Unit 2: Component 3

Media Products – Learning Aim B

Completion date: Friday 6th May

You will:

- Respond to the brief set by Pearson
- Complete 3 activities under supervised hours
 Work independently throughout the supervised period
- Have a preparatory period where you will generate material
- Save your work regularly ensuring that all materials can be identified as your own work
- Submit your work by Friday 6th May

Lesson Overview

LO- to establish the requirements of the brief and define the target audience

To research and collate findings

To draw conclusions and summarise research findings

To explore the chosen sector in response to the brief and generate ideas

To understand and explain the purpose of a media product

To consider style, themes and content in order to develop a coherent proposal

To produce sector specific planning materials that are sufficiently detailed to enable the client to visualise the proposed product

To manage the production process

To combine and refine content in the postproduction process

To test and export the final product ready for distribution

To review and reflect on the process and outcome of different media products

The brief

A copy of your brief for Component 3 is in your Showbie folder- Component 3. It has all the instructions and tasks needed to respond to this work. This is worth 40% of your overall grade.

Key Words

Brief – a set of instructions given to a person about a job or task that needs to be completed.

Media Language- how the media use forms, codes, conventions to communicate meanings

Mise-en-scene- the arrangement of the scenery, props, etc. on the stage of a theatrical production or on the set of a film.

Narrative- the process of how something has been constructed to create a storyline and give it meaning.

Primary Audience- are the main target audience who receive the communication directly.

Production Process – the stages or phrases required to complete a media product, from the idea to the final product.

Purpose- the reason for which something exists or is done, made, used, etc. an intended or desired result; end; aim; goal.

Representation – how something has been re-presented to an audience.

Research- is "creative and systematic work undertaken to increase the stock of knowledge". It involves the collection, organization and analysis of information to increase understanding of a topic or issue.

Secondary Audience- secondary audiences include anyone who may indirectly receive a copy of the communication.

Creativity Skill







