

Bachelor of Land and Property Management (BLPM)

Urban specialisation

FIRST YEAR

Semester 1	LINC 101 Land, People and Economies 1	COMM 113 Economies and Markets 4	ENGN 105 Building Construction 6	COMM 112 Financial Information for Business 7
Semester 2	COMM 111 Transforming Data into Information 3	VAPM 101 Introduction to Property 5	COMM 114 Introduction to Commercial Law 7	Elective

SECOND YEAR

Semester 1	VAPM 201 Principles of Urban Property Management 1	COMP 111 Computing Fundamentals 2	VAPM 207 Principles of Valuation 4	ECON 211 Land Economics 7
Semester 2	LWST 203 Property Law 3	ENGN 232 Buildings Facilities Management 4	Elective	Elective

THIRD YEAR

Semester 1	VAPM 205 Real Estate Marketing and Management 2	VAPM 308 Property Analytical Methods 3	FINC 204 Financial Management 4	Elective
Semester 2	LINC 201 Sustainable Futures 1	VAPM 310 The Valuation of Investment Property 6	Elective	Elective

FOURTH YEAR

Semester 1	VAPM 313 Property and Facilities Management 4	LWST 302 Resource Management Law 5	Elective	Elective
Semester 2	VAPM 314 Property Development 2	VAPM 311 Urban Valuation 4	VAPM 309 Property Investment and Portfolio Analysis 7	Elective

= compulsory course

Summary of regulations:

(Unless noted otherwise, each course is 15 credits)

- At least 480 credits (32 courses)
- All the compulsory courses
- No more than 210 credits (14 courses) at the 100-level
- At least 150 credits (10 courses) at the 300-level
- 120 credits (eight courses) from any degree
- Complete practical work.



Practical work

This degree includes a compulsory 12-week practical work component. For more details, see the Lincoln University website.

First Year Students

Enrol in your compulsory First Year courses then discuss electives with your Course Advisor during Semester 1.

Suitable electives may be:

Course	Semester	Block
MKTG 102	2	2
ACCT 101	2	4



John McDonagh

Course Advisor

E: john.mcdonagh@lincoln.ac.nz

P: +64 3 423 0204



Brent Nahkies

Course Advisor

E: brent.nahkies@lincoln.ac.nz

P: +64 3 423 0203