

YOO3EE COLLEGE OF CREATIVE INNOVATION

YOU



NEW ZEALAND.COM  
Licence No.100750

CREATE



2024 INTERNATIONAL STUDENTS COURSE GUIDE

THE

FUTURE

# YOOBEE COLLEGE OF CREATIVE INNOVATION

## 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

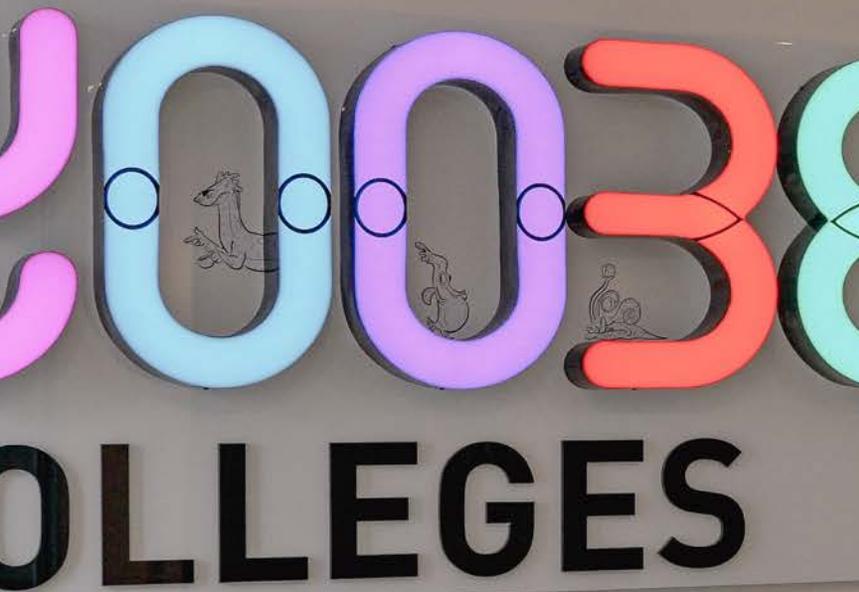




Yoobee Colleges has been recognised as **one of the top creative schools of 2023 in Production Excellence – 2D Animation**.

This award is bestowed upon schools that excel in teaching the intricate art of 2D animation and shine in nurturing a collaborative team environment, particularly evident in the exceptional results achieved by their students in the creation of compelling short films.

Find out more at <https://www.therookies.co/schools/rankings/2023>



## Contents

- 4 Welcome to New Zealand
- 6 Yoobee College of Creative Innovation
- 7 The Yoobee Way
- 8 Why study at Yoobee?
- 9 Study Options & Fees and Intakes
- 10 Pathways Chart
- 12 Bachelor of Software Engineering (L7)
- 14 Master of Software Engineering (L9)
- 16 Bachelor of Digital Innovation (L7)
- 18 Bachelor of Animation (+Honours) (L7)
- 20 Diploma in Animation (L5)
- 22 Diploma in Digital Design  
- Web & Graphic Design (L5)
- 23 Diploma in Creative Digital Design (L6)  
Diploma in Web & UX Design (L6)
- 24 Diploma in Film and Content Creation (L5)
- 25 Support on campus
- 26 Entry requirements
- 28 Scholarships and Accommodation
- 29 How to apply

# 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.

## 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.





Active, healthy lifestyle



Strong ethnic communities



1st in the world for work-life balance\*



Low unemployment, rising wages



#2 safest country in the world\*\*



Uncrowded and only 5 million people



Natural open living environments



Similar in size to Japan & United Kingdom

\*Global employment company, Remote

\*\* Most Peaceful Countries 2022 - World Population Review

## 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



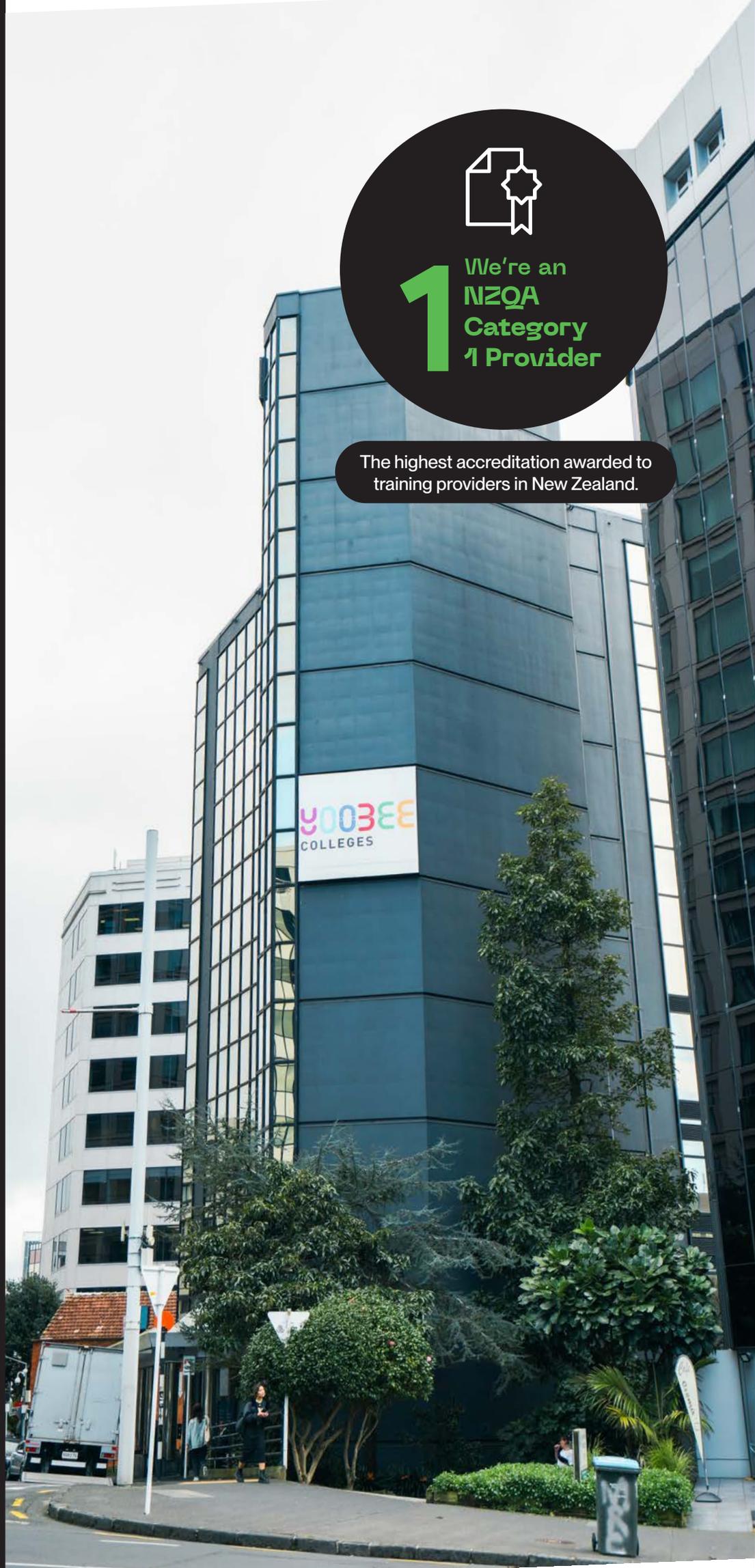
**1**

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



**1** We're an NZQA Category 1 Provider

The highest accreditation awarded to training providers in New Zealand.



# 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.

# 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.



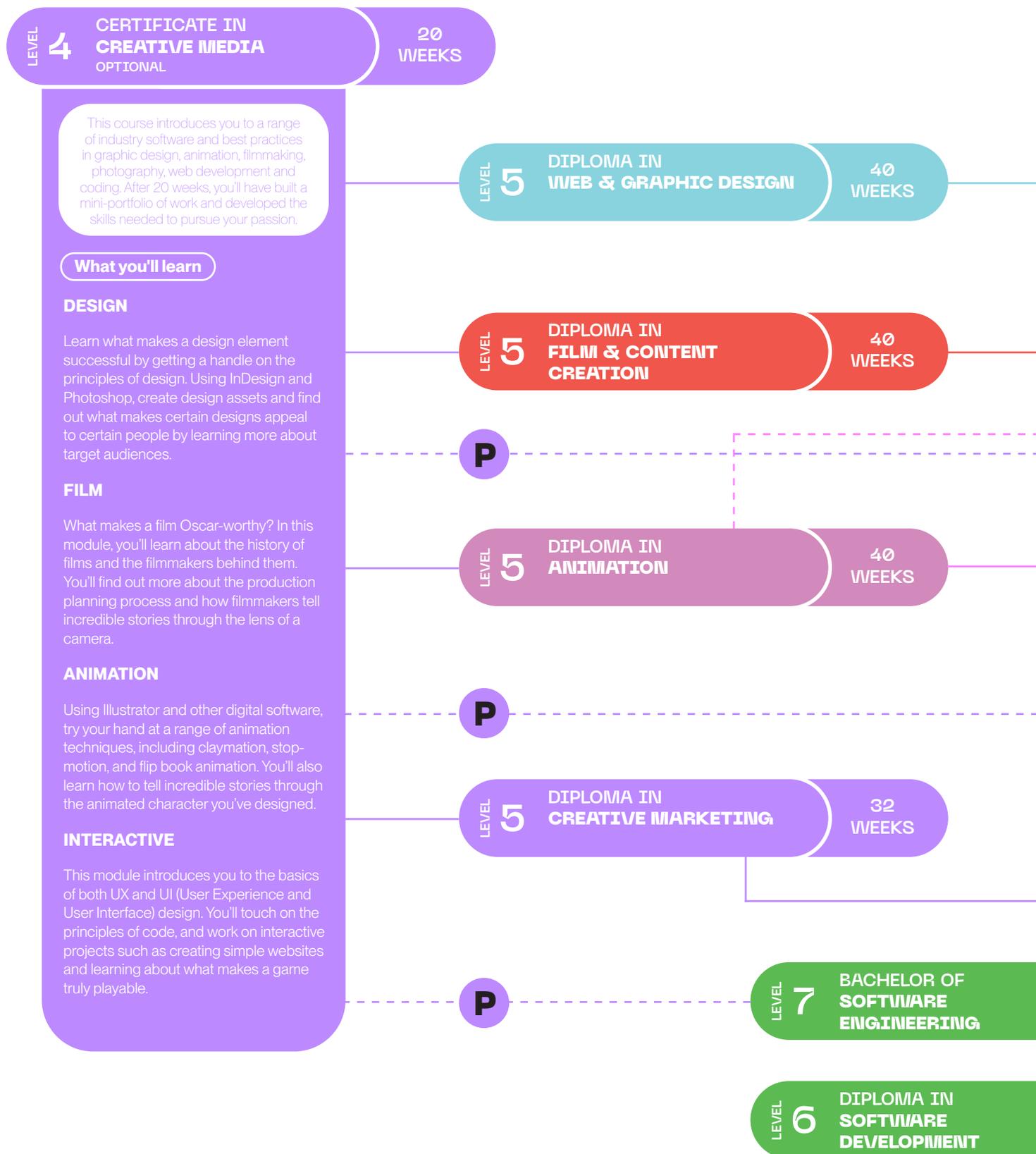
# STUDY OPTIONS

COURSE TITLE	NZQA LEVEL	QUALIFICATION	DURATION	CAMPUS	TUITION FEE	RESOURCE FEE
<b>FOUNDATION</b>						
Certificate in Creative Media	4	New Zealand Certificate in Digital Media and Design (Level 4)	19 weeks	Auckland City, Wellington, Christchurch	\$12,500	\$950
<b>ANIMATION</b>						
Diploma in Animation	5	New Zealand Diploma in Animation (Level 5)	40 weeks	Auckland City, Wellington	\$24,500	\$2,000
New Zealand Diploma in Animation	6	New Zealand Diploma in Animation (Level 6)	40 weeks	Auckland City	\$24,500	\$2,000
Bachelor of Animation (Additional Honours year)	7	Bachelor of Animation	3 years (additional 1 year for Honours)	Auckland City, Wellington, Christchurch	Year 1: \$30,000 Year 2: \$25,500 Year 3: \$25,500	Year 1: \$2,500 Year 2: \$2,500 Year 3: \$2,500
<b>DESIGN</b>						
Diploma in Digital Design (Web and Graphic Design)	5	New Zealand Diploma in Digital Media and Design (Level 5)	40 weeks	Auckland City, Wellington, Christchurch	\$24,500	\$2,000
Diploma in Creative Digital Design (Pathway to Victoria University of Wellington Available)	6	New Zealand Diploma in Digital Media and Design (Level 6)	40 weeks	Auckland City, Wellington, Christchurch	\$24,500	\$2,000
Diploma in Web and UX Design	6	New Zealand Diploma in Web Design and Production (Level 6)	40 weeks	Auckland City	\$24,500	\$2,000
<b>DIGITAL INNOVATION</b>						
Diploma in Creative Marketing	5	New Zealand Diploma in Digital Media and Design (Level 5)	32 weeks	Auckland City	\$24,500	\$2,000
Bachelor of Digital Innovation	7	Bachelor of Digital Innovation	3 years	Auckland City, Wellington, Christchurch	Year 1: \$24,000 Year 2: \$20,400 Year 3: \$20,400	Year 1: \$2,000 Year 2: \$2,000 Year 3: \$2,000
<b>TECHNOLOGY</b>						
Diploma in Software Development	6	New Zealand Diploma in Software Development (Level 6)	2 years	Auckland City, Wellington, Christchurch	Year 1: \$24,500 Year 2: \$20,825	Year 1: \$2,000 Year 2: \$2,000
Bachelor of Software Engineering	7	Bachelor of Software Engineering	3 years	Auckland City, Wellington, Christchurch	Year 1: \$24,000 Year 2: \$20,400 Year 3: \$20,400	Year 1: \$2,500 Year 2: \$2,500 Year 3: \$2,500
Master of Software Engineering	9	Master of Software Engineering	1 year (45 weeks)	Auckland City	\$36,000	\$2,000
<b>FILM</b>						
Film and TV Sets: Introduction to the Art Department	4	New Zealand Certificate in Arts and Design (Level 4)	19 weeks	Auckland City	\$12,500	\$950
Diploma in Film and Content Creation	5	New Zealand Diploma in Screen Production (Level 5)	40 weeks	Auckland City, Wellington, Christchurch	\$24,500	\$2,000
Diploma in Screen and Stage Acting	5	New Zealand Diploma in Drama (Level 5)	40 weeks	Auckland City	\$24,500	\$2,000
Diploma in Film and TV Production	6	New Zealand Diploma in Screen Production (Level 6)	40 weeks	Auckland City, Wellington, Christchurch	\$24,500	Year 1: \$2,000
Diploma in Drama (Screen Acting)	6	New Zealand Diploma in Drama (Level 6)	2 years	Auckland City	Year 1: \$24,500 Year 2: \$20,825	Year 1: \$2,000 Year 2: \$2,000

Note: International Tuition and Resource fees are in New Zealand Dollars and include GST. Fees are subject to change and UP Education reserves the right to change this information at any time. Courses are delivered by Yoobee College of Creative Innovation, which is one of the trading names for the registered PTE Yoobee Colleges Limited (NZQA Category One Private Training Establishment provider). Your enrolment is with Yoobee Colleges Ltd and your qualification is issued by Yoobee Colleges.

Please refer to our website for the most updated information [yoobee.ac.nz](http://yoobee.ac.nz)

# PATHWAYS CHART



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

**KEY**



Portfolio and/or Entry Requirements Required



Direct Pathway

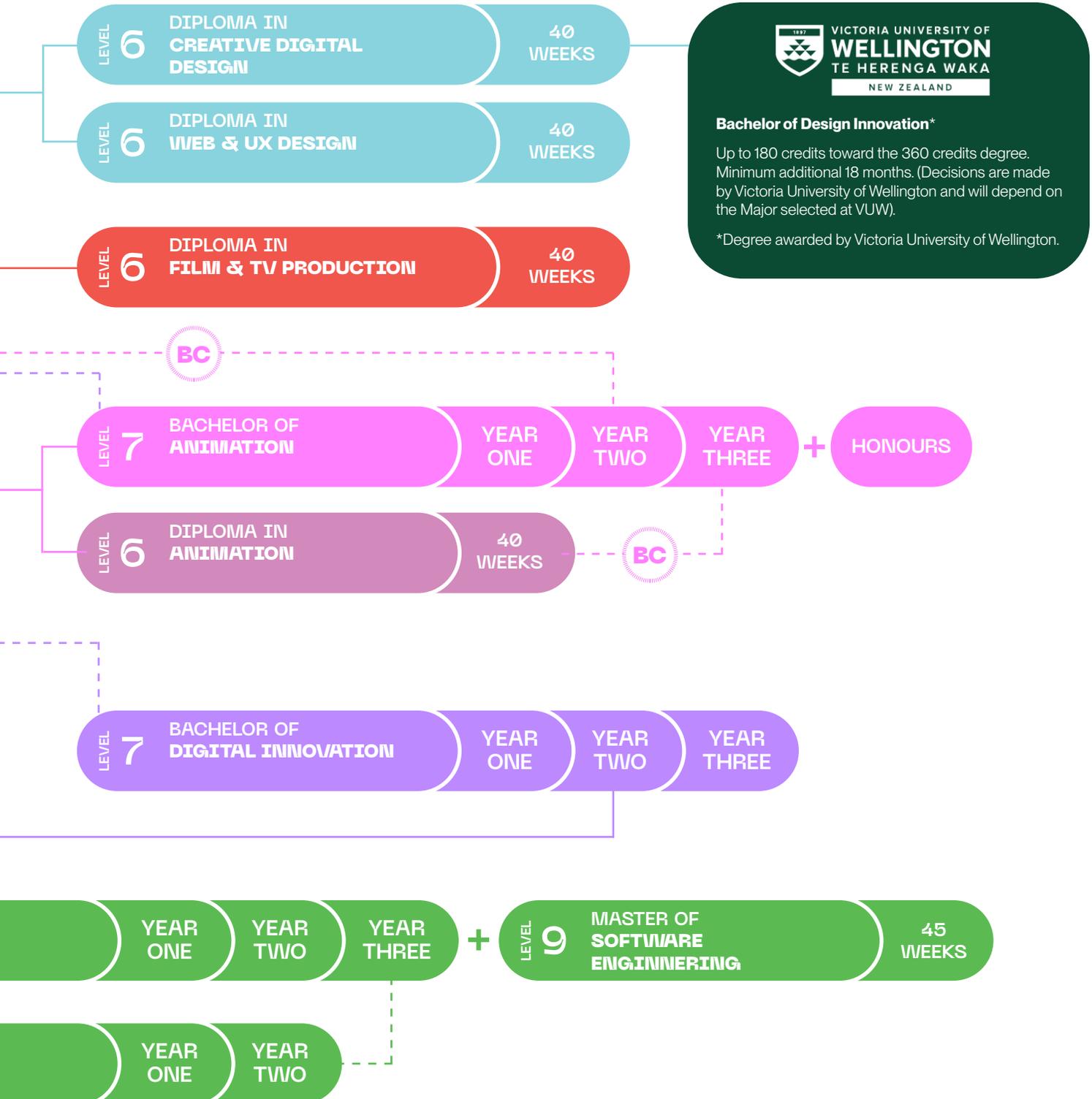


Bridging Component/Cross-credit Options (Successfully Completed)



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.



# BACHELOR OF SOFTWARE

# ENGINEERING

LEVEL 7

**Duration: 3 years**

## 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?

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.



SCAN TO  
APPLY NOW

Alex Bartlett's game, *Petal to the Metal*, won the Student Slice at the NZ Games Festival annual awards show called The Pavs.

When Alex set out to design the game, he wanted to remove the frustration of the death reset (the 'lose condition'). But it wasn't as easy as he expected.

The style of the game was pixel art, something Bartlett got into in high school.

**ALEX BARTLETT**  
– GAMES PROGRAMMER, METAL WEAVE GAMES

## 1 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 you'll 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.

## 2 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 you'll 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.



Snowboarding game created by James Beuvink, Bachelor of Software Engineering

## 3 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 you'll 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.

# MASTER OF SOFTWARE

## ENGINEERING

LEVEL 9

**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.



SCAN TO  
APPLY NOW



**Duration: 1 year**

3 trimesters



**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 Computer Society Digital Library
- O'Reilly digital media

## 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 beside.



Spark<sup>nz</sup>

DATAKOM



facebook

## 1 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 you'll learn

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

## 2 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 you'll learn

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

## 3 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 you'll 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.



WATCH WHAT OUR STUDENTS SAYING



# BACHELOR OF

# DIGITAL INNOVATION



SCAN TO  
APPLY NOW

LEVEL  
7

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

**Duration: 3 years**

### 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**

### 1 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 you'll learn

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

### 2 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 you'll 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)
<b>Digital Marketing</b>	Digital Marketing	Social Marketing Platform
<b>Advertising + Communication</b>	Digital Advertising	Creative Strategies
<b>Data Analytics</b>	Social Marketing Science	Digital Platform Analytics

### 3 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 you'll 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



JUST ASK  
JUST LISTEN.

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.

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

# DIPLOMA IN

# CREATIVE MARKETING

LEVEL 5

**Duration: 32 weeks**

#### Why study at Yoobee?

This course isn't about endless theory. We'll teach you real skills in how to develop creative assets and how to launch them through planned, multi layered campaigns. This means you can promote yourself as a one stop shop marketer to SME's and organisations who are crying out for people who can do it all.

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.

#### What you'll learn

- Fundamentals of Design
- Web and Graphic Design
- Storytelling and Content Creation
- Consumer Behaviour
- Marketing Foundations and Digital Marketing
- Introduction to Entrepreneurship
- Developing a successful campaign

**>> Next course:**

**Year 2 Bachelor of Digital Innovation (Level 7)**

# BACHELOR OF ANIMATION

## (+HONOURS)

LEVEL 7



**Duration: 3 years (+1 year 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.



SCAN TO  
APPLY NOW

"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

- 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.

### 1 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 you'll 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



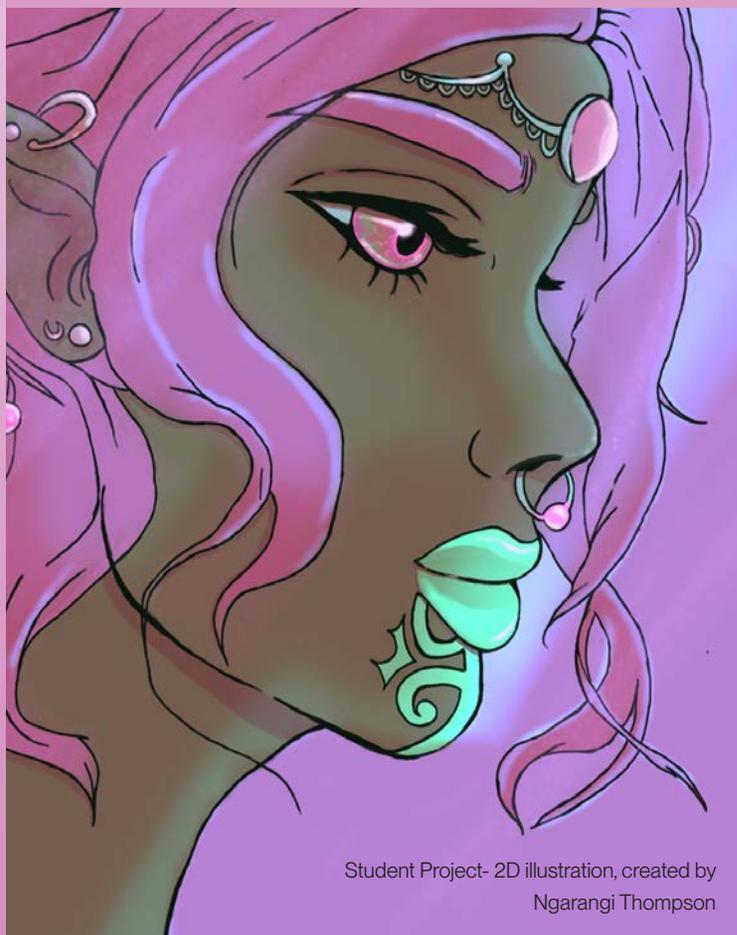
Student Work - Leopard painting created by  
Cayleen Bester

## 2 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 you'll 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

## 3 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 you'll 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.

## 4 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.

# DIPLOMA IN ANIMATION

LEVEL 5

**Duration: 40 weeks**

## Why study at Yoobee

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 modelling and VFX.

It's here that you'll also learn the nuts and bolts of 2D animation methods like movement and dialogue, and build up your knowledge of animator 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!

## What you'll learn

### FOUNDATIONS

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

### DIGITAL PRODUCTION

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

### KEY ANIMATION

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

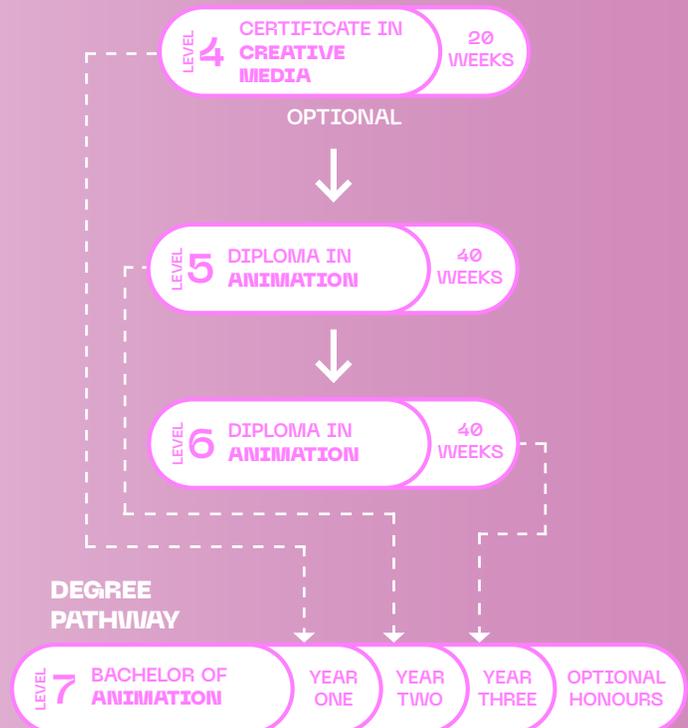
### FINAL IMAGE

Aesthetic appeal is the focus for this module. You develop your composition skills, and further develop in texturing, lighting and rendering concepts to produce final images and image sequences for animation. You'll learn how to pay close attention to mood, atmosphere and composition of your final image, creating animation to industry standard.

## >> Next course:

**Diploma in Animation (Level 6) OR  
Year 2 of Bachelor of Animation (Level 7)**

## PATHWAYS TO YOUR ANIMATION CAREER



Student Project - 2D Animation short film created by Linden Watkinson, Holly Newton, Marguerite Kercher and Polina Tsyinka

# 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

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

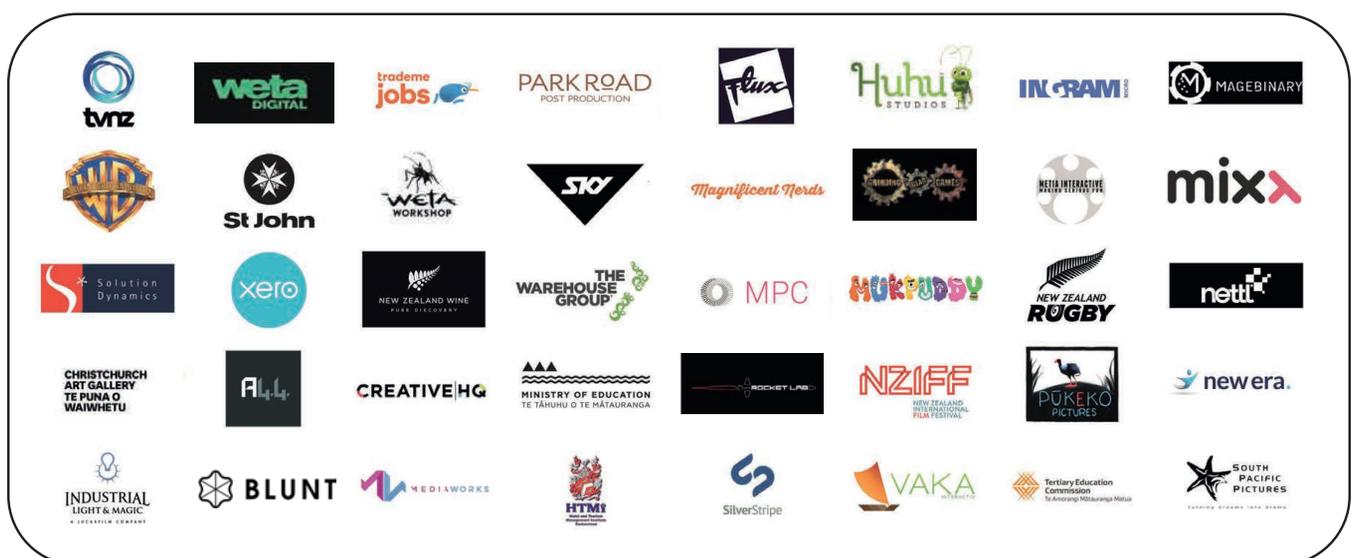
+your reasons for wanting to enrol in this programme

+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.

Our Animation graduates are working in amazing studios and organisations all over the world.

Here are just some of them...



# DIPLOMA IN DIGITAL DESIGN

## – WEB AND GRAPHIC DESIGN

LEVEL 5

Ever thought about how everything you see on a screen is just a bunch of zeroes and ones? Turning those into something beautiful and user-friendly is the craft of the designer.

**Duration: 40 weeks**

### Why study at Yoobee?

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 modules 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 or entering industry.

### What you'll learn

#### DESIGN FOUNDATION

These core skills are a must for any aspiring designer. Get the skinny on current industry processes so you can hit the ground running once you nail a job.

#### WEB DESIGN

A functional, responsive website is a beautiful thing. Find out how to make one for tablet and smartphone using WordPress, HTML and CSS.

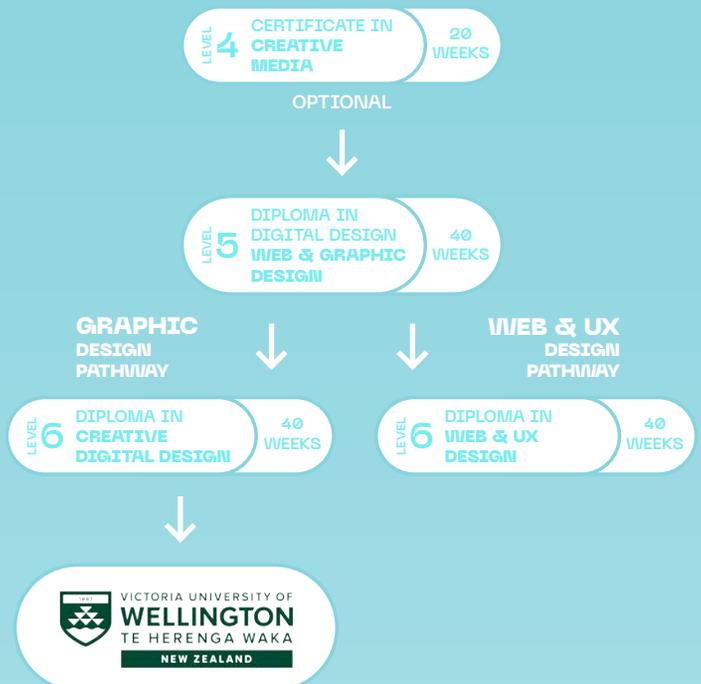
#### GRAPHIC DESIGN

Master the skills to create a standout range of professionally-crafted documents for the print and digital world.

#### INTERFACE DESIGN

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

## PATHWAYS TO YOUR DESIGN CAREER



### Bachelor of Design Innovation\*

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

\*Degree awarded by Victoria University of Wellington.



Student Project - Merchant Market branding designed by Amber Dempsey

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

### DIPLOMA IN

### CREATIVE DIGITAL DESIGN

LEVEL 6

Duration: 40 weeks

#### What you'll learn

##### BRANDING

Discover how branding and identity influence consumers' views of products and services and create a range of visual assets, including print, screen, public advertising and uniforms.

##### INFORMATION DESIGN

Learn to design publications that speak clearly to a target audience. Work with typography, layout and visual components to create deliverables that are bang on the money.

##### PRODUCT LAUNCH

We'll take you through the process step by step, kicking off with creation of deliverables, and working our way through bar-coding, QR codes, product photography, dielines, packaging and printing. We'll even show you how to access crowdfunding.

##### EVENT

Create the visual and experiential elements of an event through experimentation and research of way-finding, user experience, and the creation of inspired and effective digital and print collateral.

>> Next course: Bachelor of Design Innovation (Level 7) at Victoria University of Wellington

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

### DIPLOMA IN

### WEB AND UX DESIGN

LEVEL 6

Duration: 40 weeks

#### What you'll learn

##### UX DESIGN

Master the basic principles of UX design and gain an insight into new and emerging HTML5 technologies and current industry-standard JavaScript libraries.

##### FOUNDATION CODING

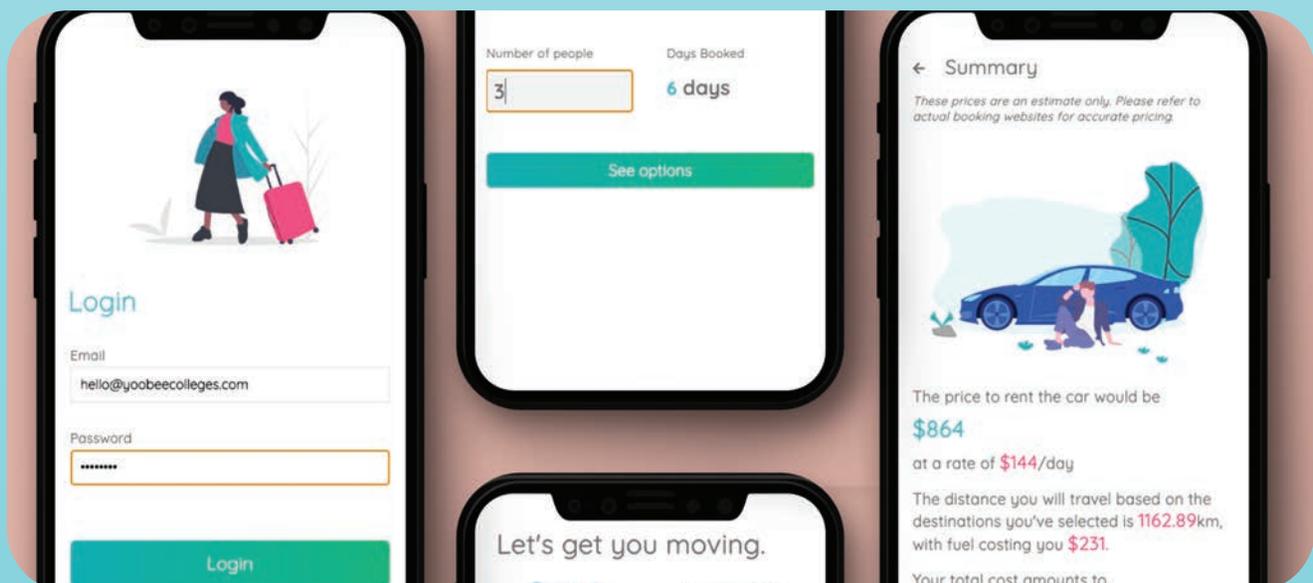
Learn basic programming principles which lay a foundation for developing interactive web interfaces. Learn how to create applications which perform well and use industry-standard code libraries to produce top-quality interfaces.

##### APPLICATION DEVELOPMENT

Work with third-party applications to retrieve and manipulate data, making your apps easy to understand and intuitive to use. Work with agile methodology in a collaborative environment and discover how to use a complete JavaScript framework to create dynamic projects.

##### CONTENT MANAGEMENT SYSTEMS (CMS)

Most websites are created using a CMS, and what sets a developer apart is their ability to create something individual from a stock-standard system- which is exactly what you'll learn here.



Student Project - A travel app designed by Ming Lo using JavaScript

# DIPLOMA IN

# FILM AND CONTENT CREATION

LEVEL 5

**We live in a world where content is king, and there is growing demand for end to end content creation skills.**

**Duration: 40 weeks**

## Why study at Yoobee?

Starting with the processes and principles for creating screen content; you will learn how to develop the bones of a great piece of content. Studying storyboarding, locations, and art direction among others.

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 5-8 minute piece, where you'll have the opportunity to collaborate with peers across each other's projects.

This course is industry-focused, meaning you'll graduate with a broad toolkit that can set you ahead of the pack!

## What you'll learn

### FOUNDATIONS OF CONTENT CREATION

First up you'll be introduced to all the processes and principles for creating, planning and producing screen content.

### DEVELOPING CREATIVE CONTENT

Next you'll learn to develop the bones of a great piece of content including the set-up of the story. Learn basic scriptwriting and storytelling techniques, storyboarding and shot listing, as well as planning and managing locations used within your piece of content. You'll also learn the basics of art direction and how to direct factual and dramatic content.

### PRODUCING CREATIVE CONTENT

Then you'll learn the ins and outs of how to produce content:

- Camera work: Learn creative and technical skills in camera work including how to use different types of camera, specific camera angles and multi cam shooting
- Lighting: How to professionally light a set
- Audio: How to record audio and audio mixing using Adobe Audition
- Editing: How to edit your shots using Adobe Premiere, add graphics and some visual effects skills using After Effects, and sweeten your sound with Adobe Audition
- Scripting & Directing: You'll script and direct several pieces of content including a television commercial, a music video, and a short form drama.

### INTERFACE DESIGN

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

### CREATING YOUR OWN SCREEN CONTENT PROJECT

Everything you have learned will culminate in an end of year project where you'll produce a 5-8 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.

**>> Next course: Diploma in Film and TV Production (Level 6) (40 weeks)**

Gerard Johnstone, Invercargill-born South Seas graduate, has made international headlines with his most recent film, M3gan, which has become a Hollywood box office hit.

The Universal Pictures film was released in the United States earlier this month and grossed \$US30.2 million (\$NZ47.3 million) in its opening week, nearly triple the amount of its \$US12 million budget.

On the international stage, Johnstone's film has raked in \$US14.8 million, raising its revenue to about \$US45 million.

**GERARD JOHNSTONE**  
– DIRECTOR, WRITER



# SUPPORT ON CAMPUS



SCAN TO LEARN MORE ABOUT INTERNATIONAL STUDENT SUPPORT

## 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.

## 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.

## 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.



SCAN TO LEARN MORE ABOUT NEURODIVERSE AND DISABLED LEARNER SUPPORT



"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

# ENTRY REQUIREMENTS

Academic Entry Requirement						
	Certificate in Creative Media (Level 4)	Certificate in Arts and Design (Level 4)	Diploma in Creative Marketing (Level 5)	Diploma in Film and Content Creation (Level 5)	Diploma in Digital Design (Web and Graphic Design) (Level 5)	
New Zealand	Completed NCEA Level 2 or equivalent level achieved from international curriculum					
India	Year 11 completion					
China	Senior Year 2 completion					
Sweden	Year 11 completion					
Thailand	Matayom 5					
South Korea	High school certificate Year 2					
	Diploma in Animation (Level 5)	Bachelor of Animation	Diploma in Software Development (Level 6)	Bachelor of Digital Innovation - Paetuku Au aha (Paetahi)	Bachelor of Software Engineering	Master of Software Engineering
New Zealand	Completed NCEA Level 3 with credits in a relevant subject or equivalent level achieved from international curriculum					Hold a bachelor's degree in engineering, computer science, information technology, physics, mathematics, business, or related disciplines; OR an acceptable equivalent qualification from a recognized university (or similar) overseas, Mathematics subjects (any subject including the concepts and topics of Linear Algebra, Vector, Matrix Multiplication, Graphic Theory, Set Theory and Probability Theory etc.) must be included in your transcript.
India	Year 12 completion					
China	Senior Year 3 completion					
Sweden	Upper Secondary School Leaving Certificate					
Thailand	Matayom 6					
South Korea	High school certificate Year 3					
Other Entry Requirement						
Certificate in Creative Media (Level 4)	Certificate in Arts and Design (Level 4)	Diploma in Creative Marketing (Level 5)	Diploma in Film and Content Creation (Level 5)	Diploma in Digital Design (Web and Graphic Design) (Level 5)		
Have basic computer skills and an interest in design	Complete an interview with a relevant member of staff from Yoobee			Submit a portfolio of creative work to be assessed; Or successfully complete Certificate in Creative Media (level 4)		
Diploma in Animation (Level 5)	Bachelor of Animation	Bachelor of Software Engineering	Master of Software Engineering			
Submit a portfolio of creative work demonstrating your current skills to be assessed. Please find detailed requirement of portfolio on page 21. Or successfully complete Certificate in Creative Media (level 4)		Complete an interview with a relevant member of staff from Yoobee	Have substantial knowledge on programming, preferably in C++/Java/Python; or passing a free online bridging course* offered by Yoobee. OR Alternative entry criteria: 2-3 years Diploma programme in related study areas with 3-4 years working experience in software developing (approval case by case by Head of Faculty).			

SCAN TO LEARN  
MORE ABOUT ENTRY  
REQUIREMENTS



English Entry Requirement						
	Certificate in Creative Media (Level 4)	Certificate in Arts and Design (Level 4)	Diploma in Creative Marketing (Level 5)	Diploma in Film and Content Creation (Level 5)	Diploma in Digital Design (Web and Graphic Design) (Level 5)	Diploma in Animation (Level 5)
IELTS	IELTS 5.5 (General or Academic) with no band lower than 5.0					
NZCEL	Level 3 (Applied)		Level 4 (General) or (Employment)			
TOFEL (iBT)	Score of 46 (with a writing score of 14)					
PTE	PTE (Academic) score of 42 with no band score lower than 36					
LanguageCert	B2 Communicator International ESOL Written (LRW) PASS with no less than 25/50 in each skill and Spoken (S) PASS					
	Bachelor of Animation	Diploma in Software Development (Level 6)	Bachelor of Digital Innovation - Paetuku Au aha (Paetahi)	Bachelor of Software Engineering	Master of Software Engineering	
IELTS	IELTS 6.0 (Academic) with no band lower than 5.5				IELTS 6.5 (Academic) with no band lower than 6.0	
NZCEL	Level 4 (Academic)				Level 5	
TOFEL (iBT)	Score of 60 (with a writing score of 18)				Score of 79 (with a writing score of 21)	
PTE	PTE (Academic) score of 50 with no band score lower than 42				PTE (Academic) score of 58 with no band score lower than 50	
LanguageCert	C1 Expert International ESOL Written (LRW) PASS with no less than 25/50 in each skill and Spoken (S) PASS				C1 Expert International ESOL Written (LRW) HIGH PASS with no less than 25/50 in each skill and Spoken (S) PASS, or  C2 Mastery International ESOL Written (LRW) PASS with no less than 25/50 in each skill and Spoken (S) PASS	

Note 1: This information is to be used as a guide only to determine entrance final admission decision will be made by UP Education admissions team. UP Education reserves the right to change the requirements at any time without prior notice.

Note 2: If your qualification is not acquired from the countries listed above, please visit Yoobee website or contact admissions team at [admissions@up.education](mailto:admissions@up.education) for more information.

Note 3: For other acceptable English equivalences, please visit NZQA website at:

<https://www2.nzqa.govt.nz/about-us/rules-fees-policies/nzqa-rules/approval-recognition-and-accreditation/#e10518>

### \*Online Bridging Course

Yoobee online MSE bridging course is designed for applicants of MSE programme who met the academic entry requirements but do not have sufficient programming background. This is a self-paced online course that students will study at Yoobee online platform. The entire course contains three main topics

- Software Development Principles
- Programming with C++
- Object Oriented Programming

Course length	10-12 weeks recommended
Assessment type	Multi-Choice Questions
Pass grade	80%
Max. Attempts	3 times
Cost	free

# SCHOLARSHIPS

## Undergraduate Courses

If you are a first year student looking to enrol into our On-Campus **Bachelor of Animation, Bachelor of Digital Innovation, Bachelor of Software Engineering**, you could be eligible to receive a scholarship when you meet our requirements.

The scholarship is valued at **25%** of the tuition fee in the first year of bachelor degree courses. Application via email to admissions team is required to receive this scholarship.

**Please note:** 15% progression discount of the annual tuition fee for 2nd year and 3rd year will be automatically applied to your offer letter and it will not be shown as scholarship.

Other Yoobee certificate and diploma courses: the scholarship is value at **15%** of tuition fee. Application via email to admissions team is required to receive this scholarship.



SCAN TO LEARN MORE  
ABOUT SCHOLARSHIPS

## Postgraduate Courses

### ● 25% SCHOLARSHIP FOR MASTER OF SOFTWARE ENGINEERING

The scholarship is valued at **25%** of the tuition fee for **Master of Software Engineering**.

Criteria for eligibility:

- Any student enrolled in 2024 intakes is eligible for application of the scholarship
- Students need to be interviewed by the representative of Yoobee College

### ● 20% SCHOLARSHIP AND \$3,000 NZD DISCOUNT FOR NZCEL + MASTER OF SOFTWARE ENGINEERING

The scholarship is valued at **20%** of the tuition fee and **\$3,000 NZD** discount for **Master of Software Engineering**.

Criteria for eligibility:

- Any student enrolled in 2024 intakes is eligible for application of the scholarship if they used the NZCEL (New Zealand Certificate of English Language) as English evidence to meet the entry requirement condition on the offer letter.
- Students need to be interviewed by the representative of Yoobee College

# 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](mailto: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](mailto: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](mailto:admissions@up.education).

## STEP 3

### PAYMENT

- Open browser on your computer/laptop/mobile/tablet and go to [upcolleges.flywire.com](http://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.

Once your payment is received, you will receive an email from [admissions@up.education](mailto:admissions@up.education) with your receipt.

## 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>

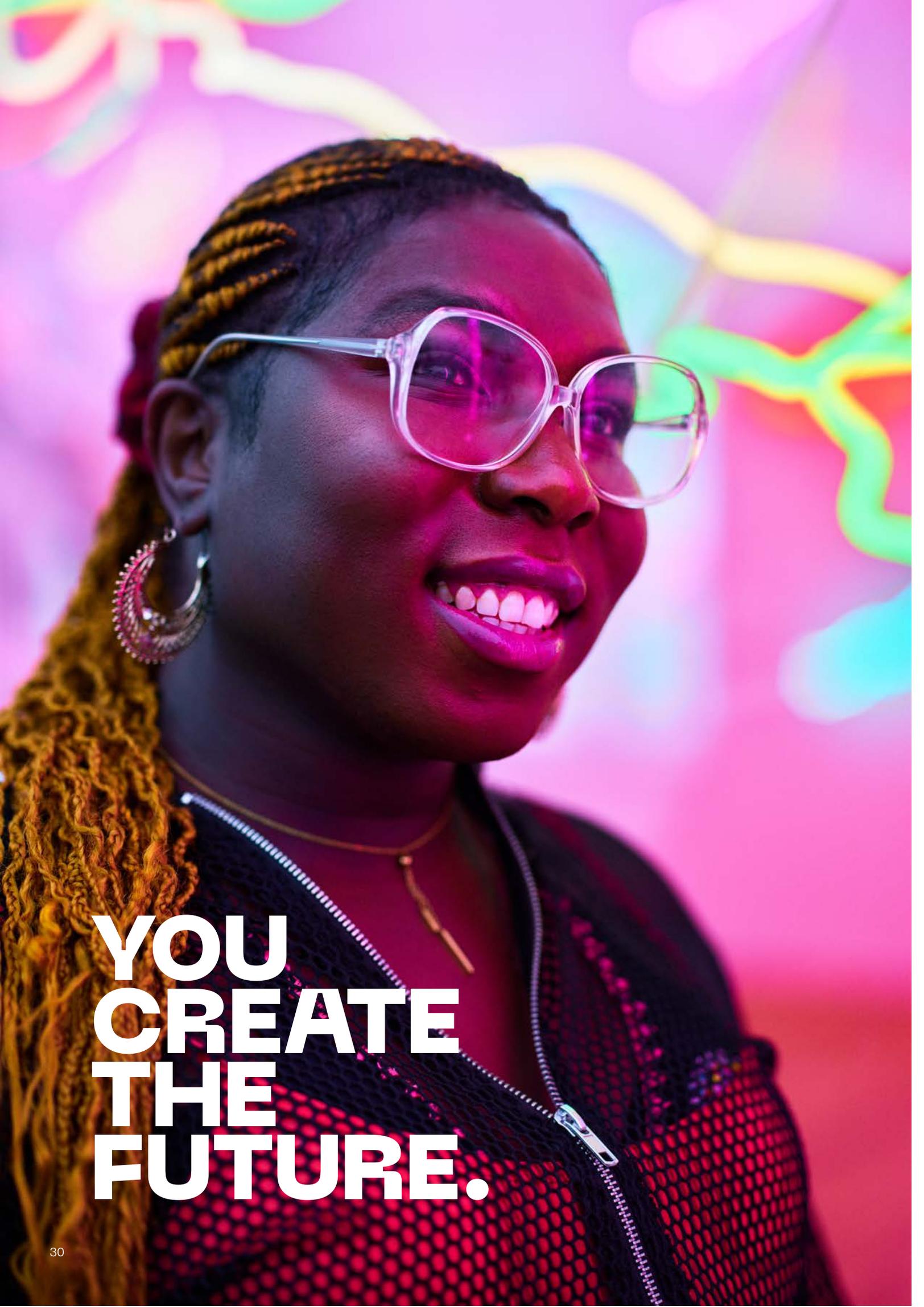
If you are outside New Zealand when you apply for your visa you can choose to pay your tuition fees after your visa has been Approved in Principle (AIP). You must provide a tuition fee receipt after your application has been AIP in order to have your visa granted.

## STEP 5

### ENROLMENT

Once you received your visa, please send it to admissions team and you are good to book your flight ticket to New Zealand. You will receive the pre-arrival pack via email from the campus team once your visa has been received. Please arrive before the orientation date and attend the orientation at campus.

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



**YOU  
CREATE  
THE  
FUTURE.**

# NOTES

A series of horizontal dotted lines for writing notes.

## 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](https://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 2024 Yoobee Higher Education Course Guide at the time of publication 23 January 2024.

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



[facebook.com/YoobeeColleges](https://facebook.com/YoobeeColleges)



[youtube.com/@yoobee\\_colleges](https://youtube.com/@yoobee_colleges)



[instagram.com/yoobeecolleges](https://instagram.com/yoobeecolleges)



### All enquiries and applications to:

Yoobee College of Creative Innovation  
Level 4/3 City Road, Grafton,  
Auckland, 1010

P: +64-9-558 3536

E: [international@up.education](mailto:international@up.education)

W: [yoobee.ac.nz](https://yoobee.ac.nz)

**YOOBEE** COLLEGE  
OF CREATIVE  
INNOVATION