

# Topic on a Page

## for A Level Eduqas Component 1

### Section B: Understanding Media Industries and Audiences

Second Edition, December 2023

[zigzageducation.co.uk](http://zigzageducation.co.uk)

**POD  
12380**

Publish your own work... Write to a brief...  
Register at [publishmenow.co.uk](http://publishmenow.co.uk)

Follow us on Twitter [@ZigZagMediaFilm](https://twitter.com/ZigZagMediaFilm)

# Contents

Product Support from ZigZag Education .....	ii
Terms and Conditions of Use .....	iii
Teacher’s Introduction.....	iv
A4 Completed Mind Maps .....	22 pages enclosed
A4 Activity Mind Maps .....	22 pages enclosed

*A3 completed and activity mind maps also enclosed*

# Teacher's Introduction

This resource is primarily intended to be used during revision by students studying A Level (A680QS) Eduqas Media Studies Component 1 Section B: Understanding Media Industries and Audiences, for exams from 2024.

As a revision tool, this resource does not aim to cover the material in depth, but rather provide visual 'mind maps' of the entire A Level Eduqas Component 1 Section B specification, which students can use as the basis of their revision, covering all the key vocabulary and knowledge that students need for their exam. The resource is especially suited to visual learners, and those learners who find it hard to revise from written notes.

The resource consists of:

- 22 completed mind maps, labelled: ① to ②②
- 22 activity mind maps for students to complete, labelled: ① to ②②

All mind maps are provided in A3 and A4 formats.

How to use the resource:

- The sheets can be handed out at the end of the course, or at the end of each topic for revision purposes.
- The mind maps can be printed out poster size and displayed on the classroom walls as the topic is being taught, so that students have a visual reminder of what they have been covering in their lessons.
- The resource also includes activity mind maps. Students could be encouraged to complete the exercises as a way to recap knowledge at the end of teaching. More-able students could be asked to think of further examples to illustrate the points, whereas lower-ability students could provide more illustrations, or colour-code the mind maps, to aid memory of the key topics.

*December 2023*

**Second Edition, December 2023**

This resource has been updated in line with specification changes to set products for exams from 2024.

## CHANGES AND DEVELOPMENTS

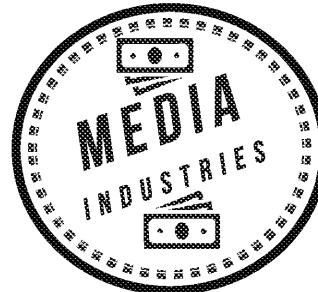
The media landscape has changed hugely in the last 30 years or so due to major technological developments.

- ✓ 1989 – the World Wide Web is created – the beginning of the modern Internet
- ✓ 1998 – Google is created and slowly develops into an Internet giant
- ✓ Mid 1990s to early 2000s – mobile phones become more affordable and more powerful
- ✓ 2004 – Mark Zuckerberg launches Facebook, the first social network – a major development in social media
- ✓ 2005 – YouTube is launched
- ✓ 2007 – the original iPhone is launched – the beginning of the age of touchscreen smartphones
- ✓ 2007 – Netflix starts its streaming service, moving away from DVDs
- ✓ 2017 – Over 100 million people close on account of the 'Amazon Effect' (the rise of the digital marketplace). The 'Amazon Effect' refers specifically to the online platform through which thousands of different media products are ordered and rapidly delivered on a daily basis.

These are just a few select examples of recent key moments that have changed contemporary media forever.

## CONVERGENCE

- ★ This is a phenomenon happening in contemporary media industries referring to how all forms of media are now overlapping and connecting to one another.
- ★ *Previously separate and distinct media forms are now conjoining through digital technology.*
- ★ For example, you can watch live TV on your laptop while scrolling through tweets about the show on your phone.
- ★ Before digital technology and the Internet, convergence was not possible – you could only listen to a radio broadcast via a radio, films would only come out in cinemas and then on VHS/DVD, etc.



## THE POWER OF THE MODERN MEDIA

- 🗣️ The *reach and impact* that the media can have on the general public is extensive and can be highly effective in influencing how we think and act.
- 🗣️ For example, in recent years, in countries such as North Korea, Myanmar, Cambodia, etc. all strictly controlled the media.
- 🗣️ Media companies can also be connected to politics and government – for instance, government workers leaking information to the press, newspapers / TV networks lobbying for issues or supporting political candidates in elections.

## ECONOMIC CONTEXT

## THE MEDIA IS BIG BUSINESS

- \$ Major media conglomerates and networks are hugely powerful companies that generate billions yearly and have near-total control over the media.
- \$ An example of a hugely profitable and powerful media company is the Walt Disney Company.
  - Disney regularly releases films that generate hundreds of millions of pounds from global box office sales.
  - The company also owns dozens of other media companies, including the ABC television network, the Star Wars™ franchise, the Marvel Comics, many, many others.
- \$ You'll have to just imagine Mickey Mouse with dollar signs for eyes. He would probably sue us, but you get the point.

INSPECTION COPY

COPYRIGHT  
PROTECTED

## ▶ HOW MEDIA IS PRODUCED

## MEDIA TEXTS AS PRODUCTS

- Artistry aside, media texts are often designed and produced with the same aims as conventional products – **commercial success and maximum profit margins**.
- This often dictates which texts are chosen to be produced and how various elements of production are executed.

## INSTITUTIONALISED PROCESSES VS SPECIALISED PROCESSES

- \$ Like any major industry, the media is dominated by the **mainstream**.
- \$ Media is produced and distributed in an **institutionalised** (following an established pattern)
- \$ Specialised processes are typically employed by independent producers that operate on lower budgets and target more specific niche audiences

Digital media and the internet have been updated to meet the needs of the digital age.

- ▶ OLD: Cinema screenings, DVD releases
- ▶ NEW: Cinema screenings and DVD releases on digital platforms, release on digital platforms

- ▶ OLD: Analog TV, radio
- ▶ NEW: Digital TV, radio, web-only

VERTICAL



Vertical integration is when a media company owns firms at different levels in the chain of production/distribution, e.g. owning a production company, editing house, VFX company, and distributor

HORIZONTAL INTEGRATION

Horizontal integration is when a company owns other companies of the same stage in production/distribution, e.g. owning multiple television companies, or owning multiple DVD distributors

These **OWNERSHIP MODELS** allow companies to minimise costs and maximise efficiency.

Typically, larger and wealthier companies mainly use horizontal and/or vertical integration because of the high costs of buying out other companies

## HOW PRODUCER MAINTAINS CONTROL OF A PRODUCT

Once a product has been made and delivered, it is then circulated among audiences and producers have to deal with issues of theft, piracy, and losing ownership of the product

## CONTROLLING CIRCULATION

Media companies attempt to control circulation of their content by using legal action

For instance, content such as TV episodes or film posted on YouTube is often removed for infringing on intellectual property laws

## ARTIFICIAL SCARCITY

- \$ Files can be infinitely reproduced, but media producers attempt to stop this **devaluing their properties** by using 'artificial scarcity'
- \$ Artificial scarcity involves making a digital product seem rare by putting up pay walls/barriers
- \$ Examples of this include: *Netflix/Spotify subscription fees, downloads that require serial codes, limited-time downloads.*

INSPECTION COPY

COPYRIGHT PROTECTED



## HOW ARE TRADITIONAL MEDIA PRODUCERS DIVERSIFYING?

## EXPANDING ACROSS PLATFORMS

Example: a television network with no online presence has noticed lower audience ratings year-on-year while streaming services continually attract new customers.

- To diversify, it could begin to license out its shows to Netflix / Amazon Prime, etc. or it could launch an *on demand* app
- Alongside this, it could release more clips and trailers on YouTube, its website, and especially on social media to generate more viewers



## DIVERSIFICATION

## HOW MEDIA PRODUCERS ARE ADAPTING

**DEFINITION: Diversification** – media producers adapting to the vast array of new digital media forms (social media, streaming, apps, etc.)

## WHY IS DIVERSIFICATION NECESSARY TO COMPETE?

- New media forms have eaten into the audiences of older media forms. The increased digital content is more accessible for smaller producers and companies to compete, especially on the internet, which offers a more level playing field

REGULATION  
CONTEMPORARY

## FILM

BBFC – British Board of Film Classification  
MPAA – Motion Picture Association  
These organisations decide which films get age ratings – UK: PG, 12A, 15, etc.

## TV AND RADIO

Ofcom – Office of Communications  
Ofcom is an NGO that handles which programmes get airtime, and which get subsidies.

- The BBC is a public service broadcaster
- The BBC is a public service broadcaster

**DEFINITION: Regulation**

## PUBLIC HEALTH

Media has great power to influence the behaviour of the populace – meaning it can result in negative effects

For instance, before advertising, cigarette smoking was seen as a healthy and invigorating, not as a

## THEORIES

## MAINTAINING AN AUDIENCE

- With more channels of communication, people now have far more choice.
- This means that audiences that would have previously been consolidated are now split and divided.
- For example, a traditional broadcast TV show would have had one major audience watching live.
- Now, the audience is split between live, watching later via on-demand or streaming services, or only watching clips/videos online.



## TRADITIONAL AND NEW MEDIA

## Traditional Media

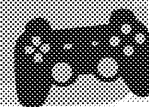
Established forms of media communication, i.e.

1. Television, first broadcast in 1927
2. Radio, first broadcast in 1906
3. Printed press, invented in the 15th century
4. Film – motion pictures, first shown in the late 1890s / early 1900s
5. Advertising, first used since the 1800s (other forms of advertising, such as the spoken word, carvings and signs have been used for thousands of years)

## NEW MEDIA

This refers to new forms of communication made possible by digital technology, including:

- the internet and social media
- video games, virtual reality
- animation and computer-generated imagery
- smartphones
- computers and tablets



INSPECTION COPY

COPYRIGHT  
PROTECTED



## REGULATION LIVINGSTONE AND LUNT

### The needs of PEOPLE AS CITIZENS

- protection from hateful, disturbing or violent content
- the right to freely express themselves
- freedom of information

These concepts should be balanced

### The needs of PEOPLE AS CONSUMERS

- access to a variety of media from different sources
- the ability to choose what they want to consume
- a fair and competitive media industry

### KEY CONCEPTS

Livingstone and Lunt state:

- ✓ There is a conflict at the core of media regulation – the public as both citizens and consumers
- ✓ Governments have a duty to regulate media 'in the public interest' and without political motives
- ✓ Traditional regulatory approaches are ineffective

**REGULATORY BODIES** – organisations that monitor media products being released or broadcast in a country. The UK has:

- BBFC – British Board of Film Classification – gives age ratings to films, decides on whether they can be released theatrically
- OFCOM – Office of Communications – handles broadcasting and telecoms in the UK
- IPSO – Independent Press Standards Office – handles printed press such as newspapers and magazines

Fresh innovative content  
'diverse patterns of media industry'

### OWNERSHIP

- Media producers can lose ownership of a property more easily due to piracy online.
- Paywalls, digital storefronts, and copyright laws (YouTube's copyright strike, for example) are methods that help prevent piracy.

### TRADITIONAL METHODS ARE FAILING – WHY?

#### THE INTERNET / ONLINE MEDIA

Harmful/disturbing content can be accessed online without any regulation. Content is posted first, reviewed second, unlike media that is broadcast or released conventionally. Age restrictions are far easier to bypass / ignore completely.

#### Media is now GLOBAL

Regulatory boards do not have international authority, so potentially harmful content may be accessed without any safeguarding process.

## THEORETICAL APPROACHES

### KEY CONCEPTS

- ✓ Hesmondhalgh states:
  - Cultural industries produce cultural products (e.g. film, music, TV, etc.)
  - They are like traditional businesses (i.e. profit-driven)
- ✓ Modern culture has become a commercial mass-market industry
- ✓ There are methods to ensure commercial success of a cultural product
- ✓ Commodification of culture has changed the arts forever

#### COMMODIFICATION

**Commodification:** The process of transforming an existing item/idea into a product that can be bought and sold

### COMMODIFICATION OF CULTURE

- ★ Pieces of art have become products to trade and sell, rather than existing for their own sake
- ★ Prints and replicas of paintings such as the *Mona Lisa* exemplify this

### STAR POWER

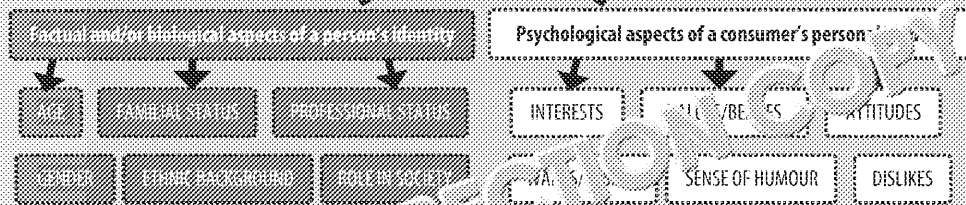
Talent – actors, directors, writers, etc. with a pre-existing fan base can hugely impact the profitability of a media text.

COPYRIGHT  
PROTECTED





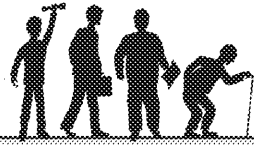
## DEMOGRAPHICS AND PSYCHOGRAPHICS



**DEMOGRAPHICS AND PSYCHOGRAPHICS** These two sets of characteristics are used to group audience members together. Understanding who consumes a media text (demographics and psychographics) is beneficial for media producers in allowing them to be more focused in their content.

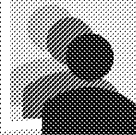
**DEMOGRAPHIC PROFILES** are often grouped by their work status into six sets, listed below:

- A – High-level management
- B – Middle management
- C1 – Skilled professionals
- C2 – Manual labourers / non-professionals
- D – Unskilled labour
- E – Unemployed, retired, students, etc.



## CATEGORISING

HOW AUDIENCES ARE GROUPED



## AUDIENCES

## THE 4 CS OF DEMOGRAPHICS AND PSYCHOGRAPHIC PROFILES – YOUNG AND RUBICAM

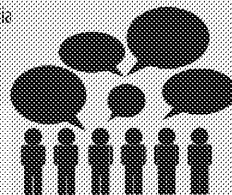
Young and Rubicam put forward seven categories of audience groups correlating to what they seek to gain from media texts. The 4 Cs refer to Cross Cultural Consumer Characterisation.

- ✓ **MAINSTREAMERS** – seek security, conform to trends and rarely step out of social conventions
- ✓ **STRUGGLERS** – disorganised, looking to escape their current situation
- ✓ **EXPLORERS** – adventurous, spontaneous, prone to trying new things and broaden their horizons
- ✓ **RESIGNED** – people who stick to traditional social institutions; they prioritise stability over change
- ✓ **ASPIRERS** – people looking to acquire fame and wealth, and climb the social ladder
- ✓ **SUCCEEDERS** – people who have already succeeded – industrious, control-oriented and career-focused
- ✓ **REFORMERS** – consumers looking to learn and to positively change society

## BLUMER AND KATZ – USES AND GRATIFICATIONS

This theory puts forward that audiences use media texts in order to feel gratified in a variety of different ways:

- ✓ **ENTERTAINMENT** – using media as a form of relaxation, escapism, or to pass the time in everyday life
- ✓ **COMPARISON** – using media to draw comparisons between their own life and the narratives shown in texts for understanding
- ✓ **INFORMATION** – using media to learn
- ✓ **SOCIAL INTERACTION** – using media texts as a basis for discussion in social situations or over social media



## TARGETING

- Media texts will not always reach the **audience**.
- Some media can gain popularity because media producers draw the line of the text, it is not a 'bad' media text.
- A notable example is the 'My Little Pony' (and genuine) fandom, where the target audience is aged 18–30, as opposed to the original audience of pre-teen girls.

## CATEGORISING

- Categorising and targeting are essential for researching audiences.
- From an academic perspective, there are various tools for analysing audiences.

When a media text is produced, the channel is likely to be chosen based on the audience it is unlikely to be watched.

Often, the interests of the audience will be reflected in the content advertised with – be it sports broadcasting or a news channel.

INSPECTION COPY

COPYRIGHT  
PROTECTED



## EVOKING EMOTIONAL RESPONSES

Media producers can use the form and content of their text in order to evoke emotions and/or make audiences think about the subject matter being displayed.

## TECHNICAL CODES

How something is displayed through editing, camera placement and movement can convey a mood or emotion – for example, an unstable, shaky shot can convey a sense of uncertainty and worry.

## VISUAL CODES

Composition, colour, framing, the subject of the image and creative decisions create and convey meaning. What does the image tell us about what an audience thinks and feels about the topic?

## LANGUAGE

Use of words – written or spoken – is highly influential in conveying emotions and affecting the mood of audiences.

## MODE OF ADDRESS

How a text connects and directly engages with the audience. A news anchor will address an audience in a formal indirect way, while a magazine might address readers in a more direct and casual manner.

➤ For traditional media, the range of codes is limited or restricted.

- NEWS: newspaper
- TELEVISION: allowing
- RADIO: popular
- FILM: (2004)

## FACTORS THAT INFLUENCE AUDIENCE RESPONSE

## 1 HISTORICAL CIRCUMSTANCES

Audience attitudes and prevailing ideologies evolve over time – for instance, audience attitudes towards women in media have changed hugely since the 1950s

## 2 SOCIAL CIRCUMSTANCES

An audience's social position/group, such as the subculture they belong to, their social class or their role in society, will shape their reactions to media

## 3 CULTURAL CIRCUMSTANCES

Different cultures have varying social norms and practices, e.g. the difference between American and Japanese culture

## RESPONSE

## HOW AUDIENCES REACT TO TEXTS

## MOOD AND EMOTIONS

- Audiences will often respond well to texts that are strongly emotionally evocative – whether it's a comedy TV series that succeeds at making people laugh or a horror film that leaves you feeling unnerved, disturbed and on edge.
- From the perspective of a media creator, texts will often be crafted in to make audiences feel a certain way.

## COGNITIVE REACTIONS

- Media can be a way of engaging audiences with new perspectives on the world, helping them explore new concepts, or helping them understand aspects of life.
- Documentaries, for example, can help audiences understand how the world works and how they can make a difference.
- Fictional narratives contain themes (love, loss, mortality, what it means to be human) that can make us think about our own lives.

## FACTORS THAT INFLUENCE AUDIENCE RESPONSE

- For media producers, knowing how consumers of their text react can help them gauge how successful they have been as artists/creators.
- Producers want to keep audiences engaged (e.g. not going back onto the Netflix browse page and looking for something better), and knowing how viewers react is a useful industrial tool.

## AUDIENCES

Media to influence

- Social media can spread word of mouth
- Controversial pieces can result in social media backlash
- Complaints/criticisms

INSPECTION COPY

COPYRIGHT  
PROTECTEDZig  
Zag  
Education

### CULTIVATION THEORY GERBNER

#### KEY CONCEPTS — GERBNER PUTS FORWARD THAT:

- ✓ If you heavily consume mass-media, your views will be **shaped** by the media.
- ✓ Television (Gerbner's study) has the power to **hold the same** place in our lives as the church has in the past.
- ✓ The media does not **represent** the nature of reality because it is **attention-grabbing**.

### 'MEAN WORLD SYNDROME'

This is a concept that relates to the idea that mass media influences the attitudes of heavy consumers, but specifically relates to how they perceive risks and danger in everyday life.

- Because the media **exaggerates** the level of violence, viewers will begin to perceive the real world as being more dangerous and crime-ridden than it actually is.
- It is important to remember that mass media has a bias towards negative stories and does not accurately represent the reality of life.



### RECEPTION THEORY STUART HALL

#### KEY CONCEPTS — HALL PUTS

- ✓ Media producers have an intended meaning.
- ✓ They **ENCODE** their ideology into a text that is sent to the audience.
- ✓ Audience members **DECODE** the text.
- ✓ However, not all audience members **fully** understand the meaning.

## THEORETICAL APPROACHES

### 'END OF AUDIENCE' SHIRKY



#### KEY CONCEPTS — SHIRKY STATES:

- ✓ Typical boundaries between the professional producer and amateur audience have broken down.
- ✓ Media can be produced by amateurs now thanks to digital technology and the Internet.
- ✓ Audience reviews and opinions are much more visible and influential thanks to social media and review sites.

### PROSUMERS

This is the idea that many audiences are not couch potatoes, but are active individuals who interact with and use media texts for their own purposes. They are prosumers (producers and consumers).

#### KEY CONCEPTS — JENKINS STATES:

- ✓ Fandoms are social entities.
- ✓ The Internet and digital technology have massively changed fan dynamics.
- ✓ Fans participate in **'textual poaching'** in how they create fan art/content.
- ✓ Fandom is a devoted audience that go beyond simply consuming the media.

### EVERYONE'S A CRITIC

- Online review sites (IMDb, Rotten Tomatoes, Goodreads, etc.) mean **anyone can review media texts** even years after their release.
- **Before the Internet**, the only reviews that would get major media exposure would be those of **professional critics**.
- **General audience opinion** has become more visible and critical to the success of a media text (e.g. if someone is thinking about watching a film, they might see a review on Rotten Tomatoes and be influenced into avoiding it).
- Reviews, scores and audience reception are **powerful industrial tools** — social-media backlash can be a death blow for some texts.

### MASS-AMATEURISATION

- ✱ The financial and technical barriers that have limited media production to professionals/companies have **broken down**.
- ✱ Affordable high-quality equipment (DSLRs, smartphones, graphics tablets) means amateurs can create much more easily than in the past.
- ✱ Web 2.0 means media content can be distributed **directly** to audiences.

### ADDITIONAL ONE-WAY PRODUCER-AUDIENCE RELATIONSHIP

PROFESSIONAL PRODUCERS → AMATEUR AUDIENCES

### THE NEW FLUID RELATIONSHIP BETWEEN CREATORS AND AUDIENCES

PROFESSIONAL PRODUCERS

AUDIENCES AND CREATORS

### TEXTUAL POACHING

- ✱ This term is used by Jenkins to describe how fans **recreate** material in order to **create their own fan content**.
- ✱ Examples of this include **recutting fan trailers**, **creating fan art**, etc.
- ✱ Whether or not this counts as **content theft** depends on the creator's own stance.
- ✱ Occasionally, sexually explicit fan content can be **problematic**.

INSPECTION COPY

COPYRIGHT  
PROTECTED



## EMOTIONAL RESPONSE

## HOW ADVERTS MAKE YOU FEEL, AND WHY

- **ASPIRATIONAL ADVERTISING** – many adverts present a perfect version of life, filled with attractive young people living exciting lives, wearing the most beautiful clothes, driving the most luxurious cars. The products are shown as a gateway to a better life – but one that is not possible in reality.
- **INSECURITY** – equally, adverts can often prey on the fear of making you feel inadequate – whether that is by presenting the ideal of a perfect body, or by suggesting that a product is often a price that is generally affordable – tool of the advertising industry.

## AUDIENCE INTERACTION

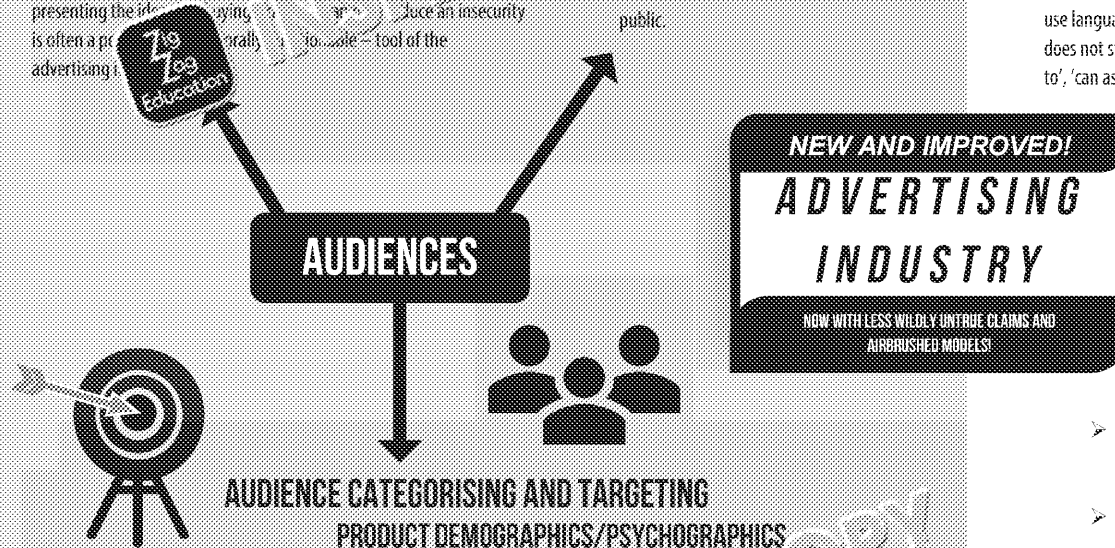
- Traditional advertisements (TV, radio) were one-way in which consumers were passive recipients of the message.
- Modern advertisements, however, are interactive. Commented on, shared, liked, retweeted, etc., and companies can directly reply to individuals.
- Twitter, in particular, has become a popular outreach for brands to interact with the public.

## AIRBRUSHING

Since photo editing software has become more accessible, advertisers have been able to make their models appear more perfect than they are. This can make members feel more insecure.

## QUESTIONABLE CLAIMS

Advertisements for products like diet pills often use language that is exaggerated or does not state it can help, 'can assist' are often used.



## AUDIENCE CATEGORISING AND TARGETING

## PRODUCT DEMOGRAPHICS/PSYCHOGRAPHICS

The intended audience of an advert are the same as the targeted consumer of the product, and advertisers use to connect with their audiences.

## DEMOGRAPHICS:

The age and professional status of consumers. For example, a professional 30–50-year-old will have considerably more disposable income than a 16-year-old. Targeting older demographics through social media advertising is likely to be less successful than targeting younger ones.

## PSYCHOGRAPHICS:

Advertisers present products in a way that makes the products seem as if they can fulfil a want or desire that a consumer needs – understanding what an audience demographic likes, dislikes and wants is a hugely valuable tool for advertisers.

- In our modern world, there are a number of different types of audiences.
- As the society changes, so do the audiences.
- It is important for companies to understand their audiences and the needs of their target market.

## SUPER BOLD

Being able to target specific audiences. In 2019, a 30-year-old woman with a professional 30–50-year-old will have considerably more disposable income than a 16-year-old.

INSPECTION COPY

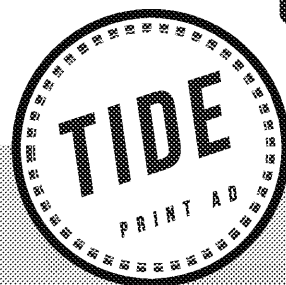
COPYRIGHT  
PROTECTED

## SOCIAL CONTEXT – 1950S AMERICA

- Post-WWII, the USA experienced an economic boom, and this meant that many average people suddenly became wealthier.
- Technological developments, such as the invention of plastic and various electrical components, saw a sharp uptick in the quality of consumer goods
- Advertisers capitalised on this boom, and sold the wondrous new product that would make America a domestic paradise

## ADVERTISING OF THE 1950S – 100% TRUTH

- Advertising was not highly regulated – companies could lie, or just straight-up lie, with no repercussions
- Print was dominant – radios were still relatively popular
- TV was only just becoming a commercial medium
- Sexist content was common and highly prevalent



## AUDIENCE CATEGORISATION – YOUNG AND RUBICAM CATEGORIES

- The content and presentation of the advert indicates which of the seven types of audience members the advertising agency is targeting.
- The advert could be said to be targeting MAINSTREAMERS – it entirely fits into the social norms of the time period – as well as targeting ASPIRERS as it presents Tide as a gateway to a better home life and 'domestic bliss'.



## HALL – RECEPTION

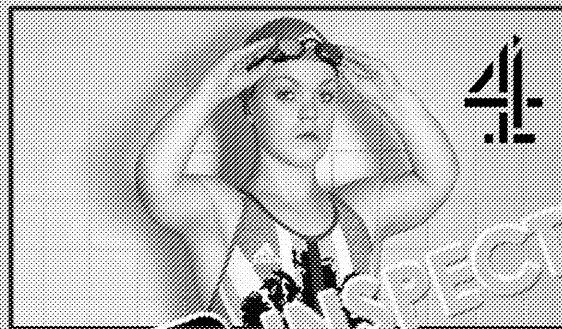
Below are examples of three possible readings that audiences in the 1950s may have had from the advert.

- PREFERRED READING:** Male audiences agree with the message that women are confined to domestic roles – female audiences may be accepting of their role in society, viewing it as normal.
- NEGOTIATED READING:** Audiences may not feel that women should just be housewives, but are not strongly opposed to the social conventions of the time – or they simply may not care and pay little attention to the advert.
- OPPOSITIONAL READING:** Female audiences may have viewed this advertisement as being offensively reductive and based on sexual stereotyping. A more surface-level oppositional reading may simply be a dislike for Tide as a product.

INSPECTION COPY

COPYRIGHT  
PROTECTED





Channel 4 Creative, 2020



## PARALYMPICS: TOKYO 2020

The Tokyo 2020 Paralympic Games actually began on **24<sup>th</sup> August 2021** due to the cancellation of the event in 2020 because of the **pandemic** and **Japan's strict lockdown restrictions**. The Paralympics features **537 events** from **22 different sports** and is a culmination of **five years of hard work** for the athletes involved, as suggested by the advertisement.

## CHANNEL 4

- A British free-to-air public broadcaster, which is funded through advertising, not through tax payers.
- Founded in 1962 to create a variety of programming for a culturally diverse society.
- Channel 4 also offers the **biggest free streaming service in the UK** (All4).

## CONTEXT



- Paralympic history began in 1948.
- In 1952 the first international Paralympic Games were held.
- In 1960 international Paralympic Games were held.
- In 1988 the Games were held in Seoul, South Korea, and that continues today.

## CULTIVATION THEORY – GERBNER

## HOW THE ADVERT AIMS TO FIGHT MISCONCEPTIONS ABOUT DISABILITY

- **Traditional media** depictions of disability typically focus on **hardship** and **suffering**.
- These repeated depictions in mainstream media could easily be said to be **contributing to the views of audiences**, making them feel **sympathetic**.
- The unconventional nature of the advert, presenting the issue but showing **positive disabled role models**, could be seen as an attempt to **counteract negative mainstream narratives** and present the athletes as **normal, hardworking** people who work and train to realise their dreams. The people featured in the advert are elite athletes with the same issues all elite athletes have.



## AUDIENCES

## AUDIENCE INTERACTION

## A CALL TO SUPPORT

The advertisement is a call to support the Paralympic Games and have a 'call to action', watch and support the athletes on Channel 4.

## ONLINE INTERACTION

- The advertisement was also posted on **YouTube**, meaning viewers can **comment on** and **like/dislike** the video.
- Anonymity means that YouTube commenters have the **freedom to post anything on the video** – offensive/hateful comments are only removed once they have been reported and reviewed.
- Channel 4 has a large social media presence, with an 'X' account dedicated to C4 Paralympics, meaning audiences can directly interact with the organisation and keep up to date with Paralympic sports, achievements and athletes.

## RECEPTION THEORY

## HOW THE ADVERT COMMUNICATES WITH THE AUDIENCE

- **Preferred reading:** the advertisement addresses the misconceptions of disability are addressed, and they move away with a better understanding of the sacrifices made to be an elite Paralympic athlete. The audience will want to celebrate the athletes and watch the Paralympics.
- **Oppositional reading:** the audience might not care about the Paralympics, might have their own views on disability and might not be willing to change their viewpoint.

COPYRIGHT  
PROTECTEDZig  
Zag  
Education

## DECLINING POPULARITY

## EXTRA! EXTRA! NO ONE'S READING NEWSPAPERS ANY MORE

- Newspaper popularity has rapidly declined because of the Internet and digital technology
- In particular, newspapers struggle to attract younger audiences that have grown up with digital technology. The advantages of the Internet over printed press are:
  - increased convenience
  - more environmentally friendly compared to printing
  - allows for easier access to related stories/
  - online content can be shared and spread far more than by word of mouth



## AUDIENCE RESPONSE AND INTERACTION



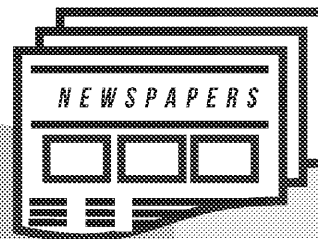
Traditionally, newspapers would often print letters from readers if they considered them noteworthy – *this allowed them to fit their own voices into the pages in print.*



The Internet has largely been superseded by online comment sections and direct interaction via social media, most commonly Facebook and Twitter.

!?

## AUDIENCES



## CONTEXT



## FREEDOM OF THE PRESS

- ❖ A key pillar of democracy is **freedom of the press**.
- ❖ Newspapers and journalists should be allowed to report on events and the actions of the government without **censorship or fear of violence/punishment**.
- ❖ Freedom of the press asserts that the **public have a right to know what is happening in their society**.

## THE OLDEST MEDIA INDUSTRY

Newspapers have been in existence since the early days of printing presses in 15th century Europe, hence their established status and connections to institutions of power in the

DIS

Traditionally, newspapers were sold through newsagents to be sold

Now, online content has replaced the website (and profligate companies use paywalls) due to the lack of a physical

## LEVESON INQUIRY INTO THE CULTURE OF THE BRITISH PRESS

After revelations of phone hacking, bribery and other illegal practices by the British press, a public inquiry headed by Lord Justice Leveson was set up to investigate the culture of the British press.

The 2011 inquiry saw the closure of the tabloid *News of the World* as well as the firing of many senior members of the press who were involved in the scandal.

The controversy no doubt impacted public trust in the press and dented the political influence that British newspapers once had.



## BIAS AND

Newspapers have no real bias and have a po

This can and does impact on the way news is constructed and narrated.

INSPECTION COPY

COPYRIGHT  
PROTECTED



## Newspapers: Set Product – the *Daily Mirror*

### PAST CONTROVERSY

The *Daily Mirror* was involved in the Leveson Inquiry due to revelations that the paper had hacked phones and printed falsified stories concerning the Iraq War.

### POLITICAL AFFILIATION

Like all newspapers, the *Daily Mirror* has an overt political bias – in its case, towards the Labour Party and the centre-left poli

Centre-left political thought focuses on social equality, increased government spending on welfare, and is opposed to nationalist 'hard' politics. It has supported Jeremy Corbyn in the 2017 election, with long left-wing beliefs.

- Throughout the COVID-19 pandemic, this newspaper – 'us vs them' – has made readers feel they had to follow.
- The Gray Report put a spotlight on the **tabloid leaning newspaper**, this group has been made by the public compared to the

### CONTEXT

Like most papers, the *Daily Mirror* has an online subscription service.

The *Daily Mirror* also has a **tablet edition**, replicating the daily print newspaper in the same format but for iPads and other touchscreen devices. This can be purchased for £6.99 for 7-day digital access.

### INDUSTRY

#### THE DAILY MIRROR

### 'TABLOIDS' – NEWSPAPER FORMAT

- On a strictly technical level, 'tabloid' is a term that describes the small size and shape of a newspaper.
- However, culturally and within the industry, 'tabloid' has come to mean newspapers aimed at the general public.
- Tabloids (the *Daily Mirror*, the *Sun*, the *Daily Mail*, etc.) often feature simplistic writing, focus on popular culture, and are known for their sensationalism and dramatic reporting.
- The line between a 'tabloid' newspaper and the quality press (i.e. tabloid = trashy / broadsheet = serious) is a construct of the industry.

**Extra note:** the term 'tabloid' is sometimes used as an insult to describe texts as being 'anti-intellectual' or as 'dumbing down' a media form

### THE DAILY MIRROR OWNERSHIP

PUBLISHER:  
REACH

(PREVIOUSLY 'TRINITY MIRROR GROUP')

PAPER:

THE DAILY MIRROR / THE SUNDAY MIRROR

The *Daily Mirror* is not owned by a multinational conglomerate as the *Daily Mail* and *The Times* are.

Reach plc (previously Trinity Mirror Group) is a large British newspaper group – so it has considerable influence nationally, but not internationally.

### AUDIENCE RESPONSE

- The content of the newspaper is intentionally emotive.
- The *Daily Mirror*'s strong disapproval of Boris Johnson and the Brexit vote.
- For readers, seeing the news media can be a powerful tool in their product.

Tabloids have a 'sensationalism' of the story. A product of the rules issued by the

INSPECTION COPY

COPYRIGHT  
PROTECTED



## AUDIENCE INTERACTION

- ☛ The *Times*' online articles have **comment sections** for readers to share their thoughts/reactions.
- ☛ Audiences can interact via **social media** – without having to read the article itself.
- ☛ Interaction with newspapers themselves is limited; social media is the primary method in which readers can directly interact with the publication.

## AUDIENCE RESPONSE

- ▶ As *The Times* is a **broadsheet paper**, headlines and imagery are usually toned down, using more emotional, evocative words and imagery when compared to tabloids.
- ▶ The linguistic content of a broadsheet tends to be **relatively neutral**. The headline 'Police investigate' (as opposed to 'Police hunt') is straight to the point with little emotive language. The focus is on the facts, rather than trying to lay blame.
- ▶ Articles are often marketed as being more '**intellectual**' – facts and rational analysis, rather than conflicting with raw emotional response, often common in tabloids.

## AUDIENCE CATEGORIES: A, B, C1

## AUDIENCES

## AGEING

Newspapers are popular with older audiences – in 2017, 75% of a newspaper's audience was aged 55+.

According to Stuart Hall's Audience Theory, the *Times* is a newspaper that is negotiated reading from the audience. The newspaper is a text that is negotiated by the audience, and the audience is in an impossible situation of negotiating the text.

## THE GRAY REPORT AND THE TIMES

The *Times*' political leaning and affiliation has been historically right of centre (meaning moderately right-wing) and it has supported Conservative governments for their economic policies. However, in recent years the newspaper has taken a much more neutral stance.

Yet the paper still has a right-wing allegiance and supports the Conservative Party during key political times.

This issue of the newspaper focuses on the Gray Report, which revealed the extent to which the Conservative Party had allegedly breached their own rules during the COVID-19 pandemic. Although not overly critical of the party's actions in the issue of the paper, it does focus on the shocking nature of the revelations found in the report, reporting factually instead of blaming anyone specifically.

## CONTEXT

## THE TIMES TRIVIA

- ❖ Founded in 1785 by John Walter
- ❖ Gained popularity among the **London wealthy elite**
- ❖ Bought out in 1981 by **News International**
- ❖ Currently edited by **John Witherow**

## JOHNSON'S DOWNFALL

- ☛ **February 2022:** The release of the Gray Report highlighted Johnson's breaches of his own rules, including investigations into four parties he allegedly attended.
- ☛ **May 2022:** With 'Partygate' still fresh in the minds of the British public, the Conservative Party lost heavily during the local elections.
- ☛ **June 2022:** Johnson survives a vote of no confidence on the 6<sup>th</sup> June as 40 per cent of MPs say they cannot back him.
- ☛ **July 2022:** Prominent members of the Conservative Party, including Priti Patel, Sajid Javid, resign, stating that they can no longer do so under Johnson's regime. On the 7<sup>th</sup> July, Johnson announced that he would resign as prime minister.

## BROADSHEETS

Broadsheet is a technical format for newspapers and refers to larger-size publications.

- The earliest newspapers were printed in large sizes in order to fit more information into a publication.
- Over time, newspapers aimed at general audiences have shifted to tabloid size formats – the more academic/'prestige' newspapers have stuck with broadsheet formatting.
- Now, broadsheet refers to papers such as *The Telegraph*, *The Times*, *The Guardian*, etc., not because of their size but because of their content and attitudes.

## READERSHIP/SALES

- ☛ As of March 2020, the physical readership of the *Times* is 1.1 million.
- ☛ Physical sales have fallen, but online readership has increased, reflecting the shift in journalism to online.

## THE TIMES ONLINE

- ☛ Subscribers pay £1 for unlimited access to the *Sunday Times* content on a smartphone (basic device only) or £26 for unlimited access on a tablet or PC.
- ☛ The paywall allows exclusivity while ensuring stability for the publication.

INSPECTION COPY

COPYRIGHT  
PROTECTEDZig  
Zag  
Education

## HISTORY OF THE INDUSTRY

- Film is a **traditional media industry** and was first developed in the early 1900s, but was very rudimentary.
- Cinemas and narrative cinema became more widespread from the 1910s onward, with the first 'talkie' (film with sound) released in 1927 (*The Jazz Singer*).
- Mainstream film has progressed, with major technological developments over time – colour film, practical effects, cinema screens, etc.

## ECONOMY

A healthy film industry employs thousands of professionals across a range of roles and can be hugely beneficial to a country's economy.

## IMPORTANCE OF THE FILM INDUSTRY

## CINEMA IN CULTURE

The cinema is a valuable social institution, a place to spend time. Films on the world, encourage creativity, provoke thoughts and broaden views.

## CONTROVERSIES AND BOYCOTTS

Studios and producers aim to avoid **CONTROVERSIES** – overtly graphic, political or offensive material can result in **BOYCOTTS** or simply underperforming at the box office.

## FILM MARKETING

### COMING SOON TO A THEATRE NEAR YOU

Film marketing is extensive – major studios will spend millions on cross-platform ad campaigns to increase box office sales including:

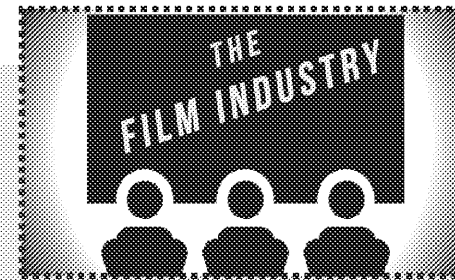
- **TRAILERS:** film trailers have been an industry staple for decades, but now they are posted on YouTube and social media as well as in cinemas themselves.
- **POSTERS:** a more traditional method of film promotion, but now they are released online as well.
- **SOCIAL MEDIA:** teaser trailers, snippets, publicity material, active engagement with fans are some of the methods used by studios.

## AUDIENCE DEMOGRAPHICS

### TARGETING PROFITABLE MARKETS

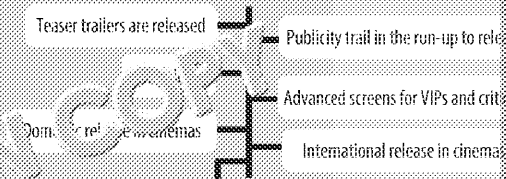
Films often have pre-sold **base** (e.g. franchise or based on a book), and the lead actor is starring in (or directing) the film. Many A-list actors have **fanbases** and celebrity status, and often the large fanbase can prevent a film from flopping.

Producers make decisions about casting, costumes, characters etc. very carefully in order to maximise potential success.



## DISTRIBUTION AND CIRCULATION

A typical release strategy of a major film:



between four and eight weeks after the theatrical release, depending on popularity, a film will be released on streaming services and be made available to purchase (DVD/download).

## HESMONDHALGH – FORMATTING

Major studio films often have very high production and marketing budgets, and ensure profitability.

For example, the Marvel Cinematic Universe films utilise:

1. **STAR POWER** – A-list actors such as Chris Hemsworth, Scarlett Johansson
2. **GENRE** – action/comedy are popular and family-friendly
3. **SERIES** – the MCU is based on existing content and is a huge franchise of films

INSPECTION COPY

COPYRIGHT  
PROTECTED



## FACT SHEET

GENRE: Social realism/drama

RELEASE DATE: 21/10/2016

DIRECTOR: Ken Loach

PRODUCTION COMPANIES: BBC Films, BFI, Sixteen Films, Why Not Productions and Wild Bunch

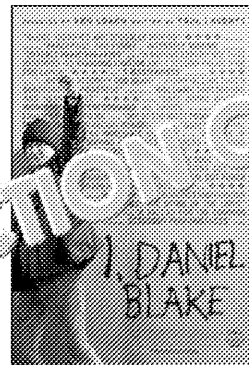
DISTRIBUTION COMPANIES: eONE Films (UK) Ltd

OPENING WEEKEND BOX OFFICE: £277,000

TOTAL BOX OFFICE: £1,100,000

RATING: 15 (UK)

Daniel Blake is a 60-year-old joiner who seeks help from the state following a heart attack.



## UK RELEASE POSTER

The poster features a close-up of the actor's face, with the title 'I, DANIEL BLAKE' written in a stylized font. The poster also includes the names of the production companies and the director.

The accolades and quotations clearly indicate that this is not a mainstream market film but it is critically acclaimed.

## IMPACT ON SOCIETY

The film's release and the story reignited the national debate on the welfare state.

Labour leader Jeremy Corbyn and politicians described the film as a 'wake-up call'.

## UK-SPECIFIC

As a critique of the UK welfare system, the film has been widely discussed in the media and by politicians.

## POLITICS NOT PROFIT

## FILM-MAKING AS A POLITICAL TOOL

- The film is a statement against the **austerity** policies and cuts to services of the Conservative government
- I, Daniel Blake* was produced with the intent of conveying an **ideology** instead of generating huge profits



## INDUSTRY



## THEORY – HESMONDHALGH

How *I, Daniel Blake* defies conventions of formatting:  
STANDALONE FILM  
HIGHLY POLITICAL CONTENT  
UNPOPULAR GENRE AND LACK OF STAR POWER

## SOCIAL REALISM

- A genre of art and film that began in Soviet Russia as a means of portraying the plight of the working class.
- Focus on 'believability' and depicting 'real' people authentically through non-professional actors.
- Non-poetic film: everything is presented to appear, sound and feel real.
- This genre is highly regarded but commercially unpopular.*

## ACCOLADES AND ACCLAIM

- PALME D'OR** – *I, Daniel Blake* won the grand prize at the Cannes International Film Festival
- BFI SUPPORT AND SCREENING** – the film was supported financially by the British Film Institute, as well as being screened at their Southbank Centre

## SOCIAL AUSTERITY

Beginning in 2008, the UK government cut benefits and further introduced **austerity** measures.

As a result, some poor and some ill/disabled people have been widely affected.

The film was shot on location in actual job centres, libraries and houses in order to feel more 'real'.

INSPECTION COPY

COPYRIGHT  
PROTECTED





- The film was highly successful financially, grossing over \$1.34 billion. In July 2018, it became the 10<sup>th</sup> highest grossing film of all time.
- Audience and critical reviews for *Black Panther* have been generally positive – as of 2019, the film has a critics' score of 97% on Rotten Tomatoes and an audience score of 79%.
- *Black Panther* was nominated for seven Academy Awards, eventually winning three. It is the first comic book / superhero film to be nominated for Best Picture.

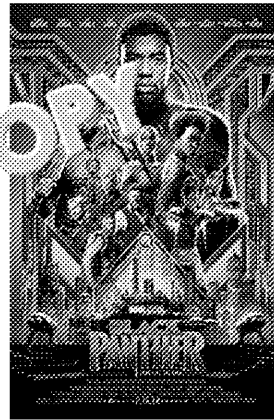
Block Panther conforms to the following formatting conventions:

- ✓ STAR POWER – features celebrities / famed actors
- ✓ GENRE – comic book movies are extremely popular with audiences
- ✓ SERIALS – the film is part of an ongoing cinematic universe

The poster follows the same conventions as many of those in the MCU: multiple star names; images of lead and supporting characters; lead hero staring into the future; the Marvel Studios logo.

The production design team used a combination of practical and digital effects to create the film's fictional city of Wakanda.

Strikingly, another poster was released in which the image of T Challa sitting on his throne mirrors a famous photograph of Huey P. Newton, the founder of revolutionary activist group the Black Panther Party.



## BREAKING THE FORMULA

 **SUCCESS\***

- In spite of this, *Black Panther* was considered by many to be a risky film for Marvel to make, and a surprise hit.
- For a long time, there has been an assumption in Hollywood that films which predominantly feature BAME actors will not appeal to a mainstream audience, hence representation had been overwhelmingly white in comic book movies with few notable exceptions (e.g. *Blade*). *Black Panther* proved this argument to be categorically false.

## OWNERSHIP

Marvel Studios is a subsidiary of the Walt Disney Company. Disney also owns Pixar (*Toy Story*), LucasFilms (*Star Wars*) and 20<sup>th</sup> Century Fox (*X-Men*).

In 2009, Disney bought Marvel Studios, a wise business decision: the films of the Marvel Cinematic Universe have grossed over \$4 billion and

- In 2013, Marvel signed a distribution deal with Netflix that allowed them to create several television series, including *Iron Man*, *Daredevil*, *The Punisher* and *Jessie Jones*.
- However, Disney will be launching its own streaming service in November 2019 (an impending competitor for Netflix). This arguably led to a conflict of interests between Disney and Marvel. In 2018, Netflix officially cancelled its Marvel shows.

## INDUSTRY

## SYNERGY

- Toys were released alongside the film. These included the Black Panther mask, the character's vibranium gauntlet, and a Nerf Vibranium Strike
- The Lexus LC500 car model features in the movie. Lexus and Marvel incorporated each other into their marketing campaigns.
- *Black Panther* includes original songs by American rapper / record producer Kendrick Lamar. The soundtrack was marketed through Interscope Records, the label Lamar is signed to.
- Alongside traditional film posters, and trailers released on YouTube and television, *Black Panther* was marketed on social media (Twitter, Instagram, Facebook, etc.) in order to appeal to a primarily younger audience.

**KEY TERMS**  
AFRICAN REPRESENTATION

**Colonialism:** For centuries, European political control of large areas of the world. Resources were exploited; the 'primitive' and many of its inhabitants used slave labour.

**The Dark Continent: A journey**  
 Victorian-era Europe to desolate  
 nations.

**Afrofuturism:** The imagination (expressed through art, texts, media, etc.) that is fundamentally black history, as well as the black culture has been erased.

INSPECTION COPY

**COPYRIGHT  
PROTECTED**



## AUDIENCE TARGETING

## PSYCHOGRAPHICS

## MUSIC STATIONS

- Music-focused stations will target audiences by their taste in music (a *psychographic category*) rather than by demographic groups.

## TALK RADIO

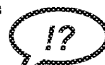
- Speech-based radio targets audiences by their interests in content and often appeals towards an older demographic. People listen to live radio.



## AUDIENCE INTERACTION

## 'LONG TIME LISTENER, FIRST TIME CALL'

- Call-in shows allow listeners to interact with the host and audience directly, but through a telephone. They also interact with audiences via social media – particularly Twitter.



AUDIENCES



RADIO

## DEAD AIR

## RADIO'S DECLINING

- Listener figures have fallen year for almost a decade.
- In particular, young people (16–24, 25–30) have much higher rates of switching.
- With many more choices and more control, audiences are moving towards podcast services.

## STREAMING SERVICES

## THE ENEMY OF RADIO

In the same way that Netflix et al have posed a significant threat to traditional TV, music streaming apps such as Spotify, Soundcloud and Apple Music have *negatively impacted radio listening figures*.

Control over track choice, being able to avoid listening to hosts and guests talking, and affordable subscription fees are indicative of why many listeners have been switching platforms.



## CONTEXT



## HISTORY OF RADIO

## ONE OF THE OLDEST MEDIA INDUSTRIES

- Before television, radio was a hugely popular form of entertainment.
- Radio was used to broadcast news (the outbreak of WWII famously) quickly across large areas, faster than newspapers.
- Radio has been a key part of the music industry, and is still a major source of recognition and exposure.

Radio costs less to produce than television, with broadcasting licensing often being the most expensive part of production.

## DISTRIBUTION

Shows are broadcast to radio stations via digital broadcasting. Digital signals are more reliable than analogue, which can't be broadcast in poor atmospheric/weather conditions.

As well as live broadcasts, clips are often posted on station websites.

Some shows are occasionally streamed online, although this is fairly uncommon.

## SOCIAL AND ECONOMIC CONTEXT

- Radio is a far smaller and less lucrative media industry than television or film.
- Equally, it holds less influence over the public and the institutions of power than the newspaper industry.

INSPECTION COPY

COPYRIGHT  
PROTECTED



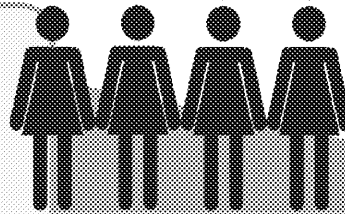
## IS RADIO DYING?

## COMPETING WITH THE INTERNET

- Like print media, radio has experienced a **rapid decline** in popularity
- Music streaming services, online podcasts and other online sources of audio content offer more choice and freedom to listeners
- Audiences can stream or download the content they want to consume, when they want to consume it

## AUDIENCE TARGETING

- As the title suggests, the primary demographic of the show is **female**
- *Woman's Hour* targets a **wide female audience** and offers opportunities for its audience to **interact** and be part of discussions



## AUDIENCES

## CONTEMPORARY LIFE FOR WOMEN

- *Woman's Hour* focuses on **women's perspectives** on issues and does not solely focus on issues specific to women.
- Issues such as **sexual health, mental well-being, IVF relationships** and other similarly important topics are discussed in an open, casual and often **comedic manner** as opposed to a stern academic or journalistic tone.
- Programmes such as this have been hugely influenced by the **#MeToo movement** that began in 2017 when thousands of women publicly shared their stories of surviving sexual assault.
- Since its first broadcast in 1946, *Woman's Hour* has continued to evolve and continues to **mix hard-hitting topics** such as abortion with **light-hearted discussions** based around popular culture and fashion.

## ALIENATING MALE LISTENERS?

From the title, the show is potentially alienating male listeners. However, by focussing itself on women's perspectives on issues, this could be seen as accessible to everyone, especially when considering *Woman's Hour*'s daily 10am prime-time morning slot on Radio 4.

## BBC RADIO PUBLIC SERVICE REQUIREMENTS

As a public service broadcaster, the BBC has certain criteria that it must meet. How well does *Woman's Hour* meet or fail to meet these guidelines?

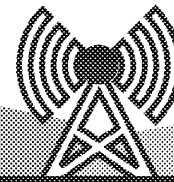
## MEETS GUIDELINES:

- ✓ **Informative**, providing a range of programming, including news, current affairs, sport, arts and education.
- ✓ **Radio 4's speech-based production output**

## DOES NOT MEET GUIDELINES:

- ✗ Could be argued to be **misrepresentative** through being almost solely comprised of female guests.
- ✗ Issues can be raised as to whether the show is **impartial** (as the BBC is obligated to be)

## INDUSTRY



## WOMAN'S HOUR

## ONLINE CONVERGENCE

- The BBC official website includes usable **links** to listen to all previous episodes of *Woman's Hour*.
- Appropriately themed **articles** by regular guests of the radio show are available to read on the *Woman's Hour* page. Such example could be 'There's no secret': relationship advice from Rosie Parmiter and Rosie O'Donnell.

## UPDATING THE FORMAT FOR THE 21ST CENTURY

*Woman's Hour* – which runs on BBC Radio 4 – has evolved to reflect the changes in women's liberation movements and social change. The show has evolved to reflect this. *Woman's Hour* could be seen to reflect changes in discussions and wide-ranging guests, which has included Winfrey and Michelle Obama. The original show from the 1940s could be said to be for women could imply all other radio shows were for men. *Woman's Hour* has continued and has developed into an important part of the BBC's schedule, suggesting its relevance.

## SHIRKY – END OF AUDIENCE

- ▶ Radio is a media industry that is facing huge competition from **amateur creators**
- ▶ Affordable recording equipment and free hosting websites (Soundcloud, iTunes, Podcasts, etc.) mean that **listeners have become producers as well**
- ▶ These trends are in line with Shirky's concept of **mass-amateurisation**

## FACT SHEET

**HOSTED BY:** Emma Barnett, Anita Hill (maternity cover for Emma Barnett)  
**PREVIOUSLY HOSTED BY:** Jenni Murray  
**FORMAT:** Talk show, variety  
**FIRST BROADCAST:** 1946  
**RADIO STATION:** BBC Radio 4  
**EPISODE LENGTH:** One-hour episodes  
**BROADCAST SLOT:** 10am, broadcast

INSPECTION COPY

COPYRIGHT  
PROTECTEDZig  
Zag  
Education

## IS RADIO DYING?

## COMPETING WITH THE INTERNET

- Like print media, radio has experienced a **rapid decline in popularity**
- Music streaming services, online podcasts and other online sources of audio content offer more choice and freedom to listeners
- Audiences can stream or download the content if they want to consume, when they want to consume

## AUDIENCE TESTING

**HYHGP targets a young, diverse, educated audience**  
The audience is targeted by focusing each episode of the podcast on **topics relevant to the target audience**, e.g. celebrity culture, American history, black art, social issues, relationships and the education system.

A VOICE FOR THE  
UNDER-REPRESENTED

- The poetress is acclaimed for using a mixture of spoken word, acting, music, poetry and intelligent discussion of social issues
- The poetress also meets the BBC's remit to **inform, educate and entertain**, giving today's youth a voice that they can relate to
- Issues of **diversity and inclusion** are pertinent and ever more so since the **Black Lives Matter protests of 2020**
- Discussions about **racial discrimination** have rightly come to the forefront after **investigations into institutions** such as the British police and UK schools found several incidents of racial discrimination in its society
- The poetress dedicated one episode of her first theatre to the **Grenfell Tower disaster**, highlighting the **racial inequalities** in British society and how society treats **underprivileged and vulnerable social groups**. Grenfell's use of poetry, music and guest actors helps to give a voice to the **under-represented** and those who often have **no voice** in mainstream media.

## ALLENATING ULTRA-FAST

From the diversity of the content to the variety of the music, etc.), the podcast is an extremely attractive listening platform. However, the station is not intentionally doing this, merely sharing what it already has in its active way. This could be seen as attractive to anyone who is willing to listen. As a Pils Radio 104.5 podcast, the general audience associated with the talk radio station is **male, over forty and affluent**. Therefore, the podcast could also be an attempt by the BBC to further diversify the channel's audience.

## BBC RADIO PUBLIC SERVICE REQUIREMENTS

As a public service broadcaster, the BBC has certain criteria that it must meet. How well does *Have You Heard George's Podcast?* meet or fail to meet these guidelines?

## SEMI-ANALYTICAL

- ✓ Informative, er  
prim... ion  
date... issues  
Room 5 Live's speech-  
based production output

### DES AT AT GUIDELINES:

Issues can be raised as to whether the show is **impartial** (as the BBC is obligated to be)

## INDUSTRY

## AUDIENCES

## ONLINE CONVERGENCE

- The BBC official website includes usable **links** to listen to all previous episodes of the podcast.
- Appropriately themed **articles** about the podcast's contributors can also be found on the home page for the podcast on the BBC website. This includes an article about Benbrick, one of the producers of the podcast; and an article about making podcasts during the pandemic.

## AN INTERACTIVE AUDIENCE

line areas in which radio and podcast differ is the interactive element found on radio broadcasts. Social media interaction and live phone-in are commonplace during radio broadcasts and offer an additional layer to the auditory.

To maximize this and give this type of audience interaction the greatest chance of success, we set up a social media forum called *Car + 2*, and we gave the listener the ability to listen to a specific episode and then answer the most pertinent questions. They were able to ask questions, and the hosts were able to enter to read other people's questions, and the show seems as if it inspired by the episode.

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

SHIRKY -- END OF AUDIENCE

- » Radio is a media industry that is facing huge competition from amateur creators
- » Affordable recording equipment and free hosting websites (Soundcloud, iTunes, Podcasts, etc.) mean that listeners have become producers as well
- » These trends are in line with Shirky's concept of mass amateurization

## DISTRIB

- *Have You Heard* has had several **episodes**
- George had **something** **useful**
- In 2021, the **2021** **diversity** in **the** **audiences**.

## CON

www.elsevier.com/locate/jmb

George the Poet is a Peabody Award-winning word artist who has an interest in social

He started his career as a rapper, signed to a major label, moving to poetry and creating podcasts, being elected to the **National Council of England**. Soon after this, **Have You Heard?** won awards at the 2019 British Podcast Awards, commissioning a second series of the podcast. The podcast went on to win a **Peabody Award** and was the first podcast outside of America to win the award.

George opened the wedding ceremony with Megan Markle by reading a love poem. MRR but turned down this opportunity, so the treatment of his ancestral homeland they

INSPECTION COPY

**COPYRIGHT  
PROTECTED**



## SOARING POPULARITY

Like other forms of new media, the video game industry is rapidly growing.

Originally viewed as a niche interest, gaming is now a popular mainstream pastime and a huge media industry.

For example, the 2013 game *Grand Theft Auto V* has made more money than any other piece of media ever.

In five years, the game has made approximately the same amount of money as the most successful film ever (199), *Shogun*, has made globally.

## AUDIENCE RESPONSE AND INTERACTION

Video games have no limit of audience response. Unlike newspapers / radio / TV / film, etc.

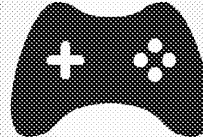
Social media / forums are the primary methods by which developers interact directly with players

Players can interact with each other through online servers

INTEREST  
different  
Motorsp

## AUDIENCES

## VIDEO



## GAMES

## CONTEXT

## A MODERN MEDIA INDUSTRY

The video game industry is one of the youngest media industries, with the first arcade games being made in the 1980s.

Developments in digital technology – console hardware, Internet speeds and servers – have been hugely beneficial in the economic success of the industry.

## DIFF

## CONSOLES

play games –

PC: games designed for computer / laptop

## MOBILE

more casual

## ARCADE

that only play Space Invaders

## REGULATION

Games, like films, receive age rating before release  
Specific content warnings are listed on the box / digital storefront page  
PEGI and the VTSC are responsible for game certification in the UK (see *REGULATION AND DIVERSIFICATION* mind map for more)

## CONTROVERSY AND VIOLENCE

- Since the 1980s, there has been controversy over the content of video games being violent, sexual or graphic. *Grand Theft Auto*, one of the most successful game series of all time, was notorious at the time for its violence.
- Video games received more criticism than film or TV because of the active role of the player in the violence – this raised concerns that young people would emulate these actions in real life.
- Now, these concerns have been largely dismissed as there has been very little proof that video games have any real negative impact on children's behaviour.

INSPECTION COPY

COPYRIGHT  
PROTECTED

## FACT SHEET

GENRE: Action-adventure  
 RELEASE YEAR: 2012  
 DEVELOPER: Ubisoft Sofia  
 PLATFORM: PSVita (2012 release) PS3, Xbox 360  
 (2014 release)  
 AGE RATING: PEGI 18

## MEDIA EFFECTS THEORY

## DEPICTION OF VIOLENCE

- ❖ The game could be seen as portraying violence and acceptable in the narrative.
- ❖ Conversely, the violence depicted is realistic and highly unlikely to encourage imitation.

## SHIFTING DEMOGRAPHICS ATTRACTING FEMALE CONSUMERS

- \$ Assassin's Creed is a franchise of action-adventure games – has had a primarily young to middle-aged male customer base.
- \$ More game developers are recognising the growing number of women buying and playing games traditionally marketed solely towards male audiences.
- \$ Equally, the decision to release the game on a portable console is also indicative of Ubisoft trying to attract a casual gamer demographic alongside its traditional customer base and tap into the success of mobile gaming.

## AUDIENCES

ASSASSIN'S  
CREED III:



LIBERATION

RATED PEGI 18

FOR UNMOTIVATED VIOLENCE

## PRODUCT

- Developed by major game developer Ubisoft.
- Released alongside a larger game Assassin's Creed III – on consoles and PC.
- Featured similar open-world and game movement/fighting mechanics.

## ACTION-ADVENTURE GENRE

## TRADITIONAL MALE PROTAGONISTS

- ❖ Previous protagonists (Altair, Ezio, Connor) have all been male.
- ❖ Other titles in the genre have featured male protagonists and antagonists (Solid Snake in Metal Gear Solid, for example).
- ❖ This may be because violence and fighting are typically associated with masculinity.

## CONTEXT

## RISE OF MOBILE GAMING

- The decision to release on PSVita could be a way to capitalise on the popularity of mobile gaming.
- However, the PSVita performed badly compared to other portable consoles.

## Aveline de Grandpre

- ❖ First female protagonist of the series.
- ❖ Aveline works as a planter for the French government.

## ASSASSIN'S CREED FRANCHISE

## ORIGINAL RELEASE

- First game released in 2007 to critical acclaim and commercial success.
- Known for large open-world maps, climbing and parkour mechanics and rich historical settings and narratives.

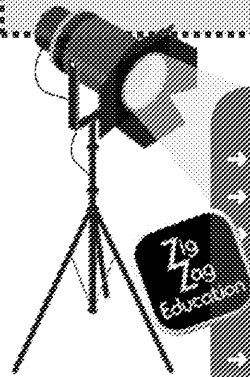
INSPECTION COPY

COPYRIGHT  
PROTECTED





As of October 2023, there have been **13 mainline Assassin's Creed games**, including Octo. The popular franchise of **third-person action-adventure games** has found success due to its focus on exploring **different historical settings**, from **Ancient Egypt** to **Victorian London** (Assassin's Creed: Syndicate).



### FRANCHISE SPREAD: ASSASSIN'S CREED: ODYSSEY

- **Primary setting:** Ancient Greece
  - **Historic protagonist:** Alexios or Kassandra
  - **Release:** 2018
- Set nearly 400 years earlier than any other mainline game, Assassin's Creed: Odyssey expanded on the RPG elements introduced in AC: Origins to complete its genre-tun from stealth-influenced third-person action-adventure game to open-world RPG, adding new combat mechanics and a new skill and gear system.
- In the game you play as Kassandra or Alexios, giving the player a choice between a male and female protagonist. Your character is the grandchild of Sparta's king Leonidas, and the game takes place during the Peloponnesian War. Audience appeal can be found as the narrative introduces key historical figures such as Plato and Socrates with iconic Greek mythological characters such as the Cyclops and Medusa.
  - On average, the game takes players 45 hours to complete the main story, with players taking an average of 64 hours to complete the main story and all side quests.

### FRANCHISE SPREAD: ASSASSIN'S CREED: SYNDICATE

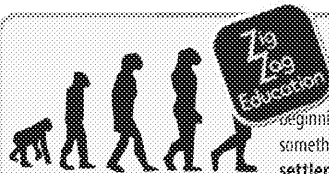
- **Primary setting:** Victorian London
  - **Historic protagonist:** Jacob Frye
  - **Release:** 12<sup>th</sup> Nov 2015
- Assassin's Creed: Syndicate is set in Victorian London, taking players off the island of Greece and into its mythology, introducing characters such as Thor and the British Royal Family.
- Just like AC: Origins, the game has a focus on historical events and figures. As with AC: Origins, the game has a focus on historical events and figures. As with AC: Origins, the game has a focus on historical events and figures.

### KEY HISTORICAL LOCATIONS IN THE FRANCHISE

- Assassin's Creed (2007) – 12<sup>th</sup> century Holy Land, Acre, Damascus, Jerusalem
- Assassin's Creed II (2009) – 15<sup>th</sup> century Italy
- Assassin's Creed: Brotherhood (2010) – 15<sup>th</sup> and 16<sup>th</sup> century Italy
- Assassin's Creed: Revelations (2011) – 16<sup>th</sup> century Constantinople
- Assassin's Creed III / Liberation (2012) – 18<sup>th</sup> century colonial America
- Assassin's Creed IV: Black Flag / Freedom Cry (2013) – 18<sup>th</sup> century Caribbean Islands
- Assassin's Creed Rogue (2014) – 18<sup>th</sup> century American Northwest
- Assassin's Creed Unity (2014) – 18<sup>th</sup> century France
- Assassin's Creed Syndicate (2015) – Victorian London
- Assassin's Creed Origins (2017) – Ancient Egypt
- Assassin's Creed Odyssey (2018) – Ancient Greece
- Assassin's Creed Valhalla (2020) – 9<sup>th</sup> century England and Norway

In 2020, Ubisoft released its franchise figures stating that the franchise had generated over \$1 billion in revenue. To put this into perspective, Far Cry (another Ubisoft franchise) generated over \$1 billion in revenue. This makes Assassin's Creed the most successful franchise in the world.

In October 2023 the Assassin's Creed franchise will go back to its roots with the release of Assassin's Creed: Mirage. The game will be set in Baghdad in the 9<sup>th</sup> century. Assassin's Creed: Mirage has been described as a more narrative-driven game. Mirage will also have a lower price point for its launch.



### EVOLUTION OF A FRANCHISE

When Assassin's Creed released in 2007, video game players were blown away by the **freedom** and its **regimented stealth mechanics**. The beginning, players could move between **historic cities**, **stealthily kill their targets** and **escape the scene** of the crime in interesting ways (hiding something much bigger (the original game took on average 15 hours to complete compared to Valhalla's 60-hour main story). The franchise is now a **settlement management** and **castle assaults**.

Ubisoft is known for following structures of gameplay that the player **recognises**, and this can also be seen in the Assassin's Creed franchise. Although it has **evolved** over time, the player still recognises the **stealth mechanics**, **action-adventure gameplay** and a **narrative that mixes history and modern setting elements**.

INSPECTION COPY

COPYRIGHT  
PROTECTED



## CHANGES AND DEVELOPMENTS



Fill in the timeline below to show the major changes and developments in technology.

The media landscape has changed hugely in the last 30 years or so due to major technological developments:

- ✓ 1989 – .....
- ✓ 1998 – .....
- ✓ Mid 1990s to early 2000s – .....
- ✓ 2004 – .....
- ✓ 2005 – .....
- ✓ 2007 – .....
- ✓ 2007 – .....
- ✓ 2017 – .....

These are just a few select examples of recent key moments that have changed contemporary media forever.

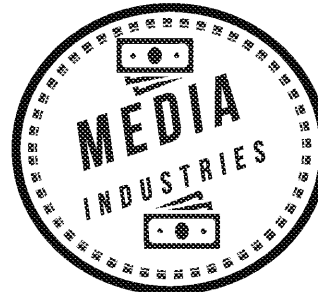
## CONVERGENCE



Define the term 'convergence' and give one example of convergence.

Definition: .....

Example: .....



## THE POWER OF THE MODERN MEDIA



Give one example of the power of modern media over the way that people think and act.

.....

.....

.....



Give one example of how media companies can have an effect on politics and the government.

.....

.....

.....

## ECONOMIC CONTEXT



Fill in the gaps.

## MEDIA IS BIG BUSINESS

\$ Major media ..... and ..... valuable and powerful companies that generate billions of pounds.

\$ An example of a hugely profitable and powerful media company is .....

- The company regularly releases films that generate billions of pounds from global ..... networks.
- The company also owns dozens of other media companies including Disney, Fox, Marvel, DC, and many, many others.

\$ You'll have to just imagine Mickey Mouse with dollar signs for ears. He would probably sue us, but you get the point.

box office sales  
conglomerates

market dominance  
networks

The V

INSPECTION COPY

COPYRIGHT  
PROTECTED





## ▶ HOW MEDIA IS PRODUCED

## MEDIA TEXTS AS PRODUCTS

- Artistry aside, media texts are often designed and produced with the same aims as conventional products – **commercial success and maximum profit margins**.
- This often dictates which texts are chosen to be produced and how various elements of production are executed.

Complete the definitions for vertical integration and horizontal integration.



Vertical integration is when a media company .....

.....

These **OWNERSHIP MODELS** allow companies to minimise costs and maximise efficiency.

Typically, **larger and wealthier companies** mainly use horizontal and/or vertical integration because of the high costs of buying out other companies

Horizontal integration is when a company .....

.....

## INSTITUTIONALISED PROCESSES VS SPECIALISED PROCESSES

Like any major industry, the media has a **mainstream** production and distribution process, which is **institutionalised** (following an established pattern)

**Specialised processes** are typically employed by independent producers that operate on lower budgets and target more specific niche audiences

Digital media and the internet have been updated to meet the needs of the 21st century.



▶ OLD:

▶ NEW:

▶ OLD:

▶ NEW:

## HOW PRODUCERS MAINTAIN CONTROL OF A PRODUCT

Once a product has been made and delivered, it is then circulated among audiences and producers have to deal with issues of theft, piracy, and losing ownership of the product.



Define 'artificial scarcity' and give one example.

## ARTIFICIAL SCARCITY

.....

.....

.....

.....

.....

## CONTROL OF CIRCULATION

.....

.....

.....

.....

.....



COPYRIGHT  
PROTECTED



INSPECTION COPY

## HOW ARE TRADITIONAL MEDIA PRODUCERS DIVERSIFYING?

## EXPANDING ACROSS PLATFORMS

Example: a television network with no online presence has noticed lower audience ratings year-on-year while streaming services continually attract new customers.



How might this television network diversify?

.....

.....

.....



## WHY IS DIVERSIFICATION NECESSARY TO COMPETE?

New media forms have entered into the audiences of older media forms. The increased digital presence of media has made it more accessible for smaller producers and companies to compete, especially on the internet, which offers a more level playing field.

.....

.....

.....



Define 'diversification'.

## DIVERSIFICATION

DEFINITION: .....

.....

## MAINTAINING AN AUDIENCE

- With more channels of communication, people now have far more choice.
- This means that audiences that would have previously been consolidated are now split and divided.
- For example, a traditional broadcast TV show would have had one major audience watching live.
- Now, the audience is split between live, watching live, and or streaming services, and watching clips/vids.



## TRADITIONAL AND NEW MEDIA



Complete the boxes below with forms of both traditional media and new media.

## Traditional Media

.....

.....

.....

## NEW MEDIA

.....

.....

.....



## REGULATION BOARD

## CONTEMPORARY MEDIA

## FILM

.....

.....

.....

## TV AND RADIO

.....

.....

.....

## Define

DEFINITION: .....

Give one example of harmful and misleading information that has negative effects on public health.

## PUBLIC HEALTH

.....

.....

.....

CURRAN AND SEATON; how the Internet and digital technology have been used to restrict democratic participation.

LIVINGSTONE AND LUNT: how digital technology has been used to restrict democratic participation.

## THEORIES

.....

INSPECTION COPY

COPYRIGHT  
PROTECTED



**REGULATION LIVINGSTONE AND LUNT**

Complete the key concepts box below – what do Livingstone and Lunt state about regulation of the media?

KEY CONCEPTS  
Livingstone and Lunt state:

Complete the key concepts box below – what do Livingstone and Lunt state about regulation of the media?

Fresh innovative content, diverse patterns of ownership, media industries

OWNERSHIP

- Media producers can lose ownership of a property more easily due to piracy online.
- Paywalls, digital storefronts, and copyright laws (YouTube's copyright strike, for example) are methods that help prevent piracy.

List the needs of people as citizens vs the needs of people as consumers in the boxes below.

The needs of PEOPLE AS CITIZENS

The needs of PEOPLE AS CONSUMERS

These concepts should be balanced

List the regulatory boards used in the UK.

TRADITIONAL METHODS ARE FAILING – WHY?

Media is now GLOBAL

Complete the key concepts box below – what does Hesmondhalgh state about media industries?

KEY CONCEPTS – Hesmondhalgh states:

THEORETICAL APPROACHES

COMMERCIALIZATION OF CULTURE

- Pieces of art have become products to trade and sell, rather than existing for their own sake
- Prints and replicas of paintings such as the *Mona Lisa* exemplify this

INSPECTION COPY

Zig Zag Education

INSPECTION COPY

COPYRIGHT  
PROTECTED



Define the terms 'demographics' and 'psychographics' in the text boxes below. Then provide examples of each.

## Audiences – Categorising and Targeting

### DEMOGRAPHICS AND PSYCHOGRAPHICS

DEMOGRAPHICS AND PSYCHOGRAPHICS are used to group audience members together. Understanding who consumes a media text (demographics) and why (psychographics) is crucial for media producers in allowing them to be more focused in their content.

DEMOGRAPHICS are often grouped by their work status into six sets, listed below:

- A ..... ➤ C2 .....
- B ..... ➤ D .....
- C1 ..... ➤ E .....



Define each of the demographic profiles.



### CATEGORISING

HOW AUDIENCES ARE GROUPED



Define the four uses of media texts as put forward by Blumler and Katz.



### AUDIENCES



Define each of the seven categories of audience groups according to Young and Rubicam.

#### THE 4 CS OF DEMOGRAPHICS AND PSYCHOGRAPHIC PROFILES – YOUNG AND RUBICAM

Young and Rubicam put forward seven categories of audience groups correlating to what they seek to gain from media texts. The 4 Cs refer to Cross Cultural Consumer Characterisation.

1. MAINSTREAMERS .....
2. STRUGGLERS .....
3. EXPLORER .....
4. RESIGNED .....
5. ASPIRERS .....
6. SUCCEEDERS .....
7. REFORMERS .....

#### BLUMLER AND KATZ – USES AND GRATIFICATIONS

This theory puts forward that audiences use media texts in order to feel gratified in a number of different ways:

1. ENTERTAINMENT .....
2. IDENTITY .....
3. INFORMATION .....
4. SOCIAL INTERACTION .....



#### TARGETING

- Media texts will not always reach their target audience.
- Some media can gain an audience that underestimated the demographic of the media text, or for any other reason.



Give one example of an unexpected audience.

#### CATEGORISING

- Categorising and targeting are essential tools for researching audiences.
- From an academic perspective, there are several tools for analysing audiences.

INSPECTION COPY

COPYRIGHT  
PROTECTED





Define the key media terms below and give an example of how they can evoke emotional responses in an audience.

## Audiences – Response and Inter

### EVOKING EMOTIONAL RESPONSES

Media producers can use the form and content of their text in order to evoke emotions and/or make audiences think about the subject matter being displayed.

#### TECHNICAL CODES

#### VISUAL CODES

#### LANGUAGE

#### MODE OF ADDRESS



### FACTORS THAT INFLUENCE AUDIENCE RESPONSE



List the three factors that can influence audience response. Use the descriptions provided to help you.

1

Audience attitudes and prevailing ideologies evolve over time -- for instance, audience attitudes towards women in media have changed hugely since the 1950s

2

An audience's social position/group, such as the subculture they belong to, their social class or their role in society, will shape their reactions to media

3

Different cultures have varying social norms and practices, e.g. the difference between American and Japanese culture



Fill in the gaps below using the words in the box.

### RESPONSE

HOW AUDIENCES REACT TO TEXTS

### AUDIENCES

#### MOOD AND EMOTIONS

- Audiences will often respond well to texts that are strongly \_\_\_\_\_ – whether it's a comedy TV series that succeeds at making people laugh or a \_\_\_\_\_ film that leaves you feeling unnerved, disturbed and on edge.
- From the perspective of a media creator, texts will often be crafted in certain ways to make audiences \_\_\_\_\_ in a certain way.



documentaries  
emotionally evocative  
engaged  
horror  
type  
react  
successful  
themes

#### COGNITIVE REACTIONS

- Media can be a way of engaging audiences with new \_\_\_\_\_ on the world, helping them explore new concepts and helping them process aspects \_\_\_\_\_ are \_\_\_\_\_ example of \_\_\_\_\_ used as a form of discussion.
- Fictional narratives contain \_\_\_\_\_ (love, loss, mortality, what it means to be human) that can make us think about our own lives.

### IMPORTANCE OF UNDERSTANDING AUDIENCE RESPONSE

- For media producers, knowing how consumers of their text react can help them gauge how \_\_\_\_\_ they have been as artists/creators.
- Producers want to keep audiences \_\_\_\_\_ (e.g. not going back onto the Netflix browse page and looking for something better), and knowing how viewers react is a useful \_\_\_\_\_.



Describe below how \_\_\_\_\_ media forms.

- For traditional \_\_\_\_\_ limited or \_\_\_\_\_
- NEWSPAPERS
- TELEVISION
- RADIO
- FILM



- Social media can spread \_\_\_\_\_ of mouth
- Controversial pieces \_\_\_\_\_ result in social media \_\_\_\_\_
- Complaints/criticism

COPYRIGHT  
PROTECTED



INSPECTION COPY



### CULTIVATION THEORY GERBNER

Define  
'mean world syndrome'.

Complete the key concepts box below – what do Gerbner state about the consumption of media texts?

KEY CONCEPTS – GERBNER STATES:



### 'MEAN WORLD SYNDROME'

### RECEPTION THEORY HALL

Complete the key concepts box below – what do Hall state about audiences' reception of media texts?

KEY CONCEPTS – HALL STATES:



## THEORETICAL APPROACHES

### 'END OF AUDIENCE' SHIRKY

Complete the key concepts box below – what does Shirky state about the creation of media texts?

KEY CONCEPTS – SHIRKY STATES:

This is the idea that many audiences are not couch potatoes, but are active individuals who interact with and use media texts for their own purposes. They are prosumers (producers and consumers).

### PROSUMERS

Fill in the gaps below using the words in the box.

### EVERYONE'S A CRITIC

- Online review sites (Rotten Tomatoes, Goodreads, etc.) mean                      can review media texts even years after their release.
- Before the                     , the only reviews that would get major media exposure would be those of professional critics.
- General audience opinion is                      visible and critical to the                      of a media text (e.g. if someone viewing a film, they might search                      for a 20% rating on Rotten Tomatoes, this might influence them into avoiding the product).
- Reviews, scores, and audience reception are powerful                      tools –                      social-media                      can be a death blow for some texts.

amateurs  
anyone  
backlash  
distributed  
financial  
IMDb  
industrial  
success

### MASS-AMATEURISATION

- The                      and                      barriers that have limited media production to professionals/companies have                     .
- Affordable high-quality equipment (DSLRs, microphones, graphics tablets) means                      content much more easily.
- Websites                      amateurs can be                      and gain large global audiences.

Use the following arrows to complete the diagram below to show the traditional relationship between the producer and the audience, compared to the new relationship.

### TRADITIONAL RELATIONSHIP

PROFESSIONAL PRODUCERS

AMATEUR AUDIENCES

### THE NEW RELATIONSHIP

PROFESSIONAL PRODUCERS

AUDIENCES AND CREATORS

### KEY CONCEPTS – JENKINS STATES:

Fans  
interest  
Conver  
with  
Friends  
and fan  
people

Define the term 'textual poaching'.

TEXTUAL POACHING

COPYRIGHT  
PROTECTED



INSPECTION COPY



## EMOTIONAL RESPONSE

## HOW ADVERTS MAKE YOU FEEL, AND WHY

- **ADVERTISING** – many adverts present a perfect version of life, filled with attractive young people living exciting lives, wearing the most beautiful clothes, driving the most luxurious cars. The products are shown as a gateway to a better life – but one that is not possible in reality.
- **INSECURITY** – equally, adverts can often make you feel insecure. This is intentional or not. Subliminally, buying a product can help reduce an insecurity – powerful – and morally questionable – tool of the advertising industry.

## AUDIENCE INTERACTION

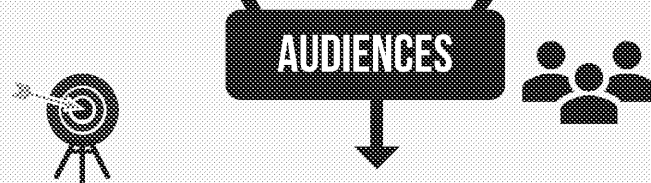
- **ADVERTISING** (TV, print, radio) were once one-way interactions with consumers. Now, adverts can be shared, liked, commented on, shared, reported, etc., and companies can directly reply to individuals.
- Twitter, in particular, has become a popular outreach for brands to interact with the public.

## AIRBRUSHING/PHOTO EDITING

Since photo editing software has become available, advertisers have been able to make models appear 'more attractive' than they are in reality by comparison.

## QUESTIONABLE SELLING POINTS

Advertisements for cosmetic products often use language that gives the impression of perfection. It certainly. Phrases such as 'perfect skin' or 'flawless complexion' are common.

AUDIENCE CATEGORISING AND TARGETING  
PRODUCT DEMOGRAPHICS/PSYCHOGRAPHICS

The intended audience of an advert are the same as the targeted consumer of the product, and can influence which **advertising channels** advertisers use to connect with their audiences.

## DEMOGRAPHICS:

The age and professional status of consumers are critical; a high-level professional will have considerably more disposable income than a student. Advertisers target older demographics through social media advertising, while targeting young people.

Advertisers present products in a way that makes the products seem as if they can fulfil a want or desire that a consumer needs – understanding what an audience demographic likes, dislikes and wants is a hugely valuable tool for advertisers.

NEW AND IMPROVED!  
ADVERTISING  
INDUSTRY

NOW WITH LESS WILDLY UNTRUE CLAIMS AND  
AIRBRUSHED MODELS!

Fill in the gaps on this page using  
the words in the box below.

second-hand  
million-dollar  
aspirational  
can assist  
channels  
cost-effective  
disposable income  
Facebook  
inadequate  
influence  
influencers  
integral  
less successful  
media forms  
online  
optimisation  
psychographics  
sophisticated  
targeted  
third-party  
traditional

- In our era, the number of different advertising channels is growing.
- As the market for advertising grows, the competition for advertising space is increasing.
- It is important for advertisers to understand the composition of their target audience and to tailor their advertising to that audience.

## SUPER BOWL

Being able to reach a large audience in 2019, a...

INSPECTION COPY

COPYRIGHT  
PROTECTED





Describe the social context of 1950s America in the box below.

## SOCIAL CONTEXT – 1950S AMERICA

Zig  
Zag  
Education

Why was advertising in the 1950s not entirely trustworthy?

Advertising in the 1950s – 100% trustworthy?  
Not at all, really

Which types of audience categories, according to Young and Rubicam, could the Tide advert be targeting?

## AUDIENCE CATEGORISATION – YOUNG AND RUBICAM CATEGORIES

## AUDIENCES

## HALL – RECEPTION THEORY



List below three possible readings that the audience in the 1950s may have had from the advert.

1. ....

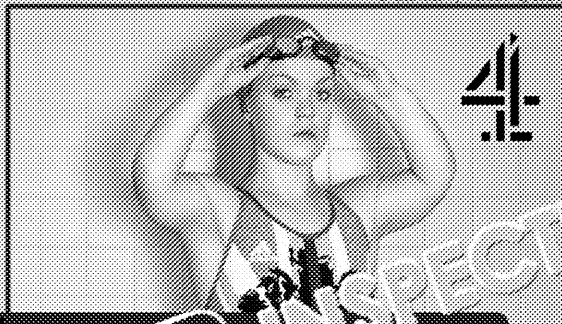
2. ....

3. ....

Zig  
Zag  
EducationCOPYRIGHT  
PROTECTEDZig  
Zag  
Education

INSPECTION COPY

© Channel 4 / Creative, 2020



## CHANNEL 4

- A British free-to-air **public broadcaster** which is funded through advertising, not by the taxpayer.
- Founded in 1972, it has a reputation for a high quality of programming for a culturally diverse society.
- Channel 4 also provides the biggest free streaming service in the UK (All4).

## CONTEXT



What is the historical context of the Super. Human. advert? Think about the Paralympics.



What is the significance of the Paralympics in Tokyo?



How does the Super. Human. advert aim to fight misconceptions about disability?

## CULTIVATION THEORY – GERBNER



## AUDIENCES



How can the audience interact with the Super. Human. advert?



Why...



Why...



How does the Super. Human. advert aim to inspire the athletes through their story?

## RECEPTION – HALL



INSPECTION COPY

COPYRIGHT  
PROTECTED





Why are newspapers declining in popularity?

## DECLINING POPULARITY

EXTRA! EXTRA! NO ONE'S READING NEWSPAPERS ANY MORE



How has audience response and interaction with newspapers developed from traditional methods of response?

## AUDIENCE RESPONSE AND INTERACTION



Why

!?

## AUDIENCES

## NEWSPAPERS

## CONTEXT



## FREEDOM OF THE PRESS

- A key pillar of \_\_\_\_\_ is freedom of the press.
- Newspapers and journalists should be allowed to report on \_\_\_\_\_ and the actions of the \_\_\_\_\_ without censorship or fear of violence/\_\_\_\_\_.
- Freedom of the press asserts that the public have a \_\_\_\_\_ to know what is happening in their society.

democracy  
established  
events  
government  
newspapers  
power  
punishment  
right

## THE OLDEST MEDIA INDUSTRY

\_\_\_\_\_ have been in existence since the early days of printing presses in sixteenth-century Europe. \_\_\_\_\_ their \_\_\_\_\_ and \_\_\_\_\_ connector to institutions \_\_\_\_\_ in the UK.



How has the d

DIS



What was the Leveson Inquiry? What is \_\_\_\_\_ we work in the newspaper industry as a whole?

## LEVESON INQUIRY

## BIAS AND

Newspapers have no re-  
biased and have a poThis can and does impact  
constructs narratives.COPYRIGHT  
PROTECTED

INSPECTION COPY

# Newspapers: Set Product – the *Daily Mirror*



What past controversy was the *Daily Mirror* involved in?

## PAST CONTROVERSY

.....

.....

.....



What is the *Daily Mirror*'s political bias? What sort of issues does the newspaper focus on due to its political bias?

## POLITICAL AFFILIATION

.....

.....

.....



Explain how Jubilee reflected the newspaper's political bias.

.....

.....

.....

MIR

Zig Zag Education

Like most papers, the *Daily Mirror* has an online subscription service.

The *Daily Mirror* also has a **tablet edition**, replicating the daily print newspaper in the same format but for iPads and other touchscreen devices. This can be purchased for £6.99 for 7-day digital access.

## CONTEXT



## INDUSTRY



Fill in the gaps below, using the words in the box.

## 'TABLOIDS' — NEWSPAPER FORMAT

- On a strictly technical level, 'tabloid' is a term that describes the ..... size and shape of a newspaper
- However, culturally and within the industry, tabloid has come to mean newspapers aimed at .....
- Tabloids (the *Daily Mirror*, *The Sun*, the *Daily Mail*, etc.) often feature ..... writing, a focus on ..... and a more hyperbolic and dramatic way of reporting stories
- The link between the size of the newspaper ..... content ..... / ..... broadsheet = in ..... of the industry

construct  
popular culture  
quality

small  
simplistic  
the general public

## THE *DAILY MIRROR* OWNERSHIP



Who publishes the *Daily Mirror*?

PUBLISHER:

.....

.....

.....

PAPER:

THE *DAILY MIRROR* / THE *SUNDAY MIRROR*



What is the newspaper's political bias?



- The content of the newspaper is intentionally biased.
- The *Daily Mirror* has a strong disapproval of Boris Johnson's government.
- For readers, seeing the newspaper is a form of validation of their own product.



Describe the newspaper's political bias.

.....

.....

.....

INSPECTION COPY

COPYRIGHT  
PROTECTED



**Extra note:** the term 'tabloid' is sometimes used as an insult to describe news as being 'anti-intellectual' or as 'dumbing down' a media form



# Newspapers: Set Product – *The Times* –



How can audiences interact with *The Times*?

## AUDIENCE INTERACTION



What are the audience categories for *The Times*?

## AUDIENCE CATEGORIES:



Fill in the gaps below using the words in the box.

## AUDIENCE RESPONSE

- As *The Times* is a \_\_\_\_\_ paper, headlines and images are more formal and use more words and imagery when compared to tabloid newspapers.
- The headline 'Police investigate PM's four lockdown parties' is straight to the point and presents the facts to the reader instead of laying out a story.
- Broadsheets are often marketed as being more 'serious' and 'authoritative' but can be conflicting with raw, emotional response, often coming across as cold and distant.



According to Stuart Hall, how does *The Times* set headline? Explain your answer.



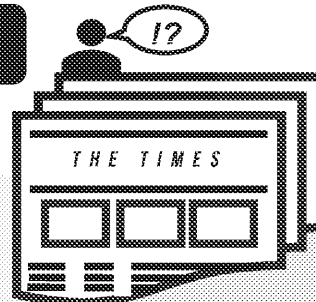
## AUDIENCES



What is *The Times*' ideological stance on the Gray Report?

## THE GRAY REPORT AND *THE TIMES*

## CONTEXT



Fill in the gaps below using the words in the box.

## READERSHIP/SALES FIGURES

- As of March 2020, *The Times* had a readership average of 365,880.
- Physical sales have \_\_\_\_\_ but \_\_\_\_\_ readership has been steadily increasing from print to digital content.

## THE *TIMES* ONLINE

- The Times* online is a paywall service, meaning that *Sunday Times* content on their subscription, one device only, for unlimited access across all devices.
- The \_\_\_\_\_ while maintaining stability for the publication.



Describe the major events that happened on the following dates:

## JOHNSON'S DOWNFALL

- February 2022: \_\_\_\_\_
- May 2022: \_\_\_\_\_
- June 2022: \_\_\_\_\_
- July 2022: \_\_\_\_\_



## THE *TIMES* TRIVIA

- Founded in 1785 as the *Daily Universal Register*.
- Gained popularity in the 19th century on a wide readership.
- Launched out in 1981 by News International.
- Currently edited by John Witherow.

## BROADSHEETS



Fill in the gaps below using the words in the box.

- Broadsheet is a \_\_\_\_\_ format for newspapers and refers to \_\_\_\_\_ publications.
- The \_\_\_\_\_ newspapers were printed in large sizes in order to fit more information into a publication.
- Over time, newspapers aimed at general audiences have shifted to \_\_\_\_\_ size formats – the more \_\_\_\_\_ / 'prestige' newspapers have stuck with broadsheet formatting.
- Now, broadsheet refers to papers such as *The Telegraph*, *The Times*, *The Guardian*, etc., not because of their size but because of their \_\_\_\_\_ and \_\_\_\_\_.

academic  
attitudes  
content  
earliest  
larger-size  
tabloid  
technical

INSPECTION COPY

COPYRIGHT  
PROTECTED



Fill in the gaps below using the words in the box.

## HISTORY OF THE INDUSTRY

- A Film is a traditional media industry and was first developed in \_\_\_\_\_ but was very \_\_\_\_\_.
- A Cinemas and narrative cinema became more widespread \_\_\_\_\_, with the first 'talkie' (film with \_\_\_\_\_) released \_\_\_\_\_ (*The Jazz Singer*).
- A Mainstream film has progressed with new \_\_\_\_\_ with new \_\_\_\_\_ - Colour film, practical \_\_\_\_\_, 3D cinema screens, etc.

**Why is the film industry so important? Complete the boxes below.**

## ECONOMY

efforts  
front  
story  
sound  
technological  
the early 1900s

## IMPORTANCE OF THE FILM INDUSTRY

## CINEMA IN CULTURE

THE  
FILM INDUSTRY

Fill in the timeline below to show a typical film release strategy.

## DISTRIBUTION AND CIRCULATION

A typical release strategy of a major film

## FILM MARKETING

COMING SOON TO A THEATRE NEAR YOU

- [illegible]

## AUDIENCE DEMOGRAPHICS

### TARGETING PROFITABLE MARKETS

How can film  
'promote' efficiency

## How does the Marvel Cinematic Universe use formatting to ensure

## HESMONDHALGH — FORMATTING

- 1.
- 2.
- 3.

**COPYRIGHT  
PROTECTED**



Complete the fact sheet below.

## FACT SHEET

GENRE: .....

RELEASE DATE: .....

DIRECTOR: .....

PRODUCTION COMPANIES: .....

DISTRIBUTION COMPANIES: .....

OPENING WEEKEND BOX OFFICE: .....

TOTAL BOX OFFICE: .....

RATING: .....

Daniel Blake is .....



How does the UK film poster convey the political nature of the film? What does this suggest about the film's status as a mainstream film?

UK RELEASE POSTER

What impact has the film had on society?

IMPACT ON SOCIETY

UK-SPEL

As a critique of the UK film industry

Define the term 'austerity'.

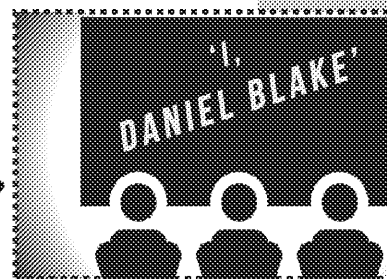
## POLITICS NOT PROFIT

### FILM-MAKING AS A POLITICAL TOOL

- The film is a statement against the **austerity** policies and cuts to services of the Conservative government
- I, Daniel Blake* was produced with the intent of conveying an **ideology** instead of generating huge profits

## INDUSTRY

How does *I, Daniel Blake* defy the conventions of formatting?



## THEORY – HESMONDHALGH

## SOCIAL REALISM

- A genre of art and film that began in Soviet Russia as a means of portraying the plight of the working class.
- Focus on 'believability' and depicting 'real' people authentically through non-poetic film.
- Non-poetic film: everything is presented to appear, sound and feel real.
- This genre is highly commercially unpopular.*

## AWARDS AND ACCLAIM



## SOCIETY

### AUSTERITY

Beginning in 2008, the UK government cut benefits and further introduced **austerity**.

What was the impact of the film on society?

The film was shot on location in actual job centres, libraries and houses in order to feel more 'real'.


INSPECTION COPY

COPYRIGHT  
PROTECTED

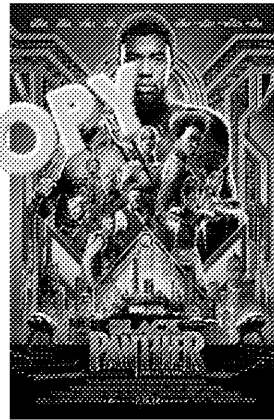


**?** Describe the success of *Black Panther* in the box below.

SUCCESS OF BLACK PANTHER

 Analyse the film poster to the right – how does the poster target audiences?

## POSTER



- Cur  
re  
The  
at  
Ba  
203  
Ent  
Ye  
A  
16  
tra  
re  
of  
ch

**How does the film conform to Hegor's**  
for a young audience?

THE  DRAGON

## BREAKING THE FORMULA

ESTABLISHED  
FRANCHISE

PERALA  
HENRI

RECONSTRUCTABLE  
CAST

APPROPRIATE FOR  
TEEN MARKET

 **SUCCESS\***

**?** Briefly explain why *Black Panther* was considered by some to be a 'surprise hit'.

## INDUSTRY

Interscope Records  
 Kendrick Lamar  
 Lexus  
 Lexus  
 n k  
 Media  
 Viburnum  
 younger


**Provide**  
**follow**

## KEY

AFRICAN RE

### Colonialism:

## The Dark Contine

### Afrofuturism:

## OWNERSHIP

Marvel Studios is a subsidiary of the Walt Disney Company. Disney also owns Pixar (Toy Story), Lucasfilm (Star Wars) and 20th Century Fox (X-Men).

In 2009, home health care's status as a business and the role of the home's caregiver have changed.

**Briefly describe the partnership between Marvel Studios and Netflix.**

STREAMING

## SYNERGY

- Toys were released alongside the film. These included the Black Panther Strike Gauntlet, the character's signature claw and a \_\_\_\_\_ LCS00 car model features in the movie. \_\_\_\_\_ and Marvel incorporated each other into their marketing campaigns.
  - *Black Panther* includes original songs by American rapper / record producer \_\_\_\_\_. The soundtrack was marketed through \_\_\_\_\_, the label Lamar is signed to.
- Alongside traditional film posters, and trailers released on YouTube and television, *Black Panther* was marketed on \_\_\_\_\_ (Twitter, Instagram, Facebook, etc.) in order to appeal to a primarily \_\_\_\_\_ audience.

**COPYRIGHT  
PROTECTED**



How do the demographics for music stations and talk radio differ? Complete the box below.

## AUDIENCE TARGETING

### PSYCHOGRAPHICS

#### MUSIC STATIONS

#### TALK RADIO



What types of audience interaction are available for listeners?

## AUDIENCE INTERACTION

### AUDIENCES



Why is radio declining?

## DEAD AIR

### RADIO'S DECLINE

How do streaming services pose a threat to the radio industry? Write your response in the box below.

## STREAMING SERVICES

### THE ENEMY OF RADIO

Fill in the gaps below using the words in the box.

## CONTEXT



## HISTORY OF RADIO

### ONE OF THE OLDEST MEDIA INDUSTRIES

- ▶▶ Before television, radio was a hugely \_\_\_\_\_ form of entertainment.
- ▶▶ Radio was used to broadcast \_\_\_\_\_ (the outbreak of \_\_\_\_\_ quickly across large \_\_\_\_\_ parts).
- ▶▶ Radio has played a \_\_\_\_\_ role in the \_\_\_\_\_ industry, giving \_\_\_\_\_ bands and artists \_\_\_\_\_ and \_\_\_\_\_.

exposure  
music  
news  
newspapers  
popular  
recognition  
WWII

Radio costs less to produce content, with broadcasting licensing often being the most expensive part of production.

How are radio programs funded?

## DISTRIBUTION

## SOCIAL AND ECONOMIC CONTEXT

- Radio is a far smaller and less lucrative media industry than television or film.
- Equally, it holds less influence over the public and the institutions of power than the newspaper industry.



INSPECTION COPY

COPYRIGHT  
PROTECTED





## IS RADIO DYING?

## COMPETING WITH THE INTERNET

- Like print media, radio has experienced a **rapid decline** in popularity
- Music streaming services, online podcasts and other online sources of audio content offer more choice and freedom to listeners
- Audiences can stream or download the content they want to consume, when they want to consume it

How can *Woman's Hour* be said to meet and also fail the criteria set out for public service broadcasting?

As a public service broadcaster, the BBC has certain criteria that it must meet. How well does *Woman's Hour* meet or fail to meet these guidelines?

## MEETS GUIDELINES:

## DOES NOT MEET GUIDELINES:

INSPECTION COPY

What is the **Zig Zag Education** audience?

## INDUSTRY

## AUDIENCES

## WOMAN'S HOUR

## ONLINE CONVERGENCE

- The BBC official website includes usable links to listen to all previous episodes of *Woman's Hour*
- Appropriately themed **articles** by regular guests of the radio show are available to read on the official *Woman's Hour* page. Such example: 'There's no secret' relationship had for and Rosie Parmiter in the rear of the business.

How has *Woman's Hour* been successful?

Do you think *Woman's Hour* attracts male listeners?

## SHIRKY – END OF AUDIENCE

- ▶ Radio is a media industry that is facing huge competition from **amateur creators**
- ▶ Affordable recording equipment and free hosting websites (Soundcloud, iTunes, Podcasts, etc.) mean that *listeners have become producers as well*
- ▶ These trends are in line with Shirky's concept of *mass-amateurisation*

## FACT SHEET

HOSTED BY: .....

PREVIOUSLY HOSTED BY: .....

FORMAT: .....

FIRST BROADCAST: .....

RADIO STATION: .....

EPISODE LENGTH: .....

BROADCAST SLOT: .....

COPYRIGHT  
PROTECTED



## IS RADIO DYING?

## COMPETING WITH THE INTERNET

- Like print media, radio has experienced a **rapid decline in popularity**
- Music streaming services, online podcasts and other online sources of audio content offer more choice and freedom to listeners
- Audiences can stream or download the content they want to consume, when they want to consume it

How can *HYHGP* be said to meet and also fail the criteria set out for public service broadcasting?

As a public service broadcaster, the BBC has certain criteria to meet. How well does *Have You Heard George's Podcast* meet the guidelines?

MEETS GUIDELINES DOES NOT MEET GUIDELINES:

What is the primary audience of *HYHGP*?



## AUDIENCES

## ONLINE CONVERGENCE

- The BBC official website includes usable **links** to listen to all previous episodes of the podcast.
- Appropriately themed **articles** about the podcast's contributors can also be found on the homepage for the podcast on the BBC website. This includes an article about Benbrick, one of the producers of the podcast, and an article about making podcasts during the pandemic.

## INDUSTRY

HAVE YOU  
HEARD  
GEORGE'S  
PODCAST?

How can the audience interact with *HYHGP*?

## CONTEXT

Do you think *HYHGP* is a good example of public service broadcasting?



## SHIRKY – END OF AUDIENCE

- Radio is a media industry that is facing huge competition from **amateur creators**
- Affordable recording equipment and free hosting websites (Soundcloud, iTunes, Podcasts, etc.) mean that **listeners have become producers as well**
- These trends are in line with Shirky's concept of **mass-amateurisation**

INSPECTION COPY

COPYRIGHT  
PROTECTED



Fill in the gaps below using the words in the box.

### SOARING POPULARITY

Like other forms of \_\_\_\_\_ media, the video game industry is rapidly \_\_\_\_\_.

Originally viewed as a \_\_\_\_\_ interest, gaming is now a popular \_\_\_\_\_ pastime and a huge media \_\_\_\_\_.

For example, the 2013 game \_\_\_\_\_ is \_\_\_\_\_ than \_\_\_\_\_.

In five years, the \_\_\_\_\_ is \_\_\_\_\_ approximately – the most successful film ever, \_\_\_\_\_ only made \_\_\_\_\_ globally.

£2.7 billion  
£6 billion  
any other piece of media ever  
Avatar  
Grand Theft Auto V

growing  
industry  
mainstream  
new  
niche

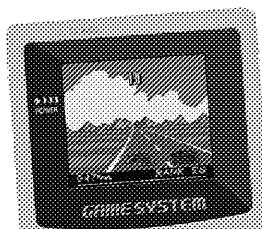


### CONTEXT

#### A MODERN MEDIA INDUSTRY

The video game industry is one of the youngest media industries, with the first arcade games being made in the 1980s.

Developments in digital technology – console hardware, Internet speeds and servers – have been hugely beneficial in the economic success of the industry.



Fill in the gaps below using the words in the box.

### CONTROVERSY – SEX AND VIOLENCE

Since the 1980s, there has been \_\_\_\_\_ over the \_\_\_\_\_ video games being \_\_\_\_\_, sexual or \_\_\_\_\_, one of the most successful game \_\_\_\_\_ at the time of its release for this reason.

Video games received more \_\_\_\_\_ than film or \_\_\_\_\_ because of the \_\_\_\_\_ role of the \_\_\_\_\_ in the violence – this raised concerns that young people would \_\_\_\_\_ these actions in real life.

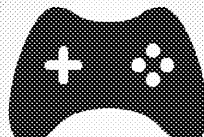
Now, these concerns have been largely \_\_\_\_\_ as there has been very little \_\_\_\_\_ that video games have any real negative impact on children's \_\_\_\_\_.

How can players respond to developers of video games? How can players interact with each other?

### AUDIENCE RESPONSE & INTERACTION

### AUDIENCES

### VIDEO



### GAMES

How are video games regulated? How are the ways in which they are regulated being challenged?

### REGULATION:

active  
behaviour  
controversy  
criticism  
dismissed  
emulate  
graphic  
notorious  
player  
proof  
TV  
violent

COPYRIGHT  
PROTECTED



INSPECTION COPY

# Video Games – Set Product: Assassin's Creed

Complete the fact sheet below.

## FACT SHEET

GENRE: .....  
 RELEASE YEAR: .....  
 DEVELOPER: .....  
 PLATFORM: .....  
 AGE RATING: .....

Bandura states that there is a clear link between exposure to violent media texts and audiences behaving aggressively. Make an argument for and against this theory in relation to Assassin's Creed III: Liberation.

For: .....  
 Against: .....

What and why are video game developers, including those of Assassin's Creed III: Liberation, attracting female consumers?

## AUDIENCES

SHIFTING DEMOGRAPHICS ATTRACTING FEMALE CONSUMERS

## ACTION-ADVENTURE GENRE

### TRADITIONAL MALE PROTAGONISTS

- Previous protagonists (Altair, Ezio, Connor) have all been male
- Other titles in the genre have featured male protagonists and antagonists (Solid Snake in Metal Gear Solid, for example)
- This may be because violence and fighting are typically associated with masculinity

How is Aveline De Grandpre an unconventional choice of protagonist for the Assassin's Creed franchise?

AVELINE DE GRANDPRE

## CONTEXT

### RISE OF MOBILE GAMING

- The decision to release on PSVita could be a way to capitalise on the popularity of mobile gaming
- However, the PSVita performed badly compared to other portable consoles

Fill in the gaps below using the words in the box.

## ASSASSIN'S CREED FRANCHISE

### ORIGINAL RELEASE

- First game released in 2007 to critical acclaim and commercial success
- Known for large ..... maps, ..... and parkour ..... and rich ..... settings and ..... climbing historical mechanics narratives open-world

ASSASSIN'S  
CREED III:  
LIBERATION

RATED PEGI 18  
FOR UNMOTIVATED VIOLENCE

Describe the product

## PRODUCT

COPYRIGHT  
PROTECTED



INSPECTION COPY

## Video Games – Set Product: Assassin's Creed

As of October 2023, there have been **13 mainline Assassin's Creed** games, including Octo  
The popular franchise of **third-person action-adventure games** has found success due to its focus on **exploring different historical settings**, from A  
Victorian (e.g. Assassin's Creed: Syndicate).

Complete the missing information in the boxes below.

### FRANCHISE SPOTLIGHT: ASSASSIN'S CREED: ODYSSEY

- Primary setting: \_\_\_\_\_
- Historic protagonist: \_\_\_\_\_
- Release: \_\_\_\_\_
- Set nearly \_\_\_\_\_ years earlier than any other mainline game, Assassin's Creed: Odyssey expanded on the RPG elements introduced in AC: Origins to complete its genre-turn from stealth-influenced \_\_\_\_\_ person action-adventure game to \_\_\_\_\_-world RPG, adding new \_\_\_\_\_ mechanics and a new skill and gear system.
- In the game you play as \_\_\_\_\_ or \_\_\_\_\_, giving the player a choice between a male and female protagonist. Your character is the grandchild of Sparta's King Leonidas, and the game takes place during the \_\_\_\_\_ War. Audience appeal can be found as the narrative introduces key historical figures such as Plato and Socrates with iconic \_\_\_\_\_ mythological characters such as the Cyclops and Medusa.
- On average, the game takes players \_\_\_\_\_ hours to complete the main story, with players taking an average of \_\_\_\_\_ hours to complete the main story and all side quests.

### FRANCHISE SPOTLIGHT: ASSASSIN'S CREED: VALHALLA

- Primary setting: \_\_\_\_\_
- Historic protagonist: \_\_\_\_\_
- Release: \_\_\_\_\_
- Assassin's Creed: Valhalla is set in the \_\_\_\_\_ century, with the main story taking place in a historic setting with a focus on mythological characters.
- Just like AC: Origins, Valhalla focuses on the roots and focuses on the recent years. As with Origins, the character \_\_\_\_\_ build a new settlement.

### KEY HISTORICAL LOCATIONS IN THE FRANCHISE

- Assassin's Creed (2007) – \_\_\_\_\_
- Assassin's Creed II (2009) – \_\_\_\_\_
- Assassin's Creed: Brotherhood (2010) – \_\_\_\_\_
- Assassin's Creed: Revelations (2011) – \_\_\_\_\_
- Assassin's Creed III / Liberation (2012) – \_\_\_\_\_
- Assassin's Creed IV: Black Flag / Freedom Cry (2013) – \_\_\_\_\_
- Assassin's Creed Rogue (2014) – \_\_\_\_\_
- Assassin's Creed Unity (2014) – \_\_\_\_\_
- Assassin's Creed Syndicate (2015) – \_\_\_\_\_
- Assassin's Creed Origins (2017) – \_\_\_\_\_
- Assassin's Creed Odyssey (2018) – \_\_\_\_\_
- Assassin's Creed Valhalla (2020) – \_\_\_\_\_
- Assassin's Creed Mirage (2023) – \_\_\_\_\_

In \_\_\_\_\_, **Ubisoft** released its franchise figures stating that the franchise has been successful for over 15 years. To put this into perspective, Far Cry (another popular Ubisoft franchise) was released in 2008. This makes Assassin's Creed one of the oldest franchises in the industry.

Over \_\_\_\_\_, the Assassin's Creed franchise will have released \_\_\_\_\_ games. Assassin's Creed: \_\_\_\_\_ has been described as a more modern take on the franchise, with \_\_\_\_\_ will also have a \_\_\_\_\_ price tag.

### EVOLUTION OF A FRANCHISE

When Assassin's Creed released in \_\_\_\_\_, video game players were blown away by the **freedom** and its **regimented stealth mechanics**. At the beginning, players could move between \_\_\_\_\_ cities, **stealthily kill their targets** and **escape the scene** of the crime in interesting ways. The franchise has evolved over time, with the original game taking on average 15 hours to complete compared to Valhalla's 60-hour main story. The franchise is now known for its **abilities, settlement management** and **castle assaults**.

Ubisoft is known for following structures of gameplay that the player \_\_\_\_\_, and this can also be seen in the Assassin's Creed franchise. Although it has \_\_\_\_\_ over time, the franchise has maintained its core elements: **choice, RPG elements, action-adventure gameplay** and a \_\_\_\_\_ that mixes history and modern setting elements.

INSPECTION COPY

COPYRIGHT  
PROTECTED

