Exam details:	Comp 1 - Set products	Comp 2 – Set	Theoretical Framework		
		products			
Component 1 - 135m	Advertising + Marketing	TV in Global Age			
	- Kiss of the Vampire	- Peaky	Media -		
Section A = ML + Reps	(1963)	Blinders	Wicald		
Section A - IVIL + Reps	6 11 71	(Series 1,			
	- Super. Human. Tokyo. (2020)	Episode 1)			
Section B = Ind + Aud	(2020)		Indust Repre		
	- Tide (1950s)	- The Bridge	Indust Repre		
Component 2 - 150m	Music Videos	(Series 3,			
	- Formation, Beyoncé	Episode 1)			
A = TV in Global Age	Knowles (2016)	Magazinas	Audie		
A = 1 V III Global Age		Magazines	Addie		
	- A Little Bit of Love, Tom	- Vogue (1965)	All of the elements of the theoretical frames work link together to provide you with the tools to		
B = Magazines	Grennan (2021)	(1903)	All of the elements of the theoretical frames work link together to provide you with the tools to		
	Newspapers - The Times (1st February	- The Big	help you develop a critical understanding of the media		
C = Online Media	2022)	Issue (25 th			
		Anniversary	Media Language - how media communicates meaning through form, codes + conventions and		
Non - Exam Assessment:	- The Daily Mirror (1st	Edition)	techniques		
Component 3	February 2022)				
component 5	Radio	Online Media	Representation - how media construct representations of events, issues, individuals & social		
	- Have you Heard George's	- KSI/Zoella			
A cross-media	Podcast? (BBC, Radio 5	(Youtube/W	groups		
production set by the	Live) Video Games	ebsite/Twitt			
exam board	- Assassin's Creed	er)	Industries - how production, distribution & circulation are linked to & affect media forms &		
	Franchise		platforms		
		- Attitude			
	Film Marketing	(Website/M	Audiences - how media forms target, reach and address audiences. How audiences might interpret		
	- I, Daniel Blake (2016)	agazine)	and respond to different media forms and how audiences may themselves become producers		
	- Black Panther (2018)		· · · · · · · · · · · · · · · · · · ·		
Terminology			Media Contexts		
Circulation - count of how many copies of a particular publication are			Contexts are the aspects of the environment that surrounds a product at the time of its creation,		
distributed.			distribution, circulation or reception that may affect its meaning		
Codes - signs + symbols in a media product that create connotations to direct					
the audience towards the product's meaning			 Historical - how does the product reflect the time in which it was made? 		
Conventions - what the audience expects to see in a particular media product					
Distribution - methods by which products are delivered to audiences			Social - how does the product reflect the ideas and concerns of the society in which it was		
Forms - Different types of media, e.g.music, newspapers, radio, etc.			made?		
Narrative - The longer story the product is telling. Even print images have a			mauc:		
narrative that goes beyond w					
Prosumer - A media <i>consumer</i> who also <i>produces</i> their own media content			Cultural - how might cultural factors such as class and background be reflected and affect		
The state of the s			understanding?		

understanding?

Reception - the process by which the meaning in a media product is received

Synergy - when different companies work together for a positive outcome -

and understood by an audience

increasing audience and profit

• Economic - what effect do aspects such as ownership and funding have on a product?

• Political - how does the product reflect the political climate in which it was made?