

Media Studies Year 11 revision

You will watch an extract from an action adventure film 4 times and make notes. The exam is then 1 hour 15 minutes.

Ac/ad film

Question 1 (10 marks. 9 minutes)

asks you how you know it is ac/ad. Which conventions are included?

- S: settings
- T: tension
- E: editing
- N: narrative
- C: characters
- H: hero?

There will be a quest - something the main protagonist is looking for, fast paced editing, a chase, a fight, an underdog, a main protagonist and antagonist - all these things are typical of the action adventure genre.

Question 2 (20 marks, 18 minutes)

4 key areas - sound, mise-en-scene, camerawork and editing.

Explain how each example creates :

Tension

Excitement

Adrenaline

Suspense

Engagement

Remember to say exactly where in the extract each of your examples happens and why (effect on audience and **connotative effect**).

DO NOT say there is a lot of camerawork used in the extract. Instead you could start like this...

Camerawork in the extract fits the action/adventure genre. There is a close up used on Jason's face when he receives the phone call to show that he is shocked at the news he has heard. This will increase the tension for the audience as they do not know what he has found out.

Sound Non diegetic fast paced and dramatic music -often reaches a crescendo when action stops. Eg Dramatic, loud music is played during the fight scene to increase the tension for the audience and make it exciting to watch as the audience want to know who will win. Synchronous sounds are included to exaggerate danger or suspense.

Editing Always fast paced during fight/chase scene. May start off slow at first then get faster when fighting starts with lots of quick cuts between protagonists and antagonist. Cross cutting (where they are in 2 slightly different locations) will be used between protagonist and antagonist(s) to increase excitement and tension for audience as we know they are coming and protagonists often don't (dramatic irony)

Which special effects or captions are used and why?

Mise-en-scene Think about lighting (often low key to increase drama), location, props used, what clothing characters are wearing. What iconography is included? Remember to say how typical this is of action adventure. Colours may be significant.

Question 3 (20 marks, 18 minutes)

You will be asked how people or events are represented. You must discuss **STEREOTYPES** shown in the extract eg the fit, all white male hero **protagonist**. If it is a woman protagonist instantly she is a countertype but she will probably still be beautiful and possess lots of stereotypical women's features too. She will wear tight fitting clothes and probably be very athletic (more so than the males). She will possess superhuman strengths for a woman. Mention race, gender, age.

Antagonists will probably be foreign (often Eastern European or Chinese) and there will be quite a few of them to outnumber the protagonist. They may also have beards, moustaches or scars and look untidy compared to the protagonist. They will need heavy weapons to beat the protagonist but probably fail. Look at clothing they wear - black connotes evil and identifies them instantly as antagonists.

Which social groups are **included** or **excluded**? (are there mainly men? Old people? Disabled?)

What **world is created** (conflict, violence, justice, mystery)

What is celebrated or **valued**? (bravery, strength, money, family, teamwork, skill, training etc)

Look through all your notes. Learn **KEY** words for each section

TV Comedy asks you to write about one or two comedy programmes.

Question 4a (15 marks, 15 minutes)

Why are they on those channels? (do they follow PSB? How do they suit the target audience? How do they follow the channel ethos? What is on at the same time on other channels? What is on before and after it?)

Key words

PSB channel ethos
Audience flow watershed
Mass audience niche audience
Primetime

Question 4b (15 marks, 15 minutes)

asks what audience pleasures the programmes offer.

R: personal relationships

I: personal identity try to find an example for all these

D: diversion

S: surveillance

Remember to use real examples from an episode. . Start your answer with..... According to the uses and gratifications theory, there are 4 main pleasures. **KNOW THEM**. You then need to find at least 3 examples from the programmes of a) the audience pleasure (eg diversion) and b) why the audience will find this funny

Examples of pleasures

Embarrassment so we laugh as relief it is not us

Familiarity - we like theme tunes and settings to be the same

Dramatic irony so we can predict what will happen

Voyeurism - seeing characters in places like a bedroom where we should not be