

WELCOME



Kia Ora,

Welcome to Yoobee College of Creative Innovation!

For over 20 years Yoobee College of Creative Innovation, has been at the forefront of creative education in New Zealand. We take great pride in delivering innovative and commercially relevant programmes which meet the ever-changing needs of both students and industry.

As part of the Yoobee community, from day one, you'll be learning through creating and designing or programming and coding. This means you spend time bringing your ideas to life rather than getting bogged down in endless theory.

Inside this prospectus, you will find information on all of our programmes to get an insight into our world and what makes us unique. We are excited to offer a diverse range of options across the creative and technology industries: graphic and web design, creative marketing, animation, information technology, software development, filmmaking, set design, acting and makeup artistry.

Our tutors are here to support student learning and ensure that everyone reaches their full academic and creative potential. All of our staff are passionate, motivated and have extensive experience in their chosen fields, which we believe creates a real point of difference and helps us ensure our campuses provide the best learning environment.

We've got campuses in Auckland, Wellington, Christchurch, and even online learning options. Our long history means we have the right connections in the industry to help while you study and when you graduate.

We look forward to welcoming you to our creative community and inspiring you toward your new career in a vibrant and fulfilling industry.

Yoobee College of Creative Innovation (Yoobee Colleges Ltd.) is accredited by the New Zealand Qualifications Authority (NZQA).

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WHY CHOOSE YOOBEE?

LEARN IT BY DOING IT

At Yoobee College of Creative Innovation our training is practical, so you'll be assessed by the quality of the work you create. There are no real written exams, however some of the new programmes require a student to explain part of a process in a written way.

LEARN FROM THE BEST

Yoobee's industry-experienced tutors are both experts in their fields and fantastic teachers. We know you'll love learning from them. They'll help you realise your full potential and achieve the same industry success they have.

CARE AND SUPPORT

At Yoobee you're not just a number – you will benefit from an individualised approach and a supportive environment. Most classes are taught in small labs, and all classes have an average of 22 students.

INDUSTRY-LED

Our programmes are designed with extensive consultation with industry. You can be confident you're learning the skills employers want. We update our programmes on a regular basis to keep them up to date with the latest technology and trends.

STUDY PATHWAYS

Our range of programmes at various levels gives you plenty of study options. You can staircase to higher-level study after your programme, or even "jump sideways" to gain skills in another creative discipline. Check out our helpful diagram on the next page to start planning your study journey.

TECHNOLOGY

In our world, technology is central to everything we do. You'll use the latest software and equipment throughout your programme. If the professionals use it, so will you.

SUCCESSFUL GRADUATES

We have thousands of graduates working in creative industries. You'll find Yoobee graduates creating inspiring work in some of the world's top companies. Head to yoobee.ac.nz to see some of their success stories. The next one might be you!

FLEXIBLE STUDY

Have the flexibility of studying anywhere, anytime with our fully online, asynchronous, learning experience. Learn new skills at your own pace and dictate when and where you learn.



STUDENT LIFE

We're not your typical college – we're all about shaping the future, and we do it with a vibe that's as fast-paced as the latest trends. We love shaking things up and always looking to what's next. Most importantly we care about getting you ready for the real world and fully plugged into the industry.

Our passion? Creativity! We're constantly inspired by it, always keeping our finger on the pulse of the coolest trends and what's on the horizon. Plus, we've got this amazing, open, and friendly atmosphere. It's a place where you can truly discover your creative self. Picture being surrounded by people who share your passions, all working together to create something incredible.

Yoobee is your ticket to a transformative journey. With expert mentorship, hands-on training, and interactive learning, we dive headfirst into a world where creativity and technology collide, shaping your future in ways that are as innovative as you are.

But that's not all – ever thought about being a student representative? It's a big deal here! Your voice isn't just heard; it shapes decisions and brings about positive change. Dive into discussions that matter, champion the causes you believe in, and make a real impact on your campus community. It's not just a role; it's your badge of honor, proving your dedication to leadership.

Oh, and let's talk about our events – they're legendary! From YoobeeCon to student exhibitions, interactive workshops, and inspiring guest speakers, our events are where the magic happens. Engage with fellow students and experts, let your ideas run wild, and make connections that last a lifetime.

So, what are you waiting for? Let's get started on this epic adventure together!

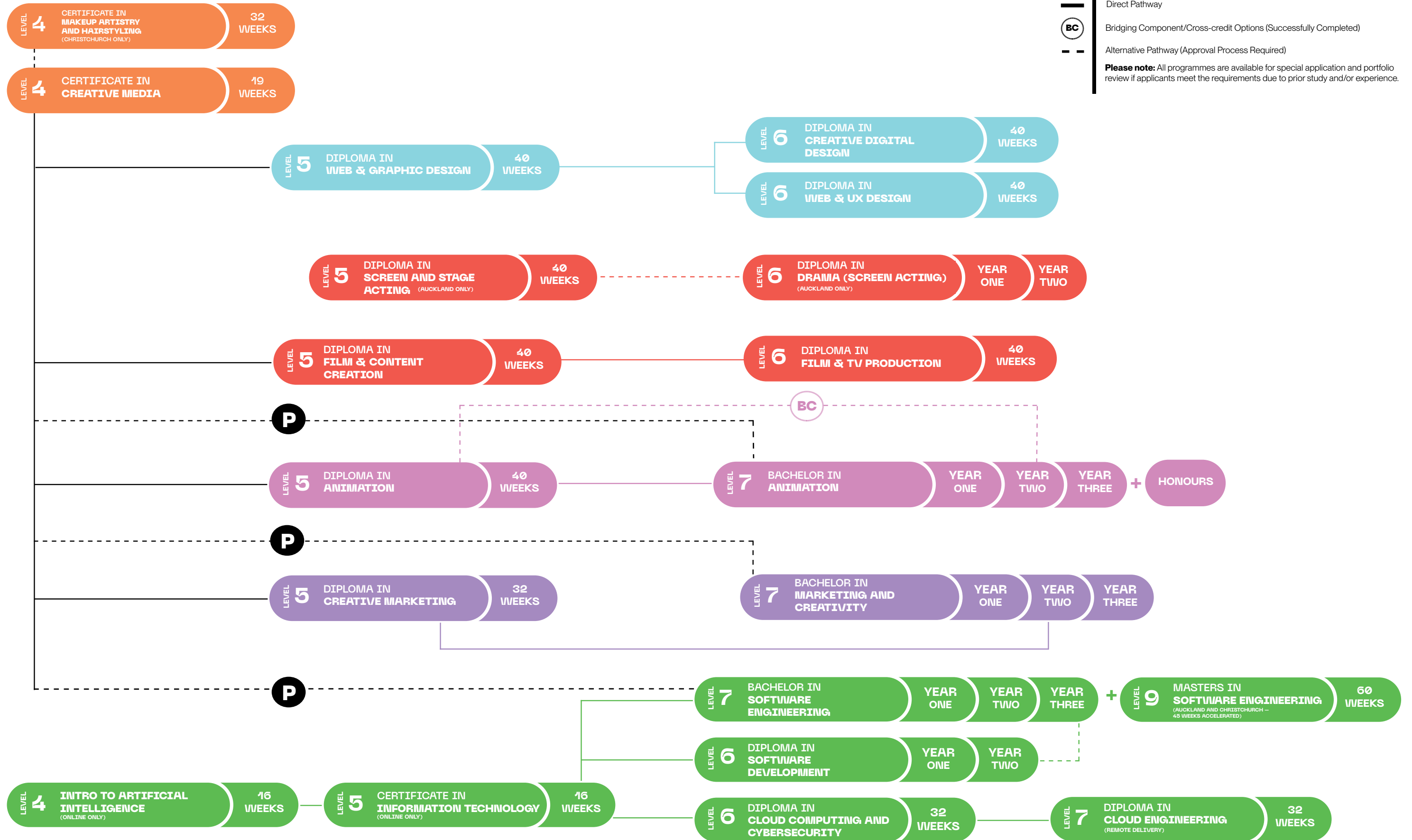


STUDY PATHWAYS

KEY

- P** Portfolio and/or Entry Requirements
- 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.



*Available programmes and pathway options may be subject to change. Please contact 'Enrolments' directly for up to date information.

Certificate in Creative Media, Level 4

Programme Length – 19 weeks
Location – Auckland, Wellington, Christchurch, Online

OVERVIEW

This programme is available face to face and online as full-time, or part-time study. It has been especially designed to give you a taste of every digital design discipline to see where your passions lie. Over 19 weeks, you'll try graphic design, film-making, animation and web design. You'll be introduced to a range of industry software and learn video creation and editing, web development, character development and even a bit of coding – it's about finding your place in the creative world through experimentation and practical learning.

By the end of the programme, you'll have the skills you need to work out which creative path is right for you. Better yet, you'll have developed a mini-portfolio with all the design assets you've created along the way. This is the perfect tool for applying for one of our Level 5 diplomas.

You'll graduate with the New Zealand Certificate in Digital Media and Design (Level 4).

ENTRY REQUIREMENTS

Students must;

- Be at least 16
- Have NCEA Level 2 or equivalent
- Have basic computer skills with an interest in design.

Students with English as a second language require IELTS 5.5 (General or Academic) with no band lower than 5.0.

FURTHER LEARNING

Creative Media provides an excellent pathway into the Diploma in Digital Design – Web and Graphic, Diploma in Animation, Diploma in Film and Content Creation and Diploma in Creative Marketing



Wellington
Auckland
Christchurch
Online



Portfolio
NOT required

WHAT WILL YOU LEARN?



DESIGN

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

FILM

What makes a film Oscar worthy? In this course you'll learn how to tell a great story by shooting and editing your own content using Adobe Premiere. Create a film poster and learn how to make motion graphics. You'll also learn about safety on set and create some content for a group Magazine TV show.

ANIMATION

Using Adobe Illustrator and Animate, try your hand at creating a range of cool characters that move and have expressions. You'll learn how to tell incredible stories through the animated characters you've designed.

INTERACTIVE

You'll be introduced 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 prototypes for apps and building simple websites.

SOFTWARE

Software used on this programme may include Photoshop, Illustrator, InDesign, Premiere Pro and Adobe Animate.

EQUIPMENT

Allocated camera equipment, PC or Apple computers, digital devices, scanners, and printers.

ASSESSMENT

Assessment is based on project work and visual and oral presentations. There are no examinations.

Certificate in Makeup Artistry and Hairstyling, Level 4

Programme Length – 32 weeks

Location – Christchurch

OVERVIEW

Do you dream of working in fashion, film, television or theatre and seeing your makeup designs on the big screen?

This 32-week programme is designed for aspiring makeup and hairstyling professionals who want to build both creative and technical expertise.

You'll learn to design and apply makeup and style hair for complete, polished looks, while gaining professional-level operational and theoretical knowledge.

Practical training covers commercial beauty, creative and historical styles, theatrical and special effects makeup, along with complementary hairstyling techniques to prepare you for a career in the dynamic world of hair and makeup.

On graduating, you receive the New Zealand Certificate of Makeup Artistry (Level 4).

WHAT WILL YOU LEARN?



CORE SKILLS FOR MAKEUP AND HAIRSTYLING

Learn essential makeup and hairstyling techniques with hands-on practice. Topics include health, hygiene, skin analysis, anatomy, client consultation, beauty makeup, and basic hairstyling with hot tools. You'll also explore face shapes, skin tones, and product matching.

SELF-PROMOTION AND BEAUTY RETAIL

Develop self-promotion skills through social media, photography, and safe online presence. Gain business knowledge in customer service, retail sales, and beauty trends while advancing glamour makeup and hairstyling, including blow drying and trend-based hair ups.

EVENTS AND FASHION

Advance your glamour, creative makeup, hairstyling, and photography by exploring current and emerging trends. Learn editorial looks, festival face art, and expand your creative industry-ready techniques.



DECADES AND STAGE

Create historical and theatrical looks from 1900–2000. Build character and stage makeup, apply fashion-inspired techniques, and approach cultural context thoughtfully.

INTRODUCTION TO SFX AND SCREEN

Gain foundational SFX skills, including burns, trauma, bald caps, and fantasy/horror characters. Learn film and TV standards, set etiquette, and cultural representation practices. Develop your own unique character looks for screen.

FREELANCE AND RETAIL ARTIST

Apply your skills in real-world special events. Build business and marketing strategies, strengthen retail knowledge, and create a professional portfolio. Prepare for a freelance or retail career with self-reflection and career planning.

ENTRY REQUIREMENTS

Students must;

- Be at least 17
- Have NCEA Level 2 or equivalent
- Have basic computer skills with an interest in make-up.

Students with English as a second language require IELTS 5.5 (General or Academic) with no band lower than 5.0.

EQUIPMENT

Allocated camera equipment, digital devices, scanners, and printers. All students are required to purchase a makeup kit with all the essentials needed for the course.



32
Weeks



Christchurch



Portfolio
required

EMPLOYMENT OPPORTUNITIES

- Makeup artist in the fashion, film, television, theatre, or modelling industry.
- Makeup artist in a beauty salon.
- Sales consultant.
- Freelance makeup artist.

DESIGN YOUR FUTURE

DESIGN

Are you someone who sees the world through an artist's eye, always attuned to the smallest details that others might overlook? Do you believe in the power of visual storytelling to convey a message, leading people on an emotional journey through a product or brand? If you find yourself pondering how even the tiniest alteration in font, colour, layout, or style could transform the look, feel, and functionality of what you see, then a career in design could be your perfect path.

Designers are the modern-day visual wizards, shaping the world around us with their creative touch. They're the masterminds behind the captivating logos, the eye-catching advertisements, the user-friendly websites, and the seamless mobile apps that we interact with daily. Whether you're fascinated by the art of graphic design, captivated by the intricacies of creative marketing, or drawn to the dynamic world of web design and user experience, the field of design offers endless possibilities for those who dare to dream in pixels and colours.

Rebecca Bell – Diploma of Creative Digital Design

WHY DID YOU CHOOSE YOOBEE?

During high school I visited Yoobee for tutorials in web coding and Photoshop. I really enjoyed these and how the tutors taught. I've always loved art and design, so I decided to do more research into Yoobee's courses, and they sounded very practical rather than just theory based. Choosing Yoobee was the best decision I made.

WHAT DID YOU LOVE ABOUT YOOBEE?

I love how practical the work is at Yoobee. I also love how comfortable, small, and creative the environment is in the campus. Everyone's very friendly, especially the tutors. They've helped me a lot with becoming a better designer with advice from their own experiences in the industry. Yoobee has made me realise what my passion in life is and that I should keep pursuing it in the future.

WHAT SURPRISED YOU ABOUT YOOBEE?

Yoobee has completely changed how I work and how I think – in the best way possible!



Diploma in Digital Design – Web & Graphic Design, Level 5

Programme Length – 40 weeks
Location – Auckland, Wellington, Christchurch, Online

OVERVIEW

Developed to meet the latest industry demands and now taught online, this dynamic programme is an excellent starting point for students looking to study further in the fields of graphic design, or web and UX design.

Combining design principles and technical skills, the course offers a taste of the major components of graphic design and web development needed to produce engaging work for online and digital outputs.

Your learning includes four courses where you'll complete an in-depth assessment for each topic using industry-standard processes. You'll cut your teeth on some awesome projects that not only build your skills but also help you begin your portfolio and prepare for further study.

Upon graduating, you will receive the New Zealand Diploma in Digital Media and Design (Level 5).

ENTRY REQUIREMENTS

Students must have;

- NCEA Level 2 and a portfolio of work demonstrating skills in web and graphic design, OR successful completion of our Certificate in Creative Media, Level 4

Students with English as a second language require IELTS 5.5 (General or Academic) with no band lower than 5.0.

GRADUATE CAREERS

Graduates can apply for jobs as a web content editor or junior web designer.

FURTHER LEARNING

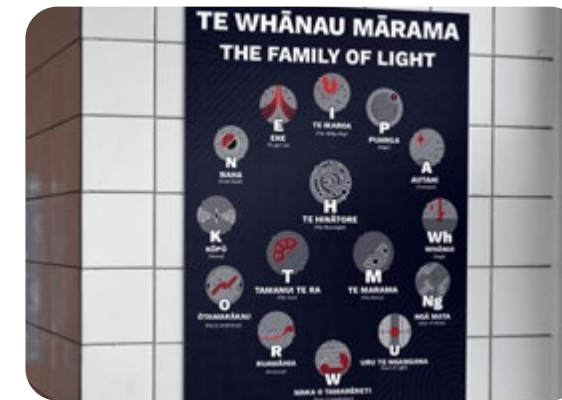
Enrol in the Diploma in Creative Digital Design or Diploma in Web & UX Design to develop further skills.



Wellington
Auckland
Christchurch
Online

Portfolio
required

WHAT WILL YOU LEARN?



DESIGN FOUNDATION

The purpose of this course 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.

WEB DESIGN

Find out how to produce a functional, well-designed website to work on a range of devices using contemporary web tools and techniques.

GRAPHIC DESIGN

This course builds on the skills developed in the previous courses and further explores the design principles, processes, and production methods of graphic design through projects focused on packaging, typography, and image creation.

UX/UI DESIGN

The purpose of the UX / UI course is to equip learners with a foundational understanding of human centred design (HCD), user experience and user interface design processes, methodologies and technologies. Learners will develop skills necessary to research, ideate and create effective user interfaces for a variety of digital devices and display outputs including mobile devices.

SOFTWARE

Photoshop, Illustrator, InDesign, VS code, WordPress, HTML and CSS.

EQUIPMENT

You are required to bring your own device. This allows flexibility of study outside of class hours. If you do not own your own device, please discuss this with one of our team at enrolment.

ASSESSMENT

Each module is assessed by a project completed using industry-standard processes. Build a portfolio using work submitted.

Diploma in Creative Digital Design, Level 6

Programme Length – 40 weeks

Location – Auckland, Wellington, Christchurch

OVERVIEW

The Diploma in Creative Digital Design will teach you how to combine creative and digital skills to create work that is compelling, persuasive and powerful. You will learn about typography, layout, visual communication, narrative and storytelling in both static and motion based digital design solutions. You'll gain an understanding of contemporary design processes and production practices to create great work including branding solutions, packaging design, motion graphics and other relevant digital media design solutions.

Our graduates are highly prized for their technical abilities. They find employment in a diverse range of areas including design agencies, print and pre-press, packaging and as in-house designers – just to name a few.

Upon graduating you will receive the New Zealand Diploma in Digital Media and Design (Level 6)

WHAT WILL YOU LEARN?

COMMUNICATION DESIGN

You'll learn skills to effectively use type, imagery, and principles of visual design to communicate information through static or dynamic visual media. Students will apply specialised design principles such as layout, hierarchy, colour psychology, and more to create visually appealing design solutions. Through practical projects, students will develop skills in digital design software and learn to create deliverables that meet current industry standards.

NARRATIVE AND STORYTELLING

You'll gather a sound understanding of narrative and storytelling techniques in the context of motion graphics. Learn how to apply production tools and techniques, including motion graphics software, animation principles and techniques to create design solutions suitable for various media platforms and outputs.

BRAND STRATEGY

Learn how to develop successful brand strategies through research, discovery, ideation, and critical thinking. You will be able to demonstrate branding strategies and technically sound, commercially producible creative outputs that effectively communicate the intended brand message and tone of voice.

PACKAGING DESIGN

You'll learn skills related to sustainable design practices, production methods, and contemporary tools and techniques used in the industry. You'll apply your knowledge of brand strategy to create industry standard, packaging design solutions. You will produce concept sketches, mock-ups, and production-ready files that demonstrate sustainable design practices and finishing. You'll also explore self-promotion through the development of a design portfolio.

EXPERIENTIAL DESIGN

You'll bring all the skills gained throughout your course together to create static or dynamic visual design experiences that effectively communicate to a target audience whilst considering intercultural visual communication. You'll apply visual communication skills, design theories, principles, semiotic analysis, and user experience way-finding systems for both physical or digital environments. You will use a range of design concepts and techniques such as colour theory and psychology, motion, storytelling and typography.

ENTRY REQUIREMENTS

Students must have;

- Graduated from the Diploma in Digital Design (Web & Graphic Design) (Level 5)

OR

- A portfolio assessed by Graphic Design Head of Faculty

Students with English as a second language require IELTS 6.0 (General or Academic) with no band lower than 5.5.

GRADUATE CAREERS

Graduates can apply for roles as a junior graphic designer, junior Mac operator, junior pre-press operator or junior web designer.



40
Weeks



Wellington
Auckland
Christchurch



Portfolio
required

SOFTWARE

Adobe Creative Cloud suite, current online collaborative design tools.

EQUIPMENT

You are required to bring your own device. This allows flexibility of study outside of class hours. If you do not own your own device, please discuss this with one of our team at enrolment.

ASSESSMENT

A range of assessment methods is used. Students must pass all summative assessments in order to graduate.

Diploma in Web & UX Design, Level 6

Programme Length – 40 weeks
Location – Auckland, Wellington, Christchurch

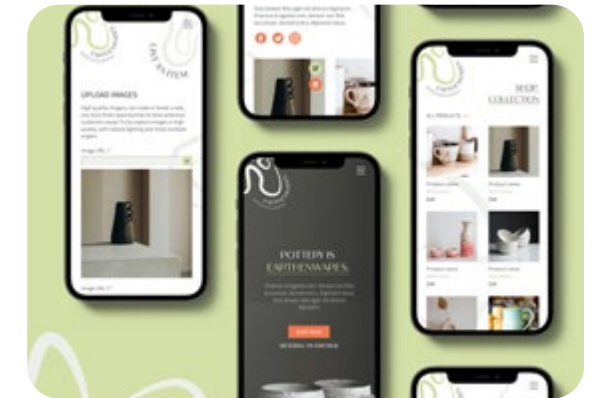
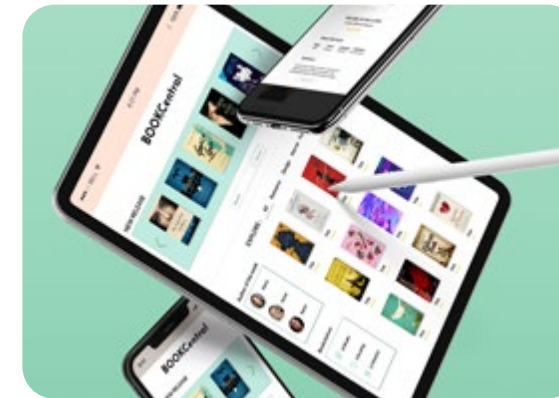
OVERVIEW

Everything you see on the vast online world is made possible by Web, UX designers and developers. The Diploma in Web and UX Design will give you the practical skills you need to make your mark in this exciting industry.

Learn to plan, conceptualise and produce top tier web interfaces in response to a range of project briefs. Develop your project management skills to independently manage exciting and complex projects. Become adept at conducting critical design reviews rooted in web and UX design principles to strive to provide solutions that exceed expectations. Join us and unlock your potential to craft a future defined by excellence and limitless possibilities.

You'll finish this course with a comprehensive knowledge base and a portfolio to showcase your new skills.

Upon graduating, you will receive the New Zealand Diploma in Web Design and Production (Level 6).



WHAT WILL YOU LEARN?

USER EXPERIENCE (UX)

Advance your skills in user experience research, iterative development, and user testing methodologies. Equip yourself with the advanced skills needed to create effective and user-friendly digital experiences.

WEB DESIGN

Learn to craft effective designs using semiotic analysis, prioritizing web accessibility for enhanced user experiences.

RESPONSIVE DESIGN

Refine your web design expertise with our Live Prototyping Course, designed to enhance your technical skills in HTML and CSS—skills initially explored in our Level 5 web and design programmes.

CAPSTONE STUDIO

complete a project using the UX, UI, design, and web skills you have learnt. Working on a project from start to finish you will be planning and managing timings and execution, be hands on crafting web design briefs, conducting in-depth user research, and creating wireframes and prototypes.

ENTRY REQUIREMENTS

Students must have;

- Graduated from the Diploma in Digital Design (Web & Graphic Design) (Level 5)

OR

- Prove competency in HTML and CSS to the required standard.

Applicants must complete an interview with a relevant member of staff.

Students with English as a second language require IELTS 6.0 (General or Academic) with no band lower than 5.5.

GRADUATE CAREERS

Graduates can seek entry-level positions in web, UX, or digital design.



SOFTWARE

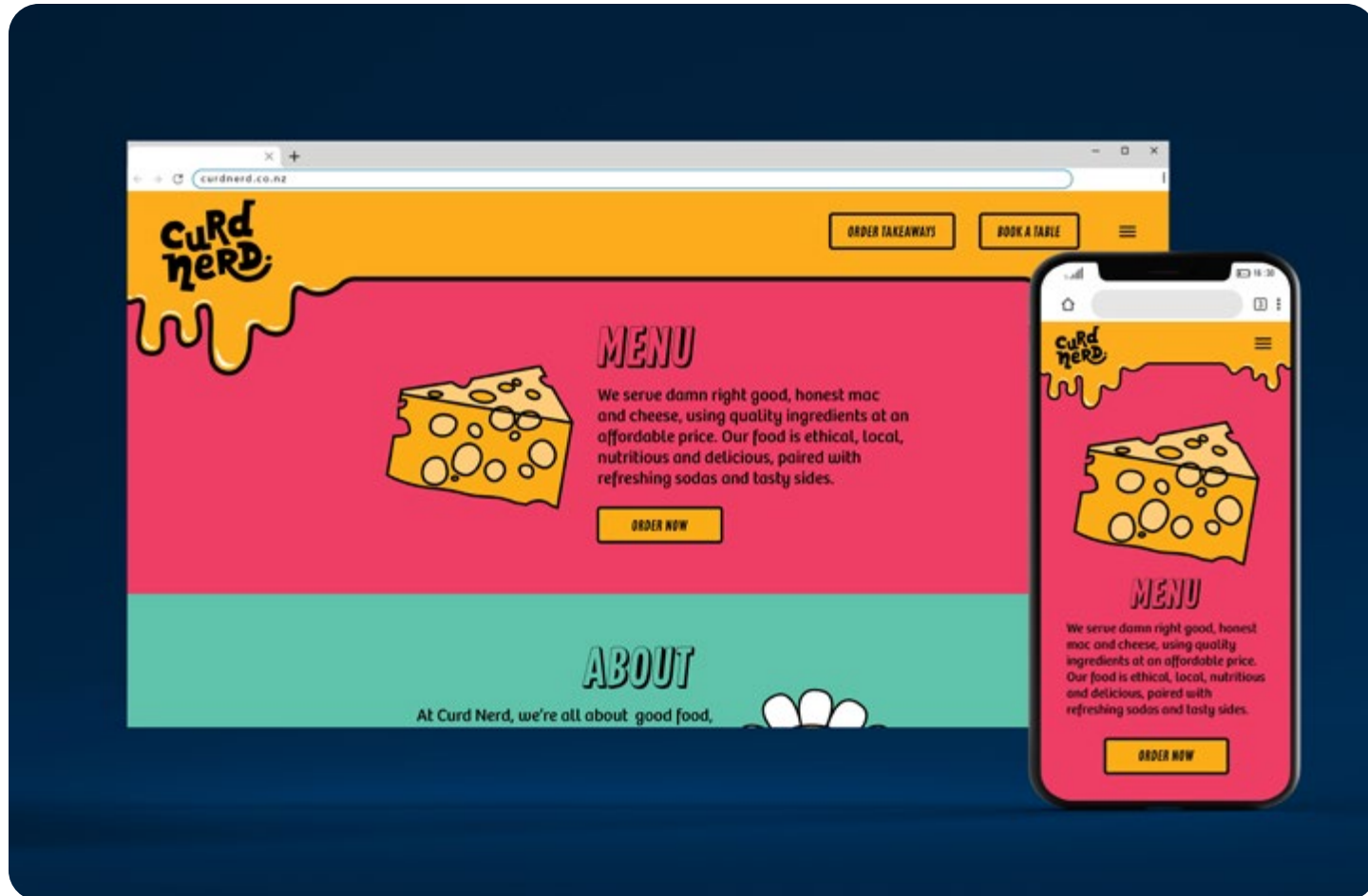
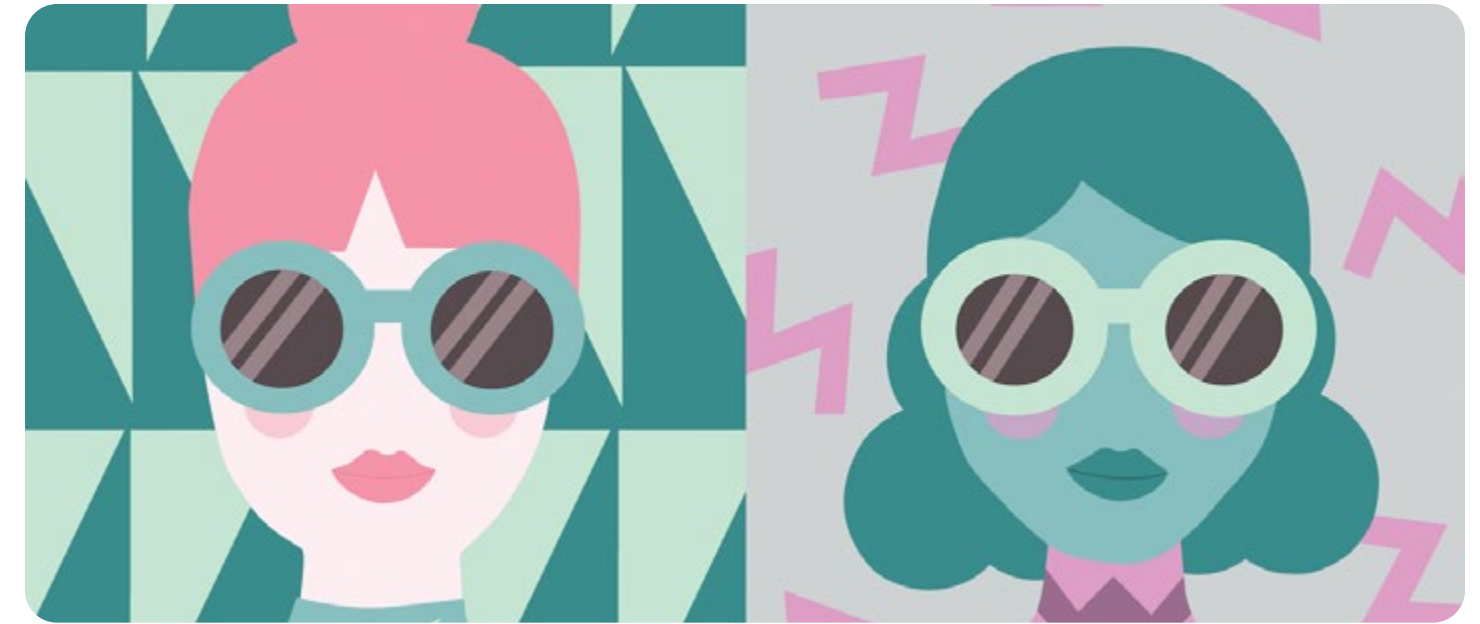
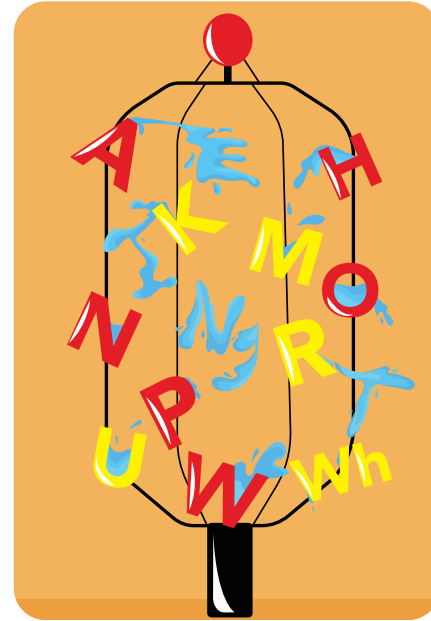
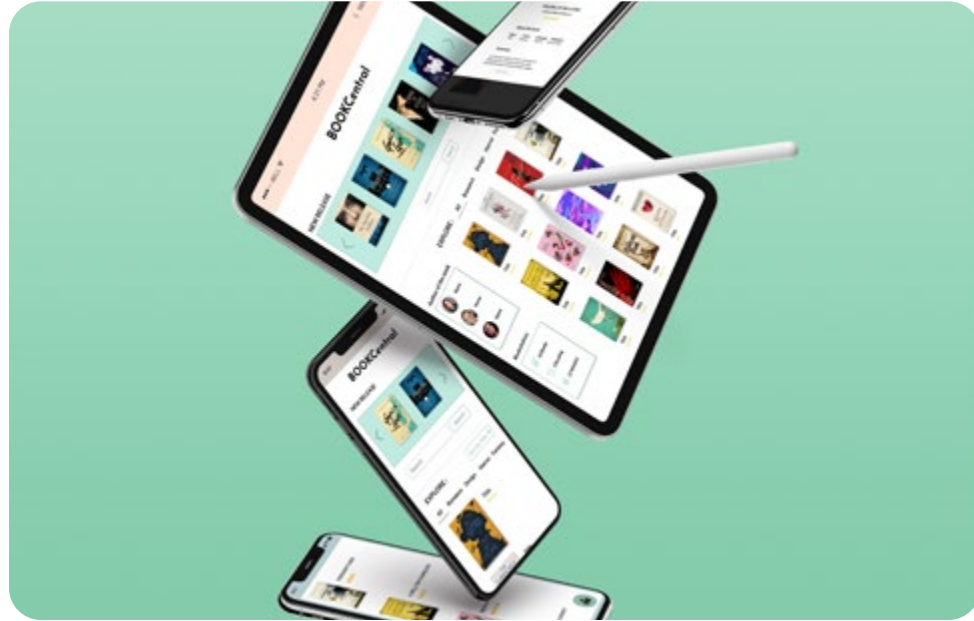
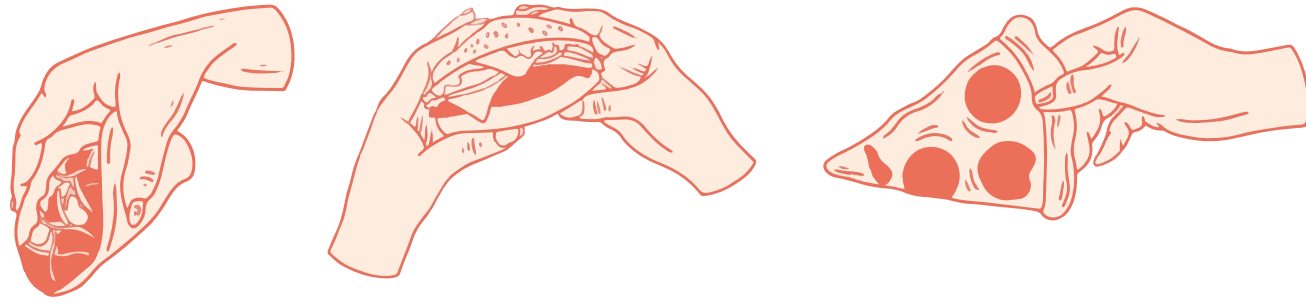
Adobe Creative Cloud suite, and online collaborative tools.

EQUIPMENT

You are required to bring your own device. This allows flexibility of study outside of class hours. If you do not own your own device, please discuss this with one of our team at enrolment.

ASSESSMENT

A range of assessment methods is used. Students must pass all summative assessments to graduate.



Diploma in Creative Marketing, Level 5

Programme Length – 32 weeks
Location – Auckland, Wellington, Christchurch, Online

OVERVIEW

More and more businesses are looking for multi skilled marketers, so we've launched this truly unique marketing programme to address the growing demand. This Diploma will turn you into a sought-after marketer who possesses design skills in a business world and business acumen in a design environment.

We've developed this Diploma in conjunction with a large group of stakeholders from across the business and marketing landscape, finding out what is missing from other marketing qualifications and how we can make this a truly unique learning experience.

You can study this programme as a stand-alone course, which will give you the entry level knowledge you need to get out into the industry, or it can be the first step toward our Bachelor in Digital Innovation. This Diploma means you can gain direct entry into year two of the Bachelors.

You'll graduate with the New Zealand Diploma in Digital Media and Design (Level 5).

WHAT WILL YOU LEARN?

FUNDAMENTALS OF DESIGN

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

WEB & GRAPHIC DESIGN

A functional, intuitive website is a beautiful thing. Find out how to make one using WordPress, HTML and CSS. You'll also learn how to use content management systems, plugins and widgets, and a website template builder to create a website.

STORYTELLING & CONTENT CREATION

You'll learn to develop the bones of a great piece of content including the set-up of the story. You'll build your copy-writing skills and use your new digital marketing skills to develop and re-purpose content across a range of social media, digital and print mediums.

CONSUMER BEHAVIOUR

You'll look at customer insights, social and cultural influences on buying behaviour, the psychology of pricing and the role of media in consumer perceptions.

MARKETING FOUNDATIONS

You'll look at customer insights, social and cultural influences on buying behaviour, the psychology of pricing and the role of media in consumer perceptions. Learn how to develop a unique selling proposition and how to create a plan to effectively communicate your brand and message.

You'll also get the practical skills to use Online platforms and tools to implement and execute an effective digital marketing plan.

INTRO TO ENTREPRENEURSHIP

You'll delve into the mindset of an entrepreneur. Learn about design thinking, learn start up principles, the ins and outs of working for yourself rather than someone else, how to build resilience, and face business challenges.

DEVELOPING A SUCCESSFUL CAMPAIGN

You'll bring together everything you've learned to develop a campaign. You'll find a market need through research or your own ideas, write a marketing plan, develop and re-purpose content, develop creative assets, and present the plan to your fellow students.

ENTRY REQUIREMENTS

Students must have;

- NCEA Level 2 or equivalent AND complete an interview with a relevant member of staff

OR

- Successful completion of our Certificate in Creative Media, Level 4.

Students with English as a second language require IELTS 5.5 (General or Academic) with no band lower than 5.0.

FURTHER LEARNING

Enrol direct into Year 2 of our Bachelor of Digital Innovation.

GRADUATE CAREERS

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



Wellington
Auckland
Christchurch
Online

Portfolio
NOT required

SOFTWARE

Adobe Creative Cloud suite, Membership to the Marketing Association of NZ

EQUIPMENT

You are required to bring your own device. This allows flexibility of study outside of class hours.

ASSESSMENT

A range of assessment methods is used. Student must pass all summative assessments to graduate.

Bachelor of Marketing and Creativity, Level 7

Programme Length – 3 years
Location – Auckland, Wellington, Christchurch

OVERVIEW

This bachelor's degree lives in the future, a place where tech meets business, meets marketing, meets tomorrow.

This all-encompassing bachelor's degree will teach you the foundations and fundamentals of marketing, design, web, content creation, campaigns, branding, products and more. Each year you will build on your core knowledge and experience, to future-proof your skill set for an exciting career ahead.

The world is changing at an exponential pace right now. What worked a few years ago, doesn't anymore. We need to change the script, flip the conversation, use un-business business thinking to read the shifts and get ahead.

So, while others are teaching obsolete business and marketing concepts and theory, our new degree lives in the future.

A place where the lines between business, tech, design, and marketing don't exist. A place where you get to break the rules and set new ones. Upon completion, you will receive a Bachelor of Marketing and Creativity – Toi Ranga Auaha (Level 7).

WHAT WILL YOU LEARN?

YEAR ONE – BUILDING A SOLID FOUNDATION

Your first year will teach you to think like a designer, design like a marketer, and break the rules of business to launch and track campaigns. Topics covered include fundamentals of design, web and graphic design, storytelling and content creation, consumer behaviour, marketing foundations, digital marketing, campaigns, entrepreneurship and more.

YEAR TWO – DEVELOPING YOUR OWN SKILLSET

In the second year, you'll deepen your skills in branding, SEO, CRM, and inbound marketing, focusing on brand development, audience engagement, and lead generation. The first semester covers brand creation, data-driven customer strategies, and loyalty-building through content.

In the second semester, you'll refine your creative problem-solving skills through team projects and explore digital and social media marketing. Integrated Marketing Communications then brings everything together, teaching you to create cohesive, effective campaigns across various channels.

YEAR THREE – PUTTING IT INTO PRACTICE

Your final year is all about developing your critical thinking, self-development and getting prepared to become a change maker in the industry. You'll be involved in various problem-based studio projects that replicate the real-world challenges of how business and marketing come with restrictions to creative thinking and decision making.

You'll produce a business strategy and design work at an industry standard. You'll also spend a lot of time pitching and presenting your work, so you're experienced in stakeholder, manager and investor approvals for your ideas.

ENTRY REQUIREMENTS

Students must have;

- NCEA university entrance or equivalent CIE/IB grade

OR

- An appropriate qualification from an overseas secondary school or tertiary institution

OR

- Successful completion of Level 4 qualification or higher.

Please speak to our Recruitment Team regarding Discretionary and/or Special Admissions.

Students who have English as a second language must demonstrate a level of English language competency equivalent to IELTS 6.0 (Academic) with no band less than 5.5;



Wellington
Auckland
Christchurch

Portfolio
required

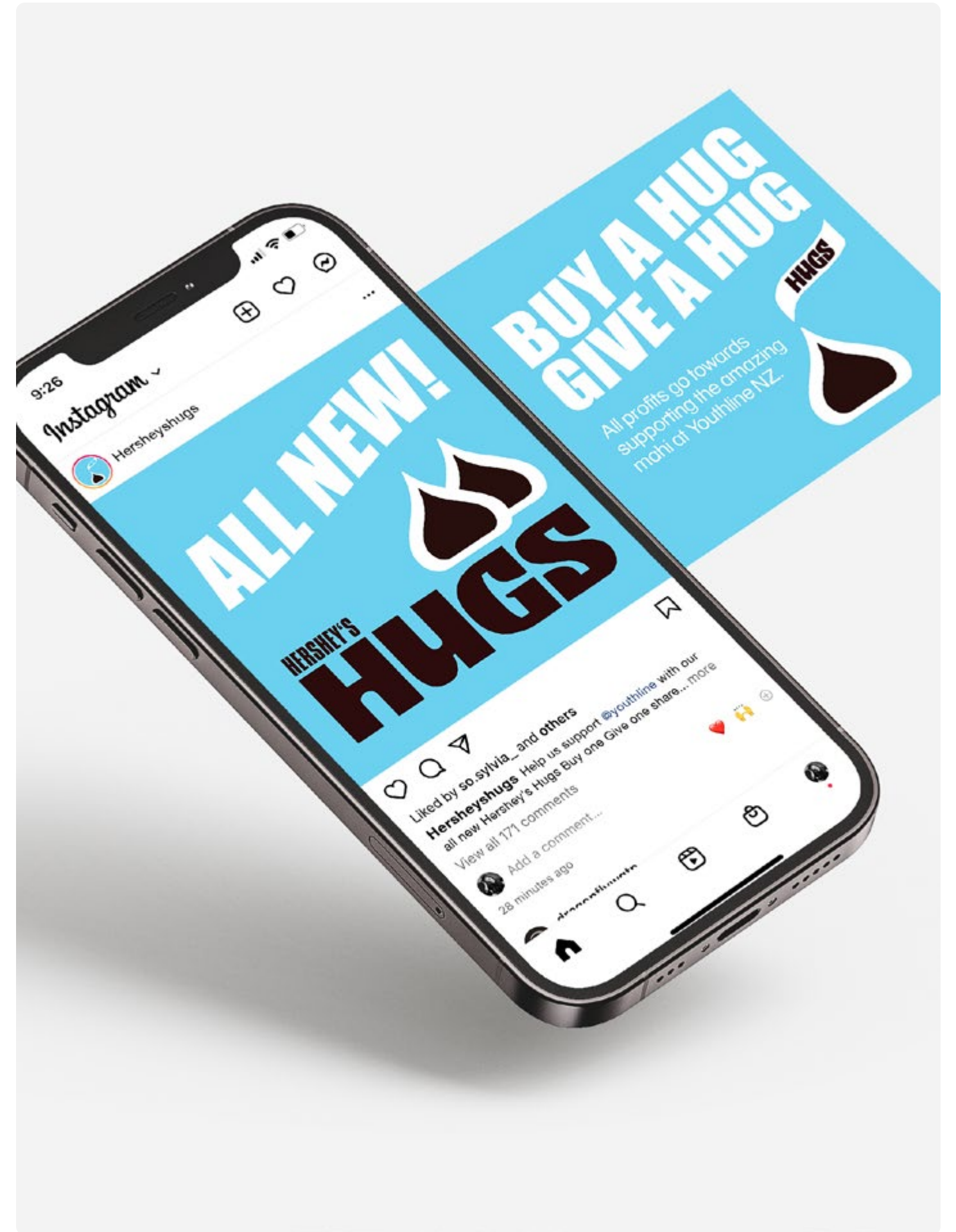
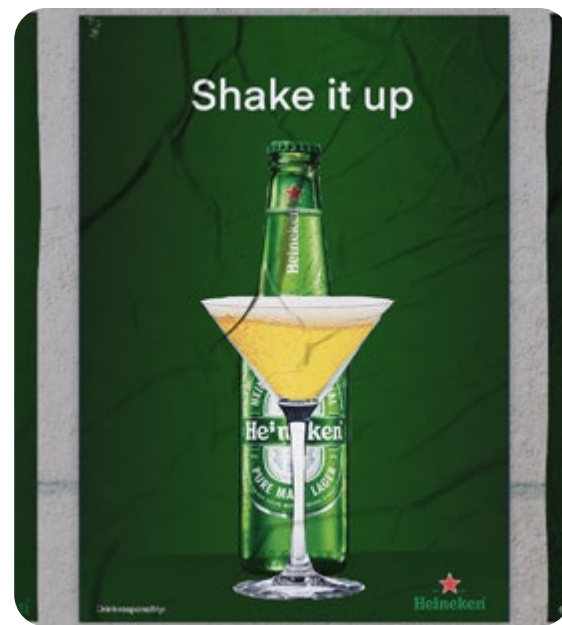
EQUIPMENT

You are required to bring your own device. This allows flexibility of study outside of class hours.

GRADUATE CAREERS

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
- eCommerce Coordinator
- Marketing Data Analyst
- CRM & Marketing Coordinator
- Digital Advertising Analyst



U ANIMATE YOUR FUTURE

ANIMATION

Are you captivated by the magic of art and the power of technology? Do you find joy in bringing characters and stories to life? If so, the dynamic realm of animation might be your ideal career path. Imagine yourself as an artist of the digital age, crafting mesmerizing 2D and 3D animations that not only entertain but also leave a lasting impact.

In this fast-paced field, creativity meets cutting-edge technology. You'll master sophisticated software, transforming your artistic vision into breath-taking animations. Whether you're passionate about 2D classics reminiscent of beloved cartoons or exploring the immersive realms of 3D, the tools of the trade will be at your fingertips. With dedication and a thirst for learning, you'll craft animations that resonate with audiences globally.

So, if you're ready to blend your love for art with the wonders of technology, animation awaits your creative touch. Dive into this exhilarating world, where your ideas shape the future of entertainment. With a palette of colours, a canvas of code, and a heart full of passion, you can embark on a journey that not only fulfills your artistic dreams but also inspires the world.

Cayleen Bester — Bachelor of Animation

WHY DID YOU CHOOSE YOOBEE?

All the traditional universities only offered contemporary arts. I really wanted to learn how to create worlds and characters while also developing my traditional and digital art skills and I almost gave up my dream of pursuing art as a career entirely.

One of my classmates told me about Yoobee. I checked out the website and quickly found it had everything I was looking for and more. Not only did it cover everything I was after, but it also ensured I would have a solid foundation in the areas of 3D and 2D animation, and a great understanding of industry software and production pipelines.

I went from being uncertain about the future of my career, to extremely excited and inspired – to the point where I was counting down the days until class started.

WHAT DID YOU LOVE ABOUT YOOBEE?

It's such a positive and enthusiastic environment to learn in. For the first time in my life, I am meeting likeminded people who are just as passionate about creating as I am, which has just been amazing! I have also had the chance to learn from tutors who go above and beyond what is required to impart valuable knowledge that they have learned from working in the industry.



WHAT SURPRISED YOU ABOUT YOOBEE?

My favourite part so far has been life drawing class. Breaking down a subject, environment, or object into its basic shapes and structure and adding layers of construction, shading, and detail until it starts to come to life! It's so rewarding to see how much my peers and myself have improved over the duration of this class – not only in skill level but also in speed. Before I joined Yoobee, it would take me around half an hour to an hour to finish a sketch. Now I can do it comfortably in around five minutes!



Diploma in Animation, Level 5

Programme Length – 40 weeks

Location – Auckland, Wellington, Christchurch, Remote

OVERVIEW

You create the future with this one-year foundation level animation course. You'll be introduced to the fundamentals of animation, 3D modelling, and pre-production, as well as the intricacies of 2D animation. This course serves as the perfect starting point for launching a successful career in Animation.

Throughout the course, you'll explore the fundamentals of character animation, develop your art-skills, learn to refine, and create believable animation characters and effects, and build your toolkit in 3D asset creation.

It's here that you'll also learn the nuts and bolts of 2D animation methods like body mechanics and acting performance, and build up your knowledge of animation software, workflow, and industry practice.

If you want to become a 2D animator, venture into game art and development, or 3D animation production, then this course is the best way to begin!

Successfully complete this course and you'll receive the New Zealand Diploma in Animation (Level 5).

ENTRY REQUIREMENTS

Students must;

- Have NCEA Level 3 in a related subject with examples of your creative work

OR

- Submit a portfolio demonstrating your current skills for assessment
- Alternatively, successful completion of our Level 4 Certificate in Creative Media will allow entry into this programme.

Students with English as a second language require IELTS 5.5 (General or Academic) with no band lower than 5.0.

FURTHER LEARNING

Enrol into our Diploma in Animation, Level 6 or our Bachelor of Animation. Students may be able to move directly into Year 2 of our bachelors after successful completion of a bridging component.



Wellington
Auckland
Christchurch
Online*

Portfolio
required

WHAT WILL YOU LEARN?



FOUNDATIONS

First things first, learn animation and art concepts and how to apply these ideas to different media. You'll be introduced to various software used to make animation while developing your art skills, observing forms, and build on skills to draw from real-life.

KEY ANIMATION

Learn to create believable animation characters and effects in this course. You'll build on fundamental 3D character animation processes using animation software and learn how to plan, execute and refine animation performances.

DIGITAL PRODUCTION

You then delve into the more complex stuff, turning your ideas into appealing and functional assets by working with 3D software to develop your skills in 3D modelling, texturing, lighting and rendering of characters and objects.

FINAL IMAGE

This course is the culmination of everything you have learned! First develop a concept and storyboard, then plan, design and produce a short sequence of animation. Along the way, you'll learn applied theories and techniques of storytelling and film-making. Create an amazing animation project to share with the world.

SOFTWARE

You'll gain a solid understanding and skill set with Animation and 3D software by encountering software such as Autodesk Maya, Adobe Photoshop, Illustrator, After Effects, Animate & Audition, or similar software's to these depending on what is required for your learning and development.

ASSESSMENT

A range of assessment methods is used. Student must pass all summative assessments to graduate.

GRADUATE CAREERS

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

Bachelor of Animation, Level 7 (+Honours Option, Level 8)

Programme Length – 3 years

Honours Option – 4 years

Location – Auckland, Wellington, Christchurch

OVERVIEW

This programme is the ultimate animation training ground. New Zealand's only degree-level course specialising in 2D and 3D character animation, the programme produces world-class animators who are at the top of their field.

The programme kicks off with a thorough grounding in all disciplines, giving you the animation skills to work as a generalist or as part of a studio team. From there you'll delve deeper into your own chosen field, developing the creative, and technical expertise to really set you apart.

Constantly evolving to stay abreast of industry needs, this vocational degree programme will equip you with technical aptitude and the creative smarts you need to produce work that is engaging, captivating and inspiring.

Upon completion of this course, you will graduate with a Bachelor of Animation (Level 7) with a major in: Story and Character, World-building and Visual Effects OR Interactive Media and Games.

WHAT WILL YOU LEARN?

YEAR ONE

- Foundation tools, techniques and workflow in 2D Animation and 3D Production and Animation.
- Visual Art and Observation, Drawing, Visual Communication, Art and Design for Animation.
- Narrative Studies, Visual Storytelling and Filmmaking, Animation History, Achievements and Technologies past to present to inform your practice.

YEAR TWO

- 2D and 3D animation techniques and procedures for cinematic production.
- Visual Art and Observation to develop advanced drawing skills.
- Develop stories, worlds and characters for alternative media formats.
- Professional and Academic Practices for independent and studio work.
- Get Creative! Explore creativity in your own project.
- 2D and 3D animation techniques and procedures for interactive projects.

YEAR THREE

- Develop practical experience and specialised technical skillsets as a part of a team Capstone Project. It's the culmination of everything you've learnt about animation and allows you to focus professionally and academically on your specialist role in one of three majors; Story and Character, or World-building and Visual Effects, or Interactive Media and Games. It's also an opportunity to further develop your creative voice.
- Delve into an area that interests and inspires you in your own research project. Alongside your team project, produce separate investigative outputs, you will collaborate in a team to produce a single animation product for exhibition.

YEAR FOUR – HONOURS

- Full academic year to develop a research project.

ASSESSMENT

To graduate, students must acquire 120 credits at Level 5, 120 credits at Level 6 and 120 credits at Level 7 for a total of 360 credits.

To graduate with a Bachelor of Animation with Honours, students must acquire an additional 30 credits in core subjects and earn 90 credits in their major field of study for a total of 480 credits, with 195 credits focused on a major field of study.

ENTRY REQUIREMENTS

NCEA University Entrance (UE), or equivalent CIE/IB grades, or equivalent qualification from an overseas secondary school or tertiary institution and a portfolio. Or successful completion of Yoobee's Diploma in Animation Level 5.

Please speak to our Recruitment Team regarding Discretionary and/or Special Admissions.

Students with English as a second language require IELTS 6.5 (General or Academic) with no band lower than 6.0.

EQUIPMENT AVAILABLE

DSLR cameras, sound recording equipment (for audio production), video production room with green screen and lighting.

EQUIPMENT REQUIRED

Graphic tablets, stationary computer or laptop, stationery (pens, pencils), sketchbook, notebook.



Auckland
Wellington
Christchurch

Portfolio
required

SOFTWARE

Toonboom, Photoshop, After Effects, Premiere, Audition, Autodesk Maya, Mudbox, Substance, and a range of peripheral production tools.

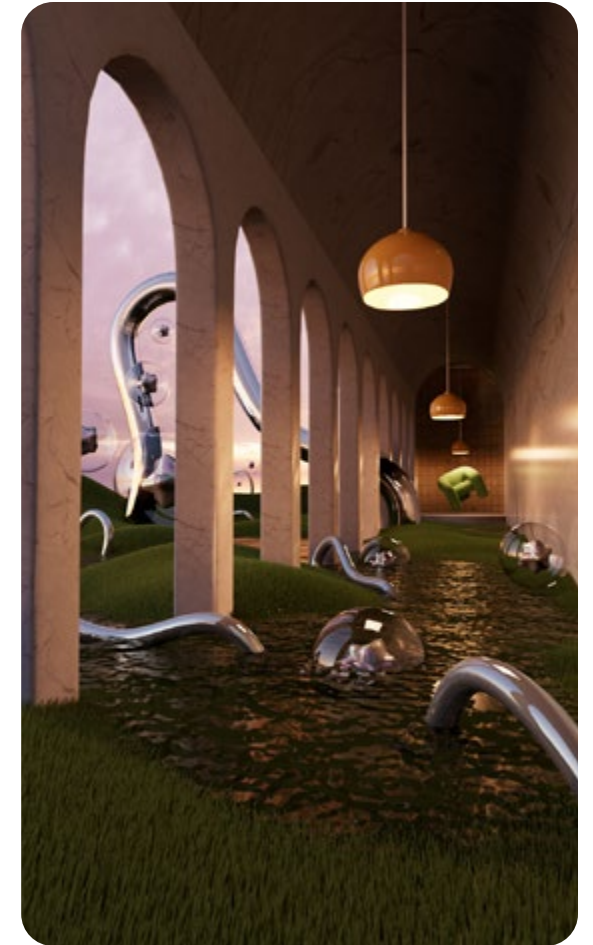
GRADUATE CAREERS

Story & Character graduates may seek roles as a; Animator and/or character animator (2D or 3D), character designer/character artist (2D or 3D), story artist, storyboard artist, previsualisation artist, director, animation director, animation assistant, 2D clean-up artist.

World-building & Visual Effects graduates may seek roles as a;

3D modeller, rigger, lighting artist, texture artist, technical artist, environment designer, concept artist specialising in environments and worlds (2D or 3D), art director, layout artist (2D or 3D), 2D painting and background artist, compositor, visual effects artist (2D or 3D).

Interactive Media & Games graduates may seek roles as a; All 2D and/or 3D: Game developer, game designer, game artist, game animator, interface designer, level designer, game concept artist, game technical artist, interactive narrative designer, interactive experience designer/developer.



FILM YOUR FUTURE

FILM MAKING

In this captivating realm, creativity knows no bounds, and every role, from behind the camera to center stage, breathes life into compelling stories.

Explore the boundless universe of filmmaking, set design, and acting, where diverse talents converge to craft mesmerizing narratives. Whether you dream of directing blockbusters, designing awe-inspiring sets, or embodying unforgettable characters, the world of film and television eagerly awaits your unique talents and passions.

Behind every scene, skilled technicians masterfully handle cinematography, lighting, and audio, ensuring a seamless visual experience. If the stage beckons you, on-screen acting provides a thrilling opportunity to captivate audiences and bring characters to life.

Whether you're drawn to storytelling, set design intricacies, or the thrill of performing, our world embraces you with open arms. Embark on this exhilarating journey, explore your passions, and carve your unique path in the magical realm of film and television. Your adventure in creativity and expression begins here!

Finn Hyndman – Diploma in Film & TV Production

WHY DID YOU CHOOSE YOOBEE?

I was recommended to Yoobee by a local professional from the Film Industry who attended the South Seas School in Auckland. After looking into what the Level 6 Film and TV Production course offered it was a no brainer to choose Yoobee.

WHAT DID YOU LOVE ABOUT YOOBEE?

What I love the most about Yoobee is how dominantly creative the school is. Everywhere you go someone is making something incredible. Yoobee being full of like minded creatives make it a truly motivating and inspirational place to create and learn in.

WHAT DID YOU LOVE ABOUT YOUR PROGRAMME?

The collaborative nature of the Level 6 Film and Television course is something I really treasure. It both pushes and excites me working with various other passionate and unique upcoming filmmakers. Being able to bounce ideas off one another and help out with each other's projects also makes the class a really supportive space for creativity.

WHAT SURPRISED YOU ABOUT YOOBEE?

I think what surprised me the most while studying at Yoobee is the openness and support for making various creative projects. No matter what you are making there is always someone interested and ready to help out. Everyone here truly loves what they do and I think it shows in the work that is produced.



Diploma in Film and Content Creation, Level 5

Programme Length – 40 weeks
Location – Auckland, Wellington, Christchurch

OVERVIEW

We live in a world where content is king, and there is growing demand for end-to-end content creation skills. Whether it's creating engaging social content, directing music videos, or producing large-scale corporate pieces, this course covers all aspects of the content creation process, and analysing its impact. Designed with the latest industry demands in mind, you'll graduate with cutting-edge skills to stay ahead of the competition.

Starting with the processes and principles for creating screen content; you will learn how to develop a story to create the bones of a great piece of content. Working in small teams to bring your ideas to life.

You'll further delve into basic production, learning scripting, directing, shooting, lighting, sound and editing. All leading to an end of year project, focusing on creating a 4–7-minute piece, where you'll have the opportunity to collaborate with peers across each other's projects.

Upon successful completion of this course, you will receive the New Zealand Diploma in Screen Production (Level 5).

ENTRY REQUIREMENTS

Students must;

- Provide evidence of NCEA Level 2 or equivalent
- Be at least 16 years of age
- Have basic computer skills with an interest in Film and Design

Students with English as a second language require IELTS 5.5 (General or Academic) with no band lower than 5.0.

FURTHER LEARNING

Film and Content Creation provides an excellent pathway into the Diploma in Film and TV Production, Level 6.



Auckland
Wellington
Christchurch



Portfolio
NOT required

WHAT WILL YOU LEARN?



FOUNDATIONS

You'll be introduced to all the processes and principles for creating, planning, producing, shooting, and editing screen content. Learn basic scriptwriting and storytelling techniques, storyboarding and shot listing.

DEVELOPMENT

You will learn to develop a great piece of content, furthering your technical skills as well as planning and managing locations used to create your content. You'll also learn how to create a soundscape using Adobe Audition and how to direct factual and dramatic content.

PRODUCTION

You will dive deeper into how to make professional looking content; this course is all about the 'doing'. Learn how to shoot and edit a dynamic multi cam live event – it might be a sports event or a live performance. Learn the tricks of the trade for creating visual effects on Adobe After Effects. Use all your skills to create an engaging tutorial for the web and a short drama to finish the term.

FINAL PROJECT

Everything you have learned will culminate in an end of year project where you'll produce a 4–7-minute piece of factual or dramatic content. You'll get work on not only your own project but collaborate with others in your class to work on their projects too.

ASSESSMENT

Each course is assessed through practical exercises and practical/written assignments.

GRADUATE CAREERS

Graduates will gain skills for an entry level position as a videographer or work on corporate video team.

Diploma in Film and TV Production, Level 6

Programme Length – 40 weeks
Location – Auckland, Wellington, Christchurch

OVERVIEW

Over the course of the year, you will participate in more than 20 productions to give you the right communication and collaboration know-how when working with crews on set. You'll be tutored carefully by industry professionals, so you graduate with the competence and confidence to hit the ground running in the industry.

Our course content is reviewed every year to remain cutting-edge and relevant. We don't just want you to know what's waiting for you after graduating we want you to have the practical experience, you'll need to navigate the realities of the film industry. Every year, we bring in a host of working industry professionals to interact with you. One of the highlights of the year is Short Cuts, where you'll get to work alongside industry mentors on a professional set.

Successfully complete this course and you'll receive the New Zealand Diploma in Screen Production (Level 6).

ENTRY REQUIREMENTS

Students must have;

- Film Production and Post-production, level 5 or equivalent

OR

- Submit a portfolio of works which indicates equivalent skills and knowledge.

Students with English as a second language require IELTS 6.0 (General or Academic) with no band lower than 5.5.

GRADUATE CAREERS

Graduates will have the skills to gain entry level roles in departments such as; Camera, Editing, Research, Lighting, Directing, Production, Audio.



Auckland
Wellington
Christchurch



Portfolio
required

WHAT WILL YOU LEARN?



PROFESSIONAL PRACTICES

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 screen production in a specialist role of either Directing, Production Management, Camera/Lighting/Audio or Post-Production
- 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.

SKILLS DEVELOPMENT

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.

COMPLEX PROJECTS

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' – shoot dramas shoot on location with industry professionals mentoring the crew.

FINAL PROJECT

You will work collaboratively with more autonomy to realise the director's vision for a 10–14 documentary or drama. 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 Screen and Stage Acting, Level 5

Programme Length – 40 weeks

Location – Auckland

OVERVIEW

This full-time, year-long Diploma is an ideal introduction to the fundamentals voice, movement and acting on screen and stage. You will unlock your professional acting toolbox to deliver captivating and engaging dramatic performances.

In this action-packed year, you'll learn to collaborate on short student film projects.

You'll bridge the connection between your audience and the stage or screen as well as learning how to portray emotions through your physical performance.

This Level 5 course will also prepare you for the audition process for Yoobee's Level 6 Diploma in Drama, giving you an introduction to life at Yoobee and a leg up against other auditionees.

Successfully complete this course and you'll receive the New Zealand Diploma in Drama (Level 5).

ENTRY REQUIREMENTS

Students must have;

- Completed a Level 4 qualification or above in the same or related fields

OR

- Be able to demonstrate equivalent knowledge and skills.

Students with English as a second language require IELTS 5.5 (General or Academic) with no band lower than 5.0.

All applicants must be 18 years of age or more and take part in an audition process and complete the course application form and written requirements.

We will invite suitable applicants to attend an audition workshop at South Seas.



Auckland



Portfolio required

WHAT WILL YOU LEARN?



PROFESSIONAL SKILLS

Develop your skills for the film, television, and stage industries by learning how to;

- Apply drama techniques with technical ability and artistic proficiency to extend your repertoire
- Perform a variety of short scripts to engage an audience
- Explore character development and interpret performance texts
- Acquire the professional skills to engage in creative projects as an actor
- Explore characteristics of the stage and screen industry.

ACTING TECHNIQUES

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

PERFORMANCE SKILLS

Take part in screen and 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.

This course delivers an understanding and working knowledge of the professional practices of screen and stage production and prepares you for further study or employment in acting roles in screen and stage industries.

FURTHER LEARNING

Graduates of this qualification may wish to undertake further tertiary study. This qualification can lead to the New Zealand Diploma in Drama (Level 6).

Diploma in Drama (Screen Acting), Level 6

Programme Length – 2 years

Location – Auckland

OVERVIEW

This two-year diploma provides in-depth and practical training through developing your acting toolbox through harnessing voice, body, imagination, and collaboration. We allow time for your physical and vocal practice to become embodied. You will explore multiple acting techniques for screen and live performance and develop your own critical and creative thinking.

In addition to our fundamental training, you'll gain hands-on experience by collaborating with our Film and TV Production students, providing a genuine insight into the synergy between film production and screen performance. This distinctive opportunity not only familiarises you with various roles in the film industry but also facilitates networking and cultivates a portfolio that showcases your versatility.

We broaden and challenge the scope of your development as an actor by providing opportunities for screen and live performance, crewing positions and project development which serves to deepen your craft and self-knowledge as a performer. This all helps you to carve out a sustainable and lifelong acting career.

Successfully complete this course and you'll receive the New Zealand Diploma in Drama (Screen Acting) (Level 6).

ENTRY REQUIREMENTS

Students must have;

- Completed a Level 4 qualification or above in the same or related fields

OR

- Be able to demonstrate equivalent knowledge and skills.

All applicants must be 18 years of age or more and take part in an audition process and complete the course application form and written requirements.

We will invite suitable applicants to attend an audition workshop at the South Seas campus in Auckland. Students with English as a second language require IELTS 6.5 (General or Academic) with no band lower than 6.0.



Auckland

Audition required

WHAT WILL YOU LEARN?



YEAR ONE

Alongside developing specific skills for working on-screen, you will engage in rigorous physical and vocal training and be introduced to multiple approaches to acting. You will develop skills in analysing text and reflect on your own performance and progress.

You will practise your craft on and off camera in collaboration with the film students, and your familiarity and confidence with the technical aspects of screen acting will grow throughout the year. You will gain a deeper understanding of acting through our holistic approach.

YEAR TWO

A key element of your second year will be providing you with the skills to create your own work, this will take the form of collaborative workshops led by industry professionals. You will have further training in acting techniques and many opportunities to practice with industry mentors and directors.

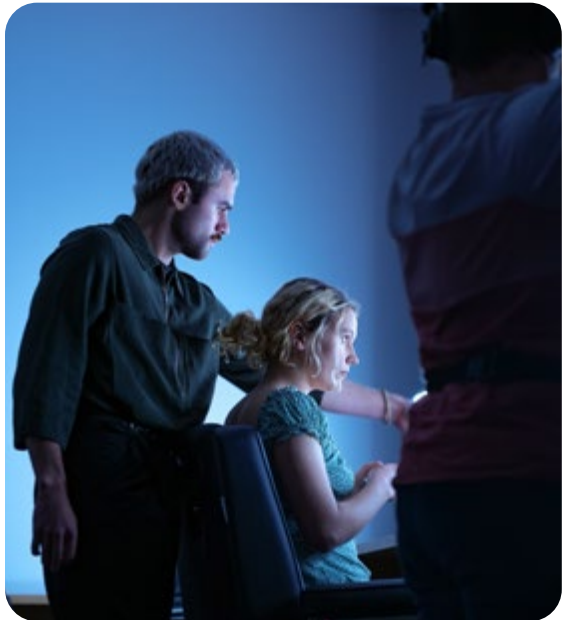
We continue your training with a range of physical and vocal specialist workshops; with access to smaller group sessions, addressing your own specific goals. These in-depth workshops include accent development, voice overs, and other technique aspects for you to further develop on.

We create panels with industry professionals to offer you their insights into the acting profession to enhance your core training. You will be guided in developing your self-taping skills and audition techniques. At the end of the year, you will collaborate with professional filmmakers to shoot your showcase piece and graduate with a portfolio to introduce you to the industry and emerge as an actor, a collaborator and a creative.

GRADUATE CAREERS

Graduates of this qualification may be employed or contracted in the following contexts;

- Drama company member
- Drama instructor
- Lead performers within music videos, television commercials or productions
- Professional actor
- Entry level acting agent assistant
- Assistant stage manager.



U PROGRAM YOUR FUTURE

TECHNOLOGY

Discover a world of endless possibilities at Yoobee, where technology and creativity converge to shape your future. Our tailored programs, ranging from I.T. certificates to advanced software engineering degrees, cater to every tech enthusiast. By partnering with industry giants like Meta and Cisco, we offer more than education – we provide invaluable experiences and scholarships, empowering you on your global tech journey.

At Yoobee, learning goes beyond textbooks; it's about hands-on, practical experiences. Immerse yourself in collaborative projects with future designers, animators, filmmakers, and game developers, fostering innovation and unleashing your creative potential.

Join our vibrant community, where you'll forge meaningful connections, collaborate on exciting projects, and build a portfolio that stands out. Your journey into the tech realm begins here, at Yoobee, where your aspirations meet limitless opportunities. Embrace the future with us – your adventure starts now!

Raghiiboi Baxtor – Bachelor of Software Engineering

WHY DID YOU CHOOSE YOOBEE?

I chose to study at Yoobee because I prefer their teaching/learning style. I am a practical learner- so being able to create and “study” through my creations is a big help to me. Also, I was keen to be a part of NZ's Top Design School – the creative work that comes from Yoobee is outstanding. I really enjoy being a part of that.

WHAT DID YOU LOVE ABOUT YOOBEE?

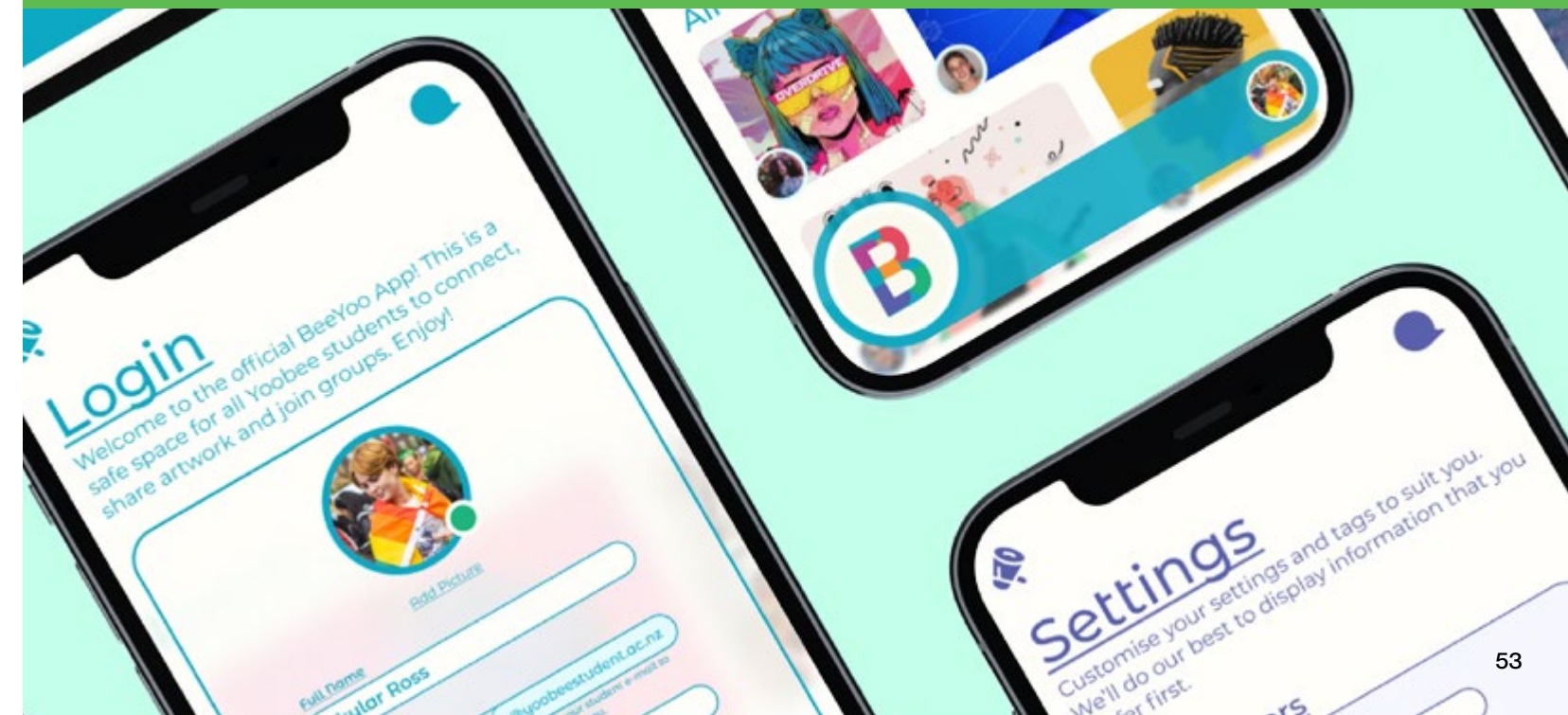
The people. Yoobee is down to earth and loving of all types of people. I really appreciate that I can have conversations with all the faculty and that they are all supportive of my journey. I am a trans boy and I have always found heaps of support from faculty and students.

WHAT ADVICE DO YOU HAVE FOR AN ASPIRING CREATIVE AT YOOBEE?

Creativity is a muscle. You must keep on exercising it and eventually you get hit with incredible ideas that you previously would never have imagined coming from you. Keep getting creative and explore. Spend time in nature. Even if you don't realise it, your creativity will spark when you're on top of a mountain, under the water, or a forest in the wild.

WHERE DO YOU WANT TO BE IN 5 YEARS?

Ha-ha, that's difficult to say. I believe in flowing with life's changes. But, in saying that I'd really like to download apps that I have created – on the iOS App Store. I'd love to be expanding my creative journey and developing projects that are good for the planet and good for people.



Introduction to AI Certificate, Level 4

Programme Length – 16 weeks

Location – Online

OVERVIEW

This 16-week full-time programme equips students with foundational skills, knowledge, and attributes in technology and the emerging field of AI.

Designed to address the growing demand for skilled technology professionals in Aotearoa New Zealand, this qualification ensures graduates are equipped with the foundational skills and knowledge needed to be work ready in a technology setting.

Upon completion, you'll earn the **New Zealand Certificate in Study and Employment Pathways (Level 4)**.



WHAT WILL YOU LEARN?

INTRODUCTION TO AI

Gain a solid foundation in AI, including its uses, limitations, and ethical considerations like Māori Data Sovereignty and sustainability. Explore key technologies such as machine learning, generative AI, and cloud computing while building academic skills like referencing and self-management.

FOUNDATION OF MACHINE LEARNING

Learn core concepts in machine learning, automation, and intelligent systems, with an introduction to Python programming. Develop research, communication, and teamwork skills through real-world applications and team development strategies.

DATA ESSENTIALS FOR AI

Understand how data powers AI by learning to collect, clean, and analyse structured and unstructured data using tools like spreadsheets and databases. Strengthen communication and problem-solving through visualisation techniques and teamwork models.

PERSONAL AND PROFESSIONAL PATHWAYS

Explore your strengths and set academic and career goals using self-reflection and cultural models like Te Whare Tapa Whā and Fonofale. Build practical tools such as a CV, cover letter, and interview skills while developing a personal plan for your future.

ENTRY REQUIREMENTS

Students must have;

- NCEA credits at Level 2 or or equivalent evidence that they have the ability to succeed in the programme.

If an applicant's first language is not English, they must demonstrate English language proficiency at the level of IELTS 5.5.



Online

Portfolio not required

ASSESSMENT

Every student project aligns with industry-specific best practices and established criteria.

LEARNING PATHWAY

The New Zealand Certificate in Study and Employment Pathways (Level 4) offers a staircasing opportunity for further study, including Certificate in Information Technology (Level 5), Diploma in Software Development (Level 6), and Bachelor of Software Engineering (Level 7)

Certificate in Information Technology, Level 5

Programme Length – 16 weeks

Location – Online

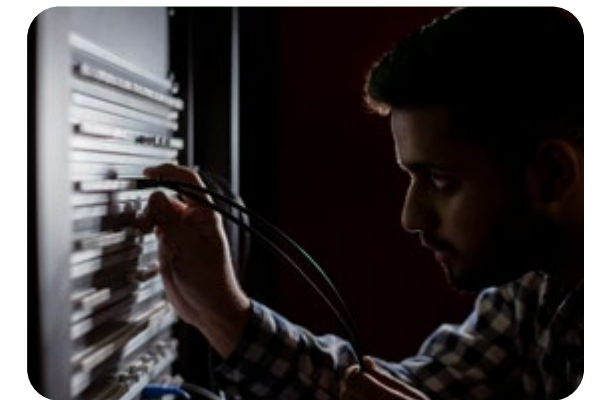
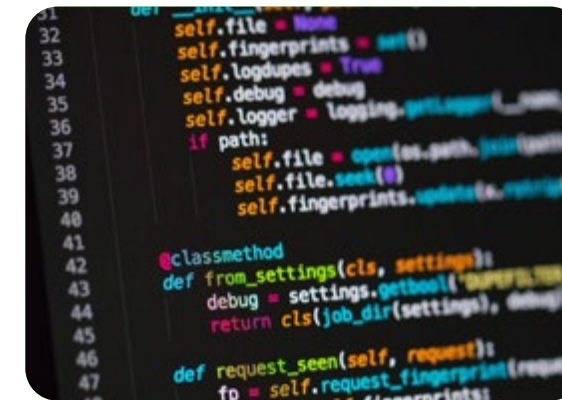
OVERVIEW

Stay ahead and set your future up with this short and sharp Certificate in Information Technology. This course will give you the practical skills and technical smarts you need to land an entry-level job in I.T. support or progress into a Bachelor of Software Engineering.

With full-time and part-time options available, this course builds your toolkit in hardware management, operating system installation and support, and introduces you to networking and scripting for system administrators.

In only 16 weeks, you could be kicking off an entry-level tech career in an industry that is growing and needs more skilled workers. Or have the know-how to progress into our Bachelor of Software Engineering where you can major in Cloud, Cyber Security, Game Dev, or A.I.

Upon completion, you'll receive the New Zealand Certificate in Information Technology (Level 5).



WHAT WILL YOU LEARN?

INTRO TO INFORMATION TECHNOLOGY

Introduces the core components of information systems, examining hardware, software, and networking combinations to identify effective solutions. Explores security strategies in relation to emerging technologies through simulated case studies.

INFORMATION TECHNOLOGY IN BUSINESS

Covers the use of development lifecycle models to enhance business practices and data models to improve decision-making. Focuses on designing accessible, user-focused digital media through core UX and UI principles.

PROGRAMMING ESSENTIALS

Build practical experience with coding tools, guiding learners in planning, creating, testing, and documenting simple programs while building fundamental programming skills.

PROFESSIONAL PRACTICE IN I.T

Strengthen professionalism and critical thinking through collaborative, scenario-based projects that simulate real-world IT environments and decision-making.

ENTRY REQUIREMENTS

Students must have;

- NCEA credits at Level 2 or 3, with appropriate credits in mathematics and digital technologies subjects

OR

- Have completed one of the following qualifications or equivalent skills gained through study, work, or experience
- New Zealand Certificate in Computing (Intermediate User) (Level 3) or
- New Zealand Certificate in Computing (Advanced User) (Level 4) or
- New Zealand Certificate in Information Technology Essentials (Level 4).

If an applicant's first language is not English, they must demonstrate English language proficiency at the level of IELTS 5.5.



Online



Portfolio not required

ASSESSMENT

Every student project aligns with industry-specific best practices and established criteria.

LEARNING PATHWAY

Progress to the Diploma in Software Development (Level 6) or the Bachelor of Software Engineering.

GRADUATE CAREERS

Graduates can apply for jobs as a field service technician, Service Desk Analyst, IT support technician, helpdesk representative, System support Technician/specialist or Desktop Support Administrator.

RESOURCES

To complement and enhance the course material provided, students have access to the CompTIA A+ e-books as well as CompTIA A+ labs and a customised "sandbox" to practice what they are learning from ACI Practice Labs.

Diploma in Cloud Computing and Cybersecurity, Level 6

Programme Length – 32 weeks

Location – Online

OVERVIEW

This Diploma prepares you for roles such as Cloud Administrator, Solution Architect, Multi-Cloud Security Engineer, and Cloud Engineer, equipping you with the skills needed to thrive in today's fast-paced tech industry.

Over just 32 weeks full-time or 64 weeks part-time, you'll gain specialised expertise in managing public cloud infrastructures, automating IT services, and building secure, scalable cloud solutions. Dive deep into cloud storage, data analytics, advanced network security, and risk management, while mastering the tools and techniques that protect organisations against cyber threats.

Through a blend of theory and practical experience, you'll tackle multi-cloud security, explore best practices, and work on real-world projects to solidify your skills. Plus, you'll refine your project management and collaboration abilities—essential for success in the modern IT landscape. Upon completion, you'll receive the New Zealand Diploma in IT Infrastructure (Level 6).

WHAT WILL YOU LEARN?

Public Cloud Administration

Your first year of study is all about gaining a solid foundation in software development 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 gives you time to figure out what type of career you'd like to have when it's time to choose a specialisation.

Multi-Cloud Security

You'll explore the foundational aspects of artificial intelligence and data science. You'll study the data analytics pipeline, large-scale data management, and integration of analytics and machine learning capabilities. Additionally, you'll investigate AI concepts and classifications such as Machine Learning, Robotics, Natural Language Processing, Speech Recognition, Expert Systems, and Computer Vision, understanding how these technologies are applied in designing intelligent systems.

Data Engineering in Public Cloud

You'll cover a range of topics including attacks on privacy, static and dynamic analysis of malware, hardware security, network security and trending applications. You'll 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.

Cybersecurity in Cloud

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.

ENTRY REQUIREMENTS

Students must have;

- NCEA credits at Level 2 or 3, with appropriate credits in mathematics and digital technologies subjects

OR

- Have completed one of the following qualifications or equivalent skills gained through study, work, or experience:
- New Zealand Certificate in IT Technical Support (Level 5) or
- New Zealand Certificate in Information Technology (Level 5) or
- New Zealand Diploma in Web Development and Design (Level 5)

If an applicant's first language is not English, they must demonstrate English language proficiency at the level of IELTS 6.0 with no band score lower than 5.5.



Online



Portfolio not required

ASSESSMENT

Every student project aligns with industry-specific best practices and established criteria.

LEARNING PATHWAY

Progress to the Diploma in Cloud Engineering (Level 7) or the Bachelor of Software Engineering.

GRADUATE CAREERS

Graduates can apply for jobs as a Cloud Administrator, Solution Architect, Multi-Cloud Security Engineer, and Cloud Engineer.

RESOURCES

This programme uses industry-standard tools to give students practical, hands-on experience aligned with real-world practices. Through partnerships with AWS, Microsoft, Cisco, and Fortinet, students gain access to cutting-edge platforms like AWS Academy, Azure Labs, Cisco Packet Tracer, and Fortinet Security Solutions.

Diploma in Software Development, Level 6

Programme Length – 2 years
Location – Auckland, Wellington, Christchurch, Online

OVERVIEW

This diploma has all the key knowledge and skills that every new developer needs to start out.

You can study your diploma online or on campus and will cover all the foundational skills of a software developer by teaching you design principles, algorithms, and programming through real hands-on learning. You get time to fill any gaps within your current knowledge and skills, and the opportunity to explore specialised fields that you'd like to become an expert at.

Once you're skilled up from your first year, your second year gets you to hone in on a particular field of software development, immersing yourself in either A.I, Cloud Computing, Cyber Security or Game Development. These specialised areas were specifically chosen for our diploma as they lead the tech industry worldwide and show no signs of slowing down.

Throughout your study, you get the chance to build rapport and network with other like-minded students, graduate with a New Zealand Diploma in Software Development (Level 6) and the competence and confidence to enter entry-level software developer roles.

WHAT WILL YOU LEARN?

YEAR ONE

Your first year of study is all about gaining a solid foundation in software development 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 gives you time to figure out what type of career you'd like to have when it's time to choose a specialisation.

YEAR TWO

This is where you can specialise in one of the following areas that are of most interest to your future career path.

Artificial intelligence

You'll explore the foundational aspects of artificial intelligence and data science. You'll study the data analytics pipeline, large-scale data management, and integration of analytics and machine learning capabilities. Additionally, you'll investigate AI concepts and classifications such as Machine Learning, Robotics, Natural Language Processing, Speech Recognition, Expert Systems, and Computer Vision, understanding how these technologies are applied in designing intelligent systems.

Cloud Computing

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.

Cyber Security

You'll cover a range of topics including attacks on privacy, static and dynamic analysis of malware, hardware security, network security and trending applications. You'll 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.

Game Development

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.

ENTRY REQUIREMENTS

Students must have;

- New Zealand Certificate in Information Technology Essentials (Level 4)

OR

- Demonstrated equivalent knowledge, skills and experience.

Students with English as a second language require IELTS 6.0 (General or Academic) with no band lower than 5.5.

ASSESSMENT

Each module is assessed through practical exercises and practical/written tests.



Auckland
Wellington
Christchurch
Online



Portfolio not
required

FURTHER LEARNING

Students have the option to continue with your studies into Year 3 of our Bachelor of Software Engineering.

GRADUATE CAREERS

Graduates should feel confident applying for entry-level Software Developer roles in either; Cloud Computing, Artificial Intelligence, Cybersecurity or Creative Technologies.

Diploma in Cloud Engineering, Level 7

Programme Length – 32 weeks

Location – Remote Delivery

OVERVIEW

In this Diploma, you'll learn to design and build scalable and reliable cloud-based solutions that test your problem-solving skills and build your working knowledge of network infrastructure and security. You will master the core skill sets required to design and deploy dynamically scalable and reliable applications.

We believe in learning by doing, so you'll spend less time on theory and more time working in a team on relevant and stimulating assignments.

This Diploma in Cloud Engineering helps you gain expertise in designing, planning, and scaling cloud implementations. Our Cloud Engineering course helps you master the core skill sets required to design and deploy dynamically scalable and reliable applications on popular cloud providers such as Microsoft Azure and AWS.

Upon completion, you will receive the Diploma in Cloud Engineering (Level 7).

ENTRY REQUIREMENTS

Students must have successfully completed one of the following;

- New Zealand Diploma in System Administration (Level 6)
- New Zealand Diploma in Networking (Level 6)
- New Zealand Diploma in Cloud Computing and Cybersecurity (Level 6)
- Bachelor level degree in IT or computing

OR

- Have equivalent experience or relevant trade experience.

Students with English as a second language require IELTS 6.0 (General or Academic) with no band lower than 5.5.

ASSESSMENT

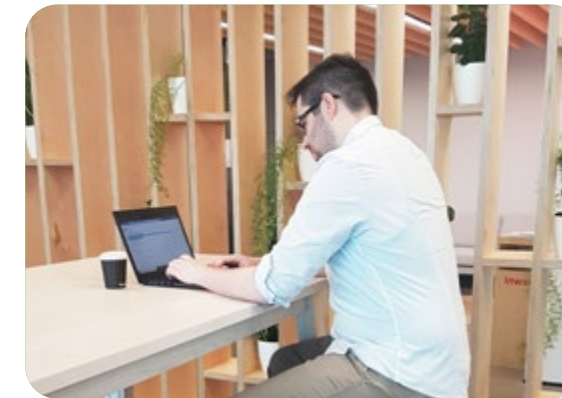
Every student project aligns with industry-specific best practices and established criteria.



Remote Delivery

Portfolio not required

WHAT WILL YOU LEARN?



CLOUD INFRASTRUCTURE AND MODERN ARCHITECTURE

Learn how to design, build, and manage cloud infrastructure solutions that meet an organisation's computing, storage, and networking needs.

AI-DRIVEN CLOUD DATA ENGINEERING

Leverage machine learning models to optimise performance and scalability in cloud environments while evaluating industry best practices and compliance requirements.

CLOUD-NATIVE DEVOPS AND PLATFORM ENGINEERING

Use containerised microservices and infrastructure as code to support modern cloud-based software deployment with automated testing and monitoring.

MULTI-CLOUD AUTOMATION AND EMERGING TECHNOLOGIES

Utilise infrastructure-as-code tools for streamlining deployment across major cloud platforms while analysing security risks in multi-cloud environments.

SOFTWARE

Microsoft Azure, AWS (Amazon Web Services) Data centre login credentials, Hyper-V, Virtual Machine Manager, Linux, Windows 2016 server, Hyper V, Remote desktop utility.

GRADUATE CAREERS

Graduates can apply for jobs as a Cloud Consultant, Cloud Administrator, Cloud Reliability Engineer, Cloud Infrastructure Engineer, Infrastructure Solution Architect, Solutions Architect and Cloud Architect.

Bachelor of Software Engineering, Level 7

Programme Length – 3 years
Location – Auckland, Wellington, Christchurch

OVERVIEW

This programme integrates computer science, programming, art/design, social science, and business knowledge, with a focus on the leading industries of Cloud Computing, AI, Cyber Security, Game Development, and Web & App Development. Real-world team projects equip you with the skills to make a meaningful impact.

Traditional computer science degrees emphasize software engineering, programming, and mathematics. However, our degree program centres on the most prominent industries today, such as Cloud Computing, Artificial Intelligence, Cyber Security, Game Development, and Web and App Development. These fields represent the primary focus of our curriculum.

We offer a transdisciplinary programme bringing computer science, programming, art and design, social science and business knowledge together with project work so our students have the knowledge and skills to make a difference in a real-world team.

You will graduate with a Bachelor of Software Engineering (Level 7).

ENTRY REQUIREMENTS

General admission

Students must have NCEA University Entrance (UE), or equivalent CIE/18 grades, or equivalent qualification from an overseas secondary school or tertiary institution.

Please speak to our Recruitment Team regarding Discretionary and/or Special Admissions.

Students with English as a second language require IELTS 6.0 (General or Academic) with no band lower than 5.5.

GRADUATE CAREERS

Creative Consultant, UX/UI Designer, Interaction Designer, Unity Developer, Unreal Engine Developer, Virtual World Architect, Software Developer, Website Developer, Android or Apple Application Developer, Virtual Reality Developer, Augmented Reality Developer, Mobile Game Developer, Full stack Developer.



Auckland
Wellington
Christchurch



Portfolio not
required

WHAT WILL YOU LEARN?

YEAR ONE

Learn core skills in a range of essential software developer areas. You will achieve this through practical collaborative project work that involves learning design principles, algorithms, and object-oriented programming. This first year equips you with a wide range of tech skills to become ready for your second year of specialised learning. Areas covered includes;

- UX Design for Web/Mobile app
- Development Principles for Web/Mobile App
- Integrated Studio 1 – Web/Mobile App Projects
- UX Principles for Game Design
- Development Principles for Mobile Games
- Integrated Studio 2 – Mobile Game Projects
- User Experience (UX) Design for Web and Mobile Applications
- HTML and CSS basics
- JavaScript
- Object-Oriented Programming (OOP) in C++ and C#

YEAR TWO

This is where you can specialise in one of the following areas that are of most interest to your future career path.

Artificial intelligence

You'll explore the foundational aspects of artificial intelligence and data science. You'll study the data analytics pipeline, large-scale data management, and integration of analytics and machine learning capabilities. Additionally, you'll investigate AI concepts and classifications such as Machine Learning, Robotics, Natural Language Processing, Speech Recognition, Expert Systems, and Computer Vision, understanding how these technologies are applied in designing intelligent systems.

Cloud Computing

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.

Cyber Security

You'll cover a range of topics including attacks on privacy, static and dynamic analysis of malware, hardware security, network security and trending applications. You'll 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.

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.

YEAR THREE

Investigative Studio

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.

Master of Software Engineering, Level 9

Programme Length – 60 weeks (*45 weeks Accelerated)

Location – Auckland

OVERVIEW

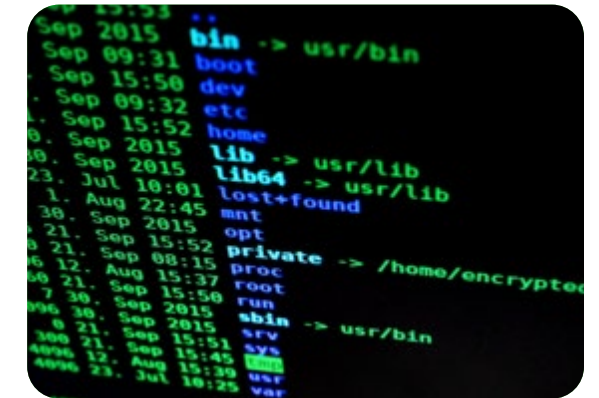
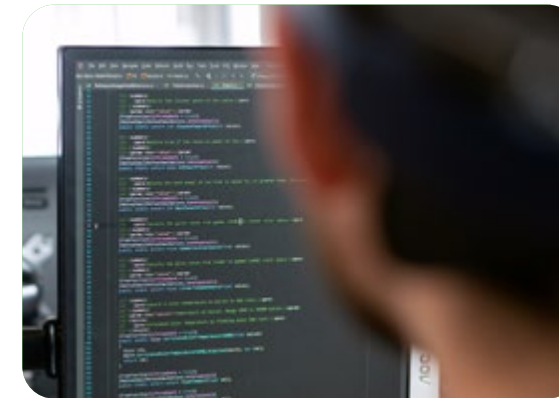
With our extensive experience in software engineering and strong links to industry we are now offering a Master of Software Engineering.

Quantum computing, blockchain and data analytics are shifting the economic landscape and we want you to be part of the shift. Our master's programme will develop you into a creative, adaptive and diverse software specialist.

Your first trimester 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 complete a product development project that combines your technical know-how with the soft skills of communication and collaboration.

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

The final trimester brings it all together into one industry-based capstone research project. Upon completion, you will graduate with a Master of Software Engineering (Level 9).



WHAT WILL YOU LEARN?

MASTERS PROGRESSION

Your first trimester will focus on developing practical and technical hard skills including programming language syntax, object-orientated concepts, foundational algorithms, and an introduction to quantum computing. 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. Modules include;

- Professional Software Engineering
- Research Methods
- Quantum Computing.

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

- Data Analytics
- Cloud Security
- Blockchain and decentralised digital identity
- Intelligent Transport Systems

The final trimester brings it all together into one industry-based capstone research 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.

ENTRY REQUIREMENTS

Every applicant of the master's programme must be approved for admission by the Faculty Lead. To be considered you must;

- Hold a bachelor's degree in engineering, computer science, information technology, physics, mathematics, business, or related discipline with a substantial focus on object-oriented programming, coupled with a strong foundation in mathematics and linear algebra.

OR

- An acceptable equivalent qualification from a recognised university overseas.

Students who have English as a second language must demonstrate a level of English language competency equivalent to IELTS 6.5 (Academic) with no band less than 6.0.



SOFTWARE

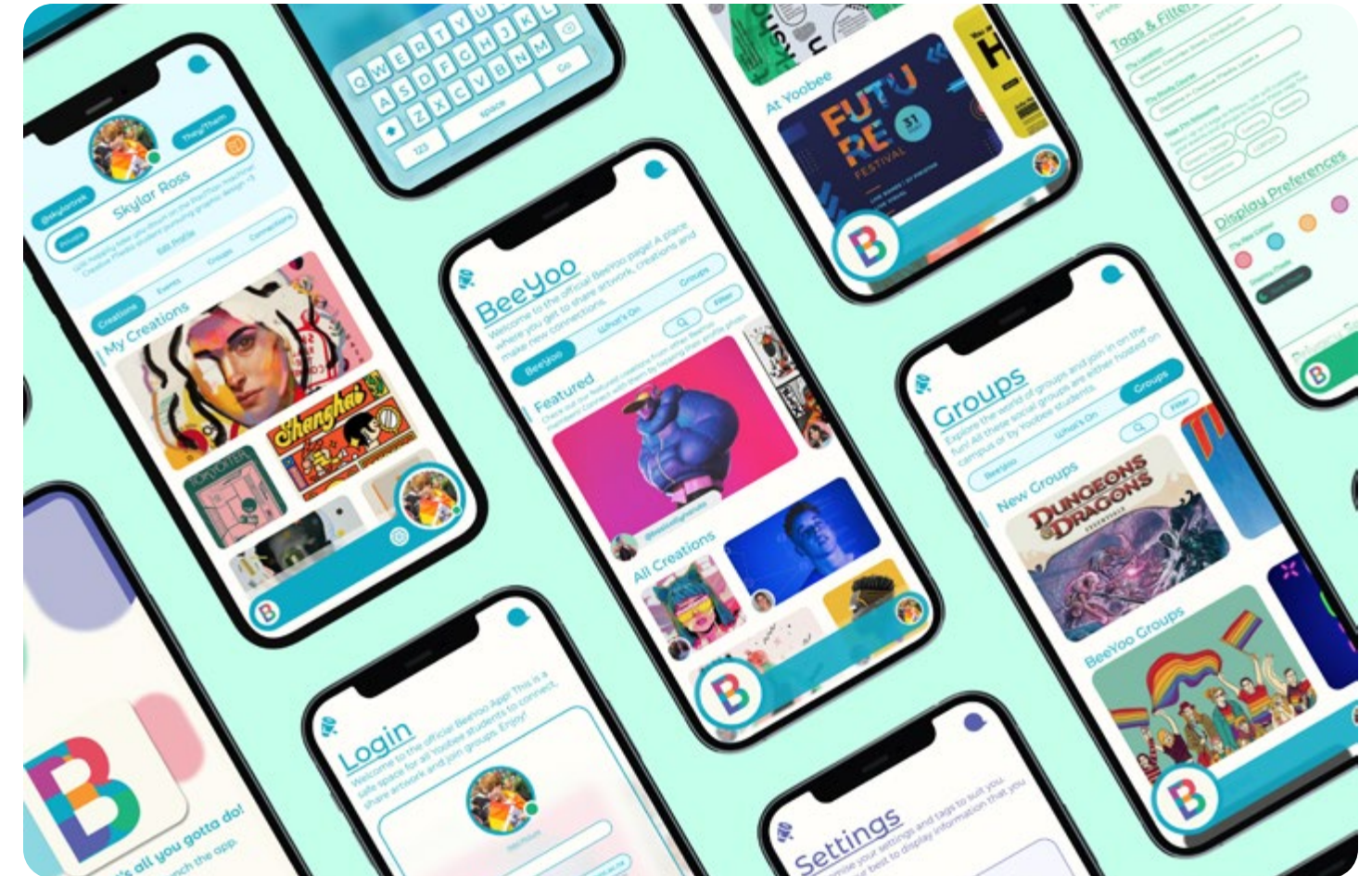
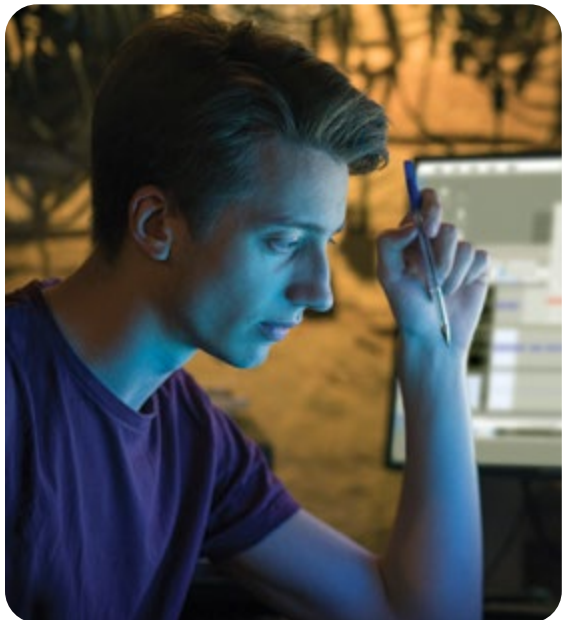
Throughout your study you will use a range of open-source software. Yoobee will also offer subscriptions with IEEE Xplore, computer society digital library (CSDL) and O'Reilly digital media.

EQUIPMENT

You are required to bring your own device. This allows flexibility of study outside of class hours. If you do not own your own device, please discuss this with one of our team at enrolment.



```
31 def __init__(self, settings):
32     self.file = None
33     self.fingerprints = set()
34     self.logdups = True
35     self.debug = debug
36     self.logger = logging.getLogger(__name__)
37     if path:
38         self.file = open(os.path.join(path, "requirements.txt"), "w")
39         self.file.seek(0)
40         self.fingerprints.update(re.findall(r"[\w.]+", requirements))
41
42 @classmethod
43 def from_settings(cls, settings):
44     debug = settings.getbool("SUPER_DEBUG")
45     return cls(job_dir(settings), debug)
46
47 def request_seen(self, request):
48     fp = self.request_fingerprint(request)
49     if fp in self.fingerprints:
50         return True
51     self.fingerprints.add(fp)
52     if self.file:
```



OUR GRADUATES

Jesse Lewis-Evans

Pixel-Based Film Making

Jesse has worked for the best VFX studios in the world, on the most legendary movie blockbusters of our time. From The Adventures of Tintin, District 9 and The Lovely Bones to The Hobbit, Ice Age 5 and Captain Marvel, when it comes to animation, Te Awamutu's Jesse Lewis-Evans is a force to be reckoned with.

Jesse began his creative studies back in 2000, and set his sights on becoming a classic 2D 'pencil and paper' cell animator. In his final year of study, he entered the 24-hour film competition and took out first place. The prize included an internship at Oktober, a small but high-end post-production house in Auckland. His eight-week internship morphed into a full-time job and Jesse spent the next year sharpening his skills there.

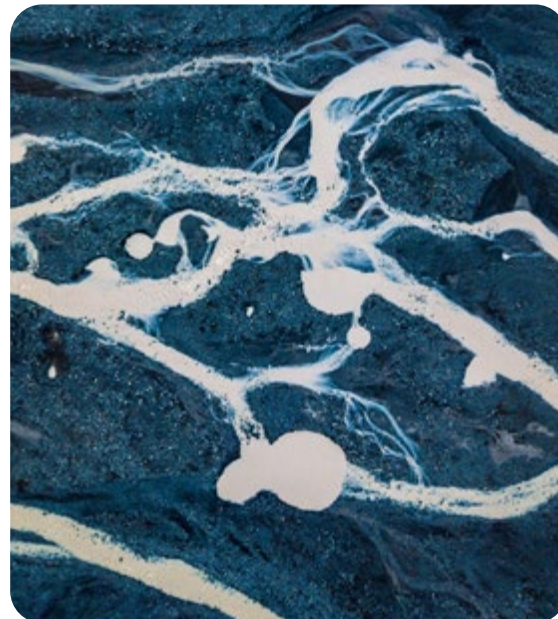
"Not only did I learn more about 3D at Oktober, I learnt a strong work ethic. Passion and a willingness to learn and work your butt off beats raw talent alone. I was an okay animator, but I wanted to succeed so badly I wouldn't let myself fail."

From Oktober, Jesse went to Weta Workshop, where he spent the first couple of years as an animator, before becoming a previs artist. Jesse was part of a team, creating sequences from scratch, getting into mocap suits and acting out sequences they dreamed up, taking them through from concept to final.

"I'd always wanted to live in New York, so I was pretty excited when I landed a job at Blue Sky. I'd spent six years at Weta, so with that under my belt it was easy to find work internationally."

Blue Sky was a whole new ballgame – Jesse would get storyboards and designs from different departments and must find a way to marry the two to prove that the concepts could work, before passing them down the pipeline. While at Blue Sky Studios, Jesse worked on Ice age 4, Epic, Rio 2, Peanuts, Ferdinand, and Ice Age 5.

For close to a decade Jesse has been based offshore, spending six years in New York before heading west to L.A for surf, sun, and a kick-ass job as supervisor at The Third Floor.



Matthew Boyles

Web & UX Design Graduate and Software Engineer

"I knew studying at Yoobee was going to be an amazing experience. But I could never have imagined the outcomes and experiences that came from it! Enrolling in Yoobee really was one of the best decisions I have ever made."

"We learned industry standards and how to best execute design flows and iterations. I also got to meet some awesome, like-minded people. It didn't take long until I could use these skills in the real-world, with freelance clients being impressed by the knowledge I had."

With the resources and networks at Yoobee, after graduation Matthew jumped straight into a job as a Labtech in Lightning Labs Kiwibank Fintech Accelerator programme. From there he took a role working as a Software Engineer at JRNY. Matthew gets to work on future-focused technologies, including artificial intelligence and machines. He also works on design assets for presentations, print and online use.

"The ability to work with technology that is growing so fast is such an amazing learning experience. I get to learn new things every day, and that really excites me! Without the support of my tutor and careers adviser, and the other awesome people at Yoobee, I wouldn't have had the opportunity to be part of the KFA programme or have my current role at JRNY."



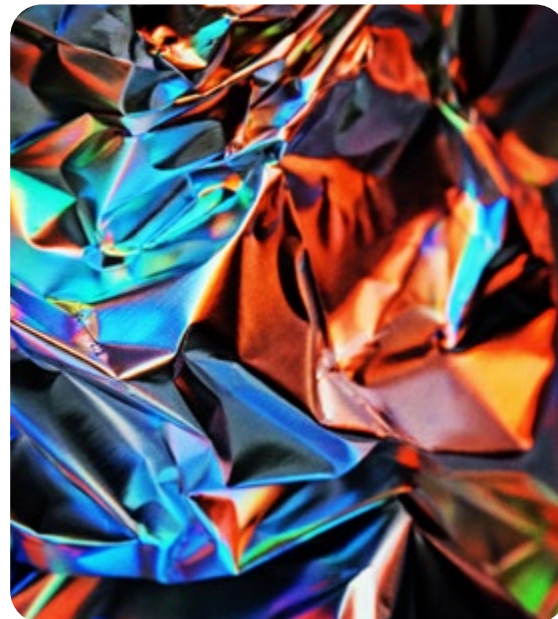
OUR GRADUATES

Jazz Thornton

Documentary Directing

Jazz Thornton is the name on a lot of lips this year. She directed the multi-award winning documentary Jessica's Tree, about the impact of a friend's suicide. She has also co-founded the charity Voices of Hope, been the subject of a feature length documentary, The Girl on the Bridge and written a book. And since overcoming her own struggles with mental health she has travelled around the world sharing her story.

Jazz studied at our South Seas campus and said that the thing she enjoyed most about her study was that she spent every day doing something she loves, creating content. "I love having a vision and then using tools to see that vision come to life on the screen. I also loved learning how to create content that provokes change. But I think the biggest highlight was winning the Doc Edge pitch that my tutors helped me with. Being the youngest winner to date was just insane! The people I met, both staff and students at the South Seas campus are incredible, which helps keep you inspired."



Aaron Ellacot

Software Engineering Graduate & Application Support Analyst

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 Creative Software 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".



STUDENT SUPPORT

We are a caring and connected community that supports your journey in the creative industries. Our friendly and supportive staff take the time to ensure you are playing to your strengths and always headed in the right direction.

VISIT OUR CAMPUS – KNOW YOUR WAY ROUND BEFORE YOU START

You'll have plenty of opportunities to visit our campus before your programme starts. Come to one of our Yoobee open days or make an appointment for a guided tour of the campus. When your programme begins, you'll attend an orientation, getting the opportunity to meet your classmates and ask any burning questions.

CREATIVE COMMUNITY KEEPS YOU HEADING IN THE RIGHT DIRECTION

Students of all ages and backgrounds study with us. Some are school-leavers while others have taken time out from the workplace to retrain. Our strong international reputation attracts several overseas students as well. This diverse mix of experience and cultures gives Yoobee a truly unique feel and strengthens our inclusive creative environment.

SMALL CLASSES – QUALITY TIME WITH YOUR TUTOR

Our tutors are here to help! Most classes are taught in small labs and all classes have an average of 22 students. Yoobee insists on this high staff to student ratio because it allows you quality time working closely with our experienced tutors. You'll have your own workstation and access to professional video and camera equipment when you need it.

LEARNER SUPPORT – HELP FROM PEOPLE WHO CARE!

At Yoobee we recognize and celebrate diversity. If you're one of our students and you have an impairment or disability, medical condition, or injury that might affect your studies, don't worry – we've got you. We want everyone to be successful and reach their full potential. We believe in creating a campus environment that's safe, inclusive, and free from any kind of discrimination.

STUDENT REPRESENTATIVES – YOU GET TO HAVE YOUR SAY

We like to listen, and this is your chance to help us ensure we're getting it right. Our student representatives meet with Yoobee management staff regularly to give feedback and discuss new ideas.

INTAKES THROUGHOUT THE YEAR – DON'T WAIT, START NOW

We have multiple intakes throughout the year. This means you can start your programme when it's right for you.





HOW TO ENROL

1

APPLY – Complete the application form. We need a verified form of ID with your application.

2

INTERVIEW – We will contact you to make an appointment for an interview. We will review your application and discuss your planned study pathway.

3

PORTFOLIO – Bring with you examples of your work, as outlined in the entry requirements for the course you want to study.

4

OFFER – You will be offered a place in an appropriate programme. You will receive a letter of acceptance which also outlines payment methods.

●

ACCEPTANCE – A Welcome Pack is sent 3–4 weeks before you start, outlining the programme for the first day. Congratulations! You are now a Yoobee Student!



Need help choosing the right programme or understanding the application process?

Get in touch today!

0800 66 55 44
yoobee.ac.nz

GET IN TOUCH – CAMPUS LOCATIONS

Yoobee College of Creative Innovation
NZ Freephone 0800 66 55 44
International +64 9 307 5399
yoobee.ac.nz

 /yoobeecolleges
 @yoobeecolleges

AUCKLAND CAMPUSES

We have two Auckland campuses – a Hollywood-style production studio and a high-tech animation and technology center.

CITY ROAD CAMPUS

Yoobee City Road is a tech, design, animation & gaming powerhouse featuring 11 computer labs, a 3D graphics suite, a green screen room and a fully loaded sound studio.

There's also a dedicated exhibition space and, with over 400 students, there's always something amazing on show.

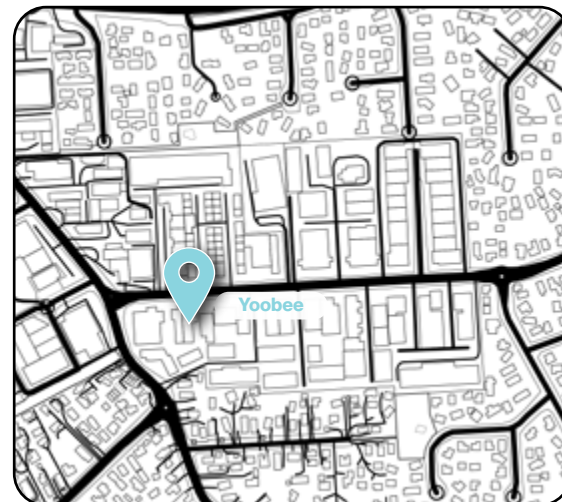
Level 4
3 City Road
Grafton
Auckland 1010
T. +64 9 303 3120

SOUTH SEAS CAMPUS

This campus functions like a real-life working Hollywood-style studio.

The 40,000 square-foot production complex completely immerses you in the world of film and television production and has bred an army of creatives in post-production, directing, scriptwriting, art and design, VFX and acting.

Unit 3
75 Ellice Road
Glenfield
Auckland 0629
T. +64 9 444 3253



WELLINGTON CAMPUS

We're inside the Wellington Railway Building and feature nine computer labs, three theory rooms, a large A/V studio with a green screen and sound booth, and a flatbed and pull-down screen for photography.

Our large classrooms are perfect for collaboration and there's a comfy student common room area where you can relax when you're not busy creating.

Level 2
West Wing
Wellington Railway Station
2 Bunny Street
Pipitea
Wellington 6011
T. +64 4 384 9624



CHRISTCHURCH CAMPUS

With space for 700 students, our brand-new central-city campus is custom-made for creating and collaborating.

Our bright, fully renovated space contains two makeup studios, design studios and workrooms, a green screen room, seven computer labs and a special lab for short and industry courses.

573 Colombo Street
Christchurch Central Christchurch 8011
T. +64 3 377 1978



ONLINE LEARNING

We understand there are different lifestyles or preferences to fitting in your study so where possible, some of our programmes are offered online.

