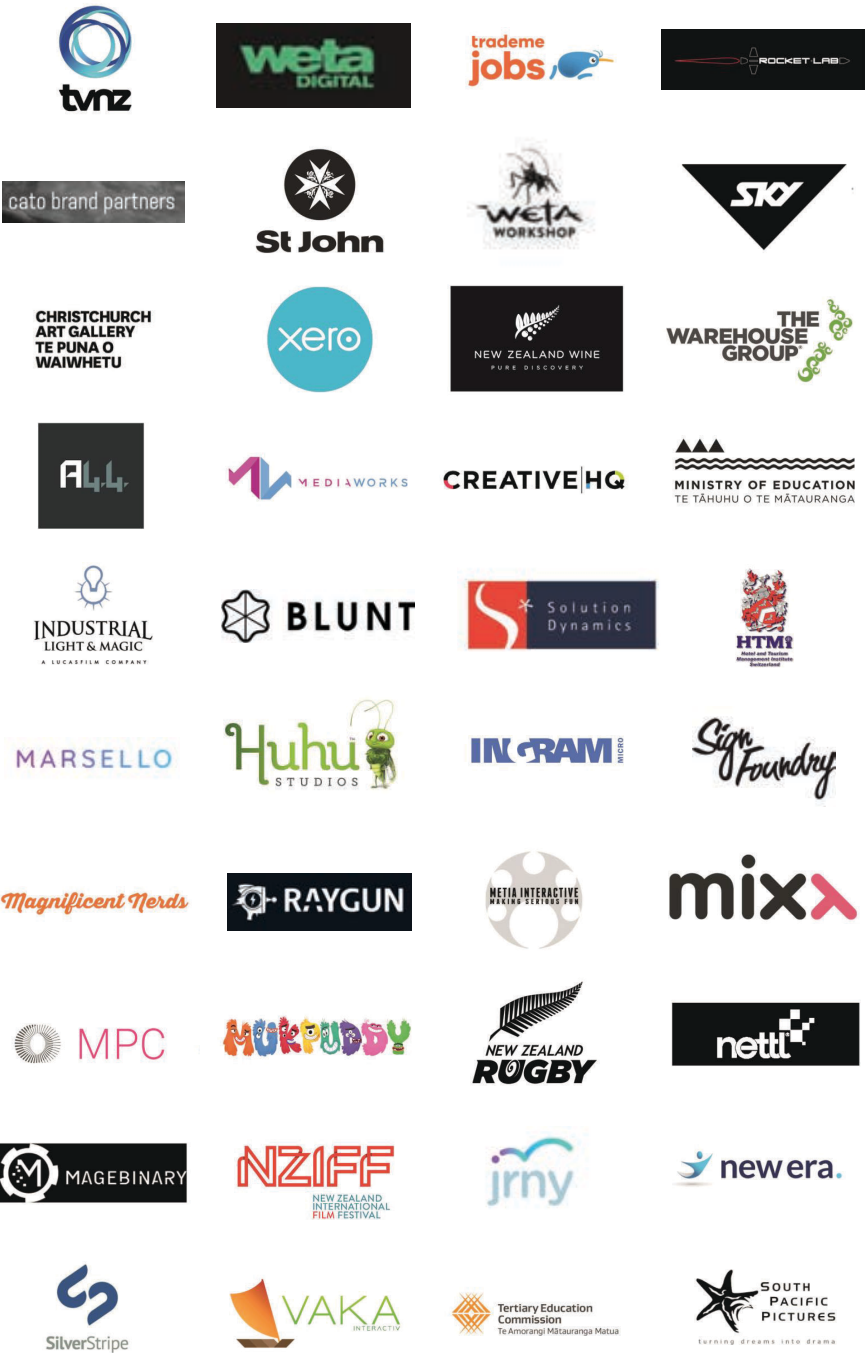
03. Graphic Design | 10 weeks | 30 credits

This modules elaborates on design thinking skills from previous modules and expands learner's abilities in typography, image creation and layout. Students will develop new skills in branding, identity, and packaging while building on their understanding of cultural implications of design in Aotearoa New Zealand.

04. Interface Design | 10 weeks | 30 credits

Learners will produce interfaces for a variety of devices and display systems that have clearly defined goals, a strong purpose with an intuitive screen interface. This module will develop techniques for ensuring that designs succeed for both the client and the viewer.

Directed learning: 10–15 hours per week

Our Design graduates are working in amazing studios and organisations all over the world.
Here are just some of them...

NEW ZEALAND DIPLOMA IN ANIMATION (LEVEL 5)

Award: New Zealand Diploma in Animation (Level 5)

Delivery mode	Campus	Yes
	Online offshore for internationals	No
Level		Diploma - Level 5
Duration		40 week / 1200 hours
Credits		120
Entry Requirements - Age		• Must be at least 17 – offshore and online • Must be at least 18 – Face to Face onshore
Entry Requirements – Academic		• Completed high school; Or • Certificate in Creative Media (L4); Or • An approved foundation programme
Entry Requirements – Other		Portfolio if not completed L4CCM. (Refer to Portfolio Guidelines page 40)
Entry Requirements – Interview		Required when not completed CCM L4 – undertaken by a representative of UP Education
Entry Requirements – English		IELTS 5.5 (Academic) with no band lower than 5.0.
Further study options		• Diploma in Animation L6 • Diploma in 3D Production

(Note beside Age row:) Onshore - international students living in New Zealand. Offshore - international students who are **not** living in New Zealand while studying the programme .

Career opportunities

• Graduates should feel confident applying for entry-level Animator jobs.

What you will learn

This programme is a comprehensive introduction to the world of animation and prepares students with fundamental animation production skills needed for a career as a creative animation artist.

Key Content

• Animation Production pipeline, history/ context, software

• Drawing, Character Design, Storytelling fundamentals

• Animation principles, 2D and 3D tools and processes

Software and tools you may use

Adobe Creative Suite including Photoshop, After Effects, Animate, Maya, Toonboom Harmony.

This programme is delivered over four terms:

01. Foundations 10 weeks | 25 credits

Foundations introduces students to fundamental tools, processes and software used to create animation.

A few things you will work on:

• 2D and 3D basics including drawing, movement, modelling, texturing

• Character Design skills

• Software skills

• Concepts, Composition

• Colour, Texture, Lighting
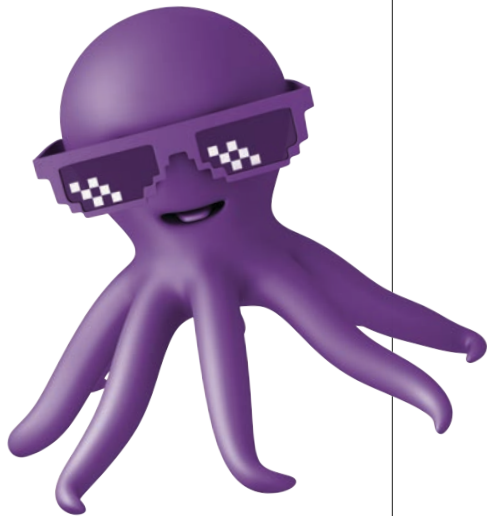
DIPLOMA IN ANIMATION (LEVEL 5)

02. Digital Production 10 weeks | 25 credits

Digital Production provides a more in-depth practical study of tools and processes including 3D modelling, texturing, lighting, Photoshop and Maya skills, 3D asset production and pipeline.

A few things you will work on:

• 3D Modelling

• Texturing, Lighting, Rendering

• Maya Fundamentals

03. Key Animation 10 weeks | 35 credits

Key Animation provides an introduction to effects animation, then delves into character animation concepts and the tools and workflow of a character animator.

• A few things you will work on:

• Principles of Animation

• 2D and 3D Effects Animation

• Character Movement, Timing, Appeal, Balance, Gesture, Attitude,

• 3D Character Animation Workflow using Maya

• 2D draw -overs to strengthen pose and rhythm

04. Final Image 10 weeks | 35 credits

Final Image explores the process of creating worlds for animation, from initial concepts to realization as a finished animation environment.

• A few things you will work on:

• Design for a range of Animation contexts

• Concept Art, Colour Keys, Colour Theory

• Asset Creation Tools and Workflow

• Texturing, Lighting, Rendering

TAKE OFF WITH ANIMATION AT YOOBEE

DIPLOMA IN CREATIVE MARKETING (LEVEL 5)

Award: New Zealand Diploma in Digital Media and Design (Level 5)

Delivery mode	Campus	Yes and Blended
	Online offshore for internationals	Online (asynchronous platform)
Level		Diploma - Level 5
Duration		32 week
Credits		120
Entry Requirements - Age		• Must be at least 18 – Face to Face onshore • Maybe 17 online and offshore	Onshore - international students living in New Zealand Offshore - international students who are **not** living in New Zealand while studying the programme .
Entry Requirements – Academic		• Completed high school offshore and provide • Evidence that they have the ability to succeed in the programme (Portfolio will be required) or • Successful completion of our Level 4 Certificate in Creative Media
Entry Requirements – Interview		Required when not completed CCM L4 – undertaken by a representative of UP Education
Entry Requirements – English		IELTS 5.5 (Academic) with no band lower than 5.0
Further study options		• Level 6 Diplomas • Bachelor in Digital Innovation 3 year

Career opportunities

•   Graduates should be confident applying for entry level roles related to marketing.

•   Graduates should also be confident marketing for their own business.

Key content includes

•   Design Foundation

•   Web Design Foundation

•   Graphic Design Foundation

•   Storytelling and Content Creation

•   Marketing Foundations

•   Consumer Behaviour

•   Introduction to Entrepreneurship

•   Digital Marketing

•   Campaigns

What you will learn

Core skills used to create and deploy web and digital graphic marketing activities.

This programme is ideal for creative students that would like to move into marketing but enjoy the more creative side of Marketing.

Students will be given complimentary membership of the Marketing Association of New Zealand while they are enrolled in this programme.

01. Design Foundation

The purpose of this module is to provide students with core design skills. Students will gain competency in Photoshop, InDesign, Illustrator, and workflow and be introduced to how consumer behaviour influences design.

Content will include topics such as; Elements and Principles of design, following an effective design process, research & environmental analysis, consumer behaviour, ethics, copyright, presentation skills and giving and receiving critique and feedback.

02. Web and Graphic Design

Students will further explore software and tools and use a range of skills to create and re-purpose design solutions for digital and print output. This module will cover topics such as; HTML and CSS, Content Management Systems, illustration, photography, photo manipulation, layout technique, storyboards and mock-ups, giving and receiving critique and feedback.

03. Marketing

Students will develop an understanding of core marketing principles, copywriting and digital marketing practice. This module will cover fundamental marketing principles such as the marketing mix, the role of the customer, and how they make buying decisions. Learners will gain practical and theoretical skills in using Digital Marketing and social media channels.

04. Entrepreneurship

This module will introduce students to the theory and practice of entrepreneurship. Students can gain an overview of the start-up process, assess their own "mind-set" for entrepreneurship and map out their journey to develop their mind-set and skillset as entrepreneurs. This covers resilience and personal capability. The subject also introduces the ecosystem of entrepreneurship, the social enterprise structure and the different challenges in entrepreneurship.

05. Campaigns

Students will develop professional skills in campaign creation and execution. This module will include an end of course project that requires identification of a market need, creation of a marketing plan to address this and development of creative materials to execute against this plan.

Contact hours: approx. 18 hours per week

Directed learning hours: approx. 12 hours per week

PATHWAY TO YOUR CREATIVE MARKETING CAREER

More and more businesses are looking for multi-skilled marketers who can manage marketing planning and implementation as well as design the campaigns. So we have launched a truly unique programme to address the growing demand.

DIPLOMA IN FILM AND CONTENT CREATION (LEVEL 5)

Award: New Zealand Diploma in Screen Production (Level 5)

Delivery mode	Campus	Yes
	Online offshore for internationals	No
Level		Diploma - Level 5
Duration		40 week / 120 hours
Credits		120
Entry Requirements - Age		• Must be at least 18 – Face to Face onshore
Entry Requirements – Academic		• Completed high school or • Successfully completed Certificate in Creative Media (Level 4)
Entry Requirements – Interview		Required – undertaken by a representative of UP Education unless completed Yoobee's Certificate in Creative Media (Level 4)
Entry Requirements – English		IELTS 5.5 (Academic) with no band lower than 5.0.
Further study options		• Diploma in Film and TV Production L6

Onshore - international students living in New Zealand
Offshore - international students who are **not** living in New Zealand while studying the programme .

Career opportunities: Graduates will be able to undertake screen production roles such as:

• Videographer (director/camera/editor)

• Content creators for web

• Sales and marketing team member

What you will learn

During this practical generalist programme you will learn the necessary skills to be a 'one stop shop' - able to write, direct, shoot and edit content for the web and non-broadcast.

Key content

• Creative and technical skills in camera, lighting, audio and editing.

• Graphics and visual effects.

• Audio mixing.

• Storytelling techniques.

• Basic scriptwriting.

• Directing of factual and drama content.

• Storyboarding.

• Shot listing.

• Production planning and location management.

• Basic art direction.

• Collaborating and communicating effectively as part of a team.

Software and tools you may use:

Adobe creative suite such as Photoshop, Illustrator, After Effects, Premiere Pro, Audition.

01. Foundations 10 weeks | 25 credits

Be introduced to roles, tools, processes, fundamental theories and principles to create and produce screen content and manage screen projects.

A few things you will work on:

• Street Interviews

• Simple Sequences

• 'All Alone' drama

• Short Documentary

02. Development 10 weeks | 30 credits

Develop scriptwriting and storytelling skills, build on creative and technical practices, and develop communication and collaborative skills for screen production.

A few things you will work on:

• Record and Build a Soundtrack

• Motion Graphics

• Television Commercial

• Chase scene

03. Production 10 weeks | 30 credits

You will collaboratively and share roles and responsibilities within a range of projects to create final screen production sequences.
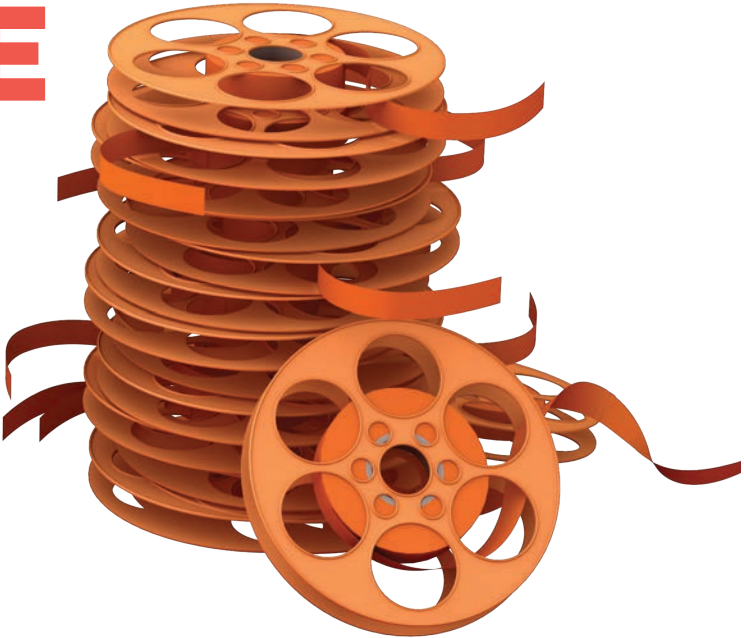
A few things you will work on:

• Multi camera music project

• Visual Effects

• 'How to' tutorial video

• 'Lost and Found' drama

04. Final Project 10 weeks | 35 credits

Apply your creative and technical skills in an end of year project where you will research, plan and produce a short film.

You'll get to work on not only your own project but collaborate with others in your class to work on their projects too.

BECOME A STORYTELLER AT YOOBEE

DIPLOMA IN SCREEN AND STAGE ACTING (LEVEL 5)

Award: New Zealand Diploma in Drama (Level 5)

Delivery mode	Campus	Yes
	Online offshore for internationals	No
Level		Diploma - Level 5
Duration		40 week / 2400 hours
Credits		120
Entry Requirements - Age		• Must be at least 18 – Face to Face onshore
Entry Requirements – Academic		• Applicants must have completed a Level 4 or higher qualification or above in the same or related fields
Entry Requirements – Interview		Audition Required – undertaken by Yoobee College of Creative Innovation. An interview may be required depending upon the applicants background.
Entry Requirements – English		IELTS 5.5 (Academic) with no band lower than 5.0.

Onshore - international students living in New Zealand
Offshore - international students who are **not** living in New Zealand while studying the programme .

Career opportunities: Graduates can apply for jobs as a drama company member, assistant drama instructor, actor in screen productions, performer in community events/festivals or a commercial actor.

Key content includes

Acting Techniques

Develop body, voice and imagination while exploring a wide variety of acting techniques.

Performance Skills

Take part in stage performance exercises and productions. Learn how to prepare and develop your character and perform in front of a live audience and location production exercises with students from the Diploma in Film and Content Creation programme.

Professional Skills

Further develop your acting skills for the film, television and stage industries, learn how to:

• Apply drama techniques with technical ability and artistic proficiency in an extended repertoire

• Perform drama techniques to engage an audience

• Analyse and interpret performance texts

• Apply a broad range of research and analytical skills

• Manage and take responsibility for own professional practice

• Analyse characteristics of the stage and screen industry

What you will learn

This course delivers an understanding and working knowledge of the professional practices of screen and stage production and prepares students for further study or employment

01. SSA1: Physical Foundations | 20 Credits

Students will develop a wide range of physical and spatial skills, including generating energy, ease, presence, feelings, intentions, character and qualities of being; connect and interact physically in a range of performance contexts for both the screen and stage

02. SSA2: Vocal Foundations | 15 Credits

Students will develop: vocal range, clarity of articulation, the application of energy, pitch, pace, pause, diction, relaxation, breath control, and the expression of feelings, intentions, and qualities of being in vocal expression and text delivery, apply on screen vocal techniques, sing solo and as part of an ensemble, basic understanding of voice anatomy.

03. SSA3: Acting Foundations | 60 Credits

Students will develop a wide range of acting skills and knowledge of the key principals of acting theory and practice to develop their authenticity including the ability to effectively interpret a variety of dramatic scripts, genre, style and production processes; to research, create, and perform unique, truthful and energetic dramatic characters on screen and stage; and the skills to professionally appraise and self-evaluate their performance.

04. SSA4: Professional Skills | 25 Credits

Students will develop an understanding of production roles and Tikanga in the NZ Film, Television and stage industries; interpret requirements for a simple production; understand the careers path of professional actors and the business of stage and screen productions and its artistic responsibilities and obligations to building a network of industry professionals

Our graduates are working on amazing sets, in studios and organisations all over the world.
Here are just some of them...

NEW ZEALAND DIPLOMA IN ANIMATION (LEVEL 6)

Award: New Zealand Diploma in Animation (Level 6)

Delivery mode	Campus	Yes and Blended
	Online offshore for internationals	No
Level		Diploma - Level 6
Duration		40 week / 1200 hours
Credits		120
Entry Requirements - Age		• Must be at least 18 – Face to Face onshore
Entry Requirements – Academic		• Successfully completed (New Zealand) Diploma in Animation (Level 5) or • Completed an equivalent qualification
Entry Requirements – Other		• Submit a portfolio which indicates skill levels equivalent to a Level 5 diploma. (Refer to Portfolio Guidelines page 40)
Entry Requirements – Interview		Required when not completed Diploma in Animation (Level 5) – undertaken by a representative of UP Education
Entry Requirements – English		IELTS 6.0 (Academic) with no band lower than 5.5
Further study with Yoobee		Once you have successfully completed this programme, a logical next step would be Diploma in Game Art and Development (Level 7 – 2 years) or you could broaden your knowledge and skills by pursuing Yoobee Level 7 programmes or any other certificate/diploma.

Onshore - international students living in New Zealand
Offshore - international students who are **not** living in New Zealand while studying the programme .

Career opportunities: Graduates should be confident applying for entry level specialist animator roles such as studio practitioners, or self-employed/freelance practitioners.

Key content includes

- Plan environment artwork for animation concepts
- Create environment art to meet specific project briefs
- Create assets within different production contexts
- Design a visual shot sequence and plan screen continuity
- Research and design visual elements for an animated story or concept
- Present pre-production artwork in a professional manner
- Collaborate in the planning of an animation project

- Collaborate while producing an animated sequence
- Co-direct an animated sequence
- Apply specialist skills within an animated production context
- Plan and design a final show-reel presentation
- Create a show-reel that reflects specialist skills
- Synthesize visual and audio elements for a show-reel

What you will learn

This programme provides comprehensive knowledge and a wide range of skills in animation production. Students will work independently and learn to lead a team to produce specialised animated works.

01. Digital Production | 25 Credits

This module covers working knowledge and application of asset creation for 2D environment, problem-solving methods, and evaluation of own work.

02. Pre-production | 25 Credits

This module covers visual story-telling techniques including storyboards, animatics, story art, and preliminary designs, research, creative exploration, creating mock-ups, preparing work for on-screen presentation, and pitching own work.

03. Team Production | 35 Credits

This module covers short animation sequence creation, project direction, specialist role assumption, and evaluation of own work.

04. Show-reel | 35 Credits

This module covers research, planning and production/creation of own show-reel, self-promotion through the development of a body of work, knowledge of contracts business planning, financial obligations, marketing and legislative responsibilities.

DIPLOMA IN CREATIVE DIGITAL DESIGN (LEVEL 6)

Award: New Zealand Diploma in Digital Media and Design (Level 6)

Delivery mode	Campus	Yes
	Online offshore for internationals	No
Level		Diploma - Level 6
Duration		40 week
Credits		120
Entry Requirements - Age		• Must be at least 18 – Face to Face onshore
Entry Requirements – Academic		• Successfully completed Diploma in Web and Graphic Design (Level 5) or • Equivalent programme plus present a portfolio with original evidence to suggest they have the required technical and creative skills.
Entry Requirements – Other		• Students who don't completely meet the Academic Entry requirements may need to present a qualifying portfolio which indicates skill levels equivalent to a Level 5 diploma • An interview maybe required
Entry Requirements – Interview		Required when not completed Diploma in Web and Graphic Design (Level 5) – undertaken by a representative of UP Education n
Entry Requirements – English		IELTS 6.0 (Academic) with no band lower than 5.5
Further study with Yoobee		Once you have successfully completed this programme, you could broaden your knowledge and skills by pursuing Yoobee Level 7 programmes or any other certificate/diploma.

Career opportunities: Graduates should be confident applying for entry level jobs as:

- Junior Graphic Designer /   Junior Mac Operator / Junior Pre-press Operator / Junior Web Designer

Key content includes

- Gain a greater understanding of the power of branding and identity.
- Discover how user experience can be employed to create engaging design solutions.
- Learn information design by producing digital and printed output media.
- Experiment with advertising by creating cohesive campaigns to launch products.

- Design for both screen and print output.
- Analyse and define target audiences and create design solutions for them
- Use creative industry standard software to produce industry standard design work.
- Work within dynamic design teams.
- Recognise the importance of the principles of the Treaty of Waitangi/Te Tiriti o Waitangi in the design industry.

What you will learn

This programme teaches a range of important and industry relevant hard and soft skills. The course will cover specialised technical and theoretical knowledge, and teach in depth skills that will apply specifically to the production of a variety of outputs including screen and print.

01. Branding | 10 weeks | 30 credits

During this module you will learn how identity and branding influence target audiences. You will research, experiment and create a wide range of assets for a variety of projects. You will develop a strong understanding of the design process with a focus on branding.

02. Information Design | 10 weeks | 30 credits

During this module the student will learn how to structure and organise typographic and visual information to create effective documents that focus on use, purpose and target audience. Learn typographic contrast and hierarchy, illustrative editorial design, and page layout. Create sets of items bound by unifying elements. The summative project scenarios provide opportunity to create design for creative, and commercial purposes.

03. Product Launch | 10 weeks | 30 credits

During this module the student will learn how to research and create personas and target audiences to create effective design solutions with a focus on products, their use and purpose. Learn advertising strategies, design for packaging, and sustainable design. The summative project scenarios provide opportunity to create design for creative, sustainable and commercial purposes.

04. Event Design | 10 weeks | 30 credits

During this module learners will create the visual and experiential elements of an event. Through experimentation, research of way-finding, user experience, motion, and the creation of printed and digital collateral.

Directed learning: 10–15 hours per week

DIPLOMA IN FILM AND TV PRODUCTION (LEVEL 6)

Award: New Zealand Diploma in Screen Production (Level 6)

Delivery mode	Campus	Yes
	Online offshore for internationals	No
Level		Diploma - Level 6
Duration		40 week / 1200 hours
Credits		120
Entry Requirements - Age		• Must be at least 18 – Face to Face onshore
Entry Requirements – Academic		• Completed high school • Level 4 Film and TV Sets: Intro to Art Dept or NZ Certificate in Art and Design would be useful prior study • A qualifying portfolio to demonstrate equivalent skills and knowledge. (Refer to Portfolio Guidelines page 40)
Entry Requirements – Interview		Required when not completed prior Yoobee study – undertaken by a representative of UP Education
Entry Requirements – English		IELTS 6.0 (Academic) with no band lower than 5.5

Onshore - international students living in New Zealand
Offshore - international students who are **not** living in New Zealand while studying the programme .

Career opportunities: Graduates will have the skills to gain entry level roles in departments such as:

• Camera   • Lighting

• Audio   • Editing

• Directing   • Research

• Production

What you will learn

This programme will provide you with the skills and experience needed to work in specialist technical roles within the film and television industry.

You will learn in a professional and collaborative environment, applying your skills in industry simulated projects that will allow you to seamlessly integrate into the industry upon graduation.

You'll experience various industry roles before choosing your specialization in either:

•   Drama directing & scriptwriting

•   Documentary directing & research

•   Camera, audio and lighting

•   Production management

•   Post-production

Software and tools you may use:

Microsoft Office, Final Draft, Avid Media Composer, Adobe Creative Suite, Di Vinci Resolve.

01. Professional Practices 10 weeks | 25 credits

You will be introduced to specialist roles tools and processes working in a collaborative crew environment on a variety of projects.

A few things you will work on:

•   Reviewing the fundamentals of content creation in a specialist roles of either Directing, Production Management, Camera Lighting/ Audio or Post-Production.

•   Completing the Interview project undertaking various technical roles.

•   Being part of a crew creating a 60 second documentary and a 60 second drama.

•   Be part of team that creates a studio News bulletin in a specialist field or studio role.

02. Skills Development 10 weeks | 25 credits

Build on your specialist technical skills in a variety of studio and location productions using professional practices and equipment.

A few things you will work on:

•   Specialist workshops in your chosen field and putting those skills into practice on challenging projects.

•   Four part drama web series.

•   'Day in the Life' documentary.

•   'Vibe' - an arts themed magazine style studio show.

•   Field items to insert in the Vibe Studio shows.

03. Complex Projects 10 weeks | 30 credits

Collaborate in a series of complex large scale productions in a specialist role.

A few things you will work on:

•   Following the pre-production, production and post-production processes for complex projects.

•   'Encounter' drama – with multiple scenes, 10 hour shoot day, some at night.

•   'Craft' documentary – focusing on a craftsperson and adding another 'voice' to the narrative.

•   'Short Cuts' – short dramas shoot on location with industry professionals mentoring the crew.

04. Final Projects 10 weeks | 40 credits

You will work collaboratively with more autonomy to realise the director's vision for 10-14 minute documentaries and dramas.

A few things you will work on:

•   A crew for a 10-14 minute film. Each director will write and direct a 10-14 minute drama or documentary and the rest of the students are crewed to fill the various production roles.

•   A variety of projects each with their unique challenges and problems.

•   Self-promotion and marketing materials to prepare for an industry job.

DIPLOMA IN DRAMA (SCREEN ACTING) (LEVEL 6)

Award: New Zealand Diploma in Drama (Level 6)

Delivery mode	Campus	Yes
	Online offshore for internationals	No
Level		Diploma - Level 6
Duration		80 week / 2400 hours
Credits		240
Entry Requirements - Age		• Must be at least 18 – Face to Face onshore
Entry Requirements – Academic		• Applicants must have completed a Level 4 qualification in the same field or • Diploma in Screen and Stage Acting L5 (Will be able to apply for credit transfer for the first year), Plus • Undertake an auditioned by academic staff
Entry Requirements – Interview		Audition Required – undertaken by Yoobee College of Creative Innovation
Entry Requirements – English		IELTS 6.0 (Academic) with no band lower than 5.5

Onshore - international students living in New Zealand
*Offshore - international students who are **not** living in New Zealand while studying the programme .*

Career opportunities: Graduates of this qualification may be employed or contracted in the following contexts:

• Senior drama company member

• Drama instructor.

• Lead performers within music videos, television commercials or productions.

• Professional actor.

Key content includes

• Acquire advanced skills and knowledge to act on stage and on screen.

• Work on practical projects in a wide range of production styles and formats.

• Perform in several original short films written by student directors.

• Gain a solid understanding of key roles, responsibilities and opportunities in the national and international film and TV industry.

• Develop your auditioning and self-taping skills and find an agent.

What you will learn

Training is given in acting techniques for screen and live performance, script analysis, improvisation, voice and speech (including accents), stunts, physical agility and industry awareness. You'll develop an awareness of what goes into effective on-camera work and become familiar with the unique processes of the professional film actor.

Year One

01. Physical Foundations | 25 Credits (Level 5)

Students will develop a wide range of physical and spatial skills, including: generating energy, ease, presence, feelings, intentions, character and qualities of being. Students will also connect and interact physically in a range of performance contexts and maintain and take responsibility for personal fitness and wellbeing. The teaching practice for this Module includes (but is not limited to) classes in: Neutral Mask, Dance, Yoga, Melodrama, Characterization, Clown and Stunts.

02. Vocal Foundations | 20 Credits (Level 5)

Students will develop vocal range, clarity of articulation, the application of energy, pitch, pace, pause, diction, relaxation, breath control, and the expression of feelings, intentions, and qualities of being in vocal expression and text delivery. Students will also apply on screen vocal techniques, sing as part of an ensemble and acquire basic understanding of voice anatomy.

03. Acting Foundations | 60 Credits (Level 5)

Students will develop a wide range of acting skills and knowledge of the key principles of acting theory and practice to develop their authenticity on screen, including: the ability to effectively interpret a variety of dramatic screen scripts, genre, style and production processes. To research, create, and perform unique, truthful and energetic dramatic characters on screen and the skills to professionally appraise and self-evaluate on screen performance.

04. Contextual Studies | 15 Credits (Level 5)

Students will develop an understanding of Tikanga in the NZ Film and Television industry and the importance of cultural competence. Students will also develop tools to critically reflect on a range of performances and films, understand key roles, language and facilities of the local and international screen industry and develop the skills that enable them to manage and take responsibility for their own professional practice.

Year Two

05. Physical Practice | 20 Credits (Level 6)

Students will continue to develop their skills and practice across a wide range of physical and spatial skills, including: generating energy, ease, presence, feelings, intentions, character and qualities of being. Specialist workshops with industry experts will provide opportunity to develop skills in specialist areas such as: combat, dance, physical performance, comedy, and movement. Students will connect and interact physically in a range of performance contexts and maintain and take responsibility for personal fitness and wellbeing.

06. Vocal Performance | 20 Credits (Level 6)

Students will continue to develop their vocal practice and training, including targeted sessions to address specific elements of vocal work. They will also have the opportunity to explore a range of vocal techniques and specialist skills such as: embodied voice, accent, character and voice over technique.

07. Screen Acting | 60 Credits (Level 6)

Students will select from and apply a broad range of acting skills and demonstrate advanced knowledge of the key principles of acting methods across a range of screen genres, utilize devising skills in the development of a collaborative screen project and demonstrate the ability to work effectively with a director. They will demonstrate advanced understanding of the skills and protocols associated with auditioning.

08. Career Pathways | 20 Credits (Level 6)

Students will build their knowledge of the performing arts and screen industry and develop core skills to support them personally and professionally including advanced understanding of screen industry roles and protocols, industry relationships, funding bodies, professional practice, working and sustaining yourself as a self-employed actor and agent-actor relationships. Students will create an individual employment portfolio to support them as (self) employed practitioners and take part in a number of professional skills training workshops culminating in the preparation of an industry pitch to further a future project. Critical practice will be deepened by reflecting on the students own and others' practice.

DIPLOMA IN SOFTWARE DEVELOPMENT (LEVEL 6)

Award: New Zealand Diploma in Software Development (Level 6)

Delivery mode	Campus	Yes and Blended
	Online offshore for internationals	Yes
Level		Diploma - Level 6
Duration		80 week / 2400 hours
Credits		240
Entry Requirements - Age		• Must be at least 18 – Face to Face onshore
Entry Requirements – Academic		• Students who don't completely meet the Academic Entry requirements may need to present a qualifying portfolio which indicates skill levels equivalent to a Level 5 diploma plus • Interview may also be required
Entry Requirements – Interview		Maybe required (when a Portfolio presented) by a representative of UP Education
Entry Requirements – English		IELTS 6.0 (Academic) with no band lower than 5.5
Further study with Yoobee		On successful completion of this diploma, continue your studies with only a further one year to obtain more expert knowledge in the **Bachelor of Software Engineering.**

Onshore - international students living in New Zealand
Offshore - international students who are **not** living in New Zealand while studying the programme .

Career opportunities: Graduates should feel confident applying for entry-level Software Developer roles in either;

• Cloud Computing, Artificial Intelligence, Cybersecurity

• Creative Technologies.

What you will learn

Core skills in a range of essential software developer areas through practical collaborative project work.

The first year equips you with a wide range of tech skills to become ready for your second year of specialised learning in either;

• Cloud Computing

• Artificial Intelligence

• Cybersecurity

• Creative Technologies

Key content

• Web & App Development

• UI/UX Design

• Software Development Methodologies

• Machine Learning

• Micro services

• AWS

• Azure

• OASP

• C++

• Python

Software and tools you may use

Visual Studio, Xcode, GitHub, Jenkins, Hansoft, JIRA, Confluence,

Netbeans, Unity, Unreal, Balsamiq, AWS, Azure, Confluence,

Netbeans, Unity, Unreal, Balsamiq, AWS, Azure, Linode, Adobe Creative Suite.

DIPLOMA IN SOFTWARE DEVELOPMENT (LEVEL 6)

YEAR ONE — Level 5

01. UX PRINCIPLES I 16 weeks | 15 credits

Develop a foundational understanding of the principles, tools and best practices for the design of content and user experience (UX) for both web and mobile app platforms. Be introduced to concepts and methods such as: creative thinking and ideation, user journeys and tasks, personas, content strategy, information architecture, wire framing, prototyping, user testing, visual semiotics, psychology, identity and brand strategy, composition and layout, colour theory, typography, way-finding, responsive design and motion design.

02. Development Principles I 16 weeks | 15 credits

Develop a foundational understanding of principles, programming concepts, languages, tools, frameworks and best practices for the development of websites and mobile apps. Be introduced to information and database architecture, methods to back-up code, as well as development and problem-solving techniques.

03. Integrated Studio I 16 weeks | 15 credits

Develop and deepen your understanding of the fundamentals of software development by applying skills and concepts introduced in UX Principles I and Development Principles I. Be introduced to the software development lifecycle (SDLC) and different roles and stages, gaining a holistic understanding of the entire development process

04. UX PRINCIPLES II 16 weeks | 15 credits

Extend your understanding of design, user experience and content creation principles for software products. Cover motion design, theories of play, game interfaces, and environment design. In keeping with our project-based approach, this is integrated vertically with other concurrently running courses around whole projects.

05. Development Principles II 16 weeks | 15 credits

Building upon Development Principles I, extend your understanding of programming languages, principles, tools and best practices for software development. Be introduced to concepts and methods such as: mobile architecture/hardware, advanced data structures (linked lists, queues, stacks, and trees), algorithms, testing (compliance, stress, and black-box), refactoring, validation and verification. Keeping with the project-based approach, prototypes are undertaken in pairs or teams.

06. Integrated Studio II 16 weeks | 15 credits

Work in pairs or teams on software development projects in an iterative process of designing, building and combining progressively more complex software components and subsystems into an integrated whole.

Further you're understanding of the software development lifecycle (SDLC) and the agile development methodology.

YEAR TWO — Level 6

Specialise in an area of most interest to your future career path

201. Elective A | 16 weeks | 15 credits

201 Technical Design for Software

Be introduced to several software design patterns and processes that enable the creation of high-quality software, and learn to analyse specific software projects and use design language (UML) for modelling the development process.

201A Foundations of Data Science

Focus on several core topics that constitute the infrastructure for Data Science, including the data analytics pipeline, management of large-scale data, how analytics and machine learning capabilities are built on top of that storage, and how data scientists develop machine learning and modelling platforms using libraries.

201B Cloud Computing Fundamentals

Be introduced to cloud providers, scaling, cloud services, cloud delivery models, cloud deployment models, cloud security, cloud usage monitors, cloud storage devices and load balance. Also learn vendor specific Microservices including pricing philosophy and virtual private cloud.

201C Networking & Systems Admin

Acquire networking knowledge toward cloud computing and cybersecurity. Cover issues, skills and strategies associated with providing core services over a network in a multiuser environment and learn about fine tuning of networked systems for optimum delivery in terms of security, cost, and speed.

DIPLOMA IN SOFTWARE DEVELOPMENT (LEVEL 6)

202. Cross-Platform Development | 16 weeks | 15 credits

Extend your understanding of investigation and presentation approaches towards persuasive proposals for software products.

Propose a project as a result of discovery, creative thinking and refining a hypothesis.

203. Investigative Studio I | 16 weeks | 15 credits

Focusing on areas you are passionate about and through a process of experimental practice-based inquiry, you will iteratively ideate, experiment and refine prototypes as proofs-of- concept, in support of your teams project proposal developed concurrently in Cross-Platform Development.

204. Elective B | 16 weeks | 15 credits

204 Society, Enterprise, Innovation

Be introduced to a variety of entrepreneurial, business, social, and ethical concepts in order to develop an understanding of how software products and services can affect and be affected by different socio-economic contexts.

204A Artificial Intelligence (AI)

Focus on how AI concepts and classifications are used to design intelligent systems. Explore AI classifications such as Machine Learning, Robotic, Natural Language Processing, Speech Recognition, Expert Systems, and Computer Vision.

204B Cloud Application Development

Develop and design cloud solutions concepts from a business and technical perspective including services, architecture, system integration, connectivity, administration and security.

204C Cybersecurity

Cover topics such as attacks on privacy, static and dynamic analysis of malware, hardware security, network security and trending applications. Explore aspects in Cybersecurity relating to cryptography, public key infrastructure, security principles and models, threats and vulnerability management and privacy and anonymity issues.

205. Integrated Studio III | 16 weeks | 15 credits

Work on a semester-long studio production in your team, applying agile software development methods and iteratively developing, testing and refining the proof-of-concept(s) developed during Investigative Studio - producing the outcome proposed for your team project
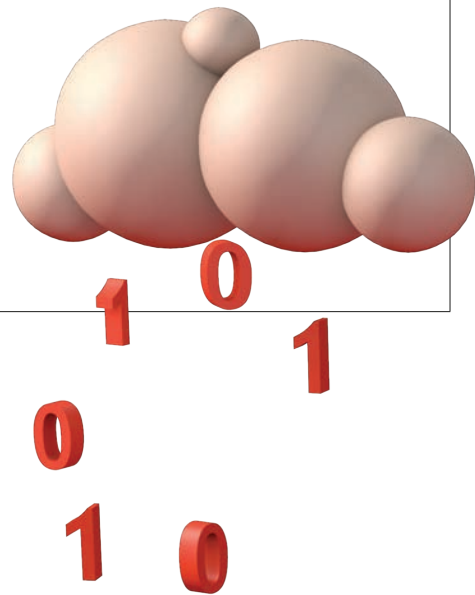
Elective A + B

Choose from specialist topics for Elective A + B;

Creative – CS201 and CS204

Artificial Intelligence – CS201A and CS204A Cloud Computing – CS201B and CS204B

Cybersecurity – CS201C and CS204C

DRIVE YOUR TECH CAREER FORWARD

Yoobee Colleges is well-known for its industry leading creative graduates including animators, designers and film makers, and with the increasing convergence of creativity and technology, we're committed to generating skilled tech graduates to an industry crying out for them.

At Yoobee we offer an ever evolving range of tech courses. We're proud of our unique Bachelor of Software Engineering Degree degree that combines computer science, programming, art and design, social science and business knowledge along with project management skills. The degree offers specialisations in cyber security, artificial intelligence, game development and cloud computing - areas that lead tech worldwide.

One of the exciting aspects of tech at Yoobee is that you are studying alongside the designers, animators, filmmakers and game developers of tomorrow. This leads to amazing collaborations and cross pollination, bringing technology and creativity together.

This collaborative culture, coupled with our flexible on campus or online learning options, hands-on approach to teaching and close industry partnerships, makes Yoobee the perfect place to study to kick off your tech career.

DIPLOMA IN WEB AND UX DESIGN (LEVEL 6)

Award: New Zealand Diploma in Web Design and Production (Level 6)

Delivery mode	Campus	Yes and Blended
	Online offshore for internationals	No
Level		Diploma - Level 6
Duration		40 week
Credits		120
Entry Requirements - Age		• Must be at least 18 – Face to Face onshore
Entry Requirements – Academic		• The applicant will have passed the Level 5 Diploma in Digital Design – Web and Graphic Design, or • An equivalent programme of study in an overseas institution with a portfolio of works which indicates equivalent skill levels • And be competent in HTML and CSS
Entry Requirements – Other		• Students who don't completely meet the Academic Entry requirements may need to present a qualifying portfolio of their work which indicates skill levels equivalent to a Level 5 diploma. Applicants should be competent in HTML and CSS and will be asked for proof of this. • Languages: HTML5, advanced CSS with pre-processing, advanced HTML, JavaScript
Entry Requirements – Interview		Required when not completed Diploma in Digital Design – Web and Graphic Design (Level 5) – undertaken by a representative of UP Education
Entry Requirements – English		IELTS 6.0 (Academic) with no band lower than 5.5

Onshore - international students living in New Zealand
Offshore - international students who are **not** living in New Zealand while studying the programme .

Career opportunities: Graduates should be confident applying for entry level jobs as:

• Junior Web Designer / Junior UX Designer / Front End Web Developer / Digital Marketing

What you will learn

Specialized skills and knowledge to apply specifically to the design and production of web and app interfaces.

Key Content

• UX Design

• UI Design

• Interactive Design

• Content Management Systems

• Programming languages HTML, CSS, & JavaScript (including SASS, JQuery etc.)

• CSS and JavaScript animation

• Project planning

• Agile methodology

• User research techniques and validation of research

• Iterations and user testing

• Prototyping and validation of design

• Idea collation, user journeys, context mapping, target audience & personas

• Information architecture

Software and tools you may use:

VS Code, VS Code Extentions, SASS, Chrome Dev Tools, Figma/XD/Sketch,

Node Express, MongoDB, Postman, WordPress, XAMPP, Adobe Creative Suite, Vue or React.

01. UX Design 10 weeks | 30 credits

Apply the fundamentals of UX design, learn advanced HTML and CSS and be introduced to JavaScript.

A few things you will work on:

Build a responsive site using modern CSS, think flexbox not floats.

Use a CSS pre-processor to build efficient CSS and then use SMACSS to add structure to your CSS.

Understand CSS specificity so you can reason about your own CSS and debug it successfully.

Learn a range of formative UX techniques and why they are used.

02. Foundation Coding 10 weeks | 30 credits

Use JavaScript to build UI components and enhance user experience of a web page.

A few things you will work on:

Learn the basics of JavaScript and the DOM to build dynamic web interfaces.

Use 3rd party libraries like Materialize CSS to build animated widgets

Explore the Google Maps API.

Build attractive, animated forms and validate user choices.

03. Application Development 10 weeks | 30 credits

Work in groups with Agile methodology and learn how to make maintainable applications.

A few things you will work on:

Develop a web app to load live data from the Cloud.

Create your own API's using a Node Express server and a cloud based database.

Fetch JSON data and bind the data to your own visual components.

This is a group project and assessed work must be submitted from a Git repository

04. Content Management Systems 10 weeks | 30 credits

Use CMS to create websites compatible across browsers, devices and platforms.

A few things you will work on:

Create a WordPress site using your own theme using VS-Code and XAMPP.

Use JS and CSS to build custom themes around the WordPress API.

Learn how to use WordPress hierarchy and write query 'loops' in PHP to display pages.

Build 'custom post types' and search filters using the existing WordPress API.

Research and use the more common plug-ins like Yoast.

Build a CMS controlled slideshow using Advanced Custom Fields and JavaScript.

DIPLOMA IN CLOUD ENGINEERING (LEVEL 7)

Award: Diploma in Cloud Engineering (Level 7)

Delivery mode	Campus	Blended
	Online offshore for internationals	No
Level		Diploma - Level 7
Duration		32 week / 1200 hours
Credits		120
Entry Requirements - Age		Must be at least 18 – Face to Face onshore
Entry Requirements – Academic		• Completed high school with NCEA University Entrance or • equivalent CIE/IB grades or • An appropriate qualification from an overseas secondary school or tertiary institution, deemed by the college to be sufficient for admission into a Bachelor programme.
Entry Requirements – Interview		Required to assess their ability to cope with the demands of the programme and potential to succeed – undertaken by Yoobee College of Creative Innovation
Entry Requirements – English		IELTS 6.0 (Academic) with no band lower than 5.5
Further study opportunities		Graduate may sit the following exams: • International certification • AWS Certified Cloud Practitioner – Foundational • Architect - AWS Certified Solutions Architect (Associate) • Operations - AWS Certified Sysops Administrator (Associate) • Microsoft Certified Azure Fundamentals • Microsoft Azure Administrator Associate • Microsoft Azure Architect Technologies (Microsoft certified: Azure Solution Architect Expert) • Microsoft Azure Architect Design (Microsoft certified: Azure Solution Architect Expert)

Onshore - international students living in New Zealand
Offshore - international students who are **not** living in New Zealand while studying the programme .

Career opportunities

• Cloud Consultant

• Cloud Administrator

• Cloud Reliability Engineer

• Cloud Infrastructure Engineer

• Infrastructure Solutions Architect

• Solutions Architect

• Cloud Architect

Summary

This qualification is designed for learners who wish to upskill in Cloud Engineering, focussing on designing, planning, and scaling cloud implementations, as well as mastering related software Microsoft Azure and AWS. This 32 week programme provides learners who have already completed some training in systems administration practical skills to specialise and connect with leading tech organisations nationally and internationally.

DIPLOMA IN CLOUD ENGINEERING (LEVEL 7)

Platform and Software as a Services | 8 weeks | 30 credits

Both Platform and Software as a Service are the two most common categories of cloud computing and in this course students will learn how to implement and manage these two different cloud services. Focusing on investigation discussion and research into variable cloud technologies.

Infrastructure as a Service | 8 weeks | 30 credits

This course focuses on Infrastructure as a service category of cloud computing and provides its administrators with a variety of services to manage varied types of infrastructure. This course also covers integration of two different cloud models (Public & Hybrid) and multi tenancy management along with isolation.

Open-source integration | 8 weeks | 30 credits

As a cloud administrator, you can end up managing and providing services to more than one client. Each client may have different requirements and tech stacks, in this course we focus on open-source solutions as many clients have some form of open-source software in their tech stack. This course also looks at the risks of open-source software including managing a multicloud environment.

Multi-Cloud integration | 8 weeks | 30 credits

Troubleshooting and project management are a daily occurrence in the life of Cloud Architect. This course bridges the gap between classroom and industry, providing the learner a project driven learning environment while applying advanced tools.

MEET OUR TUTOR

OVESH VOHRA

WHY DO YOU TEACH?

My Mother was a school teacher. She is my inspiration and life motivator, and she told me that if you want to expand your skills in any area, you should share your knowledge with others.

WHY SHOULD SOMEONE GET INTO THE TECH AREA?

Today it's all about technology. The future will be even more unbelievable than today is for humans.

Those who decide to put their knowledge in technologies will be future leaders.

WHAT PROGRAMMING LANGUAGE IS THE MOST FUN TO USE?

C, C++, HTML, CSS, JavaScript as a first step to understand programming languages specially for non-IT people.

Diploma in Cloud Engineering Level 7

BACHELOR OF ANIMATION (+HONS.)(LEVEL 7)

Award: Bachelor of Animation (Level 7)

Delivery mode	Campus	Yes	
	Online offshore for internationals	Yes - Blended campus for offshore	Onshore - international students living in New Zealand. Offshore - international students who are **not** living in New Zealand while studying the programme .
Level		Degree - Level 7	
Duration - Degree		3 years / 3600 hours	
Duration - Honours		Additional 1200 hours for Honours	
Credits		360 plus additional 120 for Honours	
Entry Requirements - Age		Must be at least 18 – Face to Face onshore	
Entry Requirements – Academic		• Completed high school with NCEA University Entrance or • equivalent CIE/IB grades or • An appropriate qualification from an overseas secondary school or tertiary institution, deemed by the college to be sufficient for admission into a Bachelor course. • Successful completion of our Level 4 Certificate in Creative Media	
Entry Requirements – Other		A portfolio will provide evidence of creative abilities and potential, ideally containing a variety of work; animations, sketches, drawings, painting, mixed media, multimedia, photography, sculpture, etc. (Refer to Portfolio Guidelines page 40)	
Entry Requirements – Interview		Undertaken by a representative of UP Education	
Entry Requirements – English		IELTS 6.0 (Academic) with no band lower than 5.5	

Career opportunities

Graduates of this qualification will have the skills and knowledge to establish a career as an animation artist in a studio environment, or as an independent content producer. They will be able to work in a range of professional photographic practitioner roles or as self-employed/freelance practitioners.

What you will learn

Graduates will have a strong framework of understanding and commitment to professional excellence, collaboration, communication, critical reflection and innovation.

Key content includes

Year One focuses on providing a foundation of knowledge and skills for animation—giving a background in narrative theory and practice, understanding of visual communication principles, art and observation skills, and an introduction to principles.

• Narrative Studies - 15 credits

• Visual Art and Observation 1 - 15 credits

• Elements and Principles of Visual Communication - 15 credits

• 2D Foundations - 15 credits

• History of Animation - 15 credits

• 3D Foundations - 45 credits

Year Two continues to deliver core subjects but introduces you to specialist roles in group projects undertaken in our industry-style production studios. During the year you'll play different key roles within production pipelines to develop, produce and post produce animations for a variety of media formats.

• Narrative, Drama, Audience - 15 credits

• Academic and Professional Practices 1 - 15 credits

• Visual Art and Observation 2 - 15 credits

• Creative Studio - 15 credits

• Cinematic Production - 30 credits

• Interactive Production - 30 credits

Year Three: you get to start your specialisation, choosing from Story and Character, World-Building and Visual Effects or Interactive Media and Games. You'll focus on this specific area, mentored by specialist tutors.

STORY AND CHARACTER MAJORS

Story and Character majors will be skilled in the narrative of an animation. You'll create compelling characters that help build the story and use post-production techniques to enhance the aesthetics and narrative framework of the production.

WORLD-BUILDING AND VISUAL EFFECTS MAJORS

World-Building and Visual Effects majors create the world in which a story lives in. You'll use visual effects and your knowledge of film, set design and architecture to develop references that enhance the narrative and message of a production.

INTERACTIVE MEDIA AND GAMES MAJORS

Interactive Media and Games majors create assets for digital interactive frameworks, like games, apps and augmented reality. You'll gain knowledge of game engine fundamentals and incorporate usability testing to create your final production.

The first half of the year focuses on your specialist role within animation while developing your abilities to research and produce animation assets that contribute to team projects.

• Contexts - 15 credits

• Studio Major - 30 credits

• Academic and Professional Practices 2 - 15 credits

• Investigative Project - 15 credits

• Capstone Project - 45 credits

THE CAPSTONE PROJECT

The culmination of everything you've learnt about animation so far. Initially you'll independently research your own animation concept—but then you'll collaborate in a team to produce a single animation for exhibition.

INVESTIGATIVE PROJECT

The final project for the year is the investigative project, which can take the form of a seminar or masterclass. You'll present the findings of an investigation into a topic of personal interest within your major.

Year Four Honours (optional)

An Honours year gives you opportunity to develop a unique industry-ready project, backed by your own research and development, that will help you position yourself for future industry development and delivery opportunities. Or, to produce a substantial piece of research at a high academic standard, to help lead you on to a Masters, or PHD study in the future. You will be supported by a dedicated supervisor, peer support, optional mentors, and access to our industry-standard resources. Expert Yoobee tutor knowledge and skills will be on-hand to help you while you flesh out and develop your practice-based project, or written thesis. Discuss with your Tutor about our Honours option during your third year of the Degree.

Student Project - 3D Charboiser sculpted by Paramveer Singh

PORTFOLIO REQUIREMENTS

For the following programmes the portfolio is a compulsory element of the enrolment documents unless a student has successfully completed the Level 4 Certificate in Creative Media

- Diploma in Digital Design (Web and Graphic Design) (Level 5)

- Diploma in Film and TV Production (Level 6)

- Diploma in Animation (Level 5)

- Diploma in Animation (Level 6)

- Bachelor of Animation (Level 7)

BACHELOR OF ANIMATION (LEVEL 7) AND DIPLOMA IN ANIMATION (LEVEL 6)

GENERAL PORTFOLIO INFORMATION

If you are applying for one of the Bachelor programmes, we expect that you will have a portfolio to submit.

Each piece of creative work must be clearly labelled with the intention of the piece and a brief description.

We expect the portfolio to be provided in a PDF format, link to online portfolio or contained in a shared Google Drive folder.

Work included in the portfolios should be created no earlier than one year from submission.

All work provided must be original and your own work, where group work is shown, you must detail your involvement in the project.

PLEASE SUBMIT:

Please provide an application letter (written in your own words and in English), that covers the following:

+ a brief introduction of yourself

+ your academic/work background: please also list your software skills

+ your reasons for wanting to enrol in this programme

+ your future aspirations in this field.

A good portfolio may contain a variety of work; animation, sketches, drawings, painting, mixed media, multimedia, photography, sculpture, creative writing etc

We need to see at least 10 examples of work from applicants.

DIPLOMA IN DIGITAL DESIGN (WEB AND GRAPHIC DESIGN) (LEVEL 5)

Applicants should be able to demonstrate an interest in pursuing creative endeavours and show proficiency with computers and technology.

TASK A – Application Letter	TASK B – Portfolio of Interest
Please provide a brief application letter that includes the following; + Written in your own words and in English + A brief introduction of yourself + Your academic / work background + Reasons for wanting to enrol in this programme + Software / Computer / Technology Experience	Submit a digitally produced portfolio of creative works. This may include; + Photography (Digital or traditional, original or manipulated) + Illustration (Hand or digitally rendered) + Design + Following a process + Creative writing + Any other creative work

DIPLOMA IN ANIMATION (LEVEL 5)

Applicants should be able to demonstrate an interest in pursuing creative endeavours and show proficiency with computers and technology.

TASK A – Application Letter	TASK B – Your Creative Work
Please provide a brief application letter written in your own words and in English, that includes the following; + Reasons for wanting to enrol in this programme + Your academic / work background + Software / Computer / Technology Experience	Submit 3 or more examples of your own creative work as an expression of interest. This may include; + 3D Modelling / Animation + 2D Animation + Character Art + Videos / Films + Hand rendered or digital Illustration + Photography + Design + Creative writing + Following a process + Any other creative work

DIPLOMA IN FILM AND TV PRODUCTION (LEVEL 6)

Provide a CV with verbal referees or written references

1. If you would like to specialise in Drama Directing/Scriptwriting please provide

• a 2-3 page script that has a simple story arc with a beginning a middle and end and

• a 2-3 page mood board which is a montage of images which reference the look and feel of your story.

2. If you would like to specialise in Documentary Directing please provide

• an example of a short factual film you have directed or

• a treatment and directors statement on a topic/subject you would like to make a documentary about.

3. If you would like to specialise in Post Production please provide

• an example of something you have edited or a series of 12 numbered photos representing a story board.

This could be a documentary or drama and should be understandable without explanation except for the title.

4. If you would like to specialise in Camera/Lighting/Audio please provide

• an example of a short film you have shot or

• a portfolio of your photographs that showcase your storytelling skills.

5. If you would like to specialise in Production Management please provide

• an account of an organisational role you have recently undertaken.

Students are also required to attend an interview as part of the application process.

BACHELOR OF DIGITAL INNOVATION (LEVEL 7)

Award: Bachelor of Digital Innovation (Level 7)

Delivery mode	On Campus
Level	Degree - Level 7
Duration	40 weeks per year
Credits	360
Entry Requirements - Age	Must be at least 18
Entry Requirements – Academic	• Completed high school with NCEA University Entrance or • equivalent CIE/IB grades or • An appropriate qualification from an overseas secondary school or tertiary institution, deemed by the college to be sufficient for admission into a Bachelor course. • Successful completion of our Level 4 Certificate in Creative Media
Entry Requirements – Interview	Undertaken by a representative of UP Education
Entry Requirements – English	IELTS 6.0 (Academic) with no band lower than 5.5

Career opportunities

Graduates should be confident applying for mid-level roles in Design, marketing, business and other innovative roles, such as:

- Marketing Assistant
- Marketing & Comms Specialist
- Digital Marketer
- Content Editor
- Brand Manager
- Digital Content Specialist
- Marketing and Social Media Coordinator
- E-commerce Coordinator
- Marketing Data Analyst
- CRM & Marketing Coordinator
- Digital Advertising Analyst

What you will learn

Creative skills and knowledge that goes beyond traditional marketing and includes hands-on creative skills, resilience and critical thinking.

Key content: Design ▪ Marketing ▪ Business

During year two, specialise in an area of most interest to your future career path, for Elective A and B choose from;

» **Digital Marketing**

» **Advertising + Communication**

» **Digital Platform Analytics**

BACHELOR OF DIGITAL INNOVATION (LEVEL 7)

YEAR ONE | Level 5

Year One will teach you to think like a designer, design like a marketer, and break the rules of business, ideating, designing, launching and tracking campaigns.

- Design Foundation - 30 credits
- Web and Graphic Design - 30 credits
- Marketing Foundation - 30 credits
- Entrepreneurship - 15 credits
- Campaigns - 15 credits

YEAR TWO | Level 6

During year two, specialise in an area of most interest to your future career path, for Elective A and B choose from: Digital Marketing, Advertising and Communication, Digital Platfrom Analytics

- Branding - 15 credits
- SEO & CRM - 15 credits
- Inbound Marketing - 15 credits
- Project & Stakeholder Management - 15 credits
- Integrated Marketing Communications - 15 credits
- Product Launch - 15 credits
- Elective A and Elective B - 30 credits

Specialist Topic	Elective A (Semester 1)	Elective B (Semester 2)
Digital Marketing	Digital Marketing	Social Marketing Platform
Advertising + Communication	Digital Advertising	Creative Strategies
Data Analytics	Social Marketing Science	Digital Platform Analytics

YEAR THREE | Level 7

In Year Three, you will develop your critical thinking and get prepared to become a change maker in the industry.

You'll create a business strategy and pitch your work so you're experienced in stakeholder, manager and investor approvals. This project will give you experience in collaboratively developing a creative piece of work; learning how to work with different groups in a business, through agile development and processes, and is a great experience for when you graduate.

- Growth Hacking - 15 credits
- Purpose-Driven Leadership - 15 credits
- Collaborative Studio - 30 credits
- Innovation Models - 15 credits
- Industry Practice Studio - 45 credits

COLLABORATIVE STUDIO

Work on a project focusing on your elected strand in collaboration with students of other strands, to address real clients' marketing, advertising and communication objectives.

INDUSTRY PRACTICE STUDIO

Prepare for your graduate career by enhancing skills such as project management, time management, prioritisation, and a gamut of interpersonal skills by collaboratively finding creative solutions within a team of people across multiple elective strands.

BACHELOR OF SOFTWARE ENGINEERING (LEVEL 7)

Award: Bachelor of Software Engineering (Level 7)

Delivery mode	Campus	Yes
	Online offshore for internationals	Yes - Blended campus with offshore
Level		Degree - Level 7
Duration		3 years / 3600 hours
Credits		360
Entry Requirements - Age		Must be at least 18
Entry Requirements – Academic		• Completed high school with NCEA University Entrance or • equivalent CIE/IB grades or • An appropriate qualification from an overseas secondary school or tertiary institution, deemed by the college to be sufficient for admission into a Bachelor course. • Successful completion of our Level 4 Certificate in Creative Media
Entry Requirements – Interview		Undertaken by a representative of UP Education
Entry Requirements – English		IELTS 6.0 (Academic) with no band lower than 5.5

Career opportunities

- Creative Consultant
- UX/UI Designer
- Interaction Designer
- Unity Developer
- Unreal Engine Developer
- Virtual World Architect
- Software Developer

- Website Developer
- Android Application Developer
- Apple Application Developer
- Virtual Reality Developer
- Augmented Reality Developer
- Mobile Game Developer
- Full stack Developer

What you will learn

You'll learn to think critically while you work on commercially relevant projects in a studio-like environment. Our passionate tutors and industry mentors will support you and upskill you in everything you need to know—from concept development, to app design, to game art, to UX.

At Year Two, you'll really get to follow your passions and specialise in the areas that are of most interest to you. The specialist topics we offer are:

- Artificial Intelligence
- Cloud Computing
- Cyber Sercurity
- Game Development (Creative)

Key content includes

YEAR ONE — Level 5

Your first year of study is all about gaining a solid foundation in software engineering and learning core skills in a range of essential areas. You will achieve this through practical collaborative project work involving design principles, algorithms and object oriented programming. This foundational year equips you with a wide range of skills and affords you time to figure out what type of career you would like to have by choosing a specialist topic.

- UX design principles 1 - 15 credits
- Development principles 1 - 15 credits
- Integrated Studio 1 - 30 credits
- UX design principles 2 - 15 credits
- Development principles 2 - 15 credits
- Integrated Studio 2 - 30 credits

BACHELOR OF SOFTWARE ENGINEERING (LEVEL 7)

INTEGRATED STUDIO 1 & 2
This project-based introduction to the software development lifecycle (SDLC) helps you develop your understanding as you apply the skills and concepts introduced in the first two modules.

YEAR TWO — Level 6

This is the year you really get to follow your passions and specialise in the areas that are of most interest to you. The specialist topics we offer are: Artificial Intelligence, Cloud Computing, Cyber Sercurity and Game Development (Creative).

- Elective A & B choose one from four specialist topics- 30 credits
- Investigations - 15 credits
- Investigative Studio 1 - 30 credits
- Integrated Studio 3 - 45 credits

ARTIFICIAL INTELLIGENCE
- Foundations of data-science

Study the infrastructure of Data Science, including the data analytics pipeline, management of large-scale data, and how analytics and machine learning capabilities are built.

- Artificial Intelligence

You will focus on how Artificial Intelligence (AI) concepts and classifications are used to design intelligent systems and explore AI classifications such as Robotics, Natural Language Processing, Speech Recognition, Expert Systems and Computer Vision.

CYBER SECURITY
You will cover a range of topics including attacks on privacy, static and dynamic analysis of malware, hardware security, network security and trending applications. You will explore different aspects in Cyber security relating to cryptography, public key infrastructure, security principles and models, threats and vulnerability management and privacy and anonymity issues.

CLOUD COMPUTING FUNDAMENTALS
Understand cloud concepts and models, cloud security, and infrastructure mechanisms along with various popular vendor specific Microservices. You'll identify the building blocks of cloud computing through a combination of tutorials, workshops, and self-directed learning and research within specific types of environments.

GAME DEVELOPMENT (CREATIVE)
Immerse yourself in software design and construction. Get an introduction to several software design patterns and processes that enable the creation of high-quality software, and learn to analyse specific software projects and use design language (UML) for modelling the development process, and develop an understanding of how games act as a force for good and their utility is growing beyond entertainment.

Cyber Security graduates receive a portable, data-rich digital badge from Cisco. This verifies their skills and achievements to tech industry employers around the world.

Cloud Computing graduates gain access to AWS Industry Certification lessons based on the actual industry.

IBM SkillsBuild helps our students to prepare for the changing world of work by providing free learning, support and resources to upskill in the technology sector of the 21st century. If you complete the Cyber Security or AI electives in year two, you will receive an IBM Digital Badge Certification in Data Science, AI, and Cybersecurity on top of your Bachelor of Software Engineering Degree. IBM digital badges allow employers to easily find and recruit you with the specific qualifications they are looking for – giving you a competitive edge in the workforce.

BACHELOR OF SOFTWARE ENGINEERING (LEVEL 7)

YEAR THREE — Level 7

Year Three is an opportunity to reflect on research and development practices and strategies in a process of double-loop learning. You will develop a commercially or socially viable capstone project and apply the skills and expertise you developed throughout the programme as part of an integrated production team.

- Investigative Studio 2 - 60 credits
- Capstone project/internship - 60 credits

INVESTIGATIVE STUDIO 2

Implement a prototype and minimum viable product using the skills learnt in your specialisation and receive feedback in scheduled critique sessions. This is an opportunity to reflect on research and development practices and strategies in a process of double-loop learning.

CAPSTONE PROJECT/INTERNSHIP

Develop a commercially or socially viable capstone project (building on your proof of concept prototype developed in the Investigative Studio 2 module). Apply the skills and expertise you developed throughout the programme as part of an integrated production team.

MEET A TECH GRADUATE

AARON ELLACOT

Forging his way in a new role at UP Education in Auckland, recent Yoobee grad and Support Analyst Aaron has big dreams to be in a lead development role within the next five years.

Aaron spent three years studying a bachelor's degree at Yoobee, choosing the programme because it was unique and interesting, and had the capacity to open the door for him in both game development and software development.

"One of my best memories of my time at Yoobee was completing the dev on my first app as part of a group project. It was a huge sense of accomplishment."

The Bachelor of Software Engineering is a pretty special degree and one of the things that sets it apart from other degrees is that learning is based on what happens in the real world.

"The Project Management skills I learned throughout the programme have really helped me in my current role. We do short sprints of work that need to be managed quickly as we evolve around the current climate, and having that solid foundation of how a project works has been invaluable."

In his role as a Support Analyst Aaron spends his days focused on troubleshooting, documentation, training and software enhancements/programming, while learning as much as he can with the technology around him.

"Just because I've graduated the learning doesn't stop. I'm lucky enough that the people I work with are amazing, the work I get is a great challenge and I am always learning new things".

BACHELOR OF DESIGN INNOVATION (LEVEL 7)

Awarded by Victoria University of Wellington

The **Victoria University of Wellington** and **Yoobee Colleges** have an articulation agreement.

Students who have successfully completed and graduated with two qualifications: Diploma in Digital Design - Web and Graphics (Level 5) and Diploma in Creative Digital Design (Level 6) from Yoobee Colleges are eligible to be admitted to the Victoria University of Wellington's Bachelor of Design Innovation with credit.

Yoobee Colleges Design qualifications at Level 5 and 6 are approved and registered with NZQA. For more information, please visit *https://www.nzqa.govt.nz/providers/details.do?providerId=932410001*

To learn more about this programme, please scan the QR code

Bachelor of Design Innovation (Level 7)

- Length: 3-year degree

- Required credits: 360

- Yoobee College graduates from Diploma in Creative Digital Design (Level 6) can achieve a credit transfer equivalent to 180 credits, meaning they are required to complete a further 180 credits (Decisions are made by Victoria University of Wellington and will depend on the Major selected at Victoria University of Wellington).

To achieve the degree, students will require a further 18 months of study at the university. This means the promoting Yoobee College graduate will in an additional 18-months of study at the university, subject to meeting course completion requirements students will be eligible to receive the Victoria University of Wellington Bachelor of Design Innovation.

For current tuition fee, please visit *https://www.wgtn.ac.nz/students/money/fees/international*

Indicative tuition cost at Victoria University of Wellington based on 2022 advertised fee*

First 12 months: $35,472.00

Last 6 months: $17,736.00

* Exclusive of Administrative, Insurance and Living Costs

MASTER OF SOFTWARE ENGINEERING (LEVEL 9)

Award: Master of Software Engineering (Level 9)

Delivery mode	On Campus
Level	Degree - Level 9
Duration	1 year - 3 trimesters (Accelerated) OR 1.5 years - 4 trimesters (Standard)
Credits	180
Entry Requirements - Age	Must be at least 18

Entry Requirements – Academic	• Hold a bachelor's degree in engineering, computer science, information technology, physics, mathematics, business, or related disciplines; OR
	• An acceptable equivalent qualification from a recognized university (or similar) overseas; OR
	• Alternatives can be considered:
	  • 2 – 3 years Diploma programme in above study areas or equivalent with 1-2 years of non-managerial relevant experience
	  • 5 – 7 years of relevant non-managerial experience or minimum 3-4 years managerial relevant experience
	*Note that any alternative must be referred to the Faculty.

Entry Requirements – Interview	Undertaken by a representative of UP Education
Entry Requirements – English	IELTS 6.5 (Academic) with no band lower than 6

Career opportunities:

This programme offers students many opportunities to network and gain practical experience from the industry-based capstone research projects, which enable a variety of career possibilities after graduation. Graduates can be employed as

- Developer
- Consultant
- Regulator
- Business Analyst
- Financial Analyst
- Data engineer
- Data Scientist
- Programmer
- Researcher
- Data Analyst

- Test Engineer
- Project Manager
- Software Architect
- Software Quality Manager
- Applications Designer
- IT solutions integrator
- Risk Manager
- Intelligent Transportation System (ITS) Engineer
- ITS Analyst
- Start-up Entrepreneur

What you will learn

TRIMESTER ONE

You will focus on developing practical and technical hard skills including programming language syntax, object-orientated concepts, and foundational algorithms. You'll work as part of a team to compete a product development project that combines your technical know-how with the soft skills of communication and collaboration

- Professional Software Engineering - 30 credits
- Research Methods - 15 credits
- Quantum Computing - 15 credits

TRIMESTER TWO

Trimester two will see you dive into data analytics, blockchain (including cryptocurrencies and token economics), cloud security, and intelligent transportation systems such as IoT, Computer Vision, and Machine Learning.

- Data Analytics - 15 credits
- Blockchain and Decentralised Digital Identity - 15 credits
- Cloud oud Security - 15 credits
- Intelligent Transportation Systems - 15 credits

TRIMESTER THREE

Providing assessment frameworks, cooperative education opportunities with industry, and supervision from lecturers to conduct self-driven research. You will have a opportunity to engage in high-level inquiry, and a practice-centred project that advances knowledge within the software engineering domain.

- Industry based Capstone Research Project - 60 credits

INDUSTRY-BASED CAPSTONE RESEARCH PROJECT

This is your chance to bring together all your learnings from the previous two trimesters as well as your own individual creativity and research approach, to deliver a final project. The nature of this project could be experimental, feasibility studies, design, or testing of equipment and will showcase your software engineering and research skills. The first 5 weeks will be used to create the project proposal/select the project from within industry and the remaining 10 weeks are used to execute the project.

Be part of the future of data analytics, quantum computing, cloud security and blockchain.

With our extensive experience in software engineering and strong links to industry we are now offering a Master of Software Engineering, designed with the future in mind. Through our accelerated pathway option this can be completed in one year.

Quantum computing, blockchain and data analytics are shifting the economic landscape and we want you to be part of the shift. Our new Master's programme will give you advanced knowledge of cutting-edge technologies in the software space, and will develop you into a creative, adaptive and diverse software specialist.

Duration: Choose to complete in 1 year - 3 trimesters (Accelerated), or over 1.5 years - 4 trimesters (Standard).

Multi-disciplonary: You will become an expert in quantum computing, cloud security, data analytics and blockchain.

Project-based: The programme is heavily focused on project-based learning so you graduate with real-world skills.

Throughout your study you will use a range of open-source software. Yoobee will also offer subscriptions with:

- IEEE Xplore
- O'Reilly digital media

YOOBEE
COLLEGE OF CREATIVE INNOVATION

Every effort was made to present accurate information in this publication at the time of publication 12 January 2023. UP Education reserves the right to change information without notice where this is considered necessary or desirable.

Please refer to Yoobee website for any queries.

YOOBEE.AC.NZ

YOOBEE COLLEGE OF CREATIVE INNOVATION

ⓒ Yoobee College of Creative Innovation is one of the trading names for the registered PTE Yoobee Colleges. Your enrolment is with Yoobee Colleges Ltd and your qualification is issued by Yoobee Colleges.

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◎ instagram.com/yoobeecolleges
in linkedin.com/school/yoobeecollegesofcreativeinnovation
▶ youtube.com/@yoobee_colleges

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