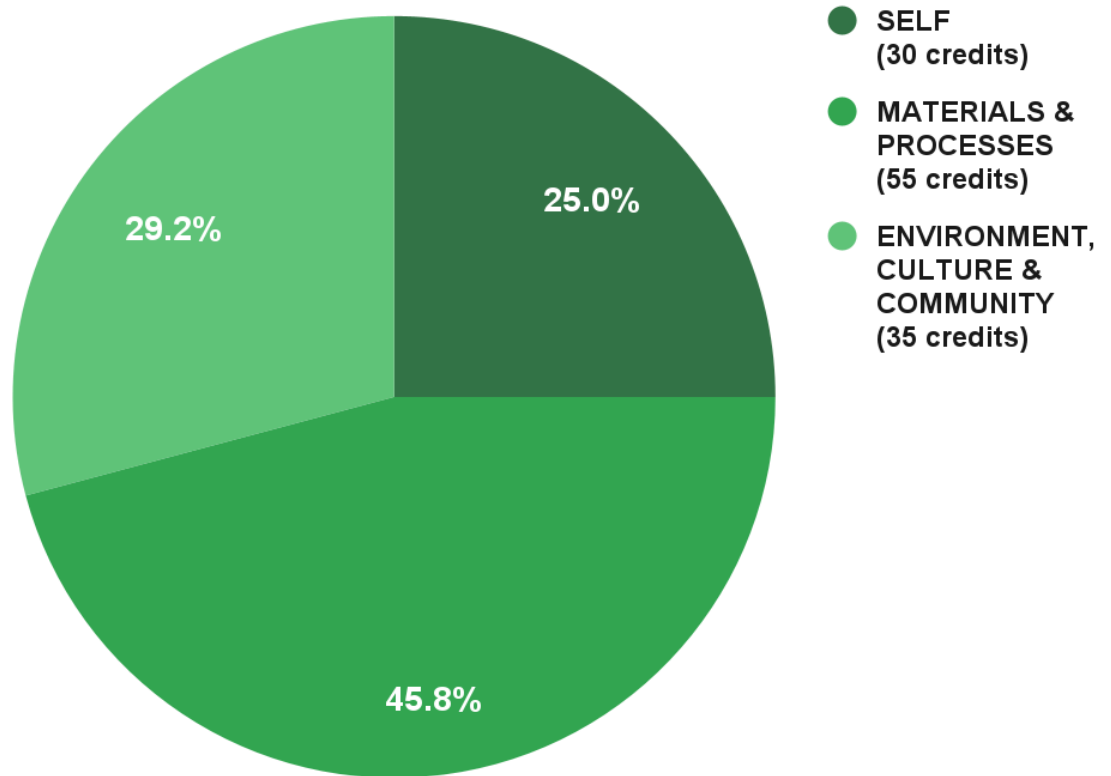


New Zealand Diploma in Creativity (Level 6) - Version 2

Level 6 - Programme Overview



SELF - Summary:

All Levels: Self in relation to whānau, whakapapa and kaupapa.

Level 6: Starting with a basic knowledge of their creative practice, ākonga will deepen their understanding of their intrinsic drivers and creative goals, and know how to effectively express this by presenting and evaluating an original creative project.

MATERIALS & PROCESSES - Summary:

All Levels: Materials & Processes gives ākonga opportunities to explore materials and processes across disciplines.

Level 6: Working independently, and using a broad range of specialised technical skills, tools and processes, ākonga will develop multiple creative projects, choosing one for their final presentation of work.

The original creative project will show the evolution of a theme into a coherent outcome, and show influences from the creative practices of diverse cultures and disciplines.

ENVIRONMENT, CULTURE & COMMUNITY - Summary:

All Levels: Presenting work, communicating with external stakeholders, and professional practice requirements.

Level 6: Ākonga will inform their own creative work with knowledge of creative practices of diverse communities, cultures and disciplines.

They will consider cultural intellectual property when engaging with stakeholders and as part of presenting their work, and understand how their work relates to Te Tiriti o Waitangi.

Ākonga start making and progress by reviewing their work and deciding what to work on next in discussion with their mentor or tutor. The programme is delivered as one course with regular informal mentor/student feedback/feedforward sessions, and a formal Progress Check when 10%, (plus 25% for part time) 50% and 75% (pre completion) of the programme has been completed. One to one guidance from mentors at each feedback/feedforward session keeps each student on track with how they will meet all programme requirements.

Level 6 - Programme Components

L6S – SELF in relation to whānau, whakapapa and kaupapa.

Content

Create a project that demonstrates knowledge of self and navigation of your creative practice through Te Pō and emergence into Te Ao Mārama

- Review and set your goals to align to your overall core drivers.
- Analyse patterns of creativity within different contexts, disciplines and culture in relation to personal creative practice.
- Demonstrate self-driven, work-based (active) research which contributes to creative goals.
- Use chosen materials to initiate original creative projects that reflect your core drivers and creative goals (i.e. your kaupapa).
- Plan work that is informed by and/or involved with the creative practices of different communities, cultures and/or disciplines.

What do I do?

Know and be confident in your creative practice (especially knowledge of your core drivers and creative goals)

- Analyse the patterns of other practitioners working in different contexts (e.g. cultures, disciplines, genre, art movements, businesses, enterprises) and show what you have learnt through your work.
- Use what you have learnt to inspire/influence new innovative work by selecting those elements which best suit your preferences and creative goals. Show and express these using your creative voice.
- Document your use of the Creative Spiral.
- Show how use of the Creative Spiral led to a better understanding of your creative practice (core drivers and creative goals).
- Reflect on your own evaluation and feedback from others. Take steps towards making your practice sustainable.

SELF = 30 credits = 25% of your programme

L6M&P – MATERIALS & PROCESSES give ākonga opportunities to explore materials and processes across disciplines.

Content

- Initiate, visualise and develop multiple projects based on your existing practice, with the intention of choosing at least one for your final presentation.
- Transition/develop from a visualised concept to a practical outcome.
- Evolve outcomes into new creative projects - experiment, test and evolve.
- Develop processes which connect creative activities with your sustainable outcomes.
- Use critical judgement to evaluate ideas and themes, document decisions to show clear evolution of work.
- Show contribution to innovative thinking in different contexts - what is new about what you are making?
- Research creative practices of other cultures and disciplines and apply this knowledge to inform your creative project.
- Research and analyse relevant Māori creative disciplines/practitioners and apply this knowledge to inform your creative project.

What do I do?

Know and be confident in your depth of understanding of processes/methods /themes/materials and techniques within your creative practice

- Make work that shows who you are as a creative.
- Initiate your creative projects by experimenting, testing and evolving ideas using the Creative Spiral repeatedly, documenting each stage.
- Review previous work and consider which specialised skills are needed to develop original creative projects.
- Working independently, use critical evaluation to develop and evolve your creative theme or themes.
- Use active research to learn how the creative practices other communities, cultures and/or other disciplines influence the planning and making of your creative work, including Māori creative practices.
- Take practical steps towards making your practice sustainable.
- Build on the skills you already have so your technical skills become more specialised and targeted towards your own creative goals.

MATERIALS & PROCESSES = 55 credits = 45.8% of your programme

L6EC&C – ENVIRONMENT, CULTURE & COMMUNITY presenting work, communicating with external stakeholders, and professional practice requirements.

Content

Present and evaluate an original creative project

- Engage with chosen audience/followers and expand your network.
- Present work in an external community relevant to your creative practice.
- Communicate with stakeholders. Identify and expand your creative network.
- Plan to meet the creative goals you established earlier in your programme of study.
- Creative project conveys connections to your core drivers and creative goals.
- Practical understanding of intellectual property and copyright laws evident in creative project.
- Plan the creative project taking appropriate consideration of other disciplines, communities and cultures.
- Critically and constructively evaluate/assess feedback from others about the creative project.
- Evaluate and assess your work and/or its presentation in relation to Te Tiriti o Waitangi.

What do I do?

Know and be confident in your understanding of the environment, culture and community that is most relevant for your creative practice

- Put your work in front of your audience and use professional planning methods to implement your project.
- Take an active role in planning, communication, and collaboration with stakeholders.
- Approach professionals in a field or industry which interests you and/or is relevant to your goals. Examples include: coordination of an exhibition, volunteering for an art gallery, assisting with an art class, becoming an active member of an art/writers society, etc. Show letters/emails and other communication.
- Promote your project using media appropriate for your audience.
- Research and discuss relevant legal and ethical requirements that apply to your creative work.
- Critically consider how your creative practice is positioned in relation to relevant Māori creative processes, approaches and cultural values. Research Te Tiriti o Waitangi, looking at its preamble, articles, and application in relevant creative fields. How does your creative project relate to Te Tiriti? Are there any implications or considerations for your work and/or its presentation?
- Present work in mode suitable for creative practice eg Share your work with others (peers and other experts) in an exhibition, on social media or by other appropriate means.

Next steps

- Get feedback on creative project, apply effective critical judgement and evolve your ideas to set creative goals for after your completion of study.
- Consider how you can become an active member of creative communities external to TLC. Plan how you can establish your place in these. What will your next creative project be?

ENVIRONMENT, CULTURE & COMMUNITY = 35 credits = 29.2% of your programme