January 2020

Explain one way in which props have been used in Clip 1 to appeal to the audience.
(Total for Question 1 = 2 marks)

Explain two ways that camerawork has been used in Clip 1 to create meaning for the audience.
(Total for Question 2 = 4 marks)

Explain how two examples of visual effects have been used in Clip 2 to create meaning for the audience.
(Total for Question 3 = 4 marks)

Digital games provide the player with different perspectives. Explain one way that the player's perspective has been used in Clip 2 to engage the audience.
(Total for Question 4 = 2 marks)

Explain two ways setting has been used in Clip 3 to create meaning for the audience.
(Total for Question 5 = 4 marks)

Explain one way lighting has been used in Clip 3 to create meaning for the audience.
(Total for Question 6 = 2 marks)

Analyse how sound has been used in Clip 3 to create meaning for the audience.
(Total for Question 7 = 10 marks)

Analyse how the characters have been represented in Clip 4.
(Total for Question 8 = 10 marks)

Explain what is meant by the term `intertextuality', using one example from any media text that you have studied.
(Total for Question 9 = 2 marks)

Discuss why media producers make use of stereotypical characters. Use any of the clips provided and/or any other media texts that you have studied as examples.
(Total for Question 10 = 10 marks)

Discuss how the uses and gratifications theory relates to choices in media consumption. Use any of the clips provided and/or any other media texts that you have studied as examples.
(Total for Question 11 = 10 marks)

There are many different genres and subgenres in the different media sectors. Evaluate genre codes and conventions and how they have developed over time. Use any of the clips provided and/or any other media texts that you have studied.
(Total for Question 12 = 20 marks)
TOTAL FOR PAPER = 80 MARKS