UC | UNIVERSITY OF CANTERBURY | **Biosecurity Innovations**

Improving Biosecurity and Building Future Capability

Contact

Search for "UC Biosecurity Innovations" online for contact details or email:biosecurityinnovations@canterbury.ac.nz

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Spongy Moth. Photo by Steve Valley, Oregon, Department of Agriculture.
Back images: Myrtle rust on leaves.

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Biosecurity Innovations

Let us connect you with outstanding students and academics who can help you solve biosecurity problems, connect with communities, or communicate your work. Working together, we can help build new capacity that strengthens our biosecurity systems. There are opportunities to engage with students at multiple levels.

Undergraduate projects

UC strives to educate students through real-world project-based learning outcomes. A project may involve nothing but your time through to internships and sponsorships.

Postgraduate research

We have well equipped labs, academics and students across a diverse range of biosecurity topics:

- Honours: 12 months part time.
- Masters: 12 months full time.
- PhD: 3 years full time.

Sponsorship

Most undergraduate sponsorships contributions vary from $2,500 -$10,000 for an individual or a group of students and are negotiated case by case. Postgraduate scholarships vary depending on degree and may include tuition fees, stipends, course materials, travel and other expenses.

Together we can build new capability and strengthen our world leading biosecurity systems.

If you have data you want to crunch, a topic you want to research or equipment you want to develop, let us connect you with outstanding academics and students who want challenging projects.

Undergraduate options include:

Subject area	Study programme	Duration	Start	Participants
Mathematics and statistics	Data wrangling	4 months	Jul	Group
	Applied data science	3 months	Nov	Individual
Engineering	Computer and process engineering	8 months	Feb	Individual/group
	Computer engineering	8 months	Feb	Group*
	Electrical and electronic engineering	8 months	Feb	Group*
	Mechanical engineering	8 months	Feb	Group*
	Mecatronic engineering	8 months	Feb	Group*
	Software engineering	8 months	Feb	Individual/group
	Natural resource engineering	8 months	Feb	Individual/group
	Applied emersive game design	14 weeks	July	Individual/group
	Computer vision/deep learning	12 weeks	Feb	Individual
Product design	Chemical design formulation	14 weeks	July	Individual/group
	Industrial product design	14 weeks	July	Individual/group
Communications	Media and communication (social media)	6 weeks	Apr	Group
	Journalism (impact stories)	variable	Feb	Individual
	Tourism Marketing and management	4 months	Feb	Individual/group
Any	Summer projects	12 weeks	Nov	Individual/group

*Multidisciplinary teams possible