

The Degree of Master of Virtual Production* (MVirProd – 180 points)

* Subject to CUAP and TEC approval.

These regulations must be read in conjunction with the General Regulations for the University.

1. Version

- (a) These Regulations came into force on 1 January 2026.
- (b) This degree was first offered in 2026.

2. Variations

In exceptional circumstances the Amo Matua, Toi Tangata | Executive Dean of Arts or delegate may approve a personal programme of study which does not conform to these regulations.

3. The structure of the qualification

To qualify for the Master of Virtual Production, a student must be credited with 180 points towards the qualification from courses listed in Schedule C to these regulations.

4. Admission to the qualification

To be admitted to the Master of Virtual Production, a student must have:

- (a) satisfied the Admission Regulations for admission to the University; and
- (b) either:
 - i. qualified for a bachelor's degree in a relevant subject from an Aotearoa New Zealand university, with at least a B average grade at 300 level; or
 - ii. qualified for a bachelor's degree and provided evidence to the satisfaction of the Amo Matua, Toi Tangata | Executive Dean of Arts or delegate of relevant professional or other work experience; or
 - iii. qualified for the Postgraduate Certificate or Postgraduate Diploma in Virtual Production, with a B average grade or better; or
 - iv. been admitted with Academic Equivalent Standing as entitled to enrol for the Degree of Master of Virtual Production; and
- (c) been approved as a student for the degree by the Amo Matua, Toi Tangata | Executive Dean of Arts or delegate.

5. Subjects

The subject for this qualification is Virtual Production.

6. Time limits

The time limits for this qualification are:

- (a) minimum completion time of 18 months
- (b) maximum completion time of 3 years

7. Transfers of credit, substitutions and cross-credits

This qualification adheres to the General Conditions for Credit and Transfer Regulations, with no additional stipulations.

8. Progression

- (a) If a student fails up to 30 points for the Master of Virtual Production degree, they may, with the permission of the Amo Matua, Toi Tangata | Executive Dean of Arts or delegate, repeat that course or courses, or substitute another course or courses of equal weight.
- (b) A student who fails more than 30 points will be withdrawn from the qualification.

9. Honours, Distinction and Merit

This qualification adheres to the General Regulations for the University and may be awarded with distinction and merit.

10. Exit and Upgrade Pathways to other Qualifications

- There is no advancing qualification for this degree.
- A student who has completed the requirements for the Postgraduate Certificate or Postgraduate Diploma in Virtual Production with a B average grade or better, but has not yet graduated, may apply to the Amo Matua, Toi Tangata | Executive Dean of Arts or delegate to be admitted to the Master of Virtual Production and have credits transferred. They must complete such courses as are determined by the Tumuaki Tari | Head of Department and Amo Matua, Toi Tangata | Executive Dean of Arts or delegate.
- A student who has graduated with the Postgraduate Certificate or Postgraduate Diploma in Virtual Production, and achieved a B average grade or better, may apply to the Amo Matua, Toi Tangata | Executive Dean of Arts or delegate to be admitted to the Master of Virtual Production and have their qualification subsumed in accordance with the General Regulations to the University. They must complete such courses as are determined by the Tumuaki Tari | Head of Department and Amo Matua, Toi Tangata | Executive Dean of Arts or delegate.
- A student who has not completed the requirements for the Master of Virtual Production may apply to the Amo Matua, Toi Tangata | Executive Dean of Arts or delegate to be admitted to the Postgraduate Certificate or the Postgraduate Diploma in Virtual Production and have their credits transferred to that qualification.

Schedule C: Compulsory Courses for the Degree of Master of Virtual Production

For full course information, go to courseinfo.canterbury.ac.nz

| Course Code | Course Title | Pts | 2026 | Location | P/C/R/RP/EQ |
|-------------|-------------------------------------|-----|------|-------------------|---|
| DISC611 | Foundations of Virtual Production | 30 | S1 | Campus | P: Permission of the Programme Director. |
| | | | S1 | Distance Learning | |
| DISC612 | Story, Design, and Creative Context | 30 | S1 | Campus | P: Permission of the Programme Director. |
| | | | S1 | Distance Learning | |
| DISC613 | Virtual Production Studio | 30 | S2 | Campus | P: DISC611; and Permission of the Programme Director |
| | | | S2 | Distance Learning | |
| DISC614 | Story Development Studio | 30 | S2 | Campus | P: DISC612; and Permission of the Programme Director |
| | | | S2 | Distance Learning | |
| DISC680 | Virtual Production Major Project | 60 | NO | | P: DISC611, DISC612, DISC613, and DISC614; and Permission of the Programme Director |