

YOU

Y003EE

COLLEGE
OF CREATIVE
INNOVATION

CREATE

2023

**International
Higher
Education
Course Guide**



Bachelor of **Software Engineering**

Bachelor of **Digital Innovation**

Bachelor of **Animation**

Master of **Software Engineering**

THE

FUTURE

YOOBEE COLLEGE OF CREATIVE INNOVATATION

Nau mai, haere mai (Welcome)

"On behalf of Yoobee Colleges Limited, I would like to warmly welcome you to our family. This is the first step towards an exciting future, and we are committed to ensuring we are here to help you realize your career goals and aspirations.

Joining the Yoobee family gives you immediate industry recognition in your chosen field, as we are the largest Category 1 Private Training Establishment in New Zealand offering in-demand programmes and qualifications with above sector outcomes. Yoobee Colleges is strongly positioned to play a transformative role in shaping the workforce of the future and has deep support across our industry verticals in the Creative Industries and Technology, which you will all benefit from.

We always talk about the benefits of joining our industry leading colleges being learning from industry specialists, and connecting you as learners to a broad diversity of learning opportunities, but the real benefits come from the care and support that you will receive from our teams the moment you step onto campus. I encourage you all to use every opportunity we give you, explore various academic avenues on offer and immerse yourself with everything our beautiful country has to offer. "



ANA MARIA RIVERA
CEO, Yoobee College Ltd Group



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A GREAT PLACE TO STUDY

New Zealand is an unbeatable place to live and study.

New Zealand is a smart choice for students seeking an exceptional international education in a unique and beautiful place. Our education system is one of the best in the world, and we offer a great lifestyle full of unique opportunities and experiences.



Active, healthy lifestyle



Strong ethnic communities



Slower pace of life, creating less stress



Low unemployment, rising wages



#2 safest country in the world¹

¹Global Peace Index 2019



Uncrowded and only 5 million people



Natural open living environments



Similar in size to Japan & United Kingdom

Official language

English, Māori,
New Zealand Sign Language

Currency

New Zealand dollar

Capital city

Wellington

Largest city

Auckland
population 1.6 million

Climate

Average 24°C (75°F) summer
16°C (60°F) winter

Warmest months

January, February

Coldest months

July, August

Population

Around 5.2 million

Yoobee College of Creative Innovation is part of Yoobee Colleges Limited. We're New Zealand's largest Category One Private Training Establishment.

Yoobee College of Creative Innovation have been granted the FernMark Licence (Licence number NZFM100750) by New Zealand Government—showcasing the trust and credibility of the academic offering Yoobee provides to its learners.

The FernMark is used by New Zealand government departments across the world. It represents the story of who we are and where we're from, our New Zealand Story. It's a symbol people recognise and trust - a trademark that embodies our values of kaitiaki, integrity, ingenuity - the values of our New Zealand Story.

HISTORY OF THE SILVER FERN

The Silver Fern is one of New Zealand's most recognised, long-standing, and respected national symbols. Since the late 19th Century our fern has been worn with pride by our sports teams, with honour by our soldiers and used to represent our country all over the world. But why is the Silver Fern so special? Māori hunters and warriors would use the silver underside of the fern leaves to find their way. When bent over, the fronds would catch the moonlight and illuminate a path through the forest.

Today, the Silver Fern is still guiding the way, just as it has for over 150 years. The New Zealand Government and key private businesses have helped grow the FernMark into a recognisable and valuable icon. Tourism New Zealand and New Zealand Trade and Enterprise have also adopted the Silver Fern as the country of origin symbol for New Zealand. And now, the FernMark gives us the opportunity to represent New Zealand on the world stage and bring international students on a journey to our shores through our New Zealand Story.



Explore while you study

New Zealand is proudly multicultural, and we respect and welcome international students.

The New Zealand Government's Code of Practice requires education providers to keep students safe and well during their study, including during their recreational time.

New Zealand has it all – world-class education, a great lifestyle, diverse communities, vibrant cities, stunning natural scenery and an unbeatable range of outdoor activities, all within a small area. Cities such as Auckland and Wellington offer plenty of cultural activities, while those who love the great outdoors have glaciers, mountains, rainforests and coastlines to explore.



"There was something 'profoundly different' about New Zealand compared with the rest of the world, and it was something the world could learn from. It's a certain sense of duty to each other, that you're part of the team, that you will sacrifice for each other. That empathy, that love and respect, whatever it is that binds you together – we hope to be as much a part of that as we can be."

James Cameron

Hollywood Director of Avatar



86%

Percentage of students who go on to further study or gain employment



1,800+

The number of students we successfully train each year



30+

We've been in the business for more than 30 years



7

Campuses located across New Zealand



1

Part of UP Education, the largest private tertiary education business in New Zealand

Category 1 Provider: the highest accreditation awarded to training providers in New Zealand.



1

We're an NZQA Category 1 Provider



NEW ZEALAND'S LARGEST SPECIALIST CREATIVE AND TECHNOLOGY COLLEGE

Yoobee College of Creative Innovation is New Zealand's largest specialist creative and technology college. We've been fuelling the creative and technology industries for over 30 years with talented Animators, Filmmakers, Designers, Techies, and Game Developers.

OUR HISTORY

Yoobee College of Creative Innovation officially formed in May 2019. The creative minds and legacies of South Seas Film & Television School, Animation College, Yoobee School of Design, AMES – The Institute of IT and Design & Arts (Canterbury) joined forces to become Yoobee College of Creative Innovation, an interdisciplinary college with seven campuses located across New Zealand.

The official joining of these forces under one umbrella strengthens these relationships, enabling greater pathway options for students and stronger educational outcomes, as some of the best creative educators in New Zealand come together for the joint purpose of training the country's top creatives and IT professionals and getting them into rewarding careers.

The rich educational legacies of these schools form the backbone of Yoobee College of Creative Innovation and we are proud of our 30-year history and our incredible alumni now walking Planet Earth.

THE YOOBEE FACULTIES



Faculty of Animation: Animation and VFX are big business these days. You'll find them in every film and game, the latest adverts and they are even shaping emerging technologies and software. Take your artistic skills and turn them into a career.



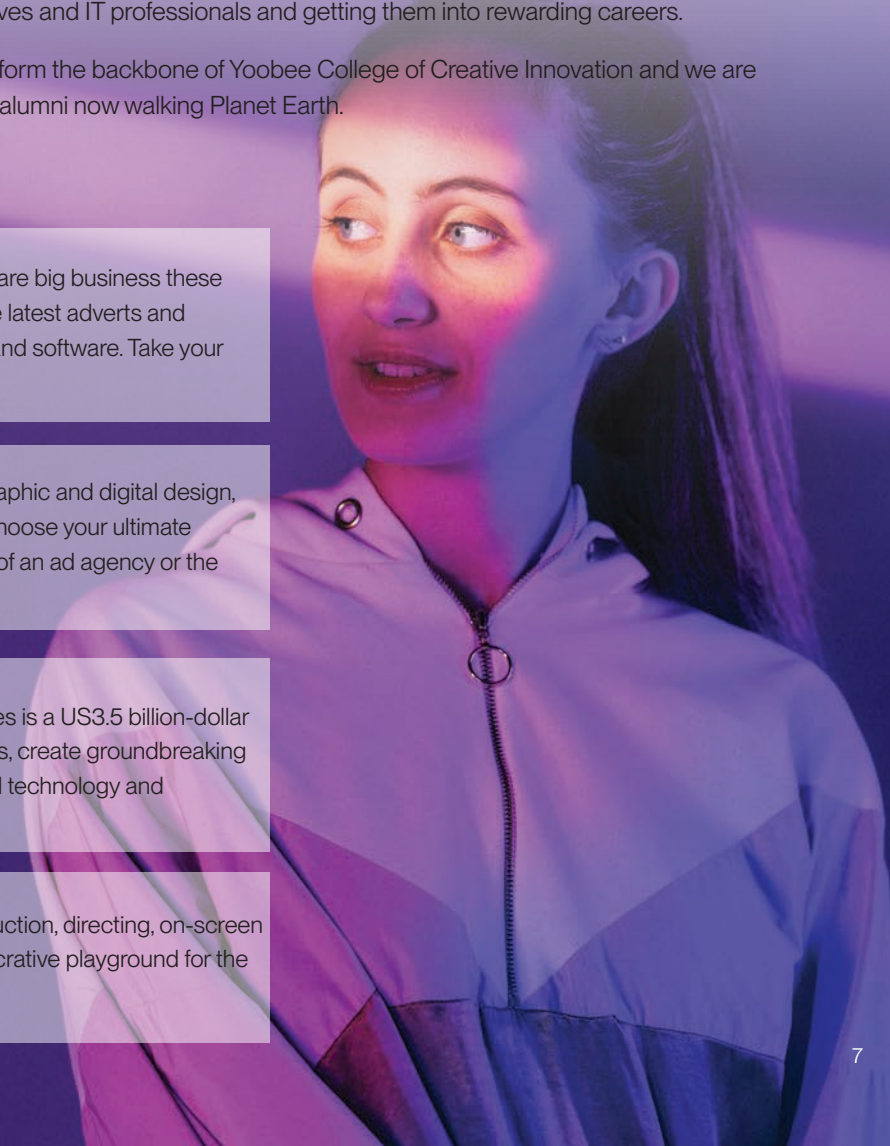
Faculty of Design: Explore a career in graphic and digital design, UX design, fashion design or makeup artistry. Choose your ultimate playground – whether it's the fast-paced world of an ad agency or the catwalks of Milan.



Faculty of Technology: Digital technologies is a US\$3.5 billion-dollar industry. Learn design software and applications, create groundbreaking games or help connect the world through cloud technology and networking.



Faculty of Film: From set design to production, directing, on-screen acting, makeup and costume design, film is a lucrative playground for the creative.



KIA ORA, WELCOME TO YOOBEE COLLEGE OF CREATIVE INNOVATION

YOU MAKE. YOU LEARN.

As part of the Yoobee tribe, 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.

You'll be better prepared for the industry when you graduate because you've trained through hands-on, project-based learning with us doing the type of work that the industry demands.

At Yoobee, you'll be in a supportive learning environment where tutors want you to thrive. Classes are small enough so that you know everyone's name and you'll get more 1:1 guidance from your tutors. But that doesn't mean we're small fry.

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



THE YOOBEE WAY

"We are committed to developing generation after generation of New Zealand's leading creative and technical talents."

"We believe that it takes time to become an expert, that mentorship is the key to successful work, and that relationships are central to thriving careers."

BECOME AN EXPERT - 10,000 HOURS

Creative and technical talents need time to become experts. Our focus is on practical training where you get to hone your craft. You won't spend three years in lectures – instead you'll spend your time developing skills and producing industry-quality work.

FOCUSED TUTORING - MENTORSHIP

Small class sizes form the backbone of the Yoobee educational model.

We focus on relationships, face-to-face time with tutors and the deep mentorship required to breed top creative and technical talent.

We also focus on providing deep connections with industry, fostering mentorship that will live past your time at Yoobee.

CREATIVE CONNECTION

Creativity is fuelled by connection. Our focus on smaller class sizes and campuses means you can build the strong relationships needed to fuel your creative and technical careers. You'll find your tribe at Yoobee. It's something we pride ourselves on.



"Yoobee's hands-on teaching is a great match with my learning style. Tech and Design have always been interests of mine so I wanted to study at a place where I could hone my skills in both areas, and Yoobee was just that. The constant support from everyone on campus. The staff and tutors are always friendly and happy to help. This, and getting along with my peers, creates a lovely atmosphere that I look forward to. Yoobee has taught me how to manage my time and use it wisely. Pacing myself and spreading out my workload across the time given has helped me prevent a lot of unnecessary stress when completing my work."

JANELLE LIM-RANOLA

– BACHELOR OF SOFTWARE ENGINEERING

WHY STUDY AT YOOBEE?



LEARN IT BY DOING IT

At Yoobee College of Creative Innovation, our training is practical. You are assessed by the quality of the work you create, and there are no written exams.



INDUSTRY-LED TRAINING

You can be confident you're learning the skills employers want. We reassess our programmes on a regular basis to keep them up to date with the latest technology and ideas. All our students have full access to industry-standard equipment and facilities.



LEARN FROM THE BEST

Yoobee is proud of its industry-experienced tutors who are not only experts in their fields but fantastic teachers. They'll help you realise your full potential and put you on the road to achieving the same industry success they have.



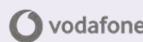
INVALUABLE WORK EXPERIENCE

At Yoobee we are proud to be the only New Zealand institution to offer 8-10 week virtual work experiences and externships with a range of international companies like Meta (Facebook), Hewlett Packard and Zillow so you can get tech industry experience while you're still studying.



CAREER OPPORTUNITIES

Study at Yoobee College of Creative Innovation can take you just about anywhere. From launching rockets (Faculty of Technology) through to bringing superheroes to life (Faculty of Animation), the opportunities are endless. Here's a sampling of some of the world-class companies that have hired our graduates.



DEGREE OPTIONS

Turn your creativity and problem-solving skills into a career

Yoobee offers exclusively Bachelor courses across the country, with campuses in Auckland, Wellington and Christchurch for international students. You will gain an education that opens doors to the best digital and design studios, and international tech companies in the world.



AUCKLAND 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.

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.

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.

	BACHELOR	BACHELOR	BACHELOR	MASTER
	ANIMATION (+ HONOURS)*	DIGITAL INNOVATION	SOFTWARE ENGINEERING	SOFTWARE ENGINEERING
Duration	3 years + 1 year Honours	3 years	3 years	1 year - 3 trimesters / 1.5 years - 4 trimesters
NZQA Level	7	7	7	9
Credits	360 + 120 for Honours	360	360	180
Tuition fee	21,500 NZD per year	21,500 NZD per year	21,500 NZD per year	32,000 NZD
Resource fee	2,500 NZD per year	2,000 NZD per year	2,500 NZD per year	2,000 NZD
Admin fee	400 NZD	400 NZD	400 NZD	400 NZD
2023 intakes	27 February, 24 July	27 February, 24 July	27 February, 24 July	24 July, 13 November
Campuses	City Road, Auckland Bunny St, Wellington Colombo St, Christchurch	City Road, Auckland Bunny St, Wellington Colombo St, Christchurch	City Road, Auckland Bunny St, Wellington Colombo St, Christchurch	City Road, Auckland
English requirements	IELTS Academic 6.0 (no band less than 5.5) or equivalent	IELTS Academic 6.0 (no band less than 5.5) or equivalent	IELTS Academic 6.0 (no band less than 5.5) or equivalent	IELTS Academic 6.5 (no band less than 6.0) or equivalences approved by NZQA

*If you are applying for Bachelor of Animation, we expect that you will have a portfolio to submit. Applicants need to provide at least 10 examples of work which may contain a variety of work such as animation, sketches, drawings, painting, mixed media, multimedia, photography, sculpture, creative writing, etc. See page 14 for more details.

Note: All fees are subject to change without notice. All fees will be adjusted annually to reflect increases. To find out more about international scholarships, please visit Yoobee website.

BACHELOR OF ANIMATION (+HONOURS)



Who is this programme for?

Animators are artists with great software, so if you're into drawing, the exciting and fast-moving world of animation is a great career choice for you.

As an animator you'll create compelling, engaging digital art that connects with an audience through visual storytelling. Working as a freelancer or within a production studio, animators combine creativity, technical skills and teamwork to create 2D or 3D animations for television, video games, advertisements, print, web or in movies on the big screen!

Why study at Yoobee?

Our Bachelor of Animation is New Zealand's only degree-level course specialising in 2D and 3D character animation—producing world-class animators who are at the very top of their field.

This unique and diverse degree will equip you everything you need to launch your career as a specialist in story and character, world-building and visual effects, or interactive media and games.

- We are one of only three **Houdini Certified Schools** in New Zealand and a **Rookies Certified School**.
- From day one you start to bring your drawings and ideas to life.
- No exams! Instead, you'll learn by doing real practical animation projects.
- Our projects simulate how animation studios are run, so you get a taste of the industry before you graduate.
- Class sizes are small so you will get great support from your expert Yoobee tutors.
- Your individual creativity is always welcomed and encouraged to grow.

YEAR ONE

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

You'll gain knowledge of, and experience with 2D and 3D animation production and post-production process, technology and techniques. You'll also study animation history to help develop your academic and critical thinking skills by connecting theory with personal practice which will broaden your understanding of this exciting field.

What will you learn?

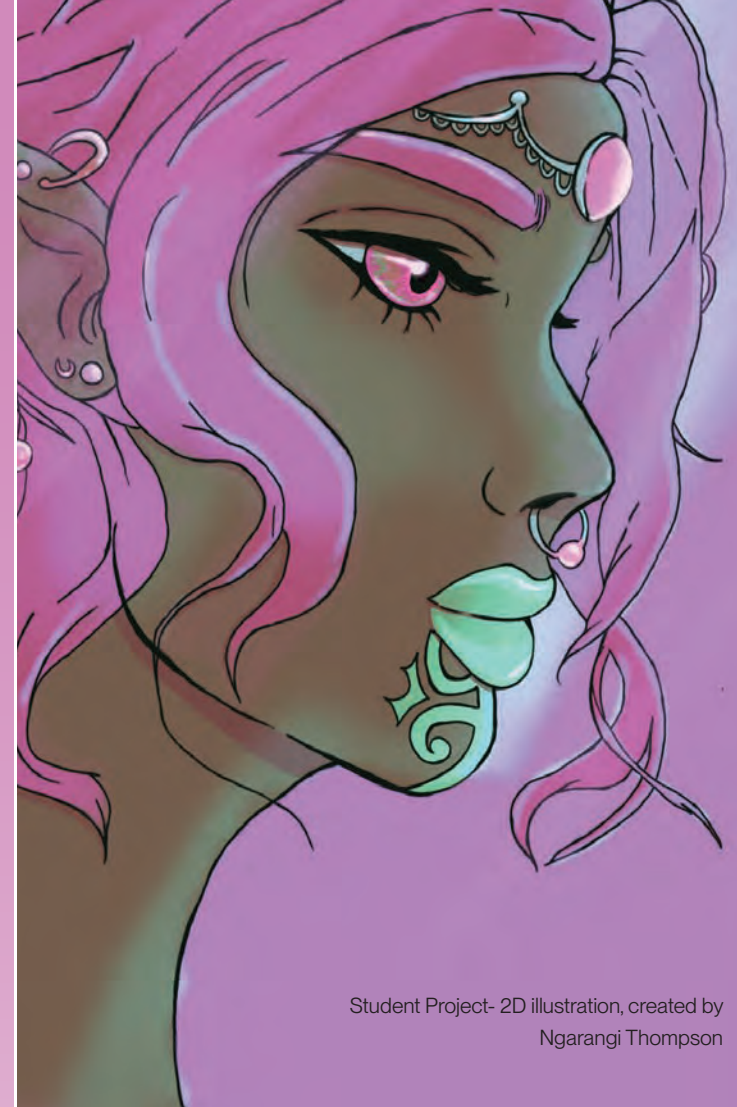
- Narrative Studies - 15 credits
- Visual Art and Observation 1 - 15 credits
- Elements and Principles of Visual Communication - 15 credits
- 2D Foundations - 15 credits
- History of Animation - 15 credits
- 3D Foundations - 45 credits

YEAR TWO

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

What will you learn?

- Narrative, Drama, Audience - 15 credits
- Academic and Professional Practices 1 - 15 credits
- Visual Art and Observation 2 - 15 credits
- Creative Studio - 15 credits
- Cinematic Production - 30 credits
- Interactive Production - 30 credits



Student Project- 2D illustration, created by
Ngarangi Thompson



Student Project - 3D Charboiser sculpted by
Paramveer Singh

YEAR THREE

In Year Three, you get to start your specialisation, choosing from Story and Character, World-Building and Visual Effects or Interactive Media and Games. You'll focus on this specific area, mentored by specialist tutors. The first half of the year focuses on your specialist role within animation while developing your abilities to research and produce animation assets that contribute to team projects.

What will you learn?

- Contexts - 15 credits
- Studio Major - 30 credits
- Academic and Professional Practices 2 - 15 credits
- Investigative Project - 15 credits
- Capstone Project - 45 credits

STORY AND CHARACTER MAJORS

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

WORLD-BUILDING AND VISUAL EFFECTS MAJORS

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

INTERACTIVE MEDIA AND GAMES MAJORS

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

THE CAPSTONE PROJECT

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

INVESTIGATIVE PROJECT

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

YEAR FOUR (OPTIONAL)

An Honours year gives you opportunity to develop a unique industry-ready project, backed by your own research and development, that will help you position yourself for future industry development and delivery opportunities. Or, to produce a substantial piece of research at a high academic standard, to help lead you on to a Masters, or PHD study in the future.



SCAN TO
APPLY NOW

YOOBEE.AC.NZ

PORTFOLIO REQUIREMENTS

GENERAL PORTFOLIO INFORMATION

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

- » Each piece of creative work must be clearly labeled with the intention of the piece and a brief description.
- » We expect the portfolio to be provided in a PDF format, link to online portfolio or contained in a shared Google Drive folder.
- » Work included in the portfolios should be created no earlier than one year from submission.
- » All work provided must be original and your own work, where group work is shown, you must detail your involvement in the project.

PLEASE SUBMIT

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

+a brief introduction of yourself

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

+your reasons for wanting to enrol in this programme

+your future aspirations in this field.A good portfolio may contain a variety of work; animation, sketches, drawings, painting, mixed media, multimedia, photography, sculpture, creative writing, etc.

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

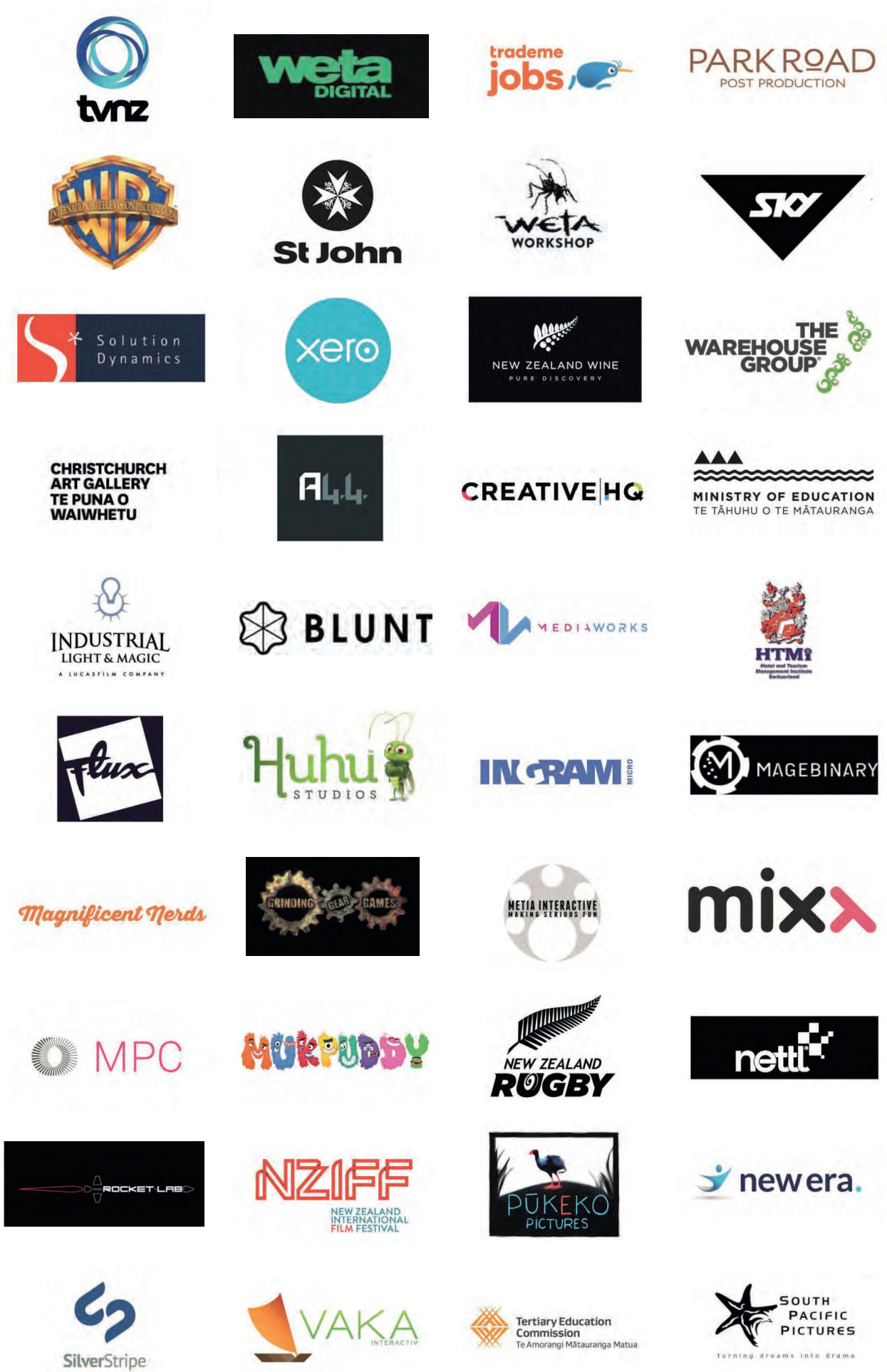
Student Work - Leopard painting created by Cayleen Bester



"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!"

CAYLEEN BESTER
– BACHELOR OF ANIMATION

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



BACHELOR OF DIGITAL INNOVATION



Who is this programme for?

If you want to combine your love of technology and creativity, the Bachelor of Digital Innovation is a perfect choice for you.

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.

Our brand new Bachelor's Degree lives in the future, a place where tech meets business, meets marketing, meets tomorrow!

Why study at Yoobee?

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.

A place where you can get 8-10 weeks guaranteed work experience while you study with brands like Meta, Snap, Zillow and Hewlett Packard.



A year-long subscription to Adobe (covered by Course Related Costs). And complimentary membership to the Marketing Association of New Zealand while enrolled in this programme.

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

Key Content:

Design – Marketing – Business

✂️ YEAR ONE

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

What will you learn?

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

✂️ YEAR TWO

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

- Digital Marketing
- Advertising + Communication
- Digital Platform Analytics

What will you learn?

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

Year Two Elective Options

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

✂️ YEAR THREE

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

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

What will you learn?

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

COLLABORATIVE STUDIO

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

INDUSTRY PRACTICE STUDIO

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



Student Project - Graphic Design created by Harriet Norton

HOW TO TAUTOKO/SUPPORT THOSE CLOSE TO YOU COPING WITH DEPRESSION

Her campaign is aimed at those experiencing mental health issues, offering the hope of encouragement and ideas for how they can support their loved ones.

Harriet's colour palette and mother and child bird imagery are used to evoke feelings of care and nurture.

JUST ASK
JUST LISTEN.



SCAN TO
APPLY NOW

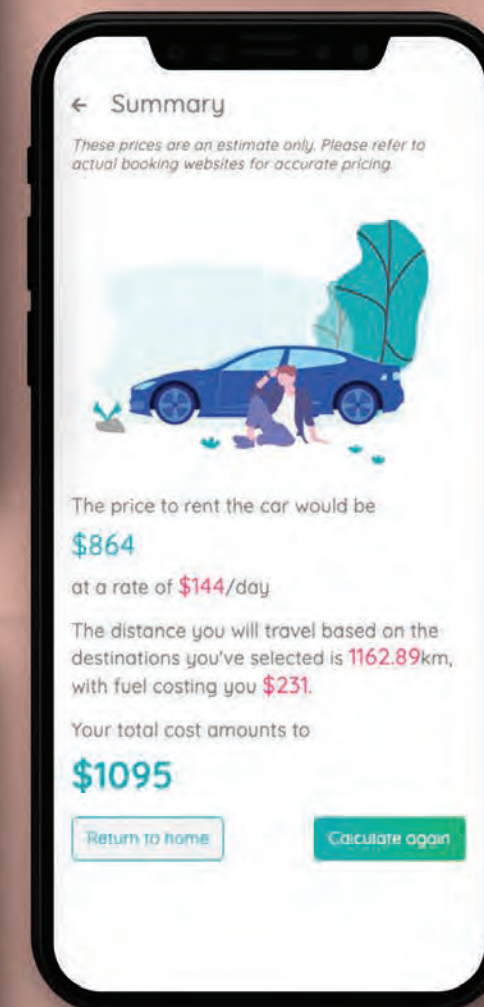
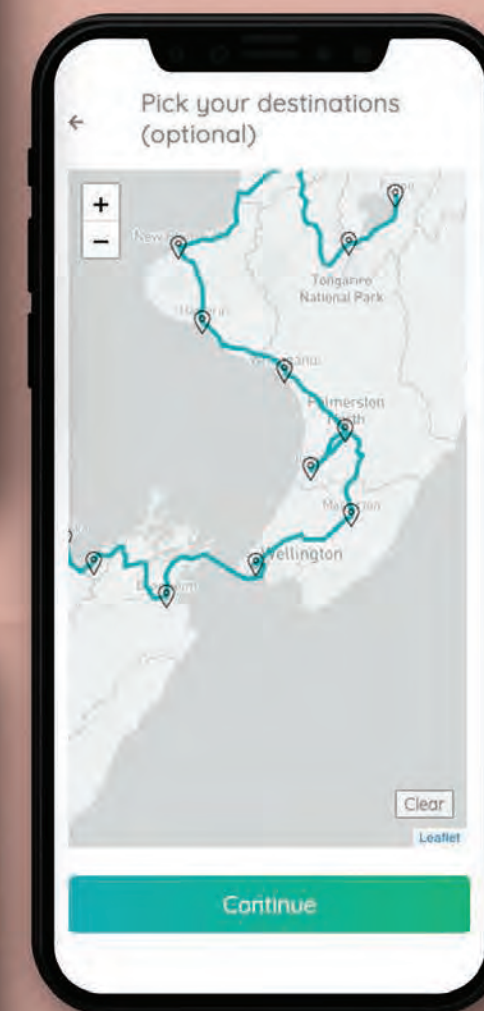
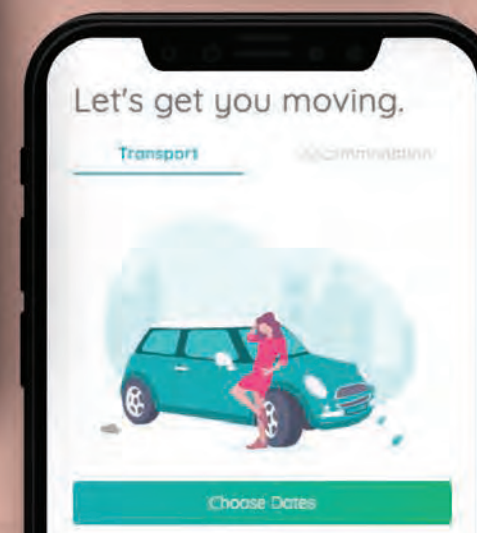
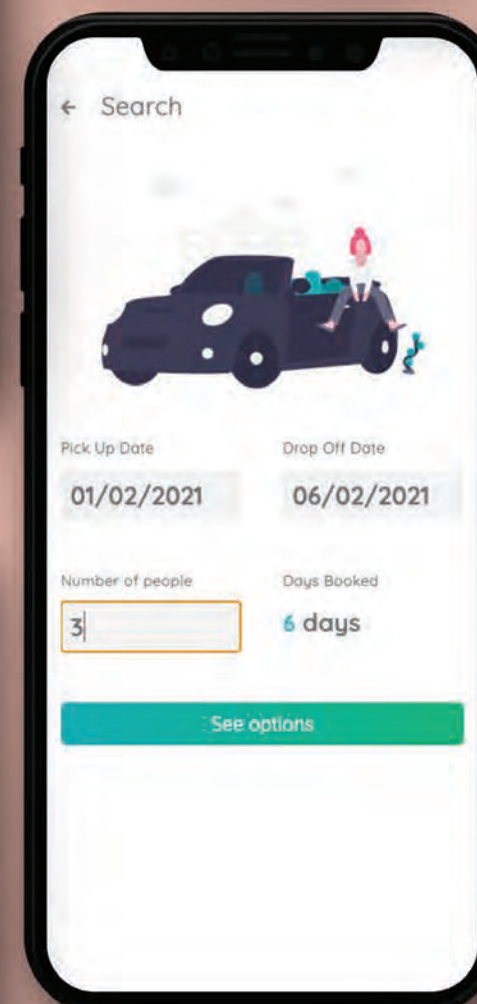
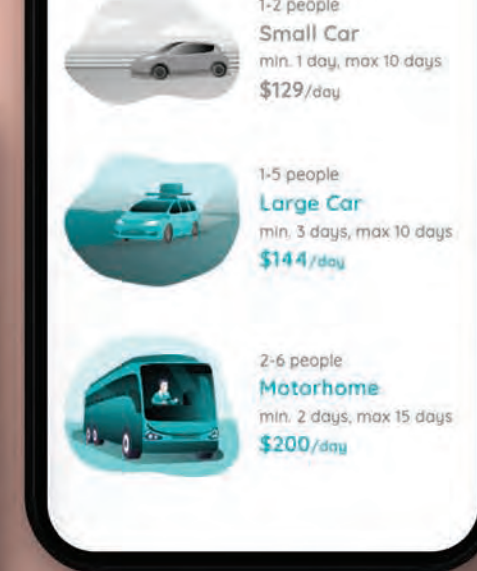
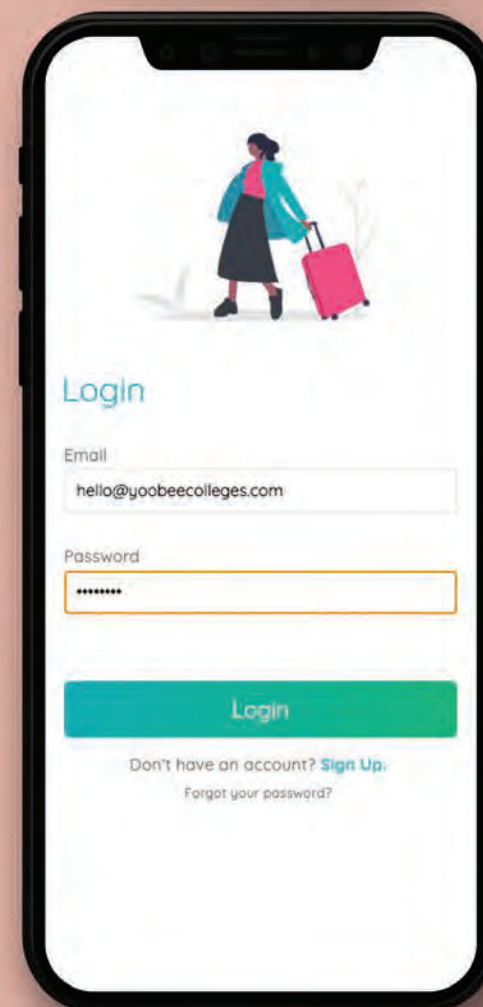
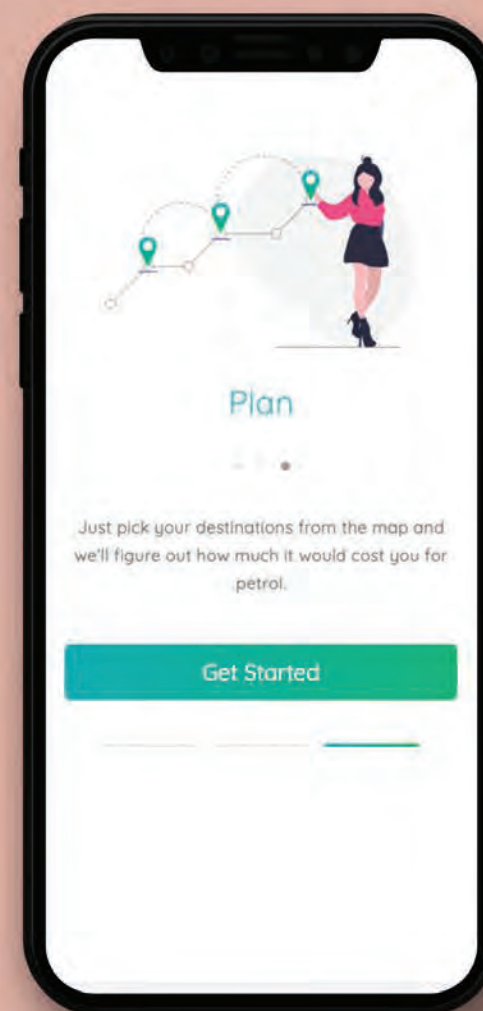
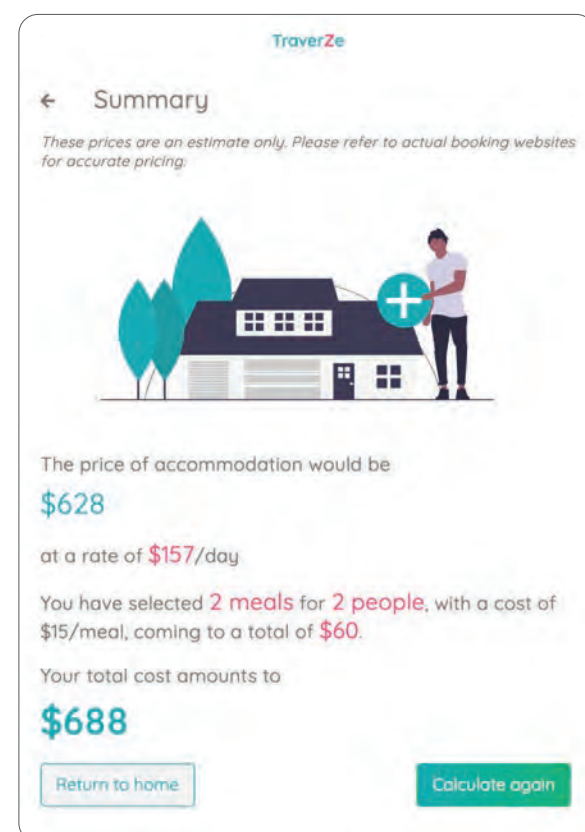
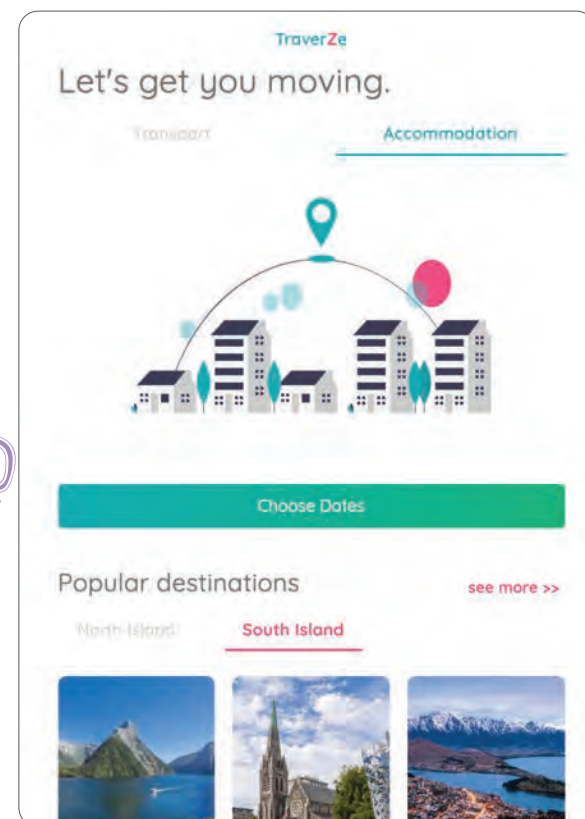
Become multi-skilled marketers by planning and implementing a marketing strategy, launch a campaign, and design collateral, images and videos that a campaign needs.



Who doesn't love a well-designed and easy to use travel app?

Our student Ming Lo designed one using JavaScript.

Just tap in your travel needs and the app will calculate options for you based on the information provided.



WEB & UX STUDENT PROJECT

BACHELOR OF SOFTWARE ENGINEERING

Who is this programme for?

If you want to be a programmer, or get an exciting career in cloud computing, cybersecurity, web & app, game dev, or A.I, our unique computer science degree ticks all the boxes that teaches you with real hands-on projects and gives you guaranteed work experience.

Why study at Yoobee?

A computer science degree with a difference.

Traditional computer science degrees focus on software engineering, programming and mathematics. But Cloud Computing, Artificial Intelligence, Cyber Security, Game Development and Web and App Development are some of the biggest industries worldwide today, which is why these are the focus of our degree.

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.

Our Tech Faculty have built, and continue to build, strong partnerships with leading tech educators and organisations in New Zealand and around the world, boosting our students' skills and graduates' visibility within the tech industry.

This programme is heavily focused on project-based learning so you graduate with real-world skills. Over 50% of course time is dedicated to tutor-led programming, with an additional 15% orientated around group projects.

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

YEAR ONE

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

What will you learn?

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

INTEGRATED STUDIO 1 & 2

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

YEAR TWO

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

What will you learn?

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



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

ARTIFICIAL INTELLIGENCE

- Foundations of data-science

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

- Artificial Intelligence

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

CYBER SECURITY

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



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

CLOUD COMPUTING FUNDAMENTALS

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



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

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

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

What will you learn?

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

INVESTIGATIVE STUDIO 2

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

CAPSTONE PROJECT/INTERNSHIP

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



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OUR TECH PARTNERSHIPS

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

Our Software Development students have access to AWS certifications, IBM Digital Badge Certifications & our cyber security students receive a data-rich digital badge from Cisco Networking Academy to showcase their competence. These are all recognised in the tech industry, enhancing your career opportunities.

CompTIA is the world's largest developer of vendor-neutral IT exams & certifications, validating the skills of our IT Certificate students.

Yoobee's Partnership with IT Professionals allows Yoobee to advocate on behalf of the Education Sector.

See some more of our tech partners below.



MEET A TECH GRADUATE



AARON ELLACOT
– BACHELOR OF
SOFTWARE ENGINEERING

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

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

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

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

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

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

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



ENTRY REQUIREMENTS

Country specific	Bachelor Degree
Argentina	Completion of Trajectos Técnico-Profesionales or Bachiller or Bachillerato
Australia	Successful completion of year 12
Bahrain	Completion of General Secondary Education Certificate (Tawjahiya or Shehadet AIThanawiya)
Bangladesh	Completion of HSC
Brazil	Completion of Diploma de Ensino Médio
Brunei	Completion Brunei/Cambridge GCE A levels or equivalent
Canada	Completion of any Canadian state Diploma including Ontario Secondary School Diploma (OSSD)
Cambodia	Completion of Higher Diploma/ Associate Degree/ Foundation Year Certificate
Chile	Completion of Secondary Education (Grade 12)
China	Bachiller or Bachillerato
Colombia	Satisfactory completion of Bachillerato Academico - 60%
Fiji	Completion of Form 7 (Year 13)
Ghana	Completion of WASSC
Germany	High school completion Year 13 (Abitur or Zeugniß der Allgemein)
Hong Kong	HKDSE
India	Completion of HSC (include SSC board, CBSE Board)
Indonesia	Completion of Senior Secondary School SMA
Japan	HS completion or Secondary School Certificate
Jordan	General Secondary Education Certificate
Kuwait	Completion of General Secondary Education Certificate (Tawjahiya or Shehadet AIThanawiya)
Korea	Completion of Senior Secondary (include Science, special purpose and vocational senior secondary schools)/pass GED
Malaysia	STPM or MICSS or UEC completion
Myanmar	Completion of Upper Secondary School (Basic Education High School Exam/ Matriculation Exam)
Nepal	High School completion
New Caledonia	Completion of Baccalaureate
New Zealand	NCEA Level 3 with University Entrance or equivalent
Nigeria	Completion of SSC or WASSC
Oman	Completion of General Education Diploma
Peru	High School completion
Pakistan	Completion of HSSC/Intermediate
Philippines	Completion of Certificate of Graduation/High School Diploma (Year 12)
Qatar	Completion of Senior School Certificate
Russia	Completion of Certificate of Secondary General Education

Country specific	Bachelor Degree
Samoa	Completion of form 7 / Samoa School leaving certificate
Saudi Arabia	Completion of General Secondary Education Certificate
Singapore	Completion of Cambridge A levels
South Africa	Completion of National Senior Certificate
Sri Lanka	Sri Lankan GCE A levels
Sweden	Upper Secondary School Leaving Certificate
Taiwan	Completion of Year 12 (Senior High School Diploma)
Thailand	Completion of Mathayom 6
United Arab Emirates	Completion of General Secondary Education Certificate
United Kingdom	Completion of Cambridge GCE A levels or equivalent
United States of America	Completion of high school/Pass GED
Vietnam	Completion of Year 12/ Tot Nghiep Pho Thong Trung Hoc
IB	Completion of IB Diploma

Academic Requirements for Bachelor Degree	
	<ul style="list-style-type: none">Completed high school with NCEA University Entrance orequivalent CIE/IB grades orAn appropriate qualification from an overseas secondary school or tertiary institution, deemed by the college to be sufficient for admission into a Bachelor programme.

English Language Requirements for Bachelor Degree	
IELTS	Academic score of 6 with no band score lower than 5.5
TOEFL Internet-based test (iBT)	Score of 60 (with a writing score of 18)
Cambridge English Qualifications	B2 First, or B2 First for schools, or C1 Advanced, or C2 Proficiency with a score of 169. No less than 162 in each skill
OET	Minimum of Grade C or 200 in all sub-tests
NZCEL a) Expiring b) Current	a) Level 4 (Academic) b) Level 4 (Academic)
Pearson Test of English (Academic)	PTE (Academic) score of 50 with no band score lower than 42
LanguageCert	C1 Expert International ESOL Written (LRW) PASS with no less than 25/50 in each skill and Spoken (S) PASS
Trinity ISE	ISE II with no less than distinction in any band

Note 1: The listed outcomes represent the minimum scores or grades for each test or qualification that qualify a student for enrolment at each programme level. Students with higher scores or grades than required for a particular programme level may still enrol at that level. Where the entry requirements for a programme are for a higher English proficiency outcome than is listed in the relevant row of the Table for the programme level in which the student is being enrolled, the student must meet that higher level.

Note 2: All test scores must be from a single report except:

- TOEFL iBT where the test scores must be from a single report for a single test date, and the My best Scores option must not be used
- LanguageCert where the test scores must be from a single report for Written (LRW) and a separate individual report for Spoken (S).

Note 3: New versions of some NZCEL qualifications, and in some cases new qualifications, were published on 13 June 2017. These are intended to replace pre-existing versions and qualifications, which have been given expiring status until discontinued on 31 December 2019.

MASTER OF SOFTWARE ENGINEERING

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

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



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



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



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

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

- IEEE Xplore
- O'Reilly digital media

TRIMESTER ONE

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

What will you learn?

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

TRIMESTER TWO

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

What will you learn?

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

TRIMESTER THREE

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

What will you learn?

- Industry based Capstone Research Project - 60 credits

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

ENTRY REQUIREMENTS

International students must be at least 18 years old when commence the course

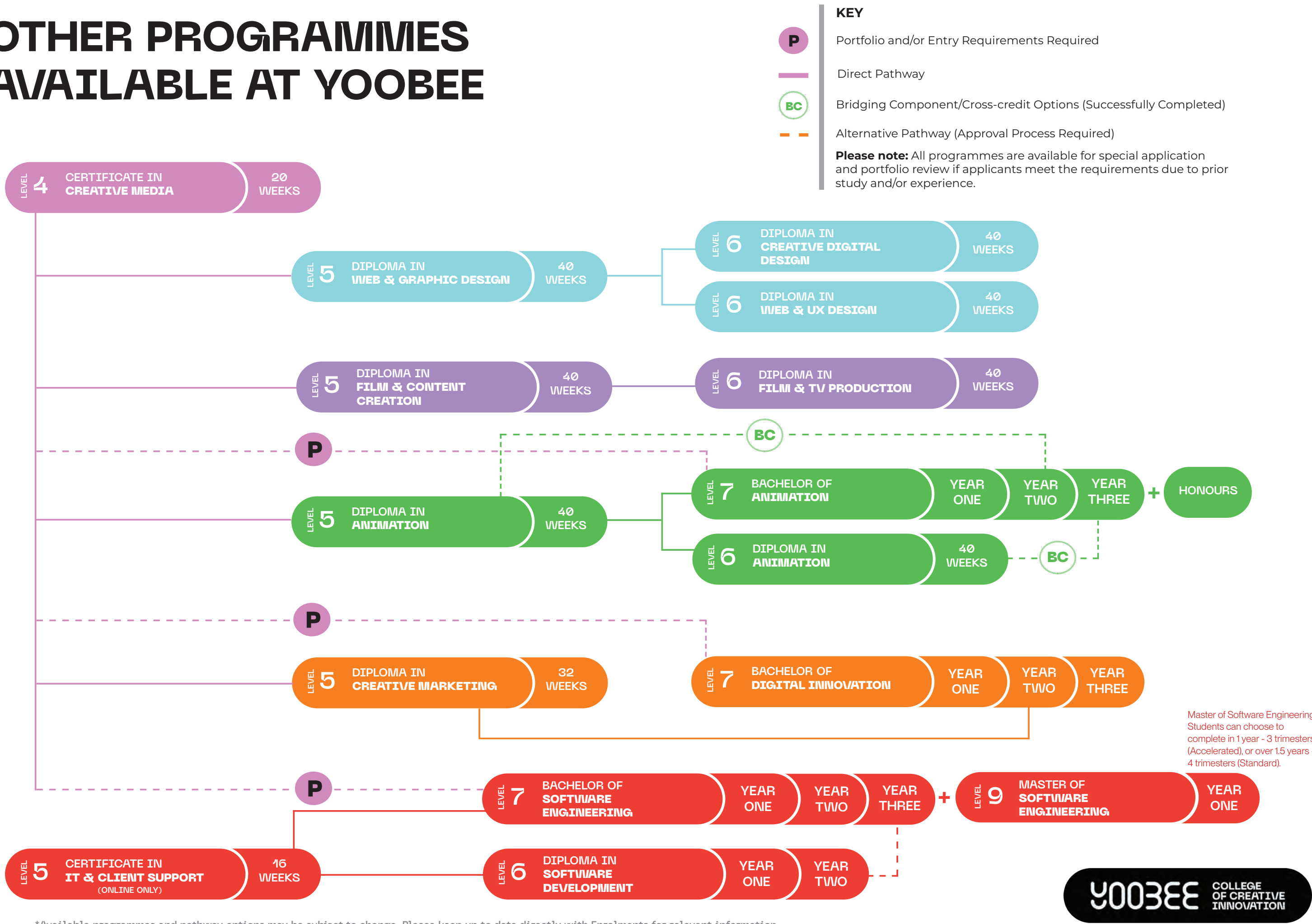
Academic	<ul style="list-style-type: none">• Hold a bachelor's degree in engineering, computer science, information technology, physics, mathematics, business with IT related majors, or related disciplines; OR• Alternatives can be considered:<ul style="list-style-type: none">o 2 – 3 years Diploma programme in above study area with 1-2 years of non-managerial relevant experienceo 5 – 7 years of relevant non-managerial experience or minimum 3-4 years managerial relevant experienceo *Note that any alternative must be referred to the Faculty.• For students who have a bachelor of business degree but have major specified or irrelevant to IT, applications will be referred to the Faculty and additional documents/SOP may be required
English	IELTS 6.5 (Academic) with no band lower than 6.0 or equivalences approved by NZQA

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OTHER PROGRAMMIES AVAILABLE AT YOOBEE



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

SUPPORT ON CAMPUS

Learning Support

Studying overseas is exciting and rewarding – but sometimes it can also be challenging. We are here to provide all the support and care students need to achieve their goals.

The role of the Deans is to support the tutors and teaching staff by monitoring attendance and academic progress, and carrying out disciplinary measures where required. If a teacher has a concern about a student, they talk to their tutor first, followed by the dean if necessary.

Our teachers, tutors and deans work together closely to ensure students are happy and thriving.

International Student Support

International student support officers help students with accommodation, health, course guidance and pathway options, as well as administration issues such as visa renewals, banking and insurance.



Scan to learn more
about international
student support

Industry-standard hardware and software

All our students have full access to industry-standard equipment and facilities.

- Bachelor of Software Engineering: Unity, Unreal, C# programming, Android Studio, mobile apps, ARCore, ARToolKit
- Bachelor of Digital Innovation: A year-long subscription to Adobe (covered by Course Related Costs). Complimentary membership to the Marketing Association of New Zealand while enrolled in this programme.
- Bachelor of Animation: Photoshop, Illustrator, InDesign, Premiere Pro, After Effects, Audition, Animate, Character Animate, Dreamweaver, Autodesk Maya, Autodesk Mudbox, Substance Painter, SynthEyes, GitKraken, XNormal, Sculptris, Audacity

Health and Wellbeing

We have staff trained and registered with Red Cross for minor health and wellbeing issues at the College. If students need further medical treatment, a doctor is available by appointment.

Studentsafe insurance

The Education (Pastoral Care of Tertiary and International Learners) Code of Practice 2021 requires all international students studying in New Zealand to have appropriate health and travel insurance during their period of study.

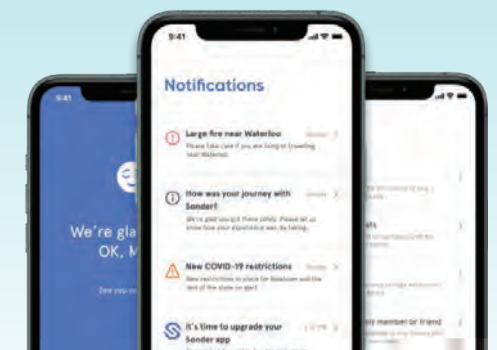
The Code sets out minimum standards of advice and care that international students can expect and provides a procedure that you can follow if you have any concerns about your education providers and agents. Our responsibility for pastoral care of international students under the Code is for the duration of enrolment.

Sonder Student App

We have partnered with Sonder, a 24/7 personal safety and wellbeing service, to support all our international students.

The Sonder app is for personal devices and has a number of features, like "Track My Journey" and "Check On Me", that will help students live and study in New Zealand with confidence – if you are walking alone at night, going on a first date, or meeting up with a stranger to buy or sell goods, for example.

Additionally, if you are feeling stressed, anxious, lonely or simply don't know who to turn to, you can speak to Sonder's multilingual support team anytime via live chat or phone, and they can even send in-person assistance if you need it.

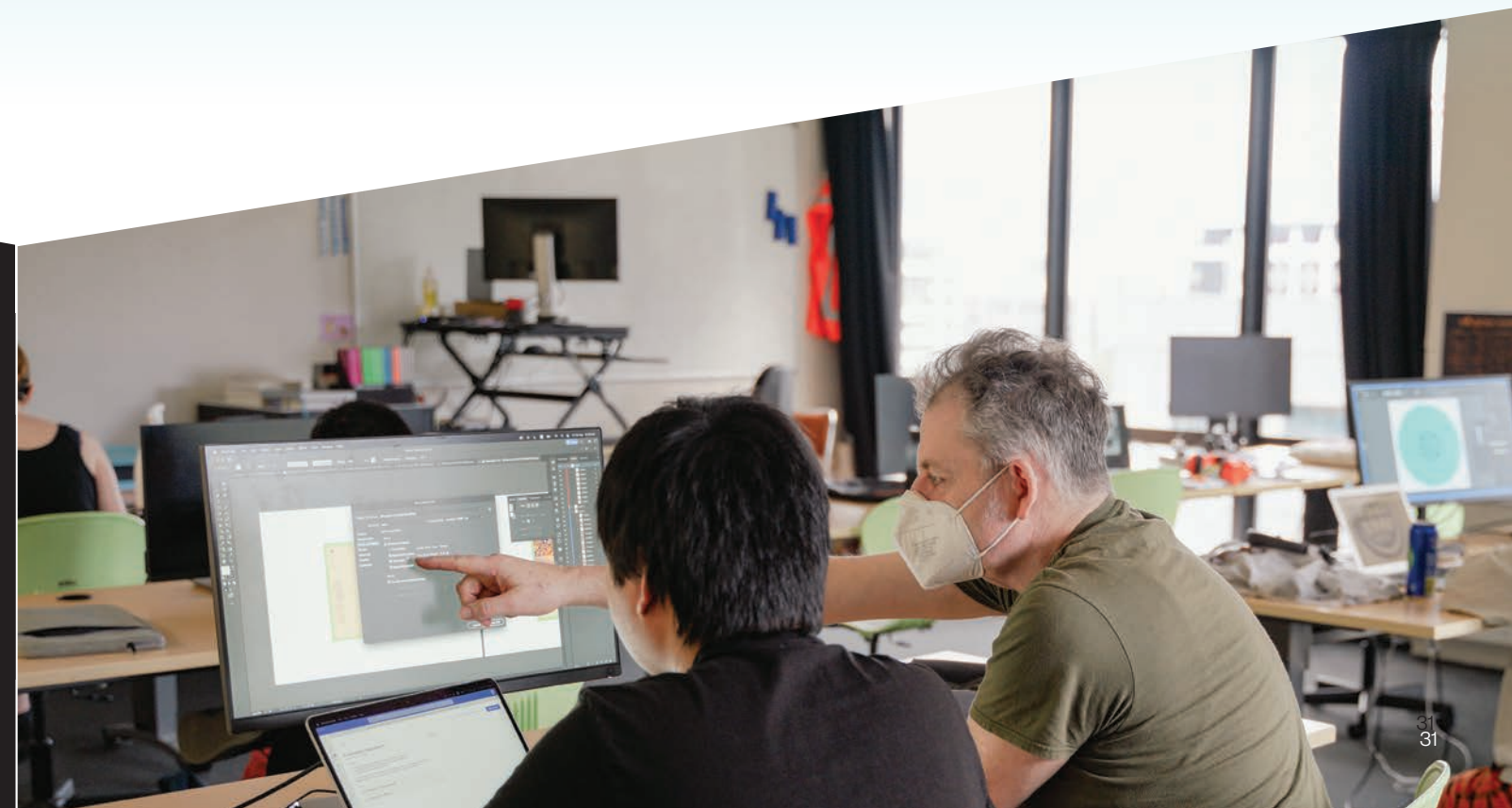


"Living and studying overseas for international students can be challenging. I am here to listen and help students during the time at Yoobee with immigration advice, visa and insurance inquiry, specialised orientation session, assist campuses with pastoral care needs, attendance and academic progress report, other customer services to students.

I am working with internal and external stakeholders to assist international students to achieve excellent outcomes and provide advice and support during student's study period."

ALICIA SU

International Student Support Officer,
Yoobee College of Creative Innovation



ACCOMMODATION

International students over 18 years of age can live in own arranged accommodation. Some accommodation options are popular, so it is wise to apply for your accommodation as soon as you can. NauMai NZ provides you with useful information about accommodation in New Zealand, and Tenancy Services helps you to understand your rights when you rent.

NauMai NZ: <https://naumainz.studyinnewzealand.govt.nz/help-and-advice/housing>

Tenancy Services: <https://www.tenancy.govt.nz/>

For more information about homestay booking and airport pickup services, please contact accommodation@up.education

Homestay

Available to all students, homestay is a great way of experiencing New Zealand culture and practising your English every day.

You will have your own room with a bed, desk, lamp and Wi-Fi, and all meals including breakfast and dinner Monday to Friday, and breakfast, lunch and dinner on weekends and public or school holidays. Laundry is also included.

- All homestays are thoroughly checked - the family is interviewed and the home inspected.
- All homestay providers sign a contract agreeing to rules and standards and undergo a vetting procedure by New Zealand Police.
- All students under 18 are visited in their accommodation quarterly by Authorised accommodation assessors.
- All payments to the homestay provider are made via the UP Education Student Fees Trust
- A 24-hour call centre number is provided in case of emergency

APPLICATION, ACCEPTANCE, PAYMENT AND ENROLMENT

STEP 1

APPLICATION

Visit Enroller, our online enrolment portal, where you will be able to set up your account and manage the entire enrolment process from application through to arrival.

Enroller: <https://enroller.app/up-education/enrolment-application>



Note: Bachelor of Software Engineering Level 7 requires the student to complete an interview - this will be arranged after a conditional offer of place is issued.

Bachelor of Animation Level 7 requires a portfolio for entry assessment, this will be arranged before an unconditional offer of place is issued.

STEP 2

ACCEPTANCE

- Open the unconditional offer that you received from admissions@up.education.
- Read through the Contract of Enrolment and Enrolment Acceptance Form Sign and initial at the requested sessions and send them back to admissions@up.education

STEP 3

PAYMENT

- Open browser on your computer/laptop/mobile/tablet and go to upcolleges.flywire.com
- Change the language if you need by clicking the globe icon on the up-left side of the page.
- Choose the country that you are paying from and type in the NZD amount shown in the invoice on your unconditional offer.
- Follow the on-screen instructions to complete the payment.

STEP 4

VISA APPLICATION

Apply for your student visa online with Immigration New Zealand at <https://www.immigration.govt.nz/new-zealand-visas/apply-for-a-visa>

STEP 5

ENROLMENT

Once your payment is received, you will receive an email from admissions@up.education with your reconfirmation letter.



If you have any questions about the application process, contact the admissions team at
Email: admissions@up.education

A man with dark, wavy hair, glasses, and a goatee is smiling and looking slightly to the right. He is wearing a blue zip-up jacket over a black shirt. The background is a vibrant, abstract composition of pink, yellow, and blue light patterns, with a prominent green, wavy line in the upper right corner. The text 'YOU CREATE THE FUTURE.' is overlaid in large, white, bold, sans-serif capital letters in the bottom left corner. The page number '34' is in the bottom left corner.

**YOU
CREATE
THE
FUTURE.**

34

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Code of Practice for the Pastoral Care of International Students

UP Education, and its schools, is a signatory to The Education (Pastoral Care of Tertiary and International Learners) Code of Practice 2021. Published by the New Zealand Ministry of Education and administered by the New Zealand Qualifications Authority (NZQA), the Code is designed to ensure international students are well informed, safe and properly cared for. Visit: nzqa.govt.nz/the-code

UP Education partners with leading universities in New Zealand and Australia to provide learning pathways to international students, equipping them with the knowledge, skills and confidence to excel at English-language universities.

Every effort was made to present accurate information in this 2023 Yoobee Higher Education Course Guide at the time of publication 16 May 2023.

UP Education reserves the right to change information without notice where this is considered necessary or desirable.



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youtube.com/@yoobee_colleges



instagram.com/yoobeecolleges



All enquiries and applications to:

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Auckland, 1010

P: +64-9-307 5399

E: international@up.education

W: yoobee.ac.nz

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