



GCSE (9–1) AQA NEA Practical Skills Pack

Print

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Teacher's Introduction

This resource has been compiled to help support students to learn and develop practical production skills in preparation for completing their chosen NEA brief **as outlined in the AQA (8572) GCSE (9–1) Media Studies specification**. This resource is designed to support students in the production of print media, specifically newspapers, magazines and advertising/marketing products.

Important!

Pages from this resource should not be submitted for assessment.

For many students, the NEA will be their first experience of producing a media product independently. This pack is compiled in a way that describes the core elements of the NEA brief (as outlined by the AQA specification) in detail before offering students a comprehensive guide to the relevant skills needed to research, plan and execute their practical projects. This resource offers a **general** guideline of the skills students will need to complete their **newspaper, magazine or advertising/marketing product**. This resource can be applied to any brief supplied by the exam board, and therefore may be used year after year to support students. It should not, however, be used as a direct source of ideas for their NEA.

Each section for this resource has been designed to slowly build confidence for students in fully understanding the NEA brief, analysing relevant media products and applying these skills to their own practical production. The pack begins by outlining the NEAs which fit into the category of print media, in this case newspapers, magazines and advertising/marketing products. This opening section sets out the criteria that the student's work will be assessed against: a statement of intent (10 marks); a media product which demonstrates confident and skilful use of media language (15 marks); a media product which demonstrates a capacity to form representations (15 marks); and a media product which meets all aspects of the brief and that effectively communicates meaning (20 marks). Furthermore, a clear breakdown of the restrictions, limitations and means of documenting the production process are provided for students to read. The resource then provides a useful summary of the technical codes and conventions of newspapers, magazines and advertising/marketing products, as well as a comprehensive list of the core genres and sub-genres within these media forms.

The remainder of the pack takes the student, step by step, through the process of completing their NEA. The guide begins by encouraging students to explore ways in which they can initially plan their projects through the production of mind maps, pitches, mock drafts, etc. The pack then offers a general guide through the research and planning stages of the project. Please note: the planning section of this resource contains an example statement of aims. It is up to you to decide how you use this with your class. The main body of the guide will explore the specific technical skills required for the production of print-based content. Tasks are varied by way of annotations of media products, creative activities and short written analyses to allow for deeper exploration of understanding. The resource will also include a number of completed analyses for students to study, practical tips, step-by-step guides and examples of effective use of media language in relevant media products.

This resource is intended only to supplement your teaching. As with all non-exam assessment tasks, it is the teacher's responsibility to decide what level of support is appropriate for their students and in accordance with the rules from the exam board.

The resources here are provided as the author's interpretation of the **specification**. The author, does not have any special knowledge of what to expect on any particular assessment.

A glossary of terms is provided at the end of the resource, as is a further reading / viewing section for students who wish to broaden their knowledge and strengthen their skills. Tasks that require answers of a specific or an indicative nature can be found in the answer sheets located in the answer section at the back of the resource. By the end of this resource, students will have gained an idea of how to plan their time and structure their practical project. They will also acquire the confidence to approach their NEAs with creativity and innovation while fulfilling the requirements of the AQA specification.

Colour copies of selected pages from this resource can be accessed via our free updates system (zzed.uk/freeupdates).

July 2019

Free Updates!

Register your email address to receive any future free updates* made to this resource or other Media Studies resources your school has purchased, and details of any promotions for your subject.

* resulting from minor specification changes, suggestions from teachers and peer reviews, or occasional errors reported by customers

Go to zzed.uk/freeupdates

NEA Outlines – Print-based Product

The NEA or 'Non-exam Assessment' is the 'coursework' part of your Media Studies course, separate from the final exam at the end of the course. It is an ongoing project involving the planning and production of a media product to a given brief. This resource is designed to equip you with the knowledge and skills to create a print-based media product, which will be in the form of either a magazine or an advertising/marketing product.

The Non-exam Assessment (NEA) is worth 50% of the total, making it 30% of the overall assessment breakdown works as follows:

- **10 marks** – Statement of Intent
- **15 marks** – Creating a media product which effectively uses media language
- **15 marks** – Creating a media product which constructs clear and effective representations
- **20 marks** – Creating a media product which meets the requirements of the brief

In addition to your practical project, a statement of intent will need to be submitted. In essence, this is a written statement explaining how you plan to apply knowledge of media language and representation to the creation of a product, identifying the conventions of the chosen genre and which effectively appeals to a particular target audience. This should be **300 words. Your teacher will provide you with a full template, into which you will write your statement.

As mentioned, you will be asked to produce a print-based media product from either of the project briefs. Project briefs will change on a year-by-year basis and, as such, the requirements will differ from those provided below):

- **Magazine Print-based Product**
You are required to produce a front cover, as well as a double-page feature spread. The magazine must fit into a specified genre, fulfil a specified aim and appeal to a specified audience, all of which will be specified by the brief given to you by your teacher.
- **Newspaper Print-based Product**
You are required to produce a front page, as well as a double-page feature spread. The newspaper must fit into a particular genre and appeal to a particular target audience, all of which will be specified by the brief given to you by your teacher.
- **Advertising/Marketing Print-based Product**
You are required to produce three print advertisements which market a specified product. The advertisements must fulfil a specified aim and appeal to a specified target audience, all of which will be specified by the brief given to you by your teacher.

Assessed Materials

You will be assessed on your media product and your cover sheet (which should include your statement of intent). You will **not** need to submit research or planning material, although you should keep teacher evidence of research and planning throughout the 12-week process. The final product and the stages will be assessed.

Restrictions and Limitations

- The required length of each project will be specified on a brief-by-brief basis. For example, a double-page spread for an original magazine.
- The upper limits set out by the specification should not be exceeded. For example, for advertising/marketing material beyond that which the brief specifies, this additional material will not be marked for examination.
- Under no circumstances should unoriginal images or text be used in the creation of your product.
- Students will have their marks significantly affected if they produce material that does not appeal to the target audience.
- Print-based products can be submitted electronically, so quality of **printing** is essential.

Managing and Planning Times

The amount of time you spend on your project (from the initial analysis of existing products to the final touches of your production) is theoretically limitless, but it is recommended that you spend a maximum of 30 hours on the project. Deadlines for each stage of the production process will be specified by your teacher. It is your responsibility to ensure that your product and coversheet are ready in time for submission.

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NEA Checklists – Print-based P

There are essential elements which must feature in your final media product, depending on the brief you chose to follow. You may find it useful to tick each element off as you progress your project. **NB** the project briefs will change on a year-by-year basis and, as such, the briefs may differ slightly from those provided below.

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Magazine

Essential Content

- Three or more pages in total
- Five or more original images in total

Front Cover

- Original masthead
- Sell line
- Cover price
- Dateline
- An original main cover image
- Four or more coverlines

Double-page Spread

- Headline
- Standfirst
- Subheadings
- An original main image
- Three or more original, smaller additional images
- Pull quotes / sidebar
- Feature article (approx. 350 words) which corresponds to one of the front cover coverlines

Newspaper

Essential Content

- Consistent sense of brand identity
- Consistent application of house style
- Suitable mode of address
- Approximately 400 words of original copy

Front Page

- Masthead
- Dateline
- An original main image
- At least one enigma code
- Headline
- Original text

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Feature Page

- Headline
- Standfirst
- Subheadings
- Byline
- Original text relevant to the front page lead-in
- Four or more original images

Print Advertisement

Essential



- Three different advertisements
- A common house style across all three products
- No fewer than five images across the three pages, including one main image
- All three main images must convey a narrative and include one or more characters
- Original text (usually 70 words or more)
- A logo design (depending on the product or campaign)
- Colours and typography that convey appropriate meaning

Indicative/Advisable Content – All Three Forms

- Invocation of a clear house style
- Suitable application of codes and conventions
- A suitable concept which appeals to the specified target audience
- Images constructed with a sophisticated mise en scène with appropriate detail
- Images and copy are integrated effectively
- Use of intertextuality
- Content which combats or subverts stereotypical representations



DON'T FORGET!

It is extremely likely that the set briefs will require you to produce print media, e.g. a music magazine, a video game magazine, a TV magazine, a vlogger marketing campaign or a video game marketing campaign.

Briefs such as this will require you to conduct research on the codes and conventions of the context surrounding multiple media forms.



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Conventions of Media

As you will have discovered from your media lessons, different technical and generic conventions of the print media pack, we will focus on the codes and conventions of magazines, newspapers and print advertisements. You should be conducting the same research as part of your research process for your project, which

Print Advertisement

Typography: The choice of font – helps to establish a house style and contributes to branding the product, e.g. the digitally produced icicle effect mirrors the desired state of the product

Tagline/Slogan: One punchy line which ensures that the advert is retained in the audience's memory, e.g. the promise of saving time is a huge selling point

Mode of Address: The type of language used to speak to audiences, e.g. directly addresses the audience as 'you', and provides full instructions, walking the audience through the use of the product

Ad Copy: The main body of text describing the benefits and mechanisms of a product or service, e.g. instructions and benefits of the freeze paper are explained

Colour Scheme: The repeated group of colours used to create a particular tone or house style, e.g. generally blue and white colour scheme inviting connotations of snow and fresh water



Glacial Beer Advert © Brasil Kirin, 2015

This is a full-page print advertisement marketing a special type of paper which can accelerate the freezing process. The advertisement unique is its interactive nature – the ad itself contains salt particles, and when the paper is frozen, it cools the beer a lot quicker.

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Newspaper Front Page

Masthead Caption: Typical of a tabloid newspaper – summarises the appeal of the publication, e.g. 'Fighting for you' directly addresses the reader and promises to report with the reader's interest in mind

Red Top: A key characteristic of several British tabloid newspapers, so named because of the red masthead, e.g. the Sun, the Daily Star and the Daily Mirror are the main examples

Secondary Image: A visual context for a key news story, e.g. a photo of Laura Plummer – prepares audience for human interest

Dateline: The date of publication, e.g. like most tabloids this appears within the red top

Masthead: The title of the publication, designed and displayed on the front page, e.g. the Daily Mirror headline is always positioned in the top-left corner of the page so it stands out among the competition

Main Image: Usually a visual accompaniment to the main story, in this case the image does not coincide with the main headline – this is rare

Secondary Headline: The title of a slightly less important article, e.g. written in the first person to make readers feel more connected to Lisa Riley

Banner Advert: A key way in which newspapers can make money; provides an incentive for the reader by offering a discount by buying a product, the reader can see about deals in

Sub-head: A headline for the article, normally expressed in one line, e.g. emotive language – 'Fury' – infused with shocking statistics – 'record £175m'

Body Text: The main text of the article, minimal amount on the front page, typical of tabloids (that are visually dominated by images)



The Daily Mirror © Reach PLC, 2017

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This front page is from the Daily Mirror, a British national tabloid newspaper. This example illustrates the layout and conventions currently associated with newspaper front pages.

Headline: The title of the article, summarising the topic, e.g. typically formal of a broadsheet newspaper with political subject matter

Standfirst: A short summary of information, summarising the story or teasing the reader to find out more, e.g. provides new information rather than simply repeating the headline

Byline: The name of the author, e.g. reveals Tim Shipman's job – 'Political Editor' – as well as his name

Body Text: The main text of the article, e.g. proportion of text to imagery is much higher than it would be in a tabloid newspaper – aimed at a more highly educated audience

Frames: Often of a different colour, drawn around certain sections of the body text to break it up, e.g. makes the countdown stages before Britain leaves the EU stand out

Colour Scheme: The repeated group of colours used to create a particular tone or house style, e.g. broadsheets tend to utilise black and white – this page scarcely uses red and blue to invoke the image of the Union flag, which would be used for a story about the EU

May's secret Bre

Breakthrough on Irish border as PM woos Tory rebels

EXCLUSIVE

Tim Shipman
Political Editor

It's clear May's secret plan to secure a Brexit deal and win the backing of parliament can be revealed today.

British sources say the prime minister has ordered private meetings with Tory MPs who will allow her to keep the details of her plan as a cabinet secret, avoiding a hard border in Northern Ireland. They expect this to placate conservative Tories and will keep secret for at least 18 months.

It is a deal that will appeal to Brexiters, but it is also a deal that will ensure the UK is not a "second class" country.

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It's designed "backstop" leaving Northern Ireland otherwise there will be a hard border. It is not required.

There will be an "exit clause" to ensure that the UK will not be a second class country.

The PM will ensure that a new border deal would be a hard border, making clear that a deal along the lines of the EU's agreement with Canada is a possible outcome as to May's "exit clause" for the deal.

May will tell the plan to the public.

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ANATOMY OF A DEAL TIM SHIPMAN, PAGES 16-17

The Times © News UK, 2018

This feature page is from *The Times*, a British national broadsheet newspaper. This example contains many of the codes and conventions current in newspapers.

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Magazine Front Cover

Strapline: A hook or tag line used to gain audience interest, directly related to articles within the issue, e.g. top positioning and the use of rhyme in 'clash' and 'smash' make this stand out among the other coverlines

Masthead: The title of the publication, designed and displayed on the front page, e.g. Mojo is hidden behind Hendrix's afro, suggesting confidence in the magazine's content

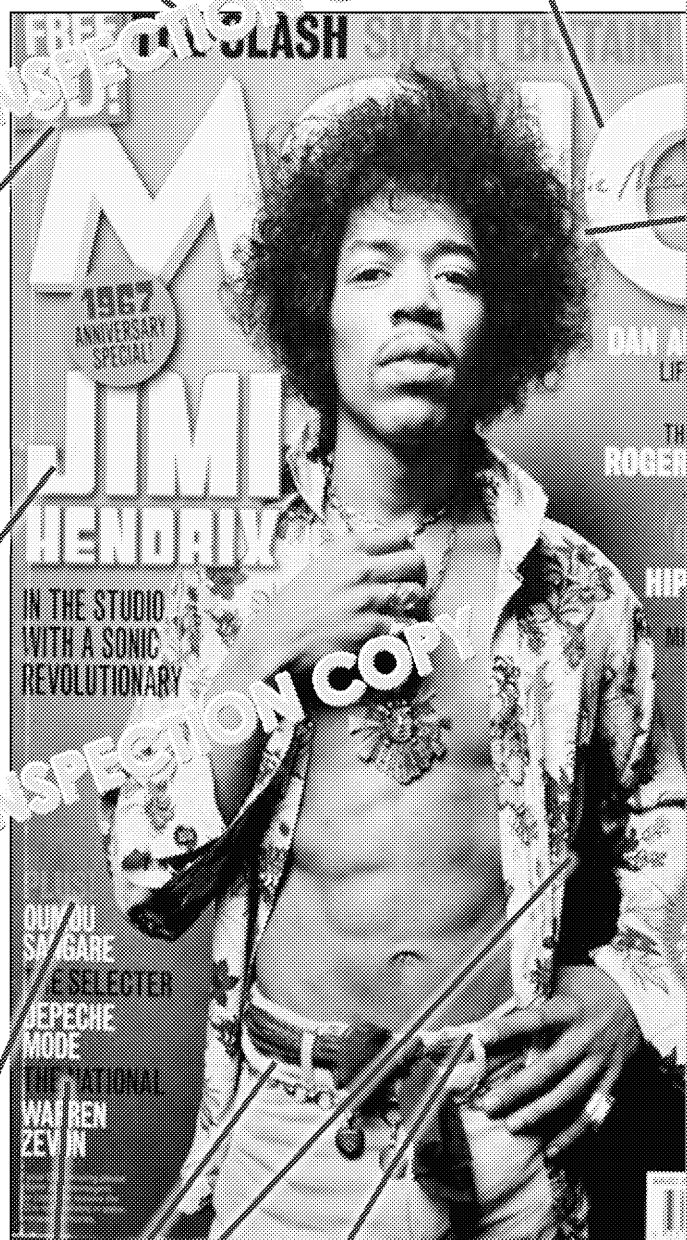
Pug: Pieces of information located on the outside of the cover, are used to attract the attention of the audience and draw them into the magazine, e.g. a free CD would be attractive for a music magazine's audience

Main Coverline: One of the titles from the cover page, considered the main title. Often corresponds to the main image/model of that issue, e.g. it is testament to Hendrix's star appeal that his name constitutes a visual play on words

Tag: Phrases used to catch the audience's attention. Also referred to as **buzz words**, e.g. the word 'plus' is one of the most common examples of this

Thirds: A magazine cover is always split into three equal horizontal and vertical sections called thirds. These are used for selling purposes and to grab the reader's attention, e.g. a headline – featured article and extras, a central image/masthead – main coverlines

Main Image: Magazines typically feature one image (also known as the **cover image**), often of a celebrity, that ties into the themes of that issue, e.g. Hendrix has an iconic sense of style which audiences will associate with 1960s rock music



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Mojo fits into the genre of music magazine. The cover pictured above contains the conventions found in magazines. Notable exceptions are the cover price and the date.

Standfirst: A brief summary of an article that functions as an introduction to the story or celebrity involved. Note the use of the third person pronoun (he), suggesting factual information. The title clarifies the article's focus on flirting and P. Diddy's past relationship with Kristen Stewart.

Text Style: Font is often small and reflects the style and genre of the magazine, e.g. columns are often used for interview-based articles for

Feature Article: Often in small print, the main body of content for a particular article. Provides the most detailed information, e.g. in this case Robert Pattinson's interview answers

Subheadings:
Headings which separate bodies of text in the fee article, e.g. in the case, the inter questions

Additional Smaller Images: Provide visual context for the reader about the story and makes the page more visually engaging, e.g. *pictures of Pattinson with girlfriend, Kristen Stewart*

THE LOOK INTERVIEW
Robert Pattinson

*~~'Kristen Needs
Patience To Date Me.'~~*

He recently came clean about his relationship with Stewart, but R-Patz says girls never use him.

[illegible]

I've finally admitted you and

Do you ever wish you could go back to the days when we weren't hugely famous?

No, all aspects of fame—like, I could go through it's coming, what comes next?—it's not a good thing, really. The only thing I wish was that I was not so famous.

[illegible][illegible][illegible][illegible][illegible][illegible]

'Before I did Twilight nobody came on to me'

Look fits into the genre of women's lifestyle magazine focusing on high fashion and celebrity gossip.

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Genres and Niche Genres

For your NEA, you will be asked to create a product which fits into a particular type. As newspapers vary in their use of colour, typography, political alignment, etc., there are general characteristics of a newspaper.

Newspapers (Tabloid vs Broadsheet vs Freesheet)

Newspaper Type	Qualities
 Tabloid <ul style="list-style-type: none"> The Sun Daily Mirror Daily Star Daily Express Morning Star Daily Mail 	<ul style="list-style-type: none"> Traditionally higher readership Sensationalist headlines Target audience (C1, C2, D, E) Proportion of image to text is high Greater use of bold typeface Larger font size Shorter article length Headlines often feature layman's terminology Use of colloquial language (even in headlines) Focus on celebrity gossip Focus on human interest stories Extremely obvious political stance Often includes discount codes News stories are mostly national Greater use of imperatives and exhortations
 <ul style="list-style-type: none"> Broadsheet The Daily Telegraph The Independent The Guardian The Observer The Times The Financial Times 	<ul style="list-style-type: none"> Targets a more educated audience Contains more informative content Focus on 'serious' issues, e.g. politics Limited use of colour Proportion of text to images is high Articles are longer in length More likely to include facts, statistics Covers both national and international news Contains cultural inserts Political alignments are revealed Reporting tends to be more impartial Target audience (A, B, C1, C2) Less emphasis is placed on human interest
<ul style="list-style-type: none"> Freesheet Metro The Shuttle Evening Standard 	<ul style="list-style-type: none"> Free of charge Targets urban audiences Makes money through advertisements Some resemble tabloids; some resemble broadsheets

TOP TIP: The brief you are given will clarify whether you should be writing a tabloid, broadsheet or freesheet publication. Use this table to ensure your newspaper fits the target audience.



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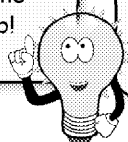


Magazine Genres

Magazines encompass a wide range of genres and niche genres. Listed below are just a

Genres	Women's	Men's	Entertainment
Niche Genres	<ul style="list-style-type: none"> • Celebrity gossip • Bridal and weddings • Fashion and beauty • Home and cooking • Pregnancy/Motherhood • Women's health 	<ul style="list-style-type: none"> • Men's fitness • Auto • Outdoor • Sports/Athletics • Weaponry • Men's fashion 	<ul style="list-style-type: none"> • Film • TV • Gaming • Celebrity • Music • Sci-fi • Art
Genres	Lifestyle	Teen	Hobbies
Niche Genres	<ul style="list-style-type: none"> • Adventure • International living • Holidays/Leisure • Home/Decorating • Recreation • Fashion and beauty 	<ul style="list-style-type: none"> • Comic books • Dance • Gymnastics • Gaming • Teen fashion • Skating • Teen lifestyle 	<ul style="list-style-type: none"> • Arts and crafts • Auto • Comics • Puzzles/Games • Sci-fi • Toys/Collections • Woodwork • Computers • Photography

TOP TIP: Notice how many of the niche genres overlap!



TOP TIP: Do not underestimate the importance of difference between similar niche genres. For example, the target audience for a magazine will differ massively from the target audience for a magazine, even though both would technically fall

Print Advertisements

It is significant or difficult to officially categorise genres and subgenres of print below demonstrate how print advertisements can appear in a number of different number of different purposes.

Print advertisements can appear in/on:

magazines
newspapers
pamphlets
DVD cases
billboards
posters
public transport

Print advertisements

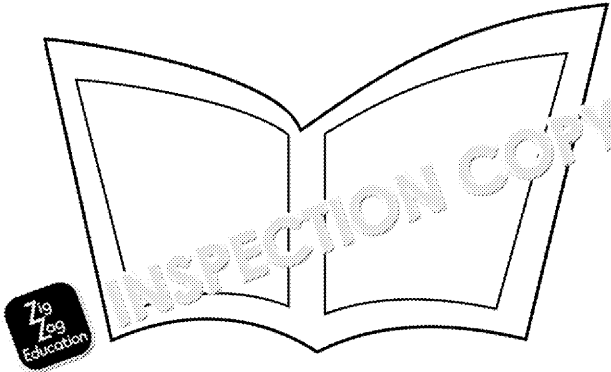
sell
sell
promote
promote
with
has
promote

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Initial Ideas

Once you have received your NEA brief, it will be up to you to start thinking about what you want to create. While your project is bound to be shaped by the research and planning you do, there are certain exercises you can try out to help you formulate and develop any ideas you have. We present just three ways in which you might want to draw out initial ideas. Examples are given below.

<p>Working Slogan: You can't just make other people happy</p> <p>Character: Colourful, happy-go-lucky main characters – feeling isolated from friends and colleagues</p> <p>Themes: Loneliness, isolation, friendship, discussing mental health</p> <p>Main Image: Three 21-year-olds, nightclub, classroom, park. Everyone in black and white; main characters in colour.</p> <p>Persuasive Techniques: Three leads staring into frame; direct address: 'you'; imperatives: 'call this service'</p> <p>Key Components: Mental health helpline, statistics about anxiety and depression among</p> <p>Brief: Print advertisements for a government-funded campaign to tackle mental health issues among university students, aimed at 16–25-year-olds.</p>	<p>It is inf c unl cc ple thi nar</p>
 <p>Brief: A magazine to promote an up-and-coming urban radio DJ, aimed at 13–18-year-olds</p>	<p>A ma adv so creat allo lay als spac spe</p>
<p>Title: <i>The Sunday Scoop</i></p> <p>Type of Newspaper: Tabloid</p> <p>Reach: Regional</p> <p>Demographic: Ages 18–45, predominantly female, white, working class</p> <p>Psychographic: Left-wing, anti-Brexit, feminist ideals, focus on human interest stories, personal injustices and celebrity scandals</p> <p>Main Story: 'Dozens hospitalised after Brexit-themed stag party'</p> <p>Related Background Story: The wife-to-be's side of the story</p> <p>Image Ideas: Female police officer separating a man (who is wearing a Union flag jumper) and a young woman who are fighting / Secondary image – two members of the stag party have bloody noses and are sitting on the pavement, arms around each other / Feature page – close-up of fiancé and bride to do an interview</p> <p>Ideas for Intertextuality: Subhead – 'I think I should LEAVE right now...', '... the pound's getting weaker' – singer at the nightclub to Will Young's 'Leave Right Now'</p> <p>Subverted Story: A police officer willing and able to break up the brawl / Rare actions among members of the stag party – some tried their best to prevent fighting, comforted each other afterwards</p> <p>Brief: A local tabloid newspaper aimed at young local adults</p>	<p>Win high up w pub esta a tab of st you el</p>

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Research

Before you begin creating your media product, it is crucial that you understand your target audience and codes and conventions of media language to appeal to them. It is, therefore, crucial that you conduct research into the type of media product you intend to make.

Analysing Existing Products

One of the most useful forms of research you can undertake is a close analysis of existing media products and target audience to the one you plan to create. It is important that you analyse these products in terms of the media language used; how the product is used to form representations of people, places and things; and how it is used to target the product to its intended target audience.

Media



Brief: A national broadsheet newspaper containing a serious news focus

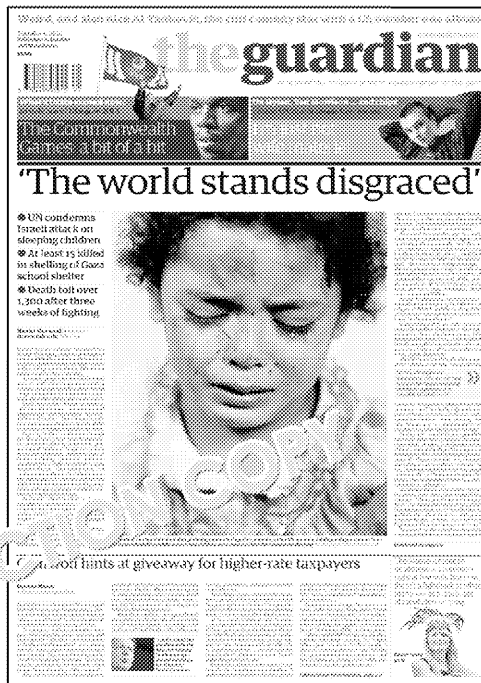
Cultural Inserts: Sinéad O'Connor – suggests an older audience; focus on career and life stories rather than scandals

Headline: Quotation marks – frank rather than sensationalist; however, still emotive and challenges reader

Standfirst: Three bullet points (rule of three emphasises message) – facts and figures summarise the story

Typography: Much smaller typeface – allows more information to be included

Secondary headline: Slightly less urgent – 'Cameron' assumes reader knowledge



The Guardian © Guardian media Group, 2014

Media

Media

Media

Media

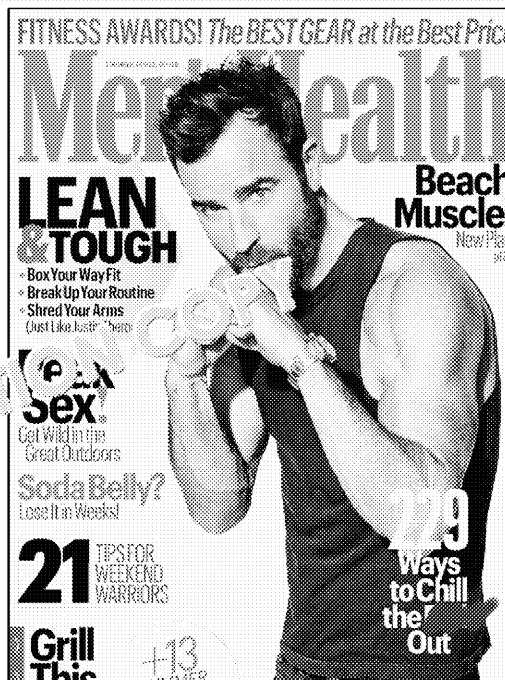
Media Representation

Coverlines: Focus on stereotypically male issues from fitness regimes to grilling tips. Repetition of commands such as 'shred your arms' and 'get wild' represent the ideal men as active go-getters. Also an emphasis on a masculine ideal of being macho through words such as 'tough' and 'warriors'

Tag: 'Peak sex!' - Producers assume a widespread male interest in sex becoming better at performance

Cultural Representation: Hollywood actor Justin Theroux is used to demonstrate masculine strength and success. He wears a gold watch and makes eye contact with the reader, as if challenging them to reach his level

Brief: A Sport's magazine for men aged 24-40



Men's Health (Magazine) © Rodale Press, 2018

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Media Audiences

Tagline/Slogan: Constructs an enigma – 'Guess which one' is an imperative, instructing the audience to solve an enigma. The surprise answer makes the adve...

Characters: Use of Propp's character types. The Demand Action is the dispatcher, the audience is the hero (with the power to take action), the two children are the princess (who must be protected), and the assault rifle is the villain (who threatens everyone).

Cultural Codes: Library setting and appearance of *Little Red Riding Hood* – society recognises storytelling as a crucial milestone in the development of young children

Colour Scheme: The colour scheme connects the situation – only bright, happy colours come from pink and yellow clothes

Action Codes: The assault rifle connotes violence and death – something bad will happen if the audience fails to act

Brief: Three print advertisements encouraging parents to protect their children



'One child is holding something that's been banned in America to protect them'

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TOP TIP: Notice that these exercises are incredibly similar to those you will have completed in preparation for your own product. Remember that you are using your analysis to inform the way you create your own product.

You may find it useful to make a giant list of the codes and conventions you find throughout your analyses. You may also find it useful to apply as many of these as possible to your own product.

Primary and Secondary Research

Beyond your analysis of existing media products, you will have to strike an effective balance between **primary research** and **secondary research** in order to further your understanding of media products.

Primary Research: Refers to research you will conduct yourself in order to answer questions related to your project.

Secondary Research: Refers to information you will gather from the publicly available sources.

Primary Research

In order to conduct your own primary research, you will have to gather some information from various resources. The analysis of existing media products from the previous page would be a good starting point. There are a number of methods you can use:

- **An audience questionnaire/survey:** Make a list of questions you want your target audience to answer. Hand these out to people who fit into this demographic. This form of primary research can be used for yes or no questions or multiple choice questions.
- **Interviews:** If you would like to receive more complex answers from your target audience, you can conduct individual interviews. You may want to ask an interviewee to explain the plot of a film or to give their opinion on certain media products or answer closed questions such as 'Do you think video game magazines provide a good representation in video game magazines?'
- **Focus group:** Invite people who fit into your audience demographic for a small group discussion. Ask them to discuss the newspapers they read or the print advertisements they see. You could even get them to discuss some of your early drafts.

Note: If you choose to hold interviews or focus groups, you may wish to record people's responses. Ensure that you **get permission** from all participants. Furthermore, you should not use strangers to collect your primary research. You should be able to talk to your fellow classmates, siblings, teachers or parents to conduct effective research.

Secondary Research

Secondary research will help you to further your understanding of how audiences respond to different media products and support your analysis. You may also find it useful to explore how magazines, newspapers and print advertisements have historically targeted their audiences. Appropriate secondary research can be completed using *Internet, books, videos, documentaries and existing media products*. Check out the recommended list of further reading found on p. 42 of this resource.

When it comes to picking out existing media products to analyse, be sure to familiarise yourself with the contexts in which they were produced. Ask yourself the following:

Magazines

- What is the magazine's circulation/readership?
- Where is the magazine sold?
- Does the magazine offer digital editions?
- Who does the magazine claim to appeal to?
- How long has the magazine been running for?
- What do these answers reveal about the magazine's target audience?

- What is the paper's history?
- How much does each issue cost?
- Are digital editions available?
- What is the demographic?
- What is the psychological appeal?
- What controversies have arisen?
- Which conglomerate owns it?
- How is the paper funded?

Print Advertisements

- Is the advertisement selling a product or a service?
- Is the advertisement promoting a charity or social campaign?
- Is it part of a cross-media campaign?
- Is the advert considered controversial?
- Was the advert produced under a media conglomerate?
- Who is being targeted?

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Planning

Planning Techniques

As you approach the final stages of your research, you can start planning the execution of your project. Whichever NEA brief you choose to follow, there will be a series of tasks you will need to complete. Do not underestimate the power of planning. Once you have planned your project fully, you will be able to create a **draft** statement of intent, which you should return to once you have completed the project. This will be more accurate, and that you have achieved everything you set out to. More information on the statement of intent can be found on the next page. Below we have provided a few ideas to kick-start your planning.

Sticking to the Specification

- As advised in the initial ideas stage (p. 10), create a pitch for your fictional magazine, newspaper or print advertisement (*think about the content of the magazine and the audience you aim to target*)
- Keep note of all the essential elements specified by the NEA brief (pp. 3–4). Tick off each of these elements as you include them in your final product
- Keep note of all the elements of media language, representation and audiences you discover in your close analyses. Be sure to apply some of these codes and conventions to your final product
- Stick to the brief!

Logistics/Things

- Create a timeline of the entire process. (*Start by giving yourself 30 hours. You can always run over.*) Use this to ensure that you stick to deadlines and leave enough time for shooting, digital composition, etc.
- Create a 'to-do list' which you can tick off throughout the process. (*You may find it helpful to split this list into subsections, e.g. images, written content, editing.*)
- If you are planning on completing primary research, ensure that this is scheduled properly in advance as you will be relying on other people to collect your data. (*Secondary research and the writing of content can be done on a flexible basis. Primary research and shooting must be planned far in advance*)
- Make sure that you keep track of everyone involved in your practical project e.g. *lighting operators, models*. Their names will need to be included on the cover sheet you hand in

Original Material

- Make a list of all the equipment you will need for your project (*props, costume, etc.*)
- Create a shot list of the images you want to produce. Tick them off as you complete them
- Create a storyboard of the scenes commonly associated with your production but think about the planning and environment. Use secondary photos to think more clearly about framing and colour
- Visit your shooting location to ensure its suitability as a **recce** (*visit to the location before filming*)
- In preparation for the following issues, think about the conditions? (*this includes the tone of an image, the use of private property, permission from the owner, etc.*)
- Think about the lighting and objects within the frame (*mise en scène*)

Layout and Design

- As advised in the initial ideas stage (p. 10), produce a rough layout of your magazine / newspaper / advertisement. (*Think about the time when it comes to the final product.*)
- You may find it useful to create designs of an end product of your magazine / newspaper / advertisement. (*Think about the focus entirely on the layout, composition and design*)

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Statement of Intent

Writing a statement of intent on top of your practical project may seem a little daunting at first but it shouldn't be too difficult provided that you research and plan your projects effectively. The statement of intent essentially gives you the opportunity to point out the most relevant and exciting parts of your practical project to the examiner. It should only be approximately **300 words** in length.

You can produce an effective statement of intent by clearly identifying the most relevant aims of your project, as well as the ways in which they fulfil the brief.

Take it as an opportunity to describe:

- How you will utilise your knowledge and understanding of media language to inform your end product (i.e. how will you make use of key codes and conventions of media language in your project and why?)
- How you will utilise your knowledge and understanding of representations (of people, places, groups, events and ideas) in the media to inform your own constructions of representations in your product (i.e. how will you challenge or subvert stereotypes and why?)

These descriptions should be backed up by the knowledge you gain from your research stages (into other products, your target audience, and theoretical perspectives) to explain your decisions. Most importantly, you need to explain:

- How your product effectively communicates meaning and why it meets the stipulated brief

Example Statement of Intent

I aim to produce a front page and a feature page for a regional broadsheet newspaper targeting young adults (21-45). I have decided that my target audience is a centre-right audience with a dominant focus on politics and the content in similar media products, such as *The Daily Telegraph* and *The Sun*. My story will focus on a 19-year-old man who has just become the youngest elected in his constituency. In adherence with the set brief, the second page will explore further aspects of the Conservative candidate by covering an interview made at a local secondary school. Through annotating similar media products, I have included a headline that is simultaneously punchy and formal, a standardised block of information, and a striking main image of the candidate staring into the camera. I have decided to produce the newspaper with a red, white and blue colour scheme to evoke connotations of Britain and a sense of national pride. I have included large chunks of text, and pull quotes to show a variety of political opinions and make the standard of journalism seem more legitimate (this is a broadsheet publication). I have also included 'The Wolf of Wilson Street' as a reference to the film *The Wolf of Wall Street* starring Leonardo DiCaprio. My research has covered that many young adults (from both sides of the political spectrum) feel that there is under-representation of disabled people in politics. I plan to address this by casting someone with cerebral palsy as the politician. This decision is made to ensure who never lets his disability stand in the way of his strong-minded approach to politics.

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Practical Skills

Typography

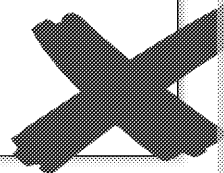
Typography: The style of font in a media product. This contributes to the product's house style.

Font

In any form of print-based media, for marketing, the style of font is crucially important in terms of creating a message for audiences and capturing the style, genre and tone of a particular product. The typography must also be visually appealing so as to catch people's eye in the first place!

When you come to create your print-based product, be sure not to just rely on the same old fonts:

Calibri (Body)	Cambria (Headings)
Comic Sans MS	TRAJAN PRO
Arial	Times New Roman



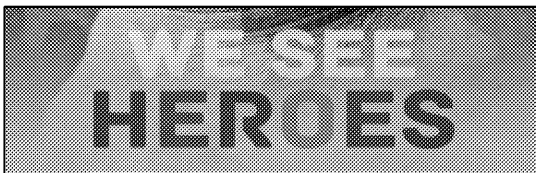
The fonts listed above are used time and time again in print media so you must ensure that your font stands out from the crowd.

There are dozens of websites which offer downloadable fonts for free. Be sure to check the website you plan to download from so they can check the fonts you use are copyright-free. **websites can be found in the Further Reading section 1.42**

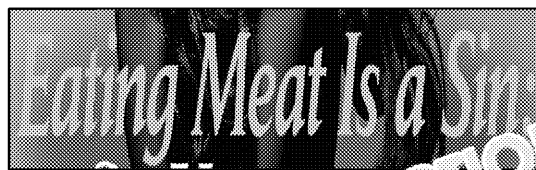
Designers of print advertisements will often spend hours perfecting the typography. So much so that how much information designers can convey simply through the choice of font. **meaning are established by the following slogan fonts:**



Type of campaign: Supermarket advertisement aimed at middle-class adults looking for high-quality products.
Effect: Sharp slanted edges to the 'e' in Waitrosé, an upright design, connote elegance and quality.



Type of campaign: A campaign by the Royal British Legion on the rights of veterans to receive a pension.
Effect: Use of bold font with wide letter spacing, making it very clear to read (appropriate for a poster). The word 'HEROES' is in all caps, conveying strength, appealing to the bravery of veterans.



Type of campaign: A charity-led campaign to reduce meat consumption.
Effect: The gothic font (forwards-slanting) is visually striking. Sharp edges invite connotations of blood and killing, while also invoking a sense of urgency.



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ACTIVITY 1.1

Written below are **four** brief summaries for made-up print advertisements. For each, come up with a catchy slogan which appropriately summarises the aims and tone. Once completed, apply an appropriate font to each slogan which you feel would help capture the intrigue of the target audience. The briefs are as follows:

1. A government-funded advertising campaign (to be displayed in schools and colleges) discouraging teenage boys from becoming involved in urban knife crime
2. Print advertisement (to be placed in pop culture magazines) promoting an upcoming film whose content is centred around films and music (target audience: 16–25-year-olds)
3. Print advertisement (running in tabloid newspapers) promoting a new Italian restaurant (target audience: families)
4. Advertising campaign (running in lifestyle magazines) initiated by a woman who has survived suicide attempts among middle-aged women

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Text Dimensions

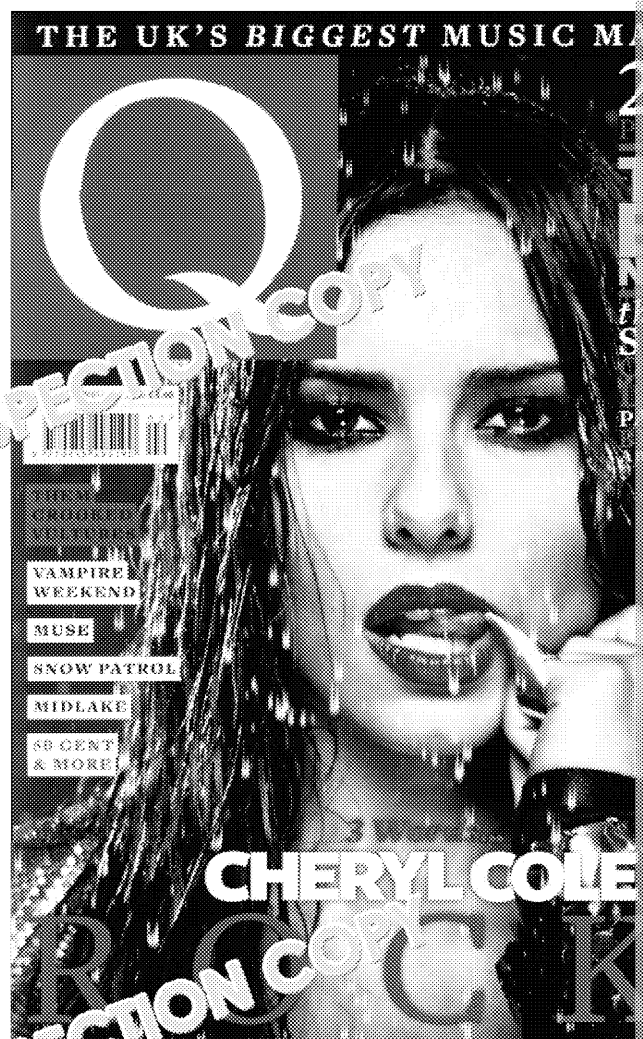
Text Dimensions: The size and positioning of text within the page.

We have already established that print marketing, newspapers and magazine covers use codes and conventions, all of which help to convey meaning for the audience. How do you consider how the dimensions of text affect meaning and how font **size** and **position** convey what information is most important for the audience to take in.

Activity 2.1

Study this front cover of Q Magazine closely.

- Rank the following codes and conventions by their prominence on the front cover: (1) Masthead (2) Other coverlines (3) Other coverlines (4) Barcode (5) Puff (6) Main image (7) Dateline (8) Other coverlines (9) Other coverlines (10) Other coverlines
- For each ranking, describe how the code or convention appears on the cover and its size and positioning on the front cover.



Q (Magazine) © Bauer Media Group, 2010

Extension Activity: Remember that it is important to choose the appropriate typography for all elements of your print product, not just the title and the masthead. Repeat **Activity 2.1** of your choice, ranking the cover's codes and conventions in order of importance.

TOP TIP: Remember to rank the elements of your print product by their prominence. This will help you to design your print product to convey certain information.

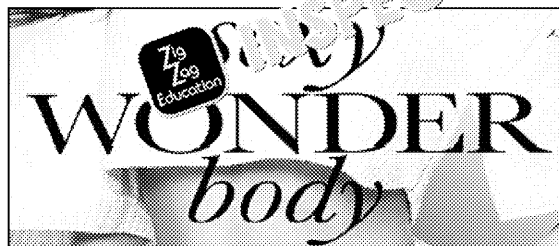
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Stylisation: The intricate aspects of typography used to add further meaning and appeal for audiences.

People who design magazine covers professionally will rarely settle for an unedited Publisher. They will make subtle edits to make text stand out among the competition. These more intricate aspects of typography



Italics

Explanation: Commonly used in order to emphasise particular words or to make certain parts of a sentence. More so than **bold** and **underline**, italics add emotional meaning to a particular word. 'sexy' and 'body' invite connotations of sensuality, turning making the stability of 'wonder'.



Bold

Explanation: Used to make certain words or phrases stand out. If too many words on a page are written in bold, it becomes meaningless so it should be used sparingly. The importance of the message is emphasised by a secure font.



Underlining

Explanation: Used to place emphasis on particular words and (most commonly) on main bodies of text. Underlining is used on magazine covers and in print advertisements to make text stand out among **bold** and *italic* typeface. Underlined text seems more secure and reliable, with a hand-painted quality.



Kerning

Explanation: Refers to the process of adjusting the space between individual characters in order to create a more balanced design e.g. *observe the space between*

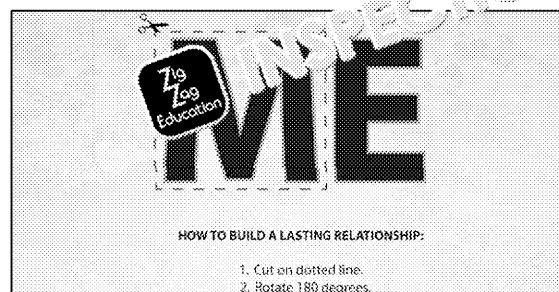
Analysis: Kerning has a sinister effect, suggesting that something is broken or perhaps that something is broken.



Tracking

Explanation: Also known as letter-spacing, it refers to the process of adjusting the space between characters to ensure consistent density within a whole block of text. Tracking ensures that text fits proportionately and is readable.

Analysis: Tracking makes mastheads look more elegant. Allows for more text to be included in the design.



Line Height / Condensing Text

Explanation: Line height refers to the distance from the top of one line of text to the top of the next. Like tracking, it ensures that text is readable and that there is enough space between letters.

Analysis: Line height is used to appeal to audiences read the advert (picture). The height of the two instructions makes the text stand out.

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Activity 3.1

Annotate the two media products pictured below with reference to the following elements: *use of italics*, *choice of font*. Explain whether these elements of typography



OK! (Magazine) © Reach PLC, 2010

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Lego Star Wars © 2015

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Colour Schemes

Colour is one of the most important indicators of meaning in print-based marketing. Colours carry dozens of different meanings and connotations. Media producers are highly aware of what audiences associate with certain colours and will use this knowledge to make the tone and genre of a print-based media product clear, based on a single image. You must apply the same logic to your own print designs.

When you combine two (or more) colours together, you begin to hone in on which connotations you want your colour choices to convey to an audience. For example, the colour red carries connotations of *love, passion, blood, danger, and* . If you juxtapose red and pink in a design, audiences will typically associate red with love and passion in this context. However, if you were to combine red with black, audiences are more likely to associate red with blood and danger.

Below are some common connotations of different colours:

Red – Love, anger, passion, danger, power, sexuality, courage, fire, blood

Purple – Reflection, wisdom, royalty, luxury

Blue – Peace, masculinity, responsibility, conservatism, cleanliness

Green – Growth, health, safety, wealth, greed

Yellow – Youth, energy, confidence, sunshine, cowardice

Orange – Warmth, excitement, joy, youth, self-indulgence

White – Innocence, purity, cleanliness, perfection, safety

Black – Mystery, strength, power, danger, evil, formal, death

Brown – Earth, stability, nature, dirt, dullness

Pink – Love, femininity, nurturing, vulnerability



ACTIVITY 4.1

Take a print advertisement or magazine front cover of your choice and redraw it with a different colour scheme. Analyse the differences between your design and the original.

Colour and Representation in Magazines

The magazine industry has a long history of stereotyping. Producers will often target people who fit into a particular age group, class or gender. Certain **colour schemes** appeal to certain audiences. For example, if you were to Google: ‘magazines for young women’s covers’ you would find are overwhelmingly made up of pinks, yellows and light blues. If you Google: ‘men’s magazines’, the covers you would find are overwhelmingly made up of dark blues and whites.

The effect of colour schemes on representation in marketing products is important for designers to understand. Establishing rules which are so universally accepted in Western society, e.g. *blue for masculinity*, means that designers aiming for a **band 5** will need to create products which challenge or subvert stereotypes. Experiment with colour schemes and discover how they shape meanings and feelings.



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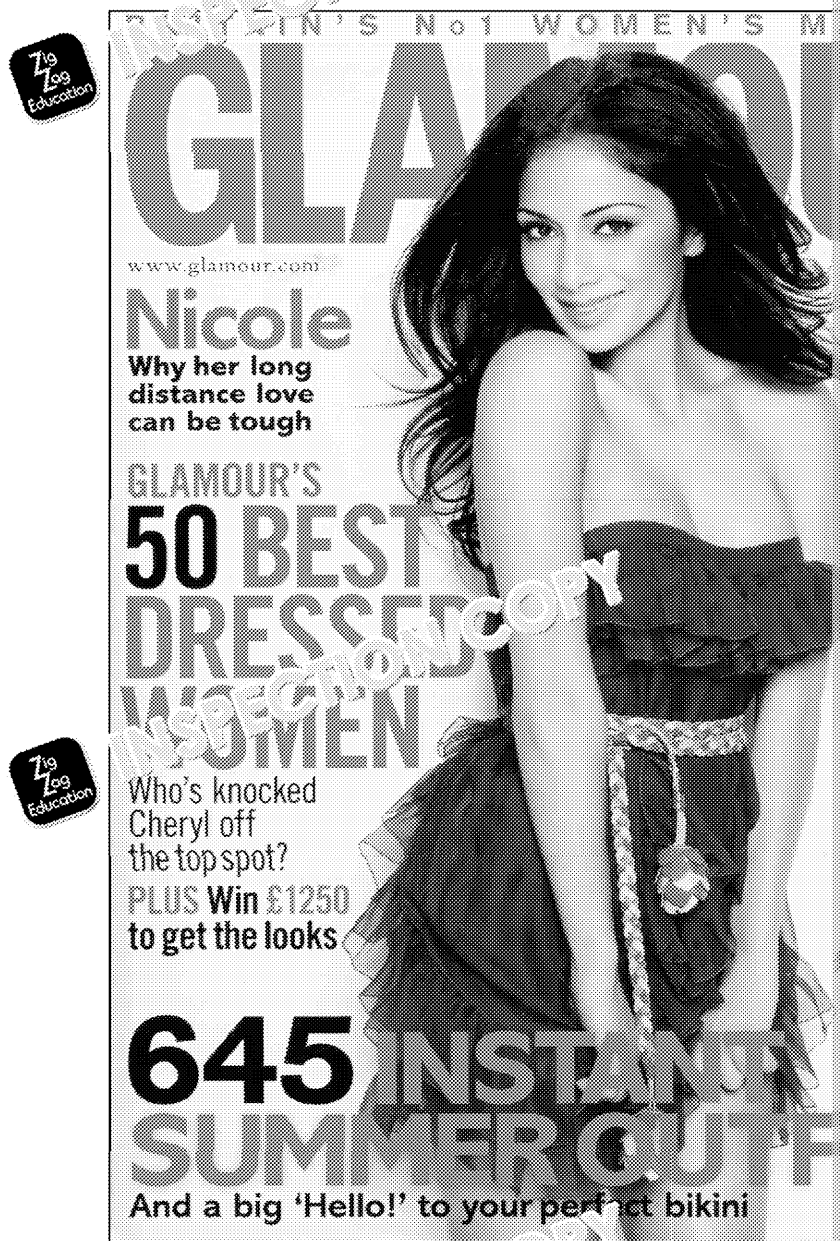
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ACTIVITY 5.1

This issue of Glamour Magazine is clearly catered to a female audience

- Annotate the magazine cover explaining how the colour scheme is used to cater to the audience
- How would you change the colour scheme of this cover to make it less stereotypical? should be no more than **100 words**.



© Glamour (Magazine) © Condé Nast, 2011

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White Space

A term used to refer to the empty space between text and images in a composition. It is crucial that you consider the prominence of white space in your design. White space is brilliant for ensuring that your content is not too cramped, easily readable and for adding an air of luxury to a design. However, too much white space can make your design appear dull and lacking in information.

Balance

You do not want one section of your page to look overly cluttered while another is made up almost entirely of white space. This will make for a chaotic and unsatisfying design in the eyes of the audience.

Tips of the trade for layout and design

Contrast

Describes the way in which various elements on a page visually complement or clash with each other. Try to ensure that you have an appropriate range of textures on your page and that colour schemes of your images complement one another. Furthermore, be sure to include images on a single page with a range of densities and complexities, e.g. pairing a rich, complicated image with a simple, to overwhelming one.

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Zig
Zag
Education

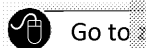
- Create a 'to-do list' relating to all the photos you need taking for your project as you shoot them.
- Make a list of all the necessary resources you will need for your photoshoot: costumes, models, lighting equipment.
- Produce a storyboard. Storyboards are particularly useful for planning and magazines, newspapers and print advertisements. Unlike shot lists, storyboards clearly about issues such as framing and colour.
- Consider a location (visit to a shooting location prior to filming). Visit your location to ensure it is suitable. It might even be a good idea to take some practice shots.
- If you are shooting outdoors, check the weather conditions beforehand. An image will look very different to an image taken in sunshine, e.g. if you are shooting making intertextual references to Gothic horror films, it might not be the best on a beautiful, sunny morning.
- If you plan to shoot images on private property, e.g. a café or a museum, get permission from the owner of the property.
- Experiment with different perspectives beforehand. Prior to your shoot, practise shooting the same image from a wide range of angles. Analyse what works and what doesn't. Unconventional images can make your images stand out among the crowd.
- It is rarely a good idea to use the flash device on your smartphone. It is, though, what your natural sources of lighting will be. Will you need to book out a room in your centre beforehand, or can you create an interesting lighting design using lamps, fairy lights, glow sticks, etc?
- Make sure your lens is clean! Smartphone cameras can often gather dust and dirt. This will negatively affect the quality of the images you take.



What if I want to shoot with a DSLR?

This pack is tailored towards students who plan on taking photos with a smartphone, which is generally be far more accessible. However, you are more than welcome to use your centre own one. The following websites offer useful tips for those getting started with DSLR cameras:

- <https://www.wikihow.com/Take-Good-Photos-Using-a-DSLR>
- <https://digital-photography-school.com/megapost-learning-how-to-use-a-dslr-camera/>
- <https://www.youtube.com/watch?v=9DQXIRpY2qc>



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Mise en Scène

Mise en scène refers to the arrangement of people and objects within the frame. Associated with the analysis of audio-visual media, it is something worth considering for your print product also. Whichever media form you choose to create, you need original images that help illustrate the kinds of stories and messages you are trying to convey. Narrative information, invoke tone and construct representations of people through which they are framed. You would be surprised how much information can be packed into a single image.

When it comes to shooting your image, you will have to think about: how actors/models wear; how they are posing; which objects surround them; which of the emphasis is placed on them; and something else?

Genre: The formality of the situation and the lack of Photoshop interference suggest that this is taken from a broadsheet

Setting: The background Union Jack flag and the meeting concerns important

Character: Theresa May's body language is more introverted than Donald Trump's, suggesting that she is more intimidated than him by the meeting

Narrative: The action code of the leaders shaking hands implies that they are making an agreement and that they are in alliance

Costume: Both leaders are dressed in formal attire, connoting a professional and serious tone. Trump's American flag tie

ACTIVITY 6.1

Observe the way in which the image from *The Telegraph* (2018) has been constructed. Analyse its mise en scène. Take an image from a newspaper of your choice and analyse the arrangement of people and objects within the frame.

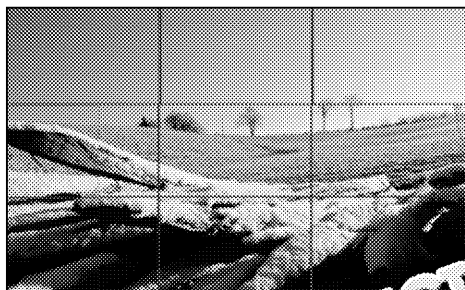
While **mise en scène** is primarily discussed in association with film and television media, it can also be applied to images in magazines and print advertisements. Think about the way in which cover stars are almost always centralised within the frame. Think about the way in which they are always positioned to face the audience and give them direct eye contact.

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Six Tips for Shooting



If you are shooting your images on a smartphone which display a visual template of the 'rule of thirds' of interest fit into the provided boxes, you can create a balanced and visually appealing image.

iPhone: Settings → Photos & Camera → Grid
Android Galaxy: Camera → Settings → Grid



Make sure you focus on your main subject. Tap the section of the screen you want to focus on. This will traditionally be the center of the image.



Symmetry is satisfying: Images which contain symmetry are popular with print-media audiences. Not all great photos are symmetrical, but it can be a highly effective trick if used correctly. Professional-looking photos often use symmetry.



Zooming in can spoil the photo: It is always better to move closer rather than zooming in from a distance. Zooming in loses its quality and becomes pixelated.



Make sure you have something to rest on: If you are not on a tripod, there are still ways to keep your phone steady. Walls, fences, even a large pile of books! Any surface are likely to look better.



Experiment using Image Editing Apps- There are many apps which can be used to make your images more professional. Used for simple editing like editing exposure, contrast, and color. More complicated functions, e.g. making a photo look like a single object. These devices can be used to make your photos connote a particular meaning.

The following apps are recommended: Snapseed, FaceTune, PicsArt, Aviary, Adobe Lightroom, and Afterlight.

You can also edit images on programs like Microsoft Publisher and even Microsoft Word using these programs.

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Shot Types/Framing

Framing describes the position of the camera in relation to the subject. Different perspectives of a setting or person, providing additional insight to the audience.

<p>Extreme long shot</p> <p>Shows a large amount of the scene to establish the general location.</p>	
<p>Long shot</p> <p>This type of shot still contains the scene; however, it gives the audience a more specific location of the action.</p>	
<p>Full shot</p> <p>Shows the entire height of a person within the frame, allowing the audience to see the subject clearly.</p>	
<p>Medium shot</p> <p>Contains a view of a person from the waist up. It allows the audience to see the person's face, body language more clearly.</p>	
<p>Medium close-up</p> <p>Includes the face and shoulders of a person. Allows the viewer to see the person's emotions.</p>	
<p>Close-up</p> <p>A very intimate shot where the background is out of focus. This allows the audience to concentrate on the subject's face, emphasising their facial expressions.</p>	
<p>Extreme close-up</p> <p>As the name suggests, it shows a very specific part of a person's face. It's used to create a tense mood and draw attention to a specific part of the subject.</p>	

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<p style="text-align: center;">Over the shoulder shot</p> <p>This shot is usually used to show conversation. It allows the audience to see the person's reaction and implies a degree of intimacy between the subjects.</p>	
<p style="text-align: center;">Point of view shot</p> <p>This shot is used to show the view of the subject, used in order to make the audience feel as if they are part of the photo.</p>	
<p style="text-align: center;">Aerial shot</p> <p>This refers to a shot from above, showing objects such as cars and people below.</p>	

Angles

The angle of the camera in relation to the subject can give additional emotional impact. For example, it can impact how the people or scene are perceived to the audience.

<p style="text-align: center;">Wide angle</p> <p>This is a camera lens that encompasses a wide angle of view (usually greater than 30 degrees) and a short focal length. It can be used to show a wide landscape and also physical distortion between objects, which is particularly relevant when close to the photographic subject.</p>	
<p style="text-align: center;">Low angle</p> <p>The opposite of a high-angle shot, the camera is low and shows the subject from below. It's used to make the subject appear powerful and domineering, as they fill the frame, creating the impression that the viewer is a helpless child looking up.</p>	
<p style="text-align: center;">High angle</p> <p>The camera is positioned up high and looks down at the subject. It has the effect of belittling the subject, making them appear as if they are a child looking up.</p>	

Eye-level

This is a standard view, showing the subject neutrally in a way the audience would expect to view it in person.

Canted angle

A canted angle is when the camera is tilted on its roll axis so that the horizon is at an angle with the bottom of the frame. It aims to disorientate the viewer and portray emotional tension.

Editing Images

Scaling

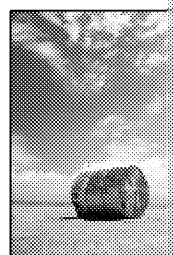
Scaling is a tool that enables an image or shape to be resized – from a reference point you can enlarge the object by dragging it outwards or shrink it by dragging it inwards. It should be noted that increasing the image size generally has a positive correlation to file size – meaning that the larger the image, the larger the file size.

While it is possible to enlarge an image safely, rescaling has a certain point where it will show a noticeable decrease in quality and could show evidence of pixilation. This is particularly evident when enlarging low-resolution images.

Cropping

Cropping an image involves cutting an image down to a specified section, excluding all other unwanted areas. You may want to crop an image to fit it to a specific dimension or to enhance the composition. Sometimes cropping involves trimming away a little detail around the edges, or you may isolate a small component of an image and discard everything else.

Cropping an image does not change the resolution or image quality; it only shrinks the size of the canvas.



Contrast

Contrast means the difference between two states, in this case referring to the difference between two tonal ranges – increasing the contrast makes dark tones darker and light tones brighter.

The photographs to the right show an example of editing contrast and brightness. The photograph on the left is flat and unclear; by reducing the contrast and increasing its brightness it increases the amount of grey and makes the subject appear clearer.

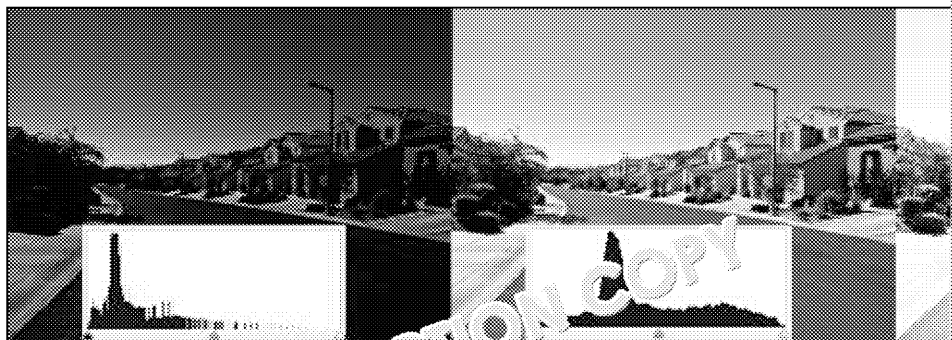


Levels

Levels allow a user to adjust the tonal range and colour balance of an image; the intensity levels of the shadows, midtones and highlights. Look at the example below: in the highlights, an underexposed image has detail in the shadows and a properly exposed image has detail in all areas.

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Underexposed

Evenly exposed

Colour adjustment

Different image-manipulation software may have different tools and options for colour management, but all produce similar outcomes. Colour balance is a measure of red, green and blue in an image and can be used to simply change the colour of an image or correct other mistakes; for example, correcting photos taken at an incorrect white balance.

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Software-specific Skills

Microsoft Publisher

Microsoft Publisher is very similar to Microsoft Word, so if you have never used it before, you should find it pretty easy to navigate. Ultimately, Microsoft Publisher is more focused on page layout and design than Word, which is more focused towards text composition. However, it has all of the same shortcuts as Microsoft Word.

1	You can start a new document from scratch by opening up a 'blank' document. You can then change the document to any page size you like. Go to 'Page Design' to change the margins, etc.
2	You can also use templates. When you open Publisher, it gives you a selection of templates (e.g. advertisements, banners, brochures, etc.) which you can use and customise.
3	Use the 'Insert' tab to insert pictures/images. Navigate to the folder where you want to insert the image. You can also copy and paste images into Publisher using the standard shortcuts.
4	Resize, crop, align and change the effects/colours/brightness/contrast of an image. This will bring up the picture tools ribbon where you can change these options.
5	If your document keeps crashing, it may be because your images are too large. You can reduce the resolution of one, several, or all pictures by compressing them. To do this, right-click on an image, select Format Picture > Picture > Compress Pictures . Do not compress your images too much that the quality of the image is lost.
6	To add text use the 'Insert' tab to insert textboxes. Click on 'Draw Text Box' and then click on the space provided to create the textbox. Type into the textbox to add text.
7	Change the font, size, alignment and effects of text boxes by selecting the 'Text Box Tools' ribbon where you can change these options.
8	Use the ruler to place and align objects and insert guides. To add guides, click on the ruler where you want your guide. You can insert vertical and horizontal guides to help you to align objects. These guidelines are only there to help you align objects.
9	Align images and textboxes by selecting the images/textbox, click on the 'Format' tab, then 'Align' > 'Align to Margins'. Select 'relative to margin guides'. From here, you can go back to 'Format' > 'Align' > 'Align to Margins' to align objects to the top of the page, the bottom of the page, centrally, etc.
10	You can also send textboxes and images 'backward' or 'forward' by clicking on the 'Format' tab, then 'Text Box Tools' > 'Send Backward' or 'Send Forward' and navigating to the 'Home' tab.

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Microsoft Word

As pointed out on the previous page, Microsoft Word isn't as ideal for print design as Publisher, don't let that put you off of using Microsoft Word.

You may think that you already have a good working knowledge of Microsoft Word, but you might be surprised to learn that Microsoft Word has pretty limitless functions. You might not know what you can accomplish on Microsoft Word. Below are some of the most useful functions of Word that you may not be aware of; functions which will improve your skills in design and presentation.

1	Create a new document by opening up Microsoft Word and selecting 'Blank document'. Then go to the 'Page Layout' tab to change the page margins, orientation and page size.
2	Use page breaks to insert a new page at a specific point of your document. Place your cursor where you would like the new page to begin and then select 'Page Layout' > 'Breaks' > 'Page Break'. Alternatively, you can use the shortcut 'CTRL + Enter' to insert a page break quickly.
3	Use section breaks if you wish to insert a new page at a specific point of your document with a different page layout (size, orientation, etc.) to be different from the page before. Place your cursor where you would like the new section to begin and then select 'Page Layout' > 'Breaks' > 'Section Breaks' > 'Next Page'. Once you are clicked on your new page/section, you can change the page layout from the 'Page Layout' tab, without it affecting the previous page!
4	Insert images by selecting the 'Insert' tab and navigating to the folder where the image is located. You can also copy and paste images into Word using the standard shortcuts 'Ctrl + C' and 'Ctrl + V'.
5	Edit the size, colour, brightness and contrast of images by selecting the image. Then, right-click on the image and select 'Format Picture'. This will open up the 'Picture Tools' ribbon, where you can crop images, apply effects and change the colour of the image.
6	When creating a document that has a more complex layout, it is best to use text boxes rather than just typing straight onto the page. This way it will be easier to move text around. To insert a textbox, go to the 'Insert' > 'Text' > 'Text Box'. Click and drag in the space provided to create the textbox. Type into the textbox to add text.
7	You can apply text effects to text by highlighting the text with your cursor and then selecting the 'Text Effects' icon in the 'Font' group. From here, you can apply shadows, glow, text outline and 3D effects to the text.
8	Insert shapes into the document by selecting the 'Insert' tab and then 'Shapes'. Choose the shape you want to insert. Click and drag in the space provided to create the shape. To add text to the shape, right-click on the shape and selecting 'add text'. You can also change the fill colour and alignment of shapes by clicking on the shape. This will open the 'Shape Format' ribbon, where you can access these options.
9	If your document keeps crashing, it may be because your images are too large. To reduce the resolution of pictures by compressing them, select the image and then right-click on it. Select 'Compress Pictures'. This will open up 'Picture Tools' ribbon where you have the 'Compress Pictures' button. Click on this button and then select 'Compress for screen and print'. This will ensure that you do not compress your images too much that the quality of the images is lost.
10	You can group images, shapes and textboxes so that you can select multiple objects at once. To group objects, select all of the objects you wish to group. Then, right-click on one of the objects and select 'Group' > 'Group'. This will group the objects together so that you can select them with your mouse. Then navigate to 'Picture Tools' > 'Format' > 'Group' to ungroup the objects.

Sure-fire shortcuts!

Navigating the toolbar in Microsoft Word can be both confusing and time-consuming. Here are some shortcuts you can use with your keyboard:

F4 = Repeat last function

Ctrl + Shift + C = Copy formatting

Ctrl + Shift + V = Paste formatting

F7 = Spell checker

Ctrl + F = Find particular word

Shift + Enter = Line break

Ctrl + Enter = Page break

Ctrl + Shift + End = Select from that point until the end of the document

Ctrl + A = Select all

Ctrl + 1 = Single spacing

Ctrl + 2 = Double spacing

Ctrl + 5 = Line and paragraph spacing

Ctrl + L = Left align

Ctrl + R = Right align

Ctrl + J = Justify

Ctrl + E = Center

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Adobe Photoshop

Photoshop is a fantastic tool for creating, editing and retouching images. Many people transform their photos with eye-catching effects. You may be using Photoshop to create a poster for your print-based project only, or you may be using the program to create any text you have decided to include. Below are some top tips for those new to Photoshop.

1	To create a new document, go to 'File' > 'New'. A box will appear where you can set the dimensions of your document. From here, you can also set the resolution and colour mode. Always use 300 ppi, and the colour mode should be 'CMYK' (the same colour system that printers use).
2	To insert photographs that you have taken into Photoshop, open the folder where the images are stored and drag and drop it from the folder into Photoshop. The image may be small, so select the move tool and then select 'place'. You can also just press 'Ctrl + V'. You can also copy and paste images into Photoshop using the 'Ctrl + V'.
3	Save images in TIFF format (industry standard for print-based materials). You can also use PNG format to make the best use of transparent backgrounds.
4	If your document (in whichever program you are using) keeps crashing, it may be due to a high file size. Therefore, it is important to compress your images (without losing quality). To compress images in Photoshop, go to save your image. For TIFF images, select 'Smallest' (works well across a number of programs). For PNG images, select 'Smallest'.
5	Make use of layers. Each layer relates to an image on the screen, allowing you to edit individual elements without affecting the rest of the image. You can create layers by selecting 'layer' and 'new'. You can also make layers transparent by selecting 'opacity'. You may also need to group, duplicate, delete and merge layers via the layers panel.
6	Use the History panel to revisit changes that you made to the document. You can also compare and contrast earlier/late versions of your document.
7	Use the crop tool to resize any images.
8	Use 'CTRL + T' to transform images, including changing the size of an image.
9	Use rulers and guides to accurately place and align objects. To enable rulers, go to 'View' > 'Rulers'. To create a guide, click and drag from the point on the ruler where you want your guide. The guide will be visible on the screen and will not be printed.
10	Edit your images using the 'Image' and 'Filter' tabs. From the 'Image' tab you can adjust the contrast, exposure, colour balance and vibrancy of your image (and more!). From the 'Filter' tab you can pixelate, distort, sharpen and stylise images (and more!).
11	Use the swatch library to collate colours for your project.
12	Use the eyedropper tool to select colours from an existing image and add them to the swatch library.
13	Use the magic wand tool to select areas of the image where the colours are the same. This tool is particularly useful for removing white backgrounds.
14	Use the shape tool to create shapes. You can change the fill colour of the shapes and the thickness of the shapes stroke (outline). Once you have drawn the shape, you can use the 'Properties' panel to specify the size/dimensions of the shape.
15	Use the text tool to create textboxes and change the font, size and spacing of the text. Click and drag in the space provided to create the text box. Then type your text and highlight it using the cursor to make any adjustments.

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Adobe InDesign

InDesign is part of the Adobe group, as is Photoshop, so they operate similarly. In Photoshop in that it is less about editing images/photographs and more geared to documents such as magazines, etc. Many graphic designers and production artists use different forms of print media. Below are some top tips for those new to InDesign.

1	To start a new document, go to 'File' > 'New' > 'Document'. From here you can choose how many pages you need, what size they should be and whether the document should be single pages (good for double-page spreads). You can also change the size of your margins. A bleed is the area just outside the edge of the page and is helpful if you want a background or image which you want extending off of the page. Make sure you set the bleed area, and nothing important (e.g. text) goes outside the margin.
2	Once your document is set up, you can change between Fast, Typical and High 'Display Performance'. We recommend working in Typical display as it's faster and you want to see the final quality.
3	Use Pages by going to 'Layout' > 'Pages'. Pages lets you select/add/delete pages. You can rearrange pages by simply dragging them around in the pages panel. You can also put the same content on each page – works just like headers/footers. Create a master to a page, drag it onto the appropriate page on the Pages menu.
4	Add guidelines to help you line things up. Drag out from the ruler to add guidelines. You can toggle between preview mode (final version) and guidelines mode (where you can see the guidelines).
5	InDesign will automatically suggest align points by flashing up a purple line when you move objects by going to 'Window' > 'Object and Layout' > 'Align'.
6	Don't copy and paste an image into a document – instead use CTRL + D to 'paste in place'. Save all of the images you wish to use into a folder. You should not change the original images.
7	Images are automatically put into 'frames' which are like crop areas. Blue outlines indicate selected. If you resize the image with the frame selected, the image will be cropped. If you have the image selected, the image will be resized. Use SHIFT + CTRL + drag to resize an image and maintain its aspect ratio.
8	InDesign isn't designed for word processing, so use textboxes for all text. To create a text box, click anywhere on the document and drag to place the text box. You can also click on a text box and highlight the text to change the font, size and alignment.
9	To add text effects, you have to add effects to the text box. Select the text box and go to 'Object' > 'Effects'. From here you can add shadows, glow and gradients. The same for images too.
10	Use the pointer tool to select an object, and the type tool every time you want to add text.
11	Use layers by going to 'Window' > 'Layers'. Layers lets you select/add/delete areas of your document without affecting other areas.
12	Use the swatch library to collate colours for your project. Always use CMYK colours when creating colours (the same colour system that printers use) for print-based projects. You need to select whether you want to change the colour of the 'frame' (outline) or the 'fill'.
13	To pick a colour from an existing image and add it to your swatches, use the Eyedropper tool.
14	To create shapes, use the Shapes menu. Rectangles, squares and circles/ovals are simple – use the rectangle/ellipse tool. To create a triangle, use the Polygon tool and click anywhere on the page. To create a star, use the Polygon tool and click anywhere on the page. Select 5 or 6 for the number of sides. Adjust the star's 'points' to create a thinner or fatter star. To create other shapes, use the 'Shape' menu. http://www.simonsezit.com/article/working-with-anchor-points-and-shapes-with-in-design-cs6/
15	Rotate objects by hovering over a corner of your shape or image; hold down the spacebar and drag. You can also rotate and flip objects by going to 'Object' > 'Transform'.

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Sure-fire shortcuts!

Navigating the various features of InDesign can be both confusing and time-consuming, but here are some shortcuts you can use with your keyboard:

Ctrl + Shift + Z = Undo last action

Ctrl + Shift + C = Copy formatting

Ctrl + Shift + V = Paste formatting

Ctrl + - to zoom out

Ctrl + = to zoom in

Ctrl + G = Group objects

Shift + Ctrl + G = Ungroup objects

Shift + Ctrl + [= Send an object to the back

Shift + Ctrl +] = Bring an object to the front

Ctrl + Alt + V

Paste in place

something in the

same place as

copied/cut

Shift + Ctrl + Z

Shift + Ctrl + Z



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Glossary of Terms

Action Code	Narrative codes embedded in a media product which tell the story
Ad Copy	The main body of text describing the benefits and features of a service or campaign
Age Rating	Reveals which audiences are permitted to view the product
Anchorage	When one aspect of a media product aids in the explanation of another
Antagonist	A character in a story who opposes the protagonist, causing narrative disruption
BAME	Black, Asian and Minority Ethnic – this phrase is used to refer to non-white people
Barcode	A code easily read by a machine usually situated in the bottom right of media products, e.g. magazine covers
Broadsheet	A type of newspaper that tends to tackle more serious issues such as culture and the economy
Caption	A description of an image, normally in a way that relates to the main text
Codes & Conventions	A system of features or rules used regularly across a particular style or genre
Coverline	A type of headline. They are titles or excerpts from the main text on the front cover to sell it
Cover Price	Usually situated on the front cover of certain magazines, it indicates the price of the publication
Crossheads	Extracts from the main text used to break up the article
Cross-media Campaign	When a media organisation promotes a product or service across multiple media forms
Cultural Code	Codes which offer additional information through elements such as the media product's location or era
Dateline	Situated on the front cover of most magazines, this indicates the date of the publication
Demographic	A subsection of an audience determined by unchosen characteristics such as gender and economic status
Enigma Code	Narrative codes embedded in a media product which create a puzzle for the audience by consuming the product
Exposure	The brightness of an image taken on a camera
Frames	Borders (often of a different colour) drawn around text or images to break it up
Freesheets	Newspapers that are available to the public free of charge
Genre	The style or category of an art or media product

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Gradient	A range of position dependent, fluid colour patterns with individuality to designs
House Style	The way in which a media organisation presents its content in a recognisable manner
Iconography	Visual codes audiences associate with certain genres
Imperatives	Language that instructs the reader to do something
Imprint	Information found in the newspaper that contains the contact information. In some cases, key members of the organisation
Justifying	The process of adjusting the space between words so that they fit the vertical column
Kerning	Refers to the process of adjusting the spacing between individual letters in order to achieve a unique or pleasing visual design
Line Height	Refers to the distance between lines placed on top of each other. Line height is considered to ensure that text is readable
Main Coverline	One of the titles from the cover page of a magazine. It is the most important coverline and will often correspond with the main theme of that issue
Main Image	Magazine covers typically feature one image (also known as a hero image), often of a celebrity, that ties into the themes of an issue
Masthead	The title of a magazine published regularly, designed and displayed on each issue
Masthead Caption	Typical of tabloid newspapers; summarises the appeal of the main image
Mise en scène	A term often associated with film studies. The arrangement of objects within the frame of a camera shot
Mode of Address	The type of language used by a media product to communicate with its audience
Narrative Equilibrium	The state (usually at the beginning and end of a story) where everything is balanced. There is no major conflict.
Niche Genre	A way of categorising genres in more detail. Niche genres are a combination of two genres, e.g. teen sport, women's health
Primary Research	Refers to research you will conduct yourself in order to gather information specifically related to your own project
Protagonist	The central character of a story
Psychographic	A subsection of an audience determined by psychological factors, such as preference and personality traits
Puff	Also known as a plush . An added incentive featured on a magazine cover, often contrasting in style to the rest of the cover
Pug	Pieces of information located on the outer corners of a page, often used to attract the attention of the audience and draw them into the main content
Pull Quote	Short, attention-grabbing quotations from the featured text, used to highlight key points or make the page more visually appealing

Recce	The process of visiting a filming location prior to shoot suitability
Red Top	A key characteristic of several British tabloid newspapers their red mastheads
Saturation	The intensity of colours in an image taken on a camera
Secondary Research	Refers to information you will gather from the public
Sidebar	A secondary article placed on the same page as a main article
Source Quote	Information provided by a person or persons, usually more legitimate
Standfirst	A brief summary of an article, often acting as an introduction to the main celebrity involved
Strapline	A hook or tagline used to gain audience interest, directed at the issue
Subheading	Headings which separate bodies of text within a feature
Tabloid	A type of newspaper that caters more to the popular market
Tag	Phrases used to catch the audience's attention on a page or 'Exclusive!' Also referred to as buzz words
Tagline/Slogan	One punchy line which ensures that the advert is remembered in memory
Thirds	A magazine cover is always split into three equal horizontal sections. These are used for selling purposes and to attract attention
Tracking	Also known as letter-spacing, this refers to the space between characters in order to maintain a consistent look of text.
Typography	Style of font on a print product. This brands the product to a particular genre.
White Space	A term used to refer to the empty space between text and images in a composition

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Further Reading

Print Marketing – Design

- <https://smallbusiness.chron.com/7-elements-print-advertising-15325.html> – Advertising
- <https://www.canva.com/learn/print-advertising-tips/> – 50 genius print advertising techniques
- <http://www.mediaspacesolution.com/blog/6-absolute-rules-of-effective-print-advertising/> – Effective Print Ads
- <https://businessgrowthtips.com/blog/9-rules-for-creating-more-effective-print-advertising/> – Effective Print Ads
- <https://www.youtube.com/watch?v=X9zTkGcpeo8> – Tips for Print Advertising
- <https://www.youtube.com/watch?v=INzfQEdLUAY> – Useful Tips for Designing Print Ads
- <https://www.creativebloq.com/inspiration/print-ads-1233780> – The Best Print Advertising Examples

Newspapers – Design

- https://www.youtube.com/watch?v=zHuH8P_Vqc0 – Jacek Utko: Can design a newspaper layout
- <https://www.makemynewspaper.com/uk/modern-newspaper-layout-design-tips/> – Layout Design Tips
- <https://www.canva.com/learn/editorial-design/> – 50 incredible editorial design tips

Magazine Covers – Design

- <https://www.creativebloq.com/graphic-design/5-essential-cover-design-tips/> – design tips (Creative Bloq Staff, 2015)
- <https://www.canva.com/learn/magazine-cover-design-tips/> – 50 design techniques for magazine covers awesome (Rebecca Gross)
- Book: *British Magazine Design*, Anthony Sullivan, 2015,

Magazine Covers – Practical Skills

- <http://www.designskills.com/inspiration/magazine-cover-design/> – Various magazine cover design inspiration
- https://www.youtube.com/watch?v=e_4B-hJbAyA – How to make a magazine cover (The Media Designer, 2016)
- <https://www.youtube.com/watch?v=Gez3Rr5PvdU> – Photoshop Tutorial: How to create a magazine cover from a photo of someone (Blue Lightning TV Photoshop, 2013)

Magazine Double-page Spreads – Design

- <http://www.magazinedesigning.com/55-best-tips-for-a-successful-magazine-cover/> – 55 Best Tips for a Successful Magazine Cover (Nikola, 2015)
- <http://www.magazinedesigning.com/magazine-spreads-good-bad-practices/> – Good and Bad Practices (Nikola, 2013)

Magazine Double-page Spreads – Practical Skills

- <https://www.youtube.com/watch?v=y9hWG69-7n0> – Designing A Double Page Spread (Media, 2016)
- <https://design.tutsplus.com/tutorials/how-to-create-layouts-for-a-fashion-magazine-in-adobe-indesign-cms-22860> – How to Create Layouts for a Fashion Magazine in Adobe InDesign

Theory / Context / Research / Help

- Book: *Why We No Longer Talking to White People About Race* – Reni Eddo-Louis, Black Planet
- Book: *WJEC/Eduqas GCSE Media Studies* – Hayley Sheard, Illuminate Publishing
- <https://www.youtube.com/user/NewWorldOps/videos> – Photoshop Tutorial: How to create a magazine cover

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Indicative Content

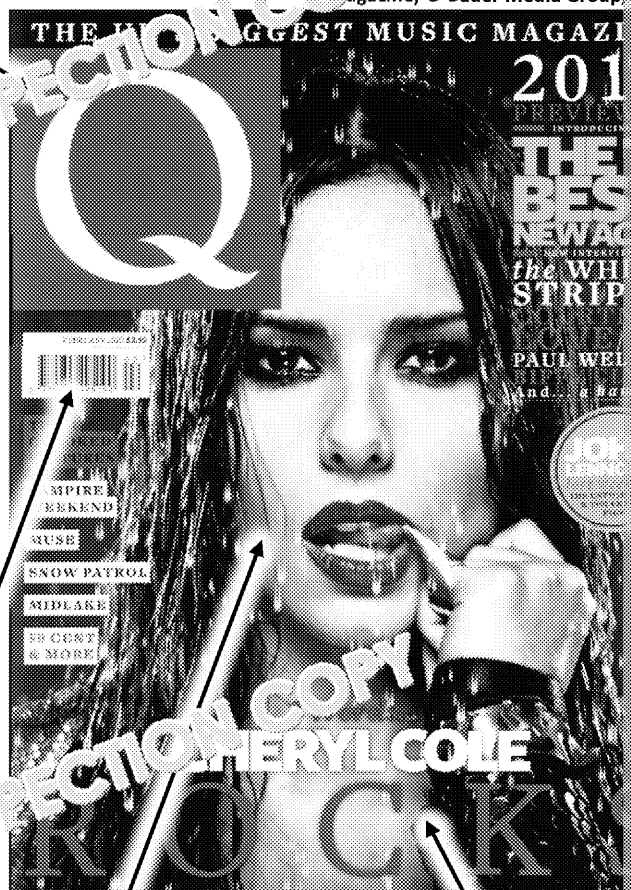
Activity 2.1

The order in which you rank the codes and conventions is subjective, although the main coverline should be ranked towards the top and the dateline, barcode and other text towards the bottom.

Masthead: Appears in the top left corner of the cover page. Due to the fact that it is a single letter, it is written in a large font and takes up a significant portion of the page. Some magazines have images covering the masthead but Q magazine brings the masthead in front of the main image, acknowledging that the name of the publication is reputable enough to attract audiences

Barcode: Situated in the left third of the cover, the barcode takes up a very small portion of the page. It is never the main selling point of a magazine, more of a formal

Dateline: Quite clearly the least prominent element of the front cover. This appears inside the barcode in a very small font in the left third of the cover. Only audiences reading very closely will focus their attention on the dateline



Main Image: Quite clearly the most prominent element of the front cover. Cheryl's face occupies almost the entirety of the cover's surface area. All other codes and conventions are layered over the image but the central third is left empty for the main image to maintain prominence

Main Coverline: Written in a variety of fonts, all fairly large. The main coverline appears just below the main image spreading from the middle third of the magazine. It is likely that the audience's eye line will move from the main image immediately down to the main coverline

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Activity 3.1

Indicative Content: These annotations are by no means exhaustive

OK! Magazine

OK! (Magazine) © Reach Plc

Bold is used in the title: 'Celebrating her engagement with *OK!*' to make it stand out and compete for attention. The font size is further increased to emphasise the subject matter (this is commonly found in magazine interviews). The name: Natalie Cassidy also appears in bold. Usually in print publications, names are emphasised in italics but bold is more effective in this case as the name appears against a dark background

No use of **underlining**: Rare to see in a magazine publication – emphasised words are written in bold or italics

Line Height: At its largest in the picture caption and the main quotation. Increased line height makes this text readable against the dark and textured background of the main image

Choice of font: The title font is used across all *OK!* publications. The font is simple and easy to read. Throughout the story, the tall, elegant font matches the subject matter: wedding and traditional romance

Text Dimension: The text is organised in a clear, readable way. The story quotation, sub-headline and main text progressive right hand side of the image call attention to the horizontal line box



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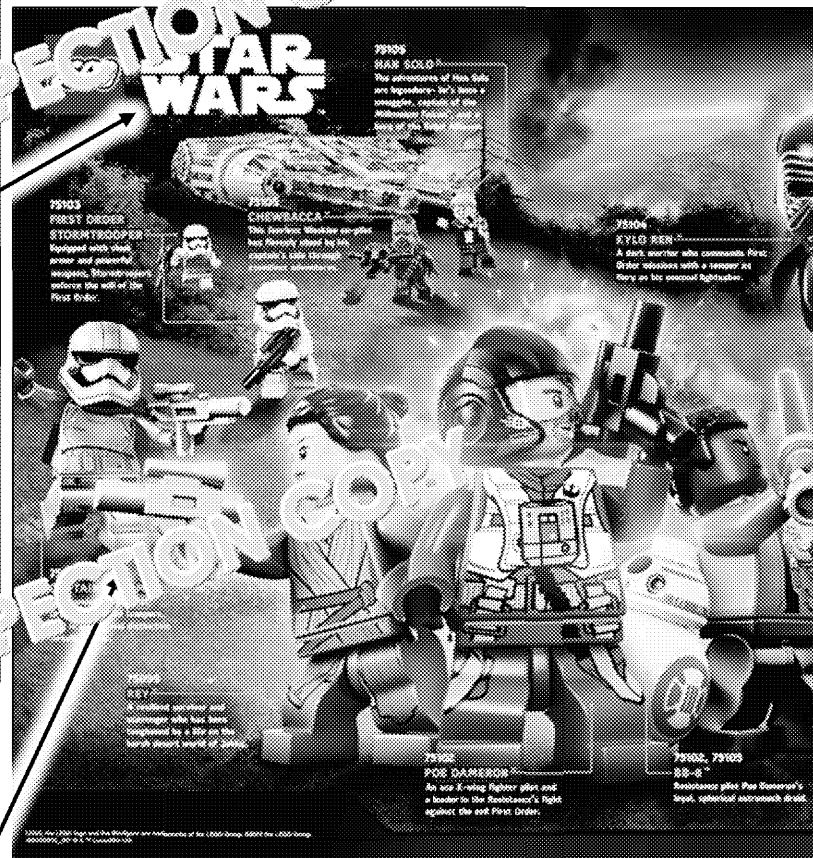
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Indicative Content: These annotations are by no means exhaustive

Bold: Bold is used quite consistently throughout the advert. It is used effectively at the beginning of each caption to emphasise the importance of the character – the audience will be excited by the prospect of playing with figures of their favourite *Star Wars* characters. 'master your force' is a strong, empowering statement, so is also emboldened, making it stand out in the bottom right-hand corner of the page; in addition, the blue, electronic texture is a reference to the futuristic aspects of the franchise. Finally, the *Star Wars* logo is emboldened, connoting a sense of epic adventure that has captured the imagination of audiences for decades.

Text Dimensions: The various paragraphs are proportionately spaced across the page so as to detract as little as possible from the imagery. The large *Star Wars* logo and the slogan 'master your force' are positioned in blank spaces, making them stand out as much as the individual Lego characters.



Lego Star Wars © 2015

Fonts: The primary use of italics – the advert is not particularly emotive or quirky in its design. However, the word 'force' is italicised with the characters leaning forwards. This implies that the audience game-players can embark on a journey and develop their skills by playing.

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Activity 5.1

Indicative Content: These annotations are by no means exhaustive.

The masthead, sell line and most of the coverlines are written in bright pink text connoting femininity and love. These connotations are complemented by the use of the words 'women', 'glamour' at

Nicole Scherzinger is wearing a purple dress connoting wisdom and luxury

BRITAIN'S No.1 WOMEN'S MAGAZINE
ONLY £2
JUNE
Your sex reboot
9 sin
genius ad
"Beer was break
Diary
alcoholic, age
20% WAREHO
for every r
Quick! Pag
will sav
£250 a n
Who's knocked Cheryl off the top spot?
PLUS Win £1250 to get the looks
645 INSTANT SUMMER OUTFITS
And a big 'Hello!' to your perfect bikini
Glamour (1 Apr 2011), © Condé Nast, 2011

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