Course title	Level	Prerequisites
Business		
BSNS5001 Organisations in an Aotearoa New Zealand Context (15 credits) - Best taken in conjuction with BSN5002.	5	No prerequistes
BSNS5002 Business Environments (15 credits) - Best taken in conjuction with BSN5001.	5	No prerequistes
BSNS5402 Operations Management & Compliance (15 credits)	5	No prerequistes
BSNS5403 Business Planning (15 credits)	5	No prerequistes
BMK671 Marketing Management (15 credits)	6	BSNS5001, BSNS5002 or NZB501, NZB502 or equivalent (Successful completion of alteast one year degree level business/marketing studies)
BMK672 Marketing Applicaions (15 credits)		BSNS5001, BSNS5002 or NZB501, NZB502 or equivalent (Successful completion of alteast one year degree level business/marketing studies)
BMG638 Organisational Behaviour (15 credits)	7	No prerequistes
BMG733 Advanced Human Resource Management (15 credits)	7	BMG633 Human Resource Management or equivalent
BMG734 Strategic Management (15 credits)	7	BMG638 Organisational Behaviour or equivalent
BMG632 Operations Management (15 credits)	7	BSNS5402 or BLM501 or equivalent (Successful completion of alteast one year degree level business/marketing studies)
BUS750 Advanced Business Project	7	RES680 Research methods plus 15 credits at level 7 Accounting or 30 credits at level 6
ACCY5101 Introduction to Accounting and Taxation (15 credits)	5	No prerequistes
ACCY5102 Applied Accounting (15 credits)	5	No prerequistes
ACCY5105 Commercial Law	5	No prerequistes
ACCY6103 Taxation in Aotearoa New Zealand	6	ACCY5101 or equivalent
ACCY6104 Introduction to Finance	6	ACCY5101 Introduction to Accounting and Taxation
ACCY6107 Research Methods	6	No prerequistes
ACCY6105 Data Analytics	6	No prerequistes
ACCY7101 Advanced Management Accounting	6	ACCY6101 or BAC602 or equivalent (Successful completion of alteast two years degree level accounting or finance studies)
ACCY7103 Auditing and Assurance	6	BAC501, BAC502 or equivalent (Successful completion of alteast one year degree level accounting or finance studies)
ACCY7104 Professional Accounting Project	7	Pre-requistes disccused on application

Course title	Level	Prerequisites
Art, Design and Media		
AAD521 Lens-based Media Lab (10 credits)	5	No Prerequisite
AAD522 Lens-based Media Project (10 credits)	5	No Prerequisite
AAD517 Image Lab (10 credits)	5	No Prerequisite
AAD518 Image Project (10 credits)	5	No Prerequisite
AAD519 Critical Studies Lab (10 credits)	5	No Prerequisite
AAD513 Communication Lab (10 credits)	5	No Prerequisite
AAD609 Advanced Critical Studies Lab (10 credits)	6	AAD519 Critical Studies Lab; AAD520 Critical Studies Project or equivalent
AAD611 Professional Practice Lab (10 credits)	6	AAD513 Communication Lab; AAD514 Communication Project or equivalent
AAD601 Advanced Lens-based Media Lab (20 credits)	6	AAD521 Lens-based Media Lab; AAD522 Lens-based Media Project, or equivalent
AAD603 Advanced Digital Art and Design Lab (20 credits)	6	AAD523 Graphic Design Lab; AAD524 Graphic Design Project or equivalent
AAD605 Advanced Object Design Lab (20 credits)	6	AAD525 Object Design Lab; AAD526 Object Design Project or equivalent
AAD607 Advanced Image Lab (20 credits)	6	AAD517 Image Lab; AAD518 Image Project or equivalent
AAD701 Critical Studies (Research) (15 credits)	7	AAD610 Advanced Critical Studies Project or equivalent
AAD702 Critical Studies (Contextualisation) (15 credits)	7	AAD701 Critical Studies (Research) or equivalent
AAD703 Studio Project (60 credits)	7	40 credits Level 6 Studio courses in one studio area or equivalent skills and knowledge.
Civil Engineering		
DEC523 Hydraulics (15 credits)	5	No Prerequisite
DEC524 Highway Engineering 1 (15 credits)	6	DEC527 Geotechnical Engineering 1, DEN412 Engineering Mathematics, DEC421 Materials (Civil) equivalent
DEC621 Geotechnical Engineering 2 (15 credits)	6	DEN527 Geotechnical Engineering 1 or equivalent
DEC628 Civil Engineering Construction Practices (15 credits)	6	120 credits (succesfful completed 1 year of engineering at undergraduate)

Course title	Level	Prerequisites
IT and Computing *Our Information Technology programmes require you to bring your own device/laptop (BYOD) in order to complete your studies. BYOD specifications for Computing and Information Technology programmes; https://support.nmit.ac.nz/kb/articles/what-are-the-bring-your-own-device-byod-specifications		
COM502 Communication for IT (15 credits)	5	
CSA502 Computer Systems Architecture (15 credits)	5	
DES502 Systems, Process & Design (15 credits)	5	
SDV503 Introduction to Software Development (15 credits)	5	
DAT601 Database Design & Administration (15 credits)	6	DAT502 Database Concepts or equivalent
NET604 Practical Network Development (15 credits)	6	NET502 Networking Fundamentals or equivalent
SYD601 Systems Analysis & Design (15 credits)	6	SYD502 Introduction to Systems Analysis & Design or equivalent
SDV601 Software Development (15 credits)	6	SDV503 Introduction to Software Development or equivalent
WEB601 Dynamic Web Technology (15 credits)	6	WEB503 Internet Design Principles or WEB504 Introduction to Web Development, plus SDV503 Introduction to Software, plus DAT502 Database Concepts, or equivalent skills and knowledge
INF755 Project Management (15 credits)	7	180 credits of degree level study (1.5 years fulltime)
NET702 Cloud Services (15 credits)	7	NET603 Practical Network Development, NET602 Network Management or equivalent
RES701 Research Methods (15 credits)	7	60 Credits at Level 6
SDV701 Tiered Software Development (15 credits)	7	SDV601 Software Development, fundamental database knowledge, basic SQL skills
PRJ702 Graduate Diploma Project (30 credits)	7	RES701 Research Methods or equivalent
Social Work & Counselling		
BSK505 / BCG505 TE PŪ: Foundations of Treaty Based Practice (15 credits)	5	
BSK601 Applied Social Policy (15 credits)	6	BSK501 Introduction to Society or equivalent
BSK603 Applied Social Work Practice with Groups and Communities (15 credits)	6	BSK502 Introduction to Social Work Practice or equivalent
BCG605 Te Ture / Law, Ethics and Policy (15 credits)	6	

Course title	Level	Prerequisites
Sport, Recreation and Fitness		
SRE501 Introduction to Sport and Exercise Science (15 credits)	5	
SRE502 Skill Learning and Technique Development (15 credits)	5	
SRE508 Exercise, Sport and Recreation Issues in Society (15 credits)	5	Police check required
SRE601 Applied Anatomy (15 credits)	6	SRE501 Introduction to Sport and Exercise Science/SRE503 Human Anatomy & Physiology or equivalent
SRE603 Exercise Assessment & Prescription (15 credits)	6	SRE502 Skill Learning and Technique Development / SRE503 Exercise, Sport and Recreation Training / SRE501 Introduction to Sport and Exercise Science or equivalent
SRE605 Law & Ethics (15 credits)	6	SRE504 Academic and Professional or equivalent
Contemporary Music		
MUS501 Sound Engineering and Production for Contemporary Musicians (15 credits)	5	MUS402 Live and Studio Sound Production Techniques or equivalent skills and knowledge
MUS503 Composing and Arranging for Contemporary Musicians (15 credits)	5	MUS404 Music Literacy for Contemporary Musicians or equivalent skills and knowledge
MUS505 Industry Skills and Professional Performance for Contemporary Musicians (30 credits)	5	MUS406 Contemporary Music Performance and Industry Practices or equivalent skills and knowledge
Computer Generated Imagery *Small programme cohort, please enqiury about individual course avalibility at time of application		
CGI501 Professional Practice 1 (15 credits)	5	
CGI502 3D Modelling (15 credits)	5	
CGI503 Rigging and Animation 1 (15 credits)	5	
CGI504 Dynamic Effects 1 (15 credits)	5	
CGI601 Professional Practice 2 (15 credits)	6	CGI501 Professional Practice 1 or equivalent
CGI603 Rigging and Animation 2 (15 credits)	6	CGI503 Rigging and Animation 1 or equivalent
CGI604 Dynamic Effects 2 (15 credits)	6	CGI504 Dynamic Effects 1 or equivalent
CGI613 Technical Development 2 (15 credits)	6	CGI506 Technical Development 1 or equivalent
CGI702 Advanced Modelling (15 credits)	7	CGI602 3D Modelling 2 or equivalent skills and knowledge
CGI703 Advanced Animation (15 credits)	7	CGI603 Rigging and Animation 2 or equivalent skills and knowledge
CGI704 Advanced Visual Effects (15 credits)	7	CGI604 Dynamic Effects 2 or equivalent skills and knowledge
CGI712 Advanced Lighting and Post-production (15 credits)	7	CGI612 Lighting and Post-production 2 or equivalent skills and knowledge

Course title	Level	Prerequisites
Marine Science *Marine science courses are not able to be taken along side courses from other majors*		
AMC501 Aquatic Life Support Systems and Animal Husbandry (15 credits)	5	
AMC502 Aquatic Biology (15 credits)	5	
RES502 Research and Communications Skills (15 credits)	5	
AMC506 Industry Practice 1	5	
AMC602 Marine and Conservation Biology (15 credits)	6	
AMC603 Tokanga Tiaki Moana and Aquaculture and Marine Science (15 credits)	6	AMC504 Te Tini a Tangaroa & Marine Conservation and Fishery Management or equivalent
AMC604 Te Moana Nui a Kiwa and Marine and Tropical Aquaculture (15 credits)	6	AMC504 Te Tini a Tangaroa and Aquatic Ecology and Fishery Management or equivalent
AMC606 Industry Practice 2		
AMC607 Advanced Aquatic Life Support Systems (15 credits)	6	
AMC608 Te Tiaki Moana and Aquatic Ecology and Conservation (15 credits)	6	AMC504 Te Tini a Tangaroa and Aquatic Ecology and Fishery Management or equivalent
AMC701 Aquatic Animal Nutrition	7	Prerequisite assessed on application
AMC702 Applied Marine Science	7	Prerequisite assessed on application
AMC704 Seafood Technology and Processing	7	Prerequisite assessed on application
RES702 Advanced Statistics and Experimental Design	7	Prerequisite assessed on application