

GCSE (9–1) AQA NEA Prep Pack

Audio-Visual

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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 audio-visual material, specifically **television segments, advertisements, music videos and radio segments**.

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 practical projects. 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 practical production. The pack begins by outlining the NEAs which fit into the category of audio-visual media; in this case, television segments, advertisements, music videos and radio segments. 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 a confident and skilful use of media language (15 marks); a media product which demonstrates a capacity to form representations (15 marks); and a 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 television segments, advertisements, music videos and radio segments, as well as three activity pages which will familiarise students with different genre codes and conventions, slowly building their confidence.

The remainder of the pack takes the student 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, storyboards, mood boards, 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 intent. 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 audio-visual content. Tasks are varied by way of analyses of media products, creative activities and mock practical projects which students can complete using their phones. The resource will also include a number of completed analyses for students to study, practical tips, step-by-step guides and examples of the effective use of media language in relevant media products. Furthermore, a section has been included to guide students through the health and safety procedures for shooting film and the process of acquiring lighting, sound and editing equipment.

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 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 – Audio-visual

The NEA or 'Non-exam Assessment' is the 'coursework' part of your Media Studies course. It is 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 skills to create an audio-visual media product, which will take the form of either a music video, a television episode, an audio-visual advertisement or a radio segment, as specified in your brief.

The Non-exam Assessment (NEA) is worth **60 marks** in total, making it 30% of the assessment breakdown. It is 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 and communicates a clear meaning

**In addition to your practical project, a statement of intent will need to be submitted. This statement will allow you to explain how you plan to apply knowledge of media language to the creation of a product which fulfils the appropriate conventions of the chosen genre and appeals to a particular target audience. This statement should be no more than 300 words. We will provide you with a full template, into which you will write your statement of intent.

• Television Segment

You are required to produce a sequence for a new television programme of your own choice. The brief you receive is likely to set out the genre and target audience your sequence must appeal to. Different briefs are likely to establish different requirements. For example, you may be asked to produce a sequence in a particular setting or you may be asked to include an instance of a particular media language.

• Music Video

You are required to produce an original music video performed by an original artist. The brief you receive is likely to set out the target audience your music video must appeal to. Different briefs are likely to establish different requirements. For example, you may be asked to produce a music video to support a charitable cause, or you may be asked to create a music video for an artist from a particular genre of music.

• Radio Segment

You are required to produce at least one recorded sequence for a new radio programme of your own choice. The brief you receive is likely to set out the subject matter and target audience your sequence must adhere to. Different briefs are likely to establish different requirements. For example, you may be asked to create a radio programme that is broadcast at a certain time of day.

• Advertisement

You may be required to produce an advertisement for either radio or television. The brief you receive is likely to set out the product, service or cause your advert should be focusing on and the target audience. Different briefs will set out different requirements.

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Assessed Materials

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

Managing and Dividing Times

The amount of time you spend on your project (from the initial analysis of existing touches of your production) is there to help you, but it is recommended that you spend 30 hours on the practical creation of the project. Deadlines for each stage of the project will be set out by your teacher, but it is your responsibility to ensure that your product and process are completed on time.

Restrictions and Limitations

The upper limits set out by the specification should not be exceeded. For example, a television sequence that runs 30 seconds over the time specified by the brief will be marked for examination.

- Your NEA product must include originally recorded audio-visual footage. Students must include an appropriate amount of original material will have a significant number of marks.
- You are not permitted to include existing footage, text, brands or products in your production.
- If you choose to produce a music video, you may use an existing song for your video (must be copyright-free). If you use an existing band's/artist's song, you should ensure that you use an entirely different band/artist of your own creation. Longer tracks can be used if the music video meets the length specified by the brief.
- Any non-original music you use in your audio-visual sequence should be acknowledged in the record form you submit.
- If you fail to hand in a practical production on time, you will automatically receive a mark for a statement of intent.
- You will be asked to show your teacher evidence of your workings at three key stages:
 - once the **planning** stage is complete
 - once initial footage has been shot
 - when the production is completed
- Unassessed volunteers are permitted to assist you in creating the NEA project. They must be under your direction. You may need volunteers to appear as actors, appear as extras, help with equipment, help operate lighting equipment, etc.

NEA Checklists

There are essential codes and conventions which must feature in your final media production. These elements will depend on the specific brief you receive. (**Remember:** briefs will change every year basis.)

On the next page is a template for you to fill in. Use this year's brief (provided to you) as a list of requirements for your NEA project. You are advised to make sure that every requirement is followed when it comes to producing your audio-visual material. **Note: A tick box is provided for every requirement so you can keep track of which elements you have included in your production.**

Note: Separate checklists are provided depending on whether you are producing a television segment, music video, advertisement, or audio material (radio segment). Also provide any requirements that are specific to your brief.

DON'T FORGET!

It is extremely likely that the set briefs will require you to produce a **hybrid** form of media, such as radio trails for TV programmes, radio trails for video games, music videos for TV programmes, etc.

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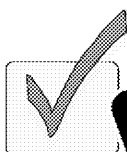
Audio-visual – essential content

- The appropriate number of shooting locations
- The appropriate number of characters or participants
- A range of camera shots, angles and manoeuvres
- Appropriate use of narrative codes to establish character or convey mood
- Diegetic sound (dialogue, ambient, everyday sound effects, etc.)
- Non-diegetic sound (music, track, voice-over)
- Editing of film or footage to create meaning



Audio – essential content

- Name of programme
- Name of presenter(s) and contributors
- Elements of audio that establish style
- Effective use of language and register
- Established meaning through the mixing and editing of sounds
- Non-diegetic sources of sound (e.g. music, wild track)



Students aiming for top marks should aim to include

- Intertextuality and possible genre hybridity
- Complex representations which subvert or experiment with stereotypes
- Effective use of narrative features (e.g. enigma codes, disruption)
- Audience positioning in relation to characters, situations or messages



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Codes and Conventions of Media

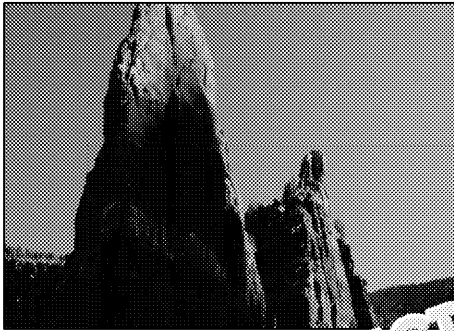
As you will have discovered from your media lessons so far, different technical and creative choices are found in different media forms. In this section of the pack we will focus on the codes and conventions of **television shows, television adverts, music videos and radio programmes**. You will use this sort of analysis as part of your research process for your project, which we will discuss in more detail later.

Television Sequence: *Breaking Bad*

We will start by exploring the key codes and conventions of television episodes using *Gilligan's Island* as a point of reference. This drama series tells the story of a high school teacher, Walter White (*Bryan Cranston*) who falls into a life of crime, cooking crystal meth to financially provide for his family. The entire episode can be streamed on **Netflix**.

The analysed scenes can also be found through the following YouTube links:

- <https://www.youtube.com/watch?v=D-G8weg2Ndg>
- <https://www.youtube.com/watch?v=Sc2CjxdqGGw>
- <https://www.youtube.com/watch?v=syrW-M41O3U>

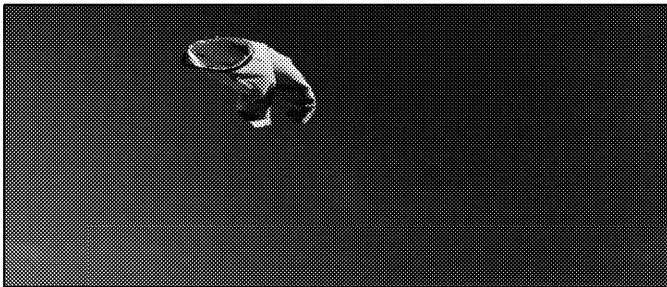


Breaking Bad © High Bridge Entertainment / Gran Via Productions / Sony Pictures Television

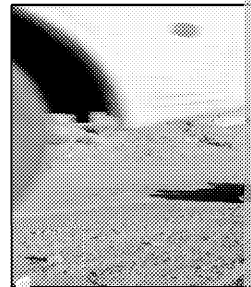


Establishing Shots

A shot which shows the location in which a scene is about to take place, e.g. *this is the New Mexico Desert. This is where the action will take place*.



Breaking Bad © High Bridge Entertainment / Gran Via Productions / Sony Pictures Television



Enigma Codes

Narrative codes embedded in a audio-visual sequence which sets up a question or a puzzle for the audience to solve, e.g. *whose trousers are these? Why are they floating through the air? The audience can find out by watching the rest of the episode.*



A shot used in an audio-visual sequence where the camera remains stationary, e.g. *this shot shows the ground simultaneously from two different angles*.

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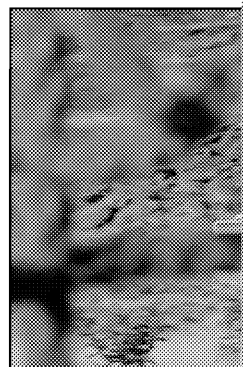
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Eye-line Match

An editing technique in which the camera will cut from a character looking at something to whatever they are looking at, e.g. Walter is frantically driving the caravan. He quickly looks toward the front seat. The next shot shows Jesse sitting in the front seat.

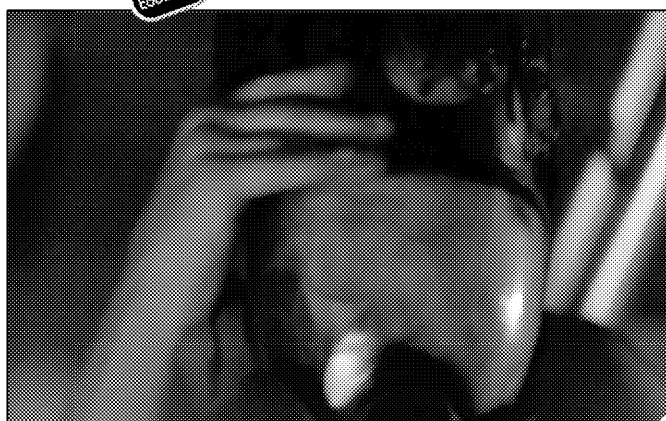


Breaking Bad © High Bridge Entertainment / Gran Via Productions / Sony Pictures Television



POV (Point-of-view)

A shot in which the character appears to be filming what a particular character is seeing, e.g. this shot represents Walter's vision of his new car. It allows the audience to immediately identify with him and experience what he is experiencing.



A shot used in audio to remain stationary, e.g. this shot follows

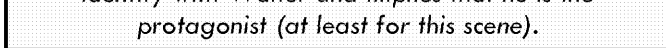


Breaking Bad © High Bridge Entertainment / Gran Via Productions / Sony Pictures Television



Close-up

A shot in which the camera films a subject at close range, making them look large in scale, e.g. like the point-of-view shots, this shot allows the audience to identify with Walter and implies that he is the protagonist (at least for this scene).



A style of editing to form some kind of in terms of time and caravan. The editing the audience is still

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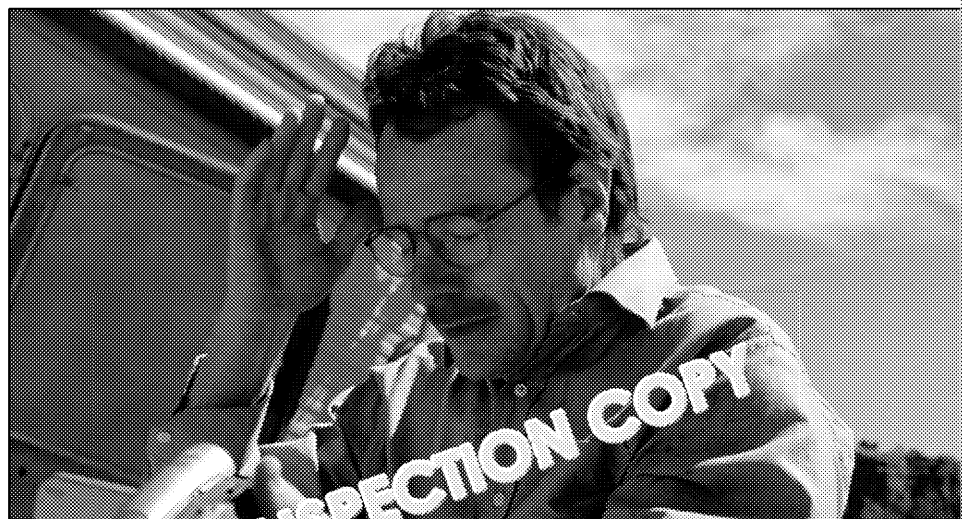
Breaking Bad © High Bridge Entertainment / Gran Via Productions / Sony Pictures Television, 2008–2013



Narrative codes embed
which imply what
mysterious liquid spill
characters have been



No
Sound in audio-visual
post-production. The
are not aware of
percussion music with

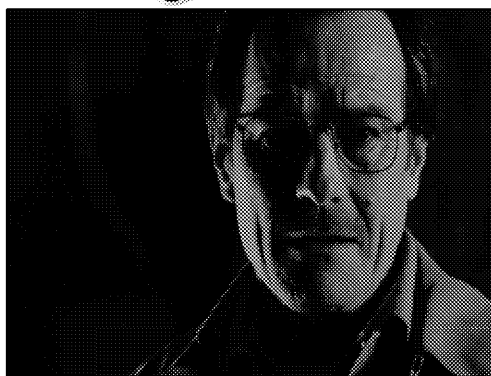


Breaking Bad © High Bridge Entertainment / Gran Via Productions / Sony Pictures Television, 2008–2013



Shot-Reverse-Shot

A feature of continuity editing in which one character will look at another character who is off-screen. The next shot will then show the previously off-screen character looking back at them, e.g. *this shot shows Jesse responding to Walter's suggestion that they go into business together.*



Breaking Bad © High Bridge Entertainment / Gran Via Productions / Sony Pictures Television, 2008–2013



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Television Advertisement: We Believe: The Best Men Can Be (Gillette)

We will now explore several additional codes and conventions of television using point of reference. This advertisement is considered a drastic shift in tone compared to previous output. The way in which it acknowledges contemporary cultural contexts surrounding masculinity makes it one of the most divisive adverts of 2019.

The analysed advert can be found through the following YouTube link:
<https://www.youtube.com/watch?v=1G1Fv3uU>

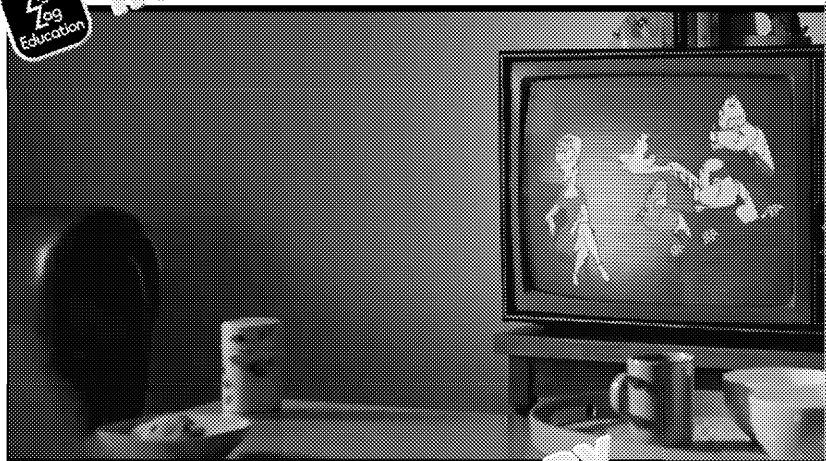


We Believe: The Best Men Can Be © Gillette, 2019



Mise en Scène

A term often associated with film studies. This refers to the way in which people and objects within the same frame creates meaning. e.g. The long line of muscular men standing in the same posture creates the impression of a uniform. The juxtaposition of all the men standing in front of barbecue grills and the text 'boys will be boys' suggests that these men are conforming to an unrealistic ideal of masculinity.



We Believe: The Best Men Can Be © Gillette, 2019



Cultural Codes

Codes which provide additional information through connotations, often related to the story's location or era.



We can infer from the retro television and the black-and-white imagery that the advertisement is critiquing the ways in which mainstream media has historically stereotyped masculinity. The producers are aware that what was once considered a harmless celebration of masculinity now has problematic undertones in a post #MeToo era.

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Mode of Address

The type of language used by a media product to convey meaning to its audience.

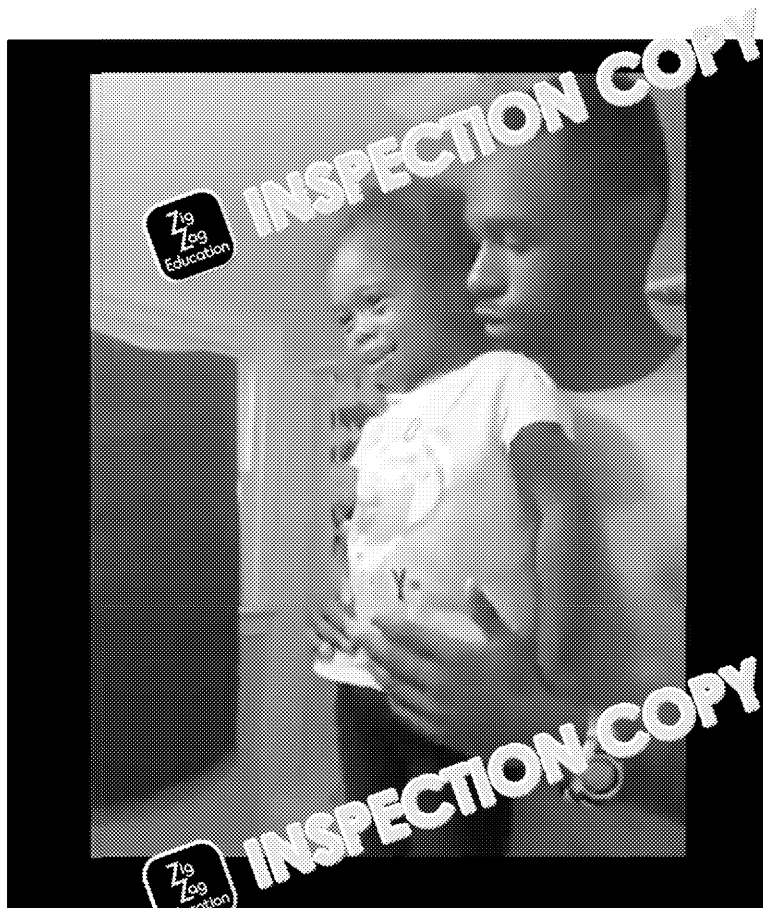
e.g. The voice-over narration appears to address all men collectively through the repetition of 'we'. This is supported by brief footage of bullying and sexism that challenges men to think about the ways in which they behave.

A camera technician
subject

e.g. In the final few
beyond the frame,
their faces, emphasis
are highly impres
behaviour based



We Believe: The Best Men Can Be © Gillette, 2019



We Believe: The Best Men Can Be © Gillette, 2019

Handheld cameras are usually emphasised, e.g. *In this case used to demonstrate are already and respect footage scenario* out

An editing of images passing development e.g. The scope of a minutes. R each of snapshot

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Non-diegetic Sound

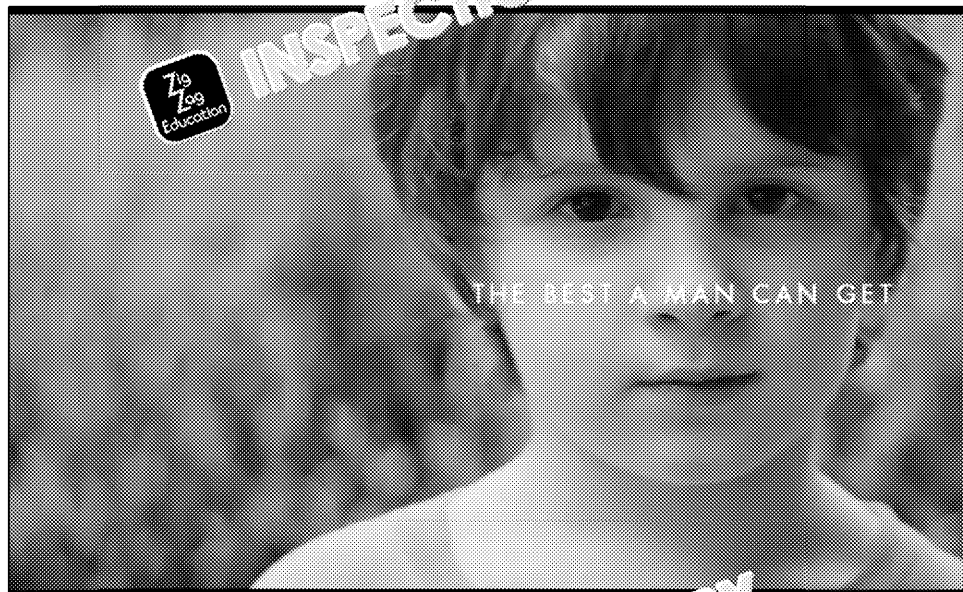
Sounds in audio-visual media which have been added during post-production. The characters within the fictional story are not aware of these sounds.

e.g. The images are accompanied by a voice-over narration and soundbites from news reports on the #MeToo movement. This forces the audience to interpret the images in the context of a post #MeToo world.

Diegetic Sound

Sound in audio-visual media which is added during post-production. The sound is either visible or audible within the fictional world.

e.g. Here it mainly consists of men are shown in inappropriate situations.



We Believe: The Best a Man Can Get, Gillette, 2019

Graphic/Slogan

A short phrase or slogan is often used as the theme for a product's campaign, appearing over an image.

In this advertisement, Gillette subverts the connotations of its signature slogan. Rather than suggesting that conventional good looks and traditionally masculine traits are the best a man can get, the advert explores the problematic side of masculinity. It asks the audience to question whether the current state of masculinity is the best.

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Music Video: *Same Love* – Macklemore & Ryan Lewis

We will now explore the key codes and conventions of **music videos** using *Same Love* by Macklemore & Ryan Lewis as a point of reference. The song was the third single from the duo's debut album, *The Heptarchy*, released in 2012. The song was recorded during the run-up to the 2012 Washington state referendum, in which voters decided that same-sex marriage should be legalised in the state of Washington. The video addresses issues of homophobia and discrimination, promoting the acceptance of civil rights and equality.

This music video can be found through the following YouTube link:

https://www.youtube.com/watch?v=Vg7_08n0



Same Love © Macklemore LLC, 2012



Same Love © Macklemore LLC, 2012

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Narrative Disruption

The point in a story when the status of the protagonist or setting is disrupted (the equilibrium is disturbed) by some form of conflict.

e.g. This video shows the protagonist's mother confronting him about his life choices. We can assume from her aggressive manner and the song's lyrics that she is critical of his homosexuality.

Mode of Address

Particularly in campaign-oriented videos, persuasive techniques might be used to address the audience, affected by the issue. e.g. In this case, the music video is the protagonist. His experience is used to resonate with a wide range of people in a similar situation. The video assumes that the protagonist's experience is universal and that the footage of burning crosses and the history of the



Same Love © Macklemore LLC, 2012



Narrative Resolution

The point in a story when the central conflict is complete and a new equilibrium is established.

e.g. It is rare for campaign videos to depict total narrative resolution as they are designed to shed light on an ongoing issue. However, the moment at which the protagonist is shown holding hands with his husband at the altar implies that the right to marry will bring resolution to a lot of people who face discrimination.



A central theme of the video, illustrated by the image of the couple holding hands above their head.

e.g. The image of the couple holding hands above their head implies that the right to marry is a central message of the video, legalised in Washington state.



Same Love © Macklemore LLC, 2012



The couple holding hands and, in the background, the image of the couple holding hands above their head.

e.g. The image of the couple holding hands above their head implies that the right to marry is a central message of the video, legalised in Washington state.

Extra Convention: Montage

An editing technique, usually found in narrative drama, in which the camera cuts between two different actions to imply they are happening simultaneously, e.g. two superheroes suiting up for a battle.



Extra Convention: Montage

An editing technique in which the camera cuts between two different actions to imply they are happening simultaneously, e.g. two superheroes suiting up for a battle.

Music Video: *Finesse* – Bruno Mars (Feat. Cardi B)

We will now explore several additional codes and conventions of **music videos** using this video as a point of reference. This is a pure performance video in which Bruno Mars, Cardi B and musicians dance a lip-synch to the non-diegetic soundtrack on a rooftop, dressed in 1970s style.

This music video can be found through the following YouTube link:

<https://www.youtube.com/watch?v=LsoLEjrD0c>

For



Finesse © Shampoo Press & Curl / The Stereotypes, 2018



Digital

Sounds or animated film footage in post-production, such as the splashes of paint and the spray painting of the wall, introduces the theme of the bright



Finesse © Shampoo Press & Curl / The Stereotypes, 2018



Finesse © Shampoo Press & Curl / The Stereotypes, 2018



Dance Choreography

Often found in performance-based music videos, choreography refers to the design of steps and movements in a dance routine, e.g. Bruno Mars performs an entire dance routine throughout the video. The video also contains a lot of freestyle dancing. Some consider dance choreography to be old-fashioned in modern pop music.



An editing style of fast cuts and actions and movements complement a performance. In the case of music videos, Bruno Mars, Cardi B and



Finesse © Shampoo Press & Curl / The Stereotypes, 2018



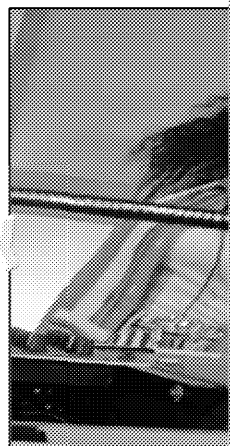
A feature commonly found in music videos is the singer will mime the lyrics, e.g. Bruno Mars previously performed in a music video. *Finesse* is a performance video that consists entirely of Bruno Mars and Cardi B lip-synching to their own

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Finesse © Shampoo Press & Curl / The Stereotypes, 2018



Finesse © Shampoo Press & Curl / The Stereotypes, 2018



Low-angle Shots

Sequences or images taken by a camera, situated below the main subject.

e.g. The singers and dancers appear bigger to the audience and therefore more powerful. Creates the sense that these are people to look up to.



Musical instruments often appear in sections of the video, showing the player and...



Finesse © Shampoo Press & Curl / The Stereotypes, 2018

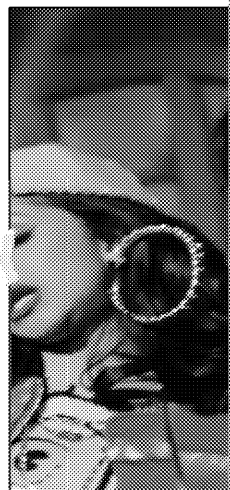


The intertextual spot and more like Stay Too Long, etc. 90s sitcom In Living Colour, colourful 90s clothing, 90s R&B music on several occasions. Time (1992) on the melodies and the vocal styles of...



Star Power

The prominence of a personality or character in a media product based on their fame and popularity. e.g. The camera consistently follows Bruno Mars and Cardi B throughout the performance. They feature in the majority of shots and are framed centrally within the dance routines.



Finesse © Shampoo Press & Curl / The Stereotypes, 2018

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Radio: *Radiolab* – Asking for a Friend

We will now explore the key codes and conventions of **radio** using an episode of *Radiolab* and Robert Krulwich. *Radiolab* primarily focuses on informing its audience with a mix of history and pop culture in a manner that is detailed yet appealing to a teenage audience. It can be streamed online, downloaded through iTunes and listened to through CBC, the radio stations across America.

The link to the analysed episode can be found here: <https://www.wnycstudios.org/podcasts/radiolab/episodes/2016-09-05>

Note that only the first two minutes of the episode has been analysed.



Title of Show

Usually announced in the first few minutes of each programme by the presenter or a pre-recorded voice. This establishes a sense of familiarity.

e.g. *The title is revealed within an opening jingle which kicks off every episode.*

The presenters of Radiolab show a degree of self-assurance by having a minute of comedic discussion before saying, 'Anyway, this is Radiolab...'



Main Theme

Is likely to feature the show's title and the name of the host. Allows the audience to identify the programme. e.g. *Kicks off the episode with a sense of brand identity that is appropriate for the show. Furthermore, the theme captures the show's youth-oriented nature.*



Enigma Code

Narrative codes embedded in an audio-visual product that tease the audience with information which they can only discover by continuing to engage with the product.

e.g. *Jad and Robert Krulwich's 'ready for this'. Robert adopts a perspective of the audience by asking, 'What are you about to get me ready for?' By not immediately revealing the episode's topic, the presenters set up a puzzle that the audience can solve only by listening to the whole episode.*



Factuality

Factual information presented by the presenters. In the last few minutes of the show and podcast, the presenters provide information for people to expect the next update.

e.g. *What starts out as a simple question about two presenters becomes a term 'homophones' which is knowledgeable and updated with each episode.*

Extra codes and conventions



Wild Track

Non-diegetic sound effects embedded into a radio programme. This is often used to emphasise the emotion of a certain moment (e.g. a buzzer noise when someone makes a mistake), to dub over a voice or to add a general background, off-the-beat tone.



Aural Signposting

This is when the setting or location of a radio programme is established through certain aural features. These features range from the accents of the speakers to background noise to police sirens. e.g. *The setting of The Archers is immediately identifiable due to the Midlands accents of the characters.*

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Radio: Kermode and Mayo's Film Review

We will now explore several additional codes and conventions of **radio** using an episode of *Kermode and Mayo's Film Review* as a point of reference. This programme is broadcast weekly on BBC Radio 2 at 4pm, and involves regular radio DJ Simon Mayo discussing the latest film releases with his friend and musician Mark Kermode.

The link to the analysed episode can be found here: <https://www.youtube.com/watch?v=...>
Note that only the first two minutes of the episode has been analysed.



Mode of Address

The type of media language used to speak to radio audiences.
 e.g. Simon Mayo begins by greeting the listeners in a jolly, informal tone, and providing a brief introduction to the episode. As soon as Kermode begins to 'chip in', Mayo begins to walk a line between addressing Kermode directly and addressing the audience. This is a popular convention of non-fiction radio shows as it gives the audience the impression that they are sitting in on an entertaining conversation that they are occasionally invited into.



The recognisable series established topics and computer-generated graphics.
 e.g. Each episode begins with an introduction and a brief overview of the programme. He then introduces Mark Kermode, who provides the main commentary and spark for the discussion. A summary of the episode is given at the end of the reading of audience feedback.

For



Time of Show

Quite literally, the time of day at which a radio show is broadcast. This is a highly significant factor in the audience demographic of a series attracts. In this sense, a radio show aimed at children is unlikely to be broadcast at 10pm.
 e.g. The time of broadcast is revealed to be 'six minutes past two'. This makes Kermode and Mayo's Film Review a family-friendly radio show appropriate for young children and working adults alike. The time is also convenient for Friday afternoon drivers.



Social

Qualities of a radio series that provide audiences with the opportunity to engage with the participants or other listeners.
 e.g. Film-based discussion is a key feature of the interaction between the presenters and the audience. Simon Mayo will often introduce a topic from the show and the audience members can engage with the discussion.



Personal Identity

Qualities of a radio series that provide audiences with a clearer sense of their own personality or identity.
 e.g. The radio series is aimed at a demographic of people who have an interest in film. The programme allows these listeners to increase their knowledge of films, stay up to date with cinema releases and compare the opinions of Kermode with their own opinions. This all serves to affirm their identities as film fanatics.



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Radio: *The Chris Moyles Show* – One Direction

Finally, we will explore several additional codes and conventions of **radio** using an episode of *The Chris Moyles Show* on BBC Radio 1 as a point of reference. This programme was broadcast daily from 2012. The show tended to feature informal banter between the presenters, music with special guests. In the analysed episode, the special guests are *The X Factor* band

The link to the analysed episode can be found here: <https://www.youtube.com/watch?v=...>

Note that only the first two minutes of the episode has been analysed.



Voice(s)

The various characters or participants performing dialogue on a radio show.

e.g. This segment of Moyles' programme is officially a talk show, making the episode incredibly dialogue heavy. Conversation is exchanged between Moyles, his co-presenters and all five band members, making for a lively conversation that captures the messiness of day-to-day conversation.



Music can be used in a radio series. It can be the main theme or jingle, or it can be used to introduce the speakers and avoid awkward silences. It can also be used as part of a performance. e.g. As the members of One Direction play the band's song 'Beautiful' – a song not yet a success. This confirms their status as rising stars.



Personality of Presenter

A huge part of establishing the tone and genre of a radio programme is the way in which the presenter introduces the show and behaves.

e.g. Chris Moyles immediately establishes a comedic, light-hearted tone as well as an atmosphere in which he and the band can playfully mock each other. This is particularly evident when Moyles makes fun of each band member's regional accent. The band in turn are given the confidence to offer witty responses.



Special Guest

A person or group (with celebrity status) who appears on a radio series but is not a regular part of a particular programme. e.g. Chris Moyles regularly invites guests onto his Radio 1 focusing on pop music. In the analysed episode, guests appeared on the show. Moyles ensures the show from the outset by introducing the guests and asking them questions.



Entertainment/Diversion

Qualities of a radio series which serve to either distract audiences from the stresses of day-to-day life or to provide them with pleasure.

e.g. Making the conversation as light-hearted as possible, Moyles ensures that the conversation is entertaining for fans of both himself and One Direction. Entertainment stems from the way in which the six men make fun of each other and reveal comedic anecdotes about their day-to-day lives.



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Genres and Subgenres

For your NEA, you may be asked to create a product which fits into a particular genre of audio-visual media (music videos, television segments, advertisements), plus radio. A range of genres and subgenres.

ACTIVITY 1.1 Music Videos

Activity 1.1 presents you with a table of music video genres and subgenres and for each genre. Fill in the table with the appropriate descriptions. An example is provided. This should get you thinking about the kinds of codes and conventions found in television shows and music videos.

1. A genre evolved out of *Rock and Roll* from the 1960s onwards, generally featuring electric instruments (particularly the guitar) and a strong beat
2. A style of popular music that grew out of rural American folk traditions
3. A more extreme variation of rock, featuring loud, distorted guitars and dark lyrics
4. A subgenre of electronic dance music, heavily inspired by fictional themes
5. **An interchangeable genre which borrows from multiple genres and encompasses the popular musical trends of the time**
6. A genre encompassing a number of predominantly African American music styles (the term generally referred to styles combining Blues influences with a strong rhythm, often referred to as rock and roll). More contemporary styles of this genre are influenced by hip hop
7. A genre that originated in 1980s Urban African and Latin American culture, featuring fast spoken word vocals (instead of conventional singing) over electronic beats and the use of turntablism
8. A term applied to a variety of different styles that are linked by their opposition to the mainstream music industry. Songs within this genre tend to be guitar-driven, but avoid typical rock and heavy metal with a focus on more personal lyrics

Music Video Genres	Pop	Indie	Hip Hop
Examples	<i>Bad Blood</i> (2014) – Taylor Swift; <i>Call me Maybe</i> (2012) – Carly Rae Jepsen	<i>I Bet You Look Good on the Dancefloor</i> (2005) – Arctic Monkeys; <i>No Roots</i> (2017) – Alice Merton	<i>I like it</i> (2018) – Cardi B; <i>In Da Club</i> (2003) – 50 Cent
Genre Description	An interchangeable genre which borrows from multiple genres and encompasses the popular musical trends of the time		
Genres	Rock	R&B	Meta
Examples	<i>Smells like Teen Spirit</i> (1991) – Nirvana; <i>It's my Life</i> (2000) – Bon Jovi	<i>No Diggity</i> (1996) – Blackstreet ft. Dr Dre; <i>That's What I'm Here For</i> (2015) – Bruno Mars	<i>One</i> (1988) – Metallica; <i>Seasons in the Abyss</i> (1990) – Slayer
Genre Description			

Top Tip: Take some time to conduct online research on the specific examples of music videos and television shows which fit into a certain genre. Look up the plot synopsis and some of the key genre conventions you find.

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Activity 1.2

Activity 1.2 presents you with a table of television genres and subgenres and a list of descriptions for each genre. Fill in the table with the appropriate descriptions. **An example** is provided for the first genre.

1. A show in which the narrative features futuristic or scientifically advanced technology and an imagined futuristic society
2. **A specific type of comedy series in which the same set of characters appear across multiple episodes in an array of humorous scenarios**
3. A show which features a continually developing narrative arc across an entire series, with multiple standalone narratives which are wrapped up neatly within a single episode
4. A show, usually set in a fictional world, and inflected with magic or supernatural elements
5. A show (usually targeted at a younger audience) in which moving images are created using computer-generated imagery or digital technology
6. A show which traditionally focuses on field professionals of law enforcement or criminal justice who catch the criminals responsible
7. A show which focuses on the dramatised re-enactments of real historical events
8. A broad genre of film, television and literature, significantly defined by a dramatic narrative
9. A subgenre of television drama that either focuses on politicians, involves political themes or promotes a particular political ideology through its narrative
10. A specific type of genre in which the same set of (often relatable) characters appear across multiple episodes with a strong focus on the characters' daily lives and emotional relationships
11. A subgenre of television drama, focusing on criminal procedure and the justice system
12. A specific type of drama which predominantly focuses on teenage characters and their experiences such as relationships, drinking and school work

TV Genres	Crime Drama	Sitcom	Soap Opera
Examples	<i>Luther (2010)</i> , <i>Silent Witness (1996)</i>	<i>Friends (1994)</i> , <i>The IT Crowd (2006)</i>	<i>EastEnders (1985)</i> , <i>Coronation Street (1960)</i>
Genre Description		A specific type of comedy series in which the same set of characters appear across multiple episodes in an array of humorous scenarios	
Genres	Teen Drama	Serial	Thriller
Examples	<i>Riverdale (2017)</i> , <i>The Chilling Adventures of Sabrina (2018)</i>	<i>Lost (2004)</i> , <i>Homeland (2011)</i>	<i>Bodyguard (2018)</i> , <i>Stranger Things (2016)</i>
Genre Description			
Genres	Animated Series	Legal Drama	Political Drama
Examples	<i>BoJack Horseman (2014)</i> , <i>The Simpsons (1989)</i>	<i>Law & Order (1990)</i> , <i>The Good Wife (2009)</i>	<i>House of Cards (2013)</i> , <i>The Thick of It (2005)</i>
Genre Description			



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Activity 1.3 Radio

Match the synopsis of each radio programme to its genre.

News	Children's	Sport	Drama
Pop culture	Comedy	Talk	Chart show

Genre	Synopsis
	W... .. – a series broadcast regularly on BBC... Michael Rosen explores aspects of the English language which it is spoken in contemporary society
	Thought for the Day – a scripted series that is broadcast on BBC Radio 4, exploring a series of topical issues from an orientated perspective. Various popes, archbishops on the show.
	The Archers – a scripted radio series focusing on a family in the Midlands. The show explores issues ranging from relationships to illness and abuse.
	The Westminster Hour – a series broadcast on BBC... with national and international news bulletins before a comprehensive discussion of British politics
	The Official UK Top 40 Singles Chart – a weekly programme on BBC Radio 1 and MTV in which the 40 highest-selling singles played in descending order
	15 Minutes or Less – a radio series broadcast on BBC... every episode, each one using a different (classic) focusing on different celebrities or politicians (David Cameron)
	Fighting Talk – a series broadcast on a seasonal basis where special guests discuss the latest news and events with a particular emphasis on the English football season
	WNEW-FM – a New York radio station famed for its rock music between the late 1960s and early 1990s, the thriving development of rock music throughout
	The Gaming Show – a series in which Julie Hardy plays gaming across multiple genres, consoles and technology, deliberately asks questions about the health and psychology without alienating an audience of gaming fans.
	500 Words' Bedtime Stories – a yearly broadcast in which 500 words of children's age 5 and 13 are read out, accompanied by special illustrations

Extension Task Conduct some independent research into the contemporary landscape of British radio. List as many additional radio genres as you can on a separate piece of paper.

Top Tip: Take some time to collect specific examples of music video advertisements or radio show. Look up the plot synopsis and of some of the key genre conventions.

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Activity 1.4 Advertising/Marketing

- Match the genres of audio-visual advertising to the definitions provided below.
- Conduct online research and find an appropriate example of an advert within each genre. An example has been provided for you.

Dramatic	Documentary	Anti-realist	Talking head
Series	Parody	Animation	Realist

An advert that attempts to capture an issue or a situation in the most truthful and recognisable way possible

Genre:
Example advert:

An advert containing elements of fantasy or the supernatural. The content does not reflect what would 'really happen'.

Genre:
Example advert:

An advert containing elements of fantasy or the supernatural. The content does not reflect what would 'really happen'.

Genre:
Example advert:

An advert that makes fun of recognisable elements of popular culture in order to sell a product, a service or an idea

Genre:
Example advert:

Multiple adverts used to promote a single product, service or idea

Genre:
Example advert:

An advert that attempts to capture an issue or a situation in the most truthful and recognisable way possible

Genre:
Example advert:

An advert containing elements of fantasy or the supernatural. The content does not reflect what would 'really happen'.

Genre:
Example advert:

An advert containing elements of fantasy or the supernatural. The content does not reflect what would 'really happen'.

Genre:
Example advert:

An advert that makes fun of recognisable elements of popular culture in order to sell a product, a service or an idea

Genre:
Example advert:

An advert that uses multiple adverts to promote a single product, service or idea

Genre:
Example advert:

Link to Alien (Volkswagen advert): <https://www.youtube.com/watch?v=...>

For all links

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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 (and onwards), there are certain exercises you can try out to help you formulate and develop your ideas. The table below presents just three ways in which you might want to draw out initial ideas that are provided.

<p>Location: A large car park where various teenage groups gather to hang out</p> <p>Narrative Disruption: A gang of older boys try to bully and intimidate the gang from hanging out in the car park</p>	<p>Cast/Characters: 4Real – A four-piece girl band who take musical influence from old Motown and hip-hop</p> <p>Performance Element: The four band members will have old school mic stands and sing in four parallel parking spaces, symbolising them marking their territory</p>
<p>Central Theme: Anti-knife crime 16–24-year-olds</p>	
<p>Intertextual References: Reference to the gang warfare narrative of Michael Jackson's <i>Beat It</i> and the empowering sentiment of En Vogue's <i>Don't Let Go</i></p>	
<p>Narrative Resolution: The four girls refuse to respond violently to the rival gang. They defuse the situation by singing and dancing.</p>	
<p>Brief: A music video supporting an anti-knife crime campaign aimed at 16–24-year-olds</p>	

<p>This space is used to sketch out what the shot should ideally look like (see box below)</p>	<p>Shot duration: 5 seconds</p> <p>Camera details: Tracking shot – camera moves with teenager as she walks towards the lake</p> <p>Sound: Percussion sounds begin suddenly</p> <p>Notes: Landscape should be clear of people</p>
	<p>Shot duration: 3 seconds</p> <p>Camera details: Panning shot – begins to circle the teenager as she stares across the lake</p> <p>Sound: Crescendo of percussion sounds; screaming sound from across the lake (diegetic)</p>

<p>Brief: A television crime drama aimed at 16–24-year-olds</p>	
<p>Title: <i>Drama Boys</i></p> <p>Presenters: Three men in their early 20s who all share an interest in theatre and the performing arts. They discuss their experiences of studying Drama at school, as well as their social lives and humorous experiences.</p> <p>Tone: Dry and witty, with an element of wackiness. The presenters should also discuss experiences of bullying and gender stereotyping at school, resulting in a certain degree of emotional pathos.</p> <p>Episode structure: Each episode should begin with the presenters exchanging casual banter. Each episode focuses on a different issue of school life, ranging from sport to sexual exploration and homosexuality. All discussion is framed from the presenters' perspectives as boys interested in the performing arts.</p> <p>Show's appeal: Focuses on the gratification of personal identity by focusing on the issues of young men who do not necessarily possess stereotypically masculine traits. Social interaction – listeners call in and describe their own funny or sad experiences at school.</p> <p>Music/sound: The show begins with a goofy jingle in which the presenters harmonise the show's title. Extracts from cheesy pop songs are played throughout to emphasise light tone.</p> <p>Representations: The four main guys should cover a range of ethnicities; the boys should not fall into overly flamboyant, arty stereotypes.</p> <p>Brief: A weekly comedy radio series aimed at 16–20-year-olds</p>	

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Research

Before you begin to create your media product, it is crucial that you understand your target audience and the media language to appeal to them. It is also more crucial that you conduct different types of research.

Analysing Existing Products

One of the most useful forms of research you can undertake is a close analysis of existing media products in order to plan on creating. It is important that you analyse these products in terms of the media language used; the people, places and ideas; and how media language is used to target the television episode/music video. Below are some annotations you might make:

Media Language

Brief: A television sitcom for 16–24-year-olds

Example: *The IT Crowd*

Establishing Shot: The pilot episode begins with a **tilting shot** which slowly reveals Reynholm Industries the tall fictional building which provides the main setting for the sitcom. This gives the audience a sense of the physical space the main characters occupy.

Diegetic Sound: In the opening shot of Roy, the phone ringing is used for great comic affect. This suggests that Roy can hear the phone and is choosing to ignore it, a great comedic insight into his character.

Enigma Code: The opening scene of the pilot episode uses the enigma code, the vague corporate jargon which encourages the audience to wonder who Jen (Katherine Parkinson) is interviewing. The line 'the people I'll be working with, what are they like?' also acts as an enigma code. The rest of the episode will reveal what kind of workplace dynamic she has walked into.

Eye-line Match: In the opening interview between Jen and Denholm (Chris Morris), there is a medium close-up shot of Denholm staring at someone. The next shot reveals Jen to be the subject of his gaze, staring back at him.

Zoom-in: The unenthusiastic character of Roy (Chris O'Dowd) is introduced through a gradual zoom in. The slow camera movement reflects his lazy refusal to answer a ringing phone, resulting in a highly comedic introduction to his character.



The IT Crowd © Talkback Thames / Delightful Industries

Non-diegetic Sound: Every single joke in the programme is accompanied by a laugh track. This is a common yet controversial convention of classic sitcoms used to patronise audiences by signalling to them when they should laugh.

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Media Representation

Brief: A music video to be used to help support property in urban areas

Opening Title Card: White text on a plain black screen reads: 'The budget for this video was \$996,631.90. I gave it all away. Don't tell me that.' This immediately sets a tone of inclusive representation and the filmmakers. It implies that record labels possess huge amounts of money and power and that they could be doing more to support impoverished areas

Low-angle Shots: This applies both to Drake and the various members of the community. They appear taller, broader and therefore, more powerful to the audience

Establishing Shots: Depicts individual residents of Miami looking into the camera frame. This is effective in establishing a connection between the individuals and the audience. They vary drastically in age from young toddlers to old men. The lived-in, impoverished area immediately implies that the people on camera are living in a poorly-funded, working-class area

Ethnicity: The video primarily focuses on black people living in a fairly impoverished area of Miami. In this sense, the video appears to address issues of the **systematic racism** in America which prevents many black Americans from receiving sufficient social and financial opportunities

Education: Drake's main performance area in the video is set above the sign of a student centre. Much of the money he gives away is to schools, educational institutions and to individuals who cannot afford education. The importance of education and learning is emphasized throughout the video

Community: Drake is shown to provide the local fire station with a large cheque. The fire fighters enthusiastically greet Drake at the entrance and appear grateful for his help. They are represented as being a vital part of the local community



God's Plan © Cardo / Yung Exclusive / Boi-1da, 2018

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Media Audiences

Brief: A radio segment about a TV show aimed at 16–24-year-olds.

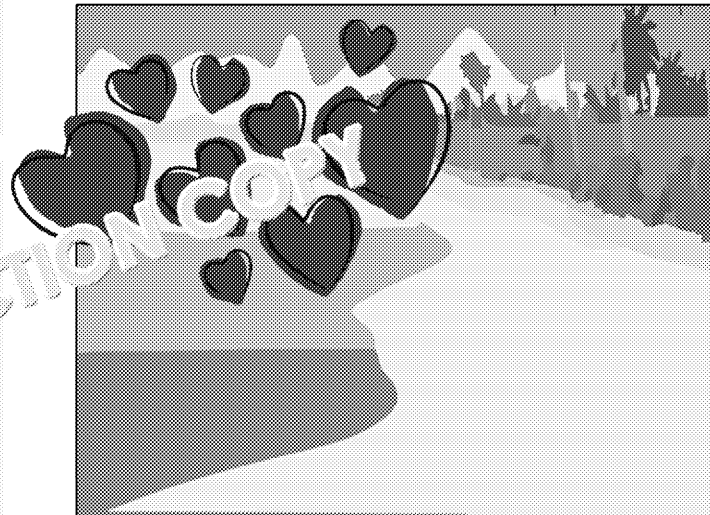
Example: *Love Island: The*
Available: <https://play.acast.com/s/>

Star Power: The series is hosted by popular radio and TV presenter Arielle Free, who also regularly co-presents with Catinay, the highly popular winner of *Love Island* 2017. The contestants of *Love Island* quickly acquire celebrity status and attract huge fan bases on social media. Free announces that she will be speaking to 2018 winners Dani Dyer and Jack Fincham, acknowledging the fact that an interview with the couple will excite audiences.

Music: Throughout this opening segment, the official *Love Island* theme tune plays consistently. The theme has become fairly iconic and, for many audiences, will be synonymous with the experience of sitting down with friends and family to watch each episode. The presence of the official theme song on the radio show a sense of familiarity and suggests that the presenters will be able to uncover exclusive knowledge from the *Love Island* contestants.

Special Guests: Arielle Free lists the names of the guests who will appear on the show. The fact that she only uses their first names implies that the show targets an audience of people highly familiar with *Love Island* and the contestants. In a separate sentence, Free reveals that they will be interviewing the 'king and queen of the villa'. Once again, Free does not need to mention the names as the show is designed for an audience who have just watched the *Love Island* final.

Mode of Address: As with many radio talk shows, Arielle Free will give information directly to the listening public, including informal touches such as 'case you were wondering...'. However, this will be balanced out by lively chats with her co-presenter Kem. The transition between the modes of address will be fairly seamless: 'some of our favourite people ever... have you got a highlight?'



Personality of Presenter: Both presenters establish an entertaining, light-hearted tone through the vocabulary they use and their tone of voice. Free takes the role of lead presenter, while Catinay structures the show and provides the majority of the information. Kem is noticeably more excitable and emotional, providing a more comedic personality for Free to interact with. The way in which the two presenters interact connotes a close friendship, making the show easier and more entertaining to listen to.

Wild Track: Free's dialogue is filled with quotes from the *Love Island* show, which is taken out of context to make a point. This is used for comedy and to make the show appear more authentic (a common feature in reality TV).

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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 gather information specifically related to your project.
- **Secondary Research** – Refers to information you will gather from the public domain.

Primary Research

In order to conduct **primary research** you will have to gather some information from your own resources. The analysis of existing media products from the previous pages would be a good start, but there are additional 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 particular television episode or answer closed questions such as *'Do you think this episode is effective in building tension?'*
- **Focus group:** Invite people who fit into your audience demographic for a small group discussion. Ask them to discuss particular television episodes or music videos which they have seen. You can then get them to discuss some of your early drafts or initial ideas.

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 conduct your primary research. You should be able to use 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 certain media products and support your analysis. You may also find it useful to explore how music videos, television sequences, advertisements and radio segments have historically targeted their audiences. Appropriate secondary research can be completed using *the Internet*, books, videos, documentaries and existing media. See the recommended list of further reading found on p. 56 of this resource.

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

Music Video

- When did the band/artist first appear in the public eye?
- How did the song perform in the UK charts?
- What is their main genre of music? Have they explored other genres through their music?
- How was the music video received by critics and audiences?
- What was the music video's budget?
- Who was part of the creative team?
- What do these answers reveal about the target audience?
- How did audiences respond to the music video's sociopolitical message?
- How successful was the music video in tackling a particular sociopolitical issue?
- Beyond the music video, what actions were taken by the band/artist to support their message?

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Television Sequence

- What was the show's budget?
- What information can you find in the show's press pack?
- What channel did the programme originally air on?
- When was the show available for online streaming?
- How was the programme received critically?
- Can you find any interviews, promotional clips or behind-the-scenes footage that reveal about the show?
- What themes were explored across the entire series?
- How were the various action and enigma codes from the opening scene developed?
- What do these answers reveal about the target audience?
- What features can be found on the official television website?

Radio Series

- Is the series released by a commercial or public service broadcaster? How does this affect the content?
- What is the show's target audience?
- What are the show's production costs?
- How is the series marketed?
- How long has the series been running for?
- At what time of day is each episode broadcast?
- How frequently are episodes released?
- Describe the production process of each episode, e.g. is the show scripted or improvised? What is the role of the presenter?
- What is the presenter famous or notable for before they became involved in the series?
- How can audiences listen to the series? Is it available for online streaming or download? What does this tell you about the target audience?
- What opportunities are there for active audience participation?

Advertising/Marketing

- In what year was the advertisement released?
- On which media platforms was it made available (e.g. social media, television, radio)?
- Was the advertisement part of a series?
- Is it an example of commercial or non-commercial advertising?
- What were the advert's production values?
- How was the advert received by audiences?
- Are any elements of intertextuality used?
- Was the advertiser notable involved in the creative process?
- Did the advert require regulation?
- Did the advert have a positive effect or a negative effect on the company/brand?

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Planning

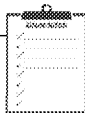
Planning Techniques

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. It is easy to 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 will return to once you have completed the project. This will be more accurate, and that you have completed everything you set out to. More information on how to create a statement of intent can be found on the next page. Below we have provided a few ideas to help you plan your project.



Sticking to the Specification

- As advised in the initial ideas stage (p. 22), create a pitch for an entire series of your fictional television show **or** a long-term treatment for an entire radio series **or** a treatment for an entire marketing campaign in which your advert is just one part.
- Keep note of all the essential elements specified by the NEA brief (p. 2). 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 and comment on them in your statement of aims.



Organising

- Make a list of all the equipment you will need for your project, such as props, microphones, etc.
- Create a shot list or storyboard of the scenes you want to include in your project. Write these off as you plan your project.
- Create a storyboard or pre-production plan more clearly about the colour and movement of your project.

Produce a clear plan of your project, be shared with your project. Scripts and storyboards envisage the entire project. Visit your shoot location prior to ensure its suitability. a recce (the pre-production location prior to the shoot).

- In preparation of your project, issues such as: the location, the conditions? (The tone of an image, the private property from the approach).
- Think about the objects within the scene (*en scène*).
- If producing radio, think about the recording feels.



Logistics/Timings

- Create a timeline of the entire 12-week process. Use this to ensure that you stick to deadlines and leave enough time for writing your script, shooting/recording audio-visual material, and editing.
- 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. a pre-production list, a shooting list, and an editing list.*)
- 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 can be completed on a flexible basis. Primary research and shooting must be planned in advance.*)
- Make sure that you keep track of everyone involved in your practical project, e.g. lighting operators, sound operators and actors. Their names will need to be included on the cover sheet you hand in.



Post

- Establish early on the software you will use for your product. Which software you use beforehand. Edit something you have done before.

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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 100 words in length.

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

Take it as a starting point, 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 and subvert stereotypes and why?)

These descriptions should be backed up by 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 and why your product will be appropriate for the target audience specified in the brief.

Example Statement of Intent

I aim to produce the opening sequence for a new television teen drama aimed at 24-year-olds. I have decided that the opening sequence will introduce a series in the form of a story about masculinity and addiction. Through analysing similar products, I have decided to produce a sequence set in two locations: the field of an abandoned secondary school's abandoned gym (interior). These familiar settings should provide a sense of familiarity. My research encouraged me to focus on two bickering teenage boys attempting to deal with drugs they have found. (However, it will be unclear until the end of the scene what the drugs are, making it a key enigma code of the scene.) I was inspired by teen dramas such as *Friday Night Lights* where characters speak in a sharp, rude dialogue, but I have also made an attempt to subvert this by making the characters mouthed, troublesome teenage boys we see in many teen dramas. I have approached the scene in a comedic manner by making the main drug dealer's motivation saving enough money to go to school, adding a layer of sensitivity. This will be established through exposition (the convention of television openings). I plan to include recognisable action codes (such as a gun and a pocket knife, as well as a red-herring action code in the form of two pistols which are then revealed to be water pistols. This moment will demonstrate genre hybridity as the action deal will be undermined by an absurd situation in a comedy. This decision was based on my research in which the 16-24-year-olds expressed their boredom with teen dramas that take themselves too seriously. I have decided to include a tilting shot to introduce the main characters and a close-up of a gun during the hectic drug-dealing scene. The draw of water pistols is a non-diegetic music inspired by spaghetti western films, overlaid with a modern electronic beat (an example of intertextuality and genre hybridity). This will appeal to a modern audience who become increasingly aware of the history of pop culture.

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Practical Skills

Screenplay

If you are planning to produce a television opening for your NEA brief, you will need to plan into a screenplay. Not only will this allow you to fully formulate your treatment document to hand out to members of your group and show so they have a full understanding of your telling as well as your own artistic vision. A screenplay consists of four basic elements: headings; direction; character names; and dialogue.

Take a look at the annotated example below:

INT. ROTTING TOOL SHED- MORNING

EDDIE is sat on an old wooden chair. A medium close-up of his feet in worn trainers. The camera slowly tracks up, gradually revealing his face. A 10-year-old boy in his entirety.

Description also includes sound, camera shots and movement

EDDIE

Mate, I don't know about this

Another boy's voice responds to him from off camera

Character names are always capitalised and appear above their respective dialogue

HARVEY (O.S.)

What do you mean you don't know

EDDIE

I don't know if I can do this

HARVEY (O.S.)

(Casually) Course you can, besides you said you were a wuss. You can't back out now!

Dialogue can include notes on intonation, volume and emotion

EDDIE

Yeah but I didn't know it was gonna be like this

HARVEY (O.S.)

Just quit being a wuss and do it

The camera settles on a close-up of Eddie's face. He looks petrified. He closes his eyes, takes a deep breath and swallows a red chilli in his mouth, starts crying. Suddenly his eyes open.

Transitions describe camera movement or editing techniques that take us to the next scene or location

EXT. EDDIE'S BACK GARDEN - MORNING

Wide shot of Eddie's baby sister playing in a sandpit. A dog is visible in the background. We hear Eddie screaming in the background.

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Building Character Structure: Creating an original story filled with exciting moments can be far more difficult than it sounds. It is particularly difficult to establish a character who only have a short amount of time! But storytelling is driven primarily by character. As a writer understand what your character wants and what they need to do to get there. So before you start writing your script, try establishing the following points

Note: Can you recognise the Disney film this simple story structure describes?

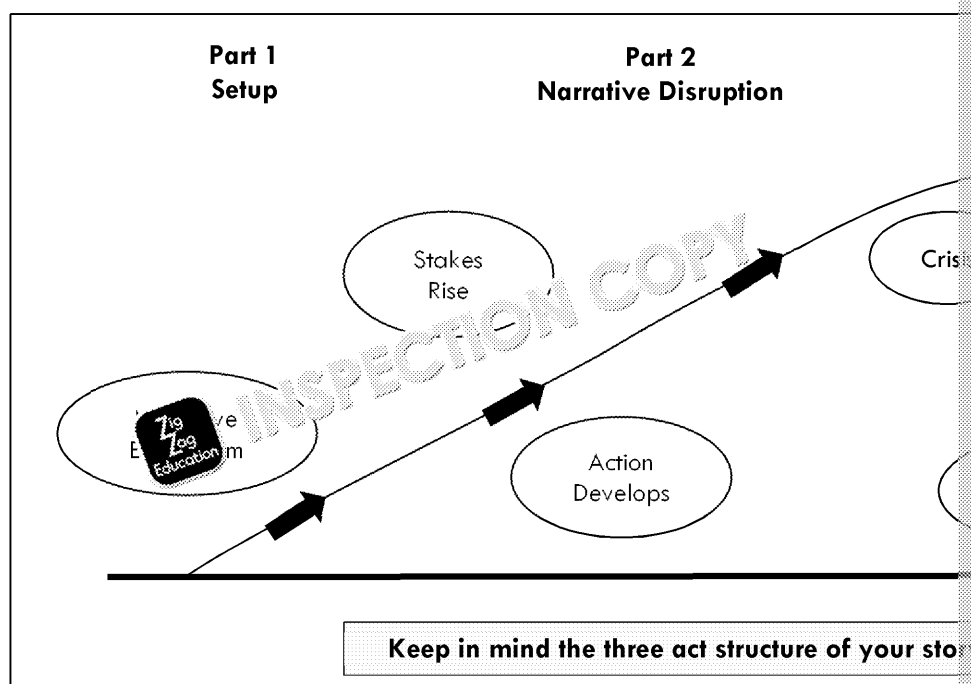
My main character(s): e.g. A young lion who is born to rule the entire animal kingdom

The problem they are facing: e.g. He is arrogant, reckless and overly eager to prove himself

What they do to solve this problem: e.g. He takes advice from his scheming uncle

The complications that arise from their actions: e.g. Due to his recklessness, the king is killed, he is guilty, the young lion runs away from the kingdom he was meant to rule

Stakes: Under the rule of the scheming uncle, the lion's family and kingdom are threatened. The animals are starving. Eventually they will all die unless the young lion returns to rule



ACTIVITY 2.1

Use the Building Character Structure to summarise the plot of your favourite television programme

ACTIVITY 2.2

Write a one-page mock script for an opening of a television show in a genre of your choice. Your script **must** include the following elements:

- (a) Scene setting (b) Dialogue (c) Two character names
- (d) Character cue (e) At least two camera movements
- (f) Character with a problem (g) A narrative disruption

Dramatic Irony

This is an irony achieved by the audience becoming aware of something before the characters. For example, in *East of Eden*, Rachel's parents spend up to her birthday party, but she doesn't know that her parents are going to die. In *Great Expectations*, Pip's parents are dead, but he doesn't know it until a very convoluted plot.

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Writing and Casting Your Radio Show

You will need to produce a script if you are planning to produce radio trails for your NEA project. It is your intention to make the dialogue in your segments feel as natural and 'off the cuff' as possible. You must ensure that performers don't become side-tracked and that all the necessary information is included in the one-minute trail. Producing this script is your responsibility as the director. **Note:** Once you have your script, you may find it useful to write out your structure and dialogue as a grid.

Example of Radio Grid

Describe	Audio
Station logo	Short sample of opening jingle Pre-recorded announcement – 'Cinemaniacs! Maniacs!'
Presenter	'Welcome back to Cinemaniacs. I'm Andy James and today we're back in the cinema with our special guest Michael Blake. So, Michael, did you have a surprise, didn't I?'
Guest	'You did.'
Presenter	'I certainly did.'
Guest	'A prospect I'm becoming increasingly terrified by.'
Presenter	'Well fear no more, Michael – the time has come. For those of you who guessed that's right – you guessed it – it's a special guest film quiz!'
SFX	<i>Royal trumpet sound effect (3 seconds long)</i>
Guest	'You're kidding?'
Presenter	'Oh, I never kid, Michael. We are about to embark on an audio film quiz, trivia, and we are going to start immediately!'
Guest	'What?!'
Music Bed	<i>Light background music begins to play beneath the dialogue – continues throughout the quiz</i>
Presenter	'This is Michael Blake playing for both glory and serious stars as he attempts to be the first to name the most recent film to win Best Picture at the Academy Awards. So, Michael, what was the answer immediately.'
Guest	'Bohemian Rhapsody?'
SFX	<i>Incorrect buzzer sound</i>
Guest	'No, of course not, it's Green Book!'
SFX	<i>Correct answer sound effect</i>
Presenter	'That is correct! Green Book did win the Academy Award for Best Picture last year. Well, thank you so much for joining us!'

Casting is Crucial

The manner in which your presenters speak will have a large effect on the tone of your NEA project. It will also have a huge influence on the way your radio show positions itself to your target audience. Make sure you choose your performer/presenter so that they speak in a clear, appropriate pitch, speed and tone.

You should also consider the importance of accents. For example, regional accents can help to establish a more casual, friendly tone, while RP voices tend to establish a formal tone, which is more suitable for discussing serious issues (e.g. news, politics). However, the effect of accents on your audience will depend on the individual speaker.

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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 film and television, it is crucially important to consider video shots also. The term describes the way in which a variety of visual attributes of a scene, and how they can help to convey meaning to the audience. It's a French phrase 'putting on stage', and includes a number of components such as setting and props. A lot of information can be packed into a single image.

When it comes to shooting your own footage, you will have to think about:

- How actors are framed (how much of the frame they occupy; what angle they are shot from)
- What actors are wearing (how does the colour of their clothing clash or complement the background?)
- What actions are they performing (what does this reveal about plot, character, etc.?)
- Which objects surround them (how are individual elements in the shot balanced?)
- Which objects (if any) are they holding (what is the main subject of the frame?)

Themes: The collection of toys in the background connote the episode's central themes of childhood, growing up and parental surveillance

Narrative: The doctor injecting the child's head implies that the episode is about experimentation. The fact that the test has succeeded



Black Mirror © House of Tomorrow / EMI

Character: Rosemarie Dewitt's constricted body language and nervous facial expression suggests that she is a deeply insecure character. The direction of her gaze implies that she is overly protective of her daughter

Genre: The lab coat and vinyl gloves provide iconography we might associate with the science fiction genre and possibly the horror genre due to the episode's theme of experimentation

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ACTIVITY 3.1

Observe the way in which the image from *Black Mirror: Season 4, Episode 1* analysed in terms of its mise en scène. Take a still from a television show of your choice and annotate it in terms of the arrangement of people and objects within the frame.

Preparing to Shoot/Record Audio-visual Material

- Create a 'to-do list' relating to all the individual shots you need taking for your video. Tick these off as you shoot them.
- Make a list of all the necessary resources you will need for your photoshoots. This could include costumes, models, lighting equipment, sound equipment, etc.
- Produce a storyboard. Storyboards are particularly useful for planning and editing your film. They are also used in film marketing and secondary image work, e.g. magazines. Unlike shot lists, storyboards show clearly about issues such as framing and colour. Remember to include details about what the shot will contain, e.g. camera movements, etc.
- Complete a location visit (visit to a shooting location prior to filming). Visit your shoot 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 taken in the rain will look very different to an image taken in sunshine, e.g. if you were shooting the metal music video it might not be the best idea to shoot outdoors on a beautiful day.
- If you plan to shoot images on private property, e.g. in a café or a museum, request permission from the owner of the property.
- Experiment with different perspectives beforehand. Prior to your shoot, take practice shots shooting the same image from a wide range of angles. Analyse which ones work best. Unconventional angles can make your audio-visual footage significantly more interesting to your audience.
- Be aware of background noise (this is particularly important if you are recording dialogue). Find out how much a film mic can pick up in a recording. Before you start recording, listen for background noise, e.g. central heating, pipes, loud neighbours, wildlife, etc.
- Be aware of how much sound your audio participants are making! There are many things that can make even the quietest of sounds sound incredibly loud, e.g. if your presenter is breathing into your microphone while recording, this may cause vibrations that drop out of the recording.
- If you are recording a radio trail, encourage your presenter/performer to speak clearly. If the speaker is too far away, you may find that they are practically inaudible when recorded. **However**, speaking too close to the microphone can cause unwanted vibrations. A pop filter might find it useful to use a **pop filter** – this is simply a small screen that you place in front of the mic to filter through the appropriate sounds. Alternatively, you can use a windscreen.

What if I want to shoot with a DSLR?

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

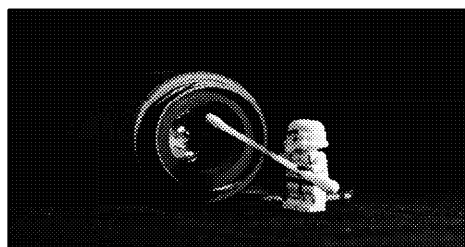
- o <https://www.wikihow.com/Take-Good-Photos-with-a-DSLR>
- o <https://digital-photography-school.com/beginners-guide-to-learning-how-to-use-your-film-camera/>
- o <https://www.youtube.com/watch?v=9DQXIRpY2qc>

 All links go to zzed.uk/9481

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Six Tips for Shooting



Make sure your lens is clean! Phone cameras can become smudged by fingerprints. This will affect the quality of the images you capture.



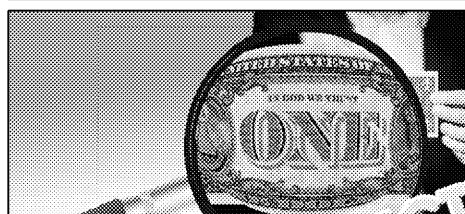
If you are shooting scenes on a smartphone, you can display a visual template of the 'rule of thirds'. This will ensure that your main area of interest fit into the provided boxes, your shot is well balanced and visually appealing.

iPhone – Settings → Photos & Camera → Grid

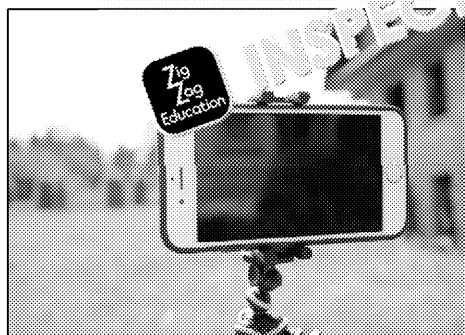
Samsung Galaxy – Camera → Settings → Grid



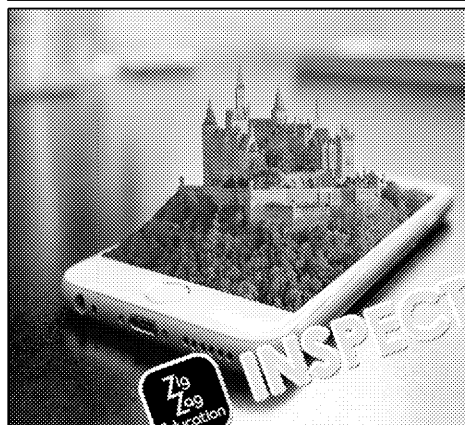
Make sure you focus on your main subject. Tap the section of the screen you want to focus on. This will almost definitely be the face of your subject.



Zooming in can spoil the shot. It is always better to move closer to your subject rather than zooming in from a distance. This will maintain the quality and composition of the shot.



Make sure you have something to rest your hands on. If you are not using a tripod, there are still ways to stabilize your shot. Tables, walls, fences, even a large pile of books can provide a supportive surface. A shaky shooting style or **shaky cam** can be used for action sequences as it makes the audience feel like they are part of the action, resulting in a more engaging video.



Consider the limitations and embrace them. Make allowances for your phone's small screen and limited camera movement and flexibility in low light. Shooting in confined spaces can be challenging, but it can also be creative.

Note: If you are keen to shoot audio, you might consider downloading an app to adjust shots, modify more settings, etc. The app may not be free but it can be worth the investment.

ACTIVITY 4.1

Take an hour or so to experiment with some of the above techniques on your phone. Once you have grown more confident with the various techniques, save three shots (relating to the techniques you are particularly proud of).

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Camera Operation

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 wide 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 facial expressions and 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's a very specific part of a person's face. It's used to create an intense mood and draw attention to a specific part of the subject.</p>	

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<p>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>Point of view shot</p> <p>This shot aims to be from the view of the subject, used in order to make the audience feel as if they are part of the photo.</p>	
<p>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 example, it can impact how the people or scene are perceived to the audience.

<p>Wide angle</p> <p>This is a camera lens that encompasses a wide angle of view (usually greater than 55°) and a short focal length. It is used to show a wide landscape and also physical distortion between objects, which is particularly relevant when close to the main subject.</p>	
<p>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>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 at an adult.</p>	
<p>Canted angle</p> <p>A canted shot is where the camera is tilted on its roll axis so that the horizon is at an angle to the bottom of the frame. It aims to disorientate the viewer and portray emotional tension.</p>	

Depth of Field

Within audio-visual production and photography 'depth of field' describes the area of the image that is in focus. A shallow depth of field is when only the subject is in focus, and the background is blurred. This can be used to draw the attention of the audience to a specific object within the image. The opposite is a deep depth of field: when the entire image is in focus and clearly visible.

Look at the two images below:



Die Hard with a Vengeance © Cinergi Pictures, 1995

This shot from *Die Hard with a Vengeance* has a very shallow depth of field. The background is blurred, which draws attention to the character and his phone call. This technique is used to intimately identify the character with the audience. The shallow depth of field also draws attention to the various cuts in the film, as the focus shifts across his face, emphasizing the physical hardship and the course of the narrative. The depth of field, therefore, is a key element in the images would be.



Citizen Kane © Mercury Productions, 1941

On the contrary, *Citizen Kane* has a deep depth of field. The background is in sharp focus, which is appropriate for the film's setting. The foreground are all in focus, and the boy playing outside is a key element. The meaning is added to the scene, as the business prospects and enthusiastic audience are alerted to the central focus of the film.

- Depth of field can also be used to represent emotion or feeling. For example, a shallow depth of field could be perceived as lonely and isolated; alternatively, a deep depth of field could also be used to represent the character as the centre of attention.
- On the other hand, a constant deep depth of field could be used to show the character in their surroundings.
- A 'racking focus' is a camera technique in which the image focus shifts from one object to another in the same shot. It's used to gradually change the attention of the audience.

Aperture: The depth of field in a particular shot depends heavily on **aperture**. The term refers to the opening in a lens that allows light to travel into the camera. The aperture can expand or contract depending on how much light is needed. Aperture is crucial as it can adjust how light or dark your shot is (the aperture can determine how sharp or blurry the images behind a shot's main subject are, which is the **depth of field**).

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How to Practically Achieve Depth of Field

An effective depth of field is usually achieved using a wide-aperture lens, as well as can still be achieved using a standard camera phone.

Achieving Shallow Focus

- ☐ Simply get as close as you can to the main subject of your shot
- ☐ On account of new developments in contemporary android phones and tablets, filmmakers now have the capacity to clearly capture a subject from no more than a few centimetres away. This enables crisp, beautiful foregrounds with desired blurred backgrounds
- ☐ Ensure that the main subject of your shot stands out against the background. Make sure that nothing near the foreground of the frame can distract the camera's focus

Achieving Deep Focus

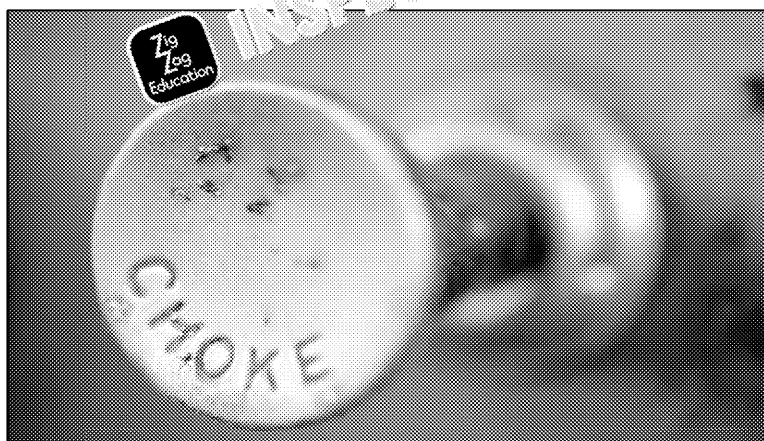
- ☒ Ensure that the main subject is well lit and, by extension, the aperture is wide
- ☐ Ensure that you are shooting the main subject away from the camera so you can achieve a deep focus
- ☐ Try and shoot from a distance so the depth in the image between objects in the background don't appear too shallow, thus achieving deep focus

If you are keen to use a smartphone camera lens for your audio-visual project, you may find the following link to be useful: <https://www.geekyexplorer.com/smartphone-camera-lens-clip-review>

ACTIVITY 5.1

Take a close look at each of the stills below.

- a) Identify whether each shot has a shallow depth of field or a deep depth of field
- b) Write a paragraph for each image explaining why the depth of field is as it is in the image in question.



Depth of Field Analysis:



Depth of Field Analysis:

Playtime © Specta Films / Jolly Films, 1967

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Lighting

Essentially there are two types of lighting: hard and soft. Think of the light cast from the sun and the shadows it creates. On a bright, sunny day the shadows are deep and clearly defined, due to the intensity of the sun; this is called hard lighting. On an overcast, cloudy day the sun produces more even light and the shadows have little definition and soft edges; this is called soft lighting.

Examples of different types of lighting include:

- **Silhouette lighting:** A lighting technique where the audience can't see the silhouettes of the subjects; this emphasises contours and conceals identities by leaving out the detail. The shadows suggest privacy and intimacy, and it makes the audience feel as though they are outside the scene and watching something forbidden.
- **Flat lighting:** This is when the scene is evenly lit and has good visibility from all angles, allowing the audience to see the entire scene.
- **Cameo lighting:** Commonly seen in interviews, both the interviewee and interviewer are visible, but the background is invisible. This highlights all the features of the subject's body language. It's used to convey a sense of intimacy and the message that the subject is speaking directly to the audience.
- **Chiaroscuro:** A combination of the Italian words 'dark' and 'light', this lighting technique contrasts light and shadows. It aims to focus attention, articulate space, and create a sense of depth and 3D properties in the image.

Do I really need lighting equipment?

There are plenty of ways to light your audio-visual productions without any professional lighting equipment. In fact, on all walks of audio-visual media have found cheap and creative ways to light their footage in a way which is visually pleasing and meaningful for the audience:

Three Point Lighting Set-up

If you light your main subject from three different directions (using professional film lights, lamps, torches, etc.) your subject will stand out from the background.

- One light (**key light**) should provide the majority of the light (be sure not to place the key light too close to the camera as this will make the footage over-exposed)
- One (**fill light**) should light any shadows in the frame
- One (**back light**) should be positioned behind the main subject in order to create a border of light around the edges of the subject

Old film stock
respond to

Los Angeles has
of sunshine pe
led it to

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Natural Lighting

On certain occasions, natural lighting (from sunlight, street lamps, etc.) can make visual footage. For example, if you are filming in a vast, open landscape (e.g. a field) you can place the camera along to a **recce** so you can check how well the natural lighting can be captured. You can then decide then whether you'll need additional lights (if you want to achieve a surreal effect) or provide shade from the sunlight (if you find that your shots look overexposed).

Sidelight

This refers to a source of light situated at a right angle, to the side of an actor. Sidelights create a visually dramatic mood lighting effect. They are often used to achieve chiaroscuro-style lighting, which is of revealing texture and detail on an actor's face.

Practical Lighting

Don't be afraid to clearly insert sources of light into the frame (so long as they make sense in the location). Practical sources of light can range from everyday items, such as lamps and candles, to items, such as candles and glow sticks. Practical lighting is a technique used by many Hollywood directors alike as it can increase the depth of field in a scene and illuminate the scene in a way that feels authentic.

ACTIVITY 6.1

- Match the shots below to the four main styles of lighting explored in this section.
- Write a short paragraph on each image explaining why each choice of lighting was made.

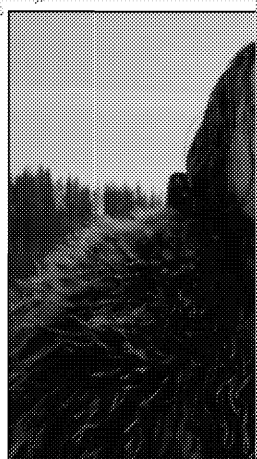
Three Point Set-up

Sidelight

Practical Lighting



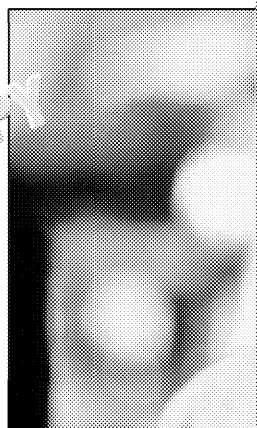
Eyes Wide Shut © Pole Star / Hobby Films, 1999



The Revenant © Regency Entertainment / M Productions



Casino Royale © Eon Productions / Stillking films / Babelsberg Film / Metro-Goldwyn-Mayer, 2006



Armageddon © Touchstone Pictures / Metro-Goldwyn-Mayer

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Sound Recording

Within audio-visual production there are two types of sound: **diegetic** and **non-diegetic**. Diegetic sound refers to sound whose source can be traced back to the scene; it's presented to the audience as being within the world of the production, although the source doesn't have to be on-screen.

An example is background noise of traffic heard from within a car.

On the other hand, the sound of non-diegetic sounds are not visibly coming from within the scene, nor is it implied that they are. For example, a narrator, mood music and sound effects that are added for dramatic effect.

The **fidelity** of sound means how faithful a sound is to its source, as perceived by the audience. It is used to add effect and convey meaning. For instance, an image of a car accompanied by the sound of a dolphin call is clearly unfaithful to its source. However, the sound of a car engine is generally accepted as faithful when accompanied by an image of a car, whether or not the engine sound came from that specific car.

Other sounds can be added in order to add effect; the audience generally accepts the sound of a punch or kick – even though such actions don't result in sound.

The sound level, that is how loud or quiet a sound is, can vary and influence the effect and how the audience perceives it.

Low-level ambient sound can be used to set the scene and provide a base of reality, such as a natural setting. In contrast, loud sound effects can be used to immerse the viewer, such as being a nightclub scene where the audience would have an expectation of loud music.

The use of sound is usually dictated by a number of factors, including the target audience and the atmosphere within the scene. It's uncommon to see productions aimed at children using music such as heavy metal.

Sound clarity helps to strengthen the setting and atmosphere of the scene. Muffled sound gives the audience awareness that the action is taking place within an enclosed space; additionally it can highlight any dialogue within the same scene.

Don't be afraid to make use of sound in music videos also. You are not limited to a single music track as your only source of sound. Try experimenting with the following:

- Fading the music track out to reveal sections of dialogue or sound effects, then gradually fading back into the music track
- Filming the creation of diegetic sounds and synchronising them up to the soundtrack, e.g. a loud noise coincides with a key change in the soundtrack

ACTIVITY 7.1

- a) Explain the difference between diegetic sound and non-diegetic sound.
- b) Can the fidelity of sound affect the perception of a scene's atmosphere?
- c) Suggest a word that describes the accepted use of punch and kick sounds in moving image production.

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Most Common Types of Film Mic

Mic	Description
<i>Shotgun</i>	<p>The most common mic used in the recording of audio-visual products. Due to their long, hollow design, shotgun mics pick up both specific sounds and surrounding, ambient noise. Therefore, if you are attempting to record sound from a specific source (e.g. dialogue), it is recommended that you point the mic directly towards that source.</p> <p>If you are using a shotgun mic to record dialogue, it is also a good idea to have lavalier mics (see below) on set so the dialogue can be picked up over the surrounding noise.</p> <p>Note: Most filmmakers will place a fuzzy fabric called a wind muff over their shotgun mic. This acts as an absorbent of the unwanted sounds the wind provides.</p>
<i>Lavalier</i>	<p>Also known as a lapel mic or a collar mic, these are the tiny microphones you see attached to news readers, interviewees, theatre performers and public speakers. They are less common in fictional television and music videos as they spoil the illusion of drama. However, they can be used on rare occasions to increase the volume of character dialogue (if they are well hidden enough!)</p>
<i>Handheld/ Portable digital audio recorder</i>	<p>It is more than likely that you will use a handheld digital recording device for your NEA project as they allow you to record on location using built-in microphones. Most handheld recorders capture audio in stereophonic sound which gives depth and spatial placement; this is achieved through the use of the two microphones located in an 'X' pattern. This technique is where two unidirectional (working in the same direction) microphones are placed at an angle as close as possible to each other without touching. The sounds recorded on this device should be synched up with the video footage with the help of a clapperboard.</p>
<i>Radio</i>	<p>A radio microphone is a microphone that is bidirectional, meaning that it picks up sound from either side.</p> <p>In circumstances such as a two-person conversation, this would be ideal.</p>

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Start and Stop Times

When recording audio it is good practice to have an appropriate signal that notifies performers and other crew members when the audio has started and stopped recording. This helps to safeguard against noises and other interference that could occur.

Within film production, the audio and video tracks can be recorded separately. In order to help the editor synchronise both tracks, a **clapperboard** is used. The clapperboard shows the elapsed time of the video track and, as it's closed, there is a loud noise that appears as a spike within the resultant audio waveform. The editor can then easily align this spike in the waveform with the accompanying video by setting the point at which the clapper is shut.



Sound Log

A sound log is a report that's used within film production to record the timings and that have been recorded. By recording the scene, shot, take number, date and audio in the editing process to easily identify the audio track that goes together with a scene.

An example of a sound log is shown below:

Sound Log				
Production title: <i>The Hidden Girl</i>				
Date: 25/10/18				
File name	Scene	Take	Duration	
Track15	3	5	00:11:42	Aakir
Track16	3	2	00:11:58:00	M

ACTIVITY 8.1

Use the table below to reflect on what you have learnt so far from the project through your production skills that you have learnt that you intend on using in the future.



	Production skill	How I intend to use this skill
1		
2		
3		



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Mounts

A microphone mount refers to the method by which the microphone is attached to the sound.

Mount	Description
<i>Stand</i>	<p>A microphone stand is a free-standing pole that allows the microphone to be positioned without the need to be held by a person.</p> <p>There are a number of different microphone stands available for a range of circumstances. For example, a desktop stand for use in a seated position, or an overhead stand which is used for extreme heights and angles.</p>
<i>Rifle</i>	<p>A rifle mount allows a microphone to be mounted directly onto a camera, eliminating the need for it to be held. It also holds the advantage of having the sound directed towards the action being filmed.</p>
<i>Boom</i>	<p>A boom is an extendable pole and mount that allows the user to position the microphone to their desired height.</p> <p>It's commonly used within video filming to gain closer access to the subject's audio, and positioned at a height that obscures it from view within the camera's framing.</p>
<i>Clip</i>	<p>A clip does exactly what the name suggests – clips the microphone to an article of clothing or object closer to the source of the sound. It's commonly used with Lavalier microphones to allow hands-free operation.</p>
<i>Shock mount</i>	<p>A shock mount fastens the microphone to the stand using a technique which helps to reduce background noise and isolate the microphone from vibrations that might be transferred through the microphone stand.</p>
<i>A sturdy surface</i>	<p>If you are recording radio segments or a music performance with a radio mic, there is less pressure for you to separate the microphone from the source of sound. In these cases, it is possible to use a chair or table to support your mic; just make sure that the surface is secure and that it does not invite any unwanted noise, e.g. tapping on a table or chair creaking.</p>

Audio Editing Software

Audio editing software refers to computer applications that permit audio data to be recorded and edited.

There are a number of different audio editing applications available for multi-track recording, each offering a range of custom features and effects; however, they all share the core functions of recording and editing audio files.

Professional paid-for software – such as Pro Tools, Cubase and Adobe Audition – has properties that allow users additional customisation; however, there are also free

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Editing

Editing describes the process of manipulating and arranging video clips into a final form. It is to remove any unwanted footage, select the best footage and create flow and continuity. This essential process is also an opportunity to influence how the audience will interpret the content.

Transitions

A transition moves one shot to the next. Transitions are necessary to move the audience from one scene to another, direct the audience and provide a multi-dimensional insight into the world of the characters.

Below are some common transitions:

Type of transition	Description
 Cut	A simple cut is just an instant change from one shot to the next at an appropriate time, when there is a need to force the attention to something important.
J-cut	A J-cut is when the audio from one track precedes the video. Imagine a scene showing the front of a house; however, in the next frame inside, you begin hearing the dialogue going on inside.
L-cut	This is when the video clip cuts to another, but the audio from the previous clip continues. This method is useful when showing a conversation, as it allows the audience to see reactions and facial expressions of the participants during the transition.
Cross-dissolve	This transition is when one clip gradually fades into the next, creating a smooth change of location or to indicate the passage of time.
Fade in/out	The scene fades in/out to white/black. A fade to black is used to end a scene. A fade to white is used to show someone passing out, or a scene fading into the next.
Wipe	A wipe is when one shot is gradually pushed off-screen and replaced by another, showing a change in location.

Rhythm

Within editing, rhythm describes the pace of the video and the duration of each shot. A video with a large number of very short clips can create a feeling of fast-paced action, while a video with long, slow shots can create a feeling of calm. This is particularly evident when it's synchronised with a fast-paced soundtrack.

Post-production

Post-production describes a number of activities that happen after the initial filming. It includes the editing process, adding sound effects, music, and colour grading.







Rough Cut

After preparing and organising all the footage and files in your video editor, the next stage is to compile and edit a first draft using the storyboard and screenplay as a guide. This is the rough cut, which is a preliminary version of the final edit.

The image icons of the tools listed on the next page are from Adobe Premiere Pro, but most video editors will feature similar tools with similar icons and functionality.

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Tool name	Description
 <i>Selection tool</i>	This tool is used to select and move clips within the timeline.
 <i>Ripple Edit tool</i>	Using this tool allows you to adjust the edit point of a clip within the timeline. The position of adjacent clips shifts in the relevant direction.
 <i>Rolling Edit tool</i>	Moves the edit points of a clip in the timeline while simultaneously extending or shortening adjacent clips.
 <i>Razor tool</i>	Splits a clip along the timeline into two. The split is made at the click position.
 <i>Slip tool</i>	The slip tool scrolls through the footage in a clip. The in and out points shift while the clip duration remains the same.
 <i>Slide tool</i>	With this tool selected, moving a clip left or right within the timeline also moves the duration of the adjacent clips.

Within Adobe Premiere Pro, video clips are imported from the operating system file explorer panel; then, using the selection tool, they're simply dragged onto the timeline where video clips are placed in chronological order.

The images below show details of working within video editing software:



Video and audio clips are imported into the project. Think of this as a storage area where you store all the things you want to use within your project.



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Rough-cut Review

When watching and reviewing the first draft of your video there are a number of things to be examined; this is so that any unplanned **pickup shots** can be filmed before the final shot describes a small, minor shot filmed in post-production to fix any continuity errors. This provides the opportunity to gain feedback on both the edit and footage which can lead to reflection and improvement.

Take note of:

- **Audio quality and levels** – Is the audio clear, loud or quiet? Audio levels should be consistent. Are any of the audio sounds distorted or lacking in quality? (*This will be a case of whether the audio amplifier is pushed beyond its capability*) Is there any interference, such as background noise?
- **Video quality** – Is the footage the correct size and aspect ratio? Do the shots match the storyboard?
- **Video colour** – Do the colours look right? Is the footage correctly white-balanced?
- **The edit** – How good is the video edit? Are there any gaps? Do all the transitions work in the video?
- **Special effects** – If there are special effects, are they effective? Is there any room for improvement?

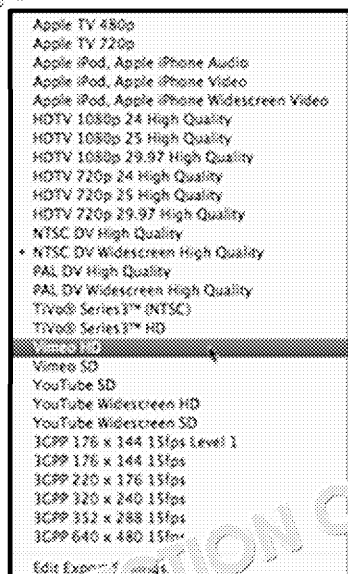
Final-cut

After noting down any changes and feedback from the first draft, the next stage is to film any pickup shots that are needed. These shots should be added to the video alongside the original footage noted down from the rough-cut review.

Before adding any additional sound, such as sound effects, the video layers should be checked for any unintended changes while navigating the timeline.

Render/Export File

When the edit is completed, the only remaining step is to export it as a video file. The final video to be viewed upon will play an important role in the export settings that are used. The final video should be submitted on disc, a memory stick, or as an e-portfolio in the format required.



The example (top) shows some of the available export set formats available when exporting video using Adobe Premiere Pro.



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Health & Safety

Accident: An incidental and unplanned event that could have been prevented had circumstances leading up to the accident been recognised, and acted upon, prior to its occurrence (*Robertson, 2015*)

Risk Assessment

Even if you are confident you won't be working in a dangerous environment, you never know when and where healthy and safety issues will arise. Making a risk assessment is an important step in assessing and managing health and safety prior to filming. This process requires you to look in detail at every task and activity and decide the possible hazards that they present. By highlighting potential risks it allows you to note the likelihood of their occurrence and how to control them, should they arise.

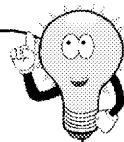
You should apply two separate scores (between 1 and 3) to each hazard, based on the following:

- The likelihood of the risk
- The severity of the resulting injury

Hazard	Loose wires from lighting rigs
Persons who may be harmed	Crew
Property which may be damaged	Light
Likelihood	1
Severity	2
Total risk	3
Precautions taken	Ordered surplus number of cable protectors to reduce tripping hazards

Top Tip: If you find that one of your hazards scores a 4 or higher, you may consider eliminating the risk altogether. Remember that film is an illusion. You can effectively make your audience feel like they are watching a dangerous event without taking any major risks on the shoot whatsoever.

Example: The opening attack scene in the film *Jaws* (1975) does not feature a large animatronic model, or indeed an actual shark. The filmmaker left everything up to the audience's imagination by simply showing the victim screaming and being dragged through water. The scene is far more effective as a result. A classic case of less is more.



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Standard Risks You Should Consider	Explanation
Weather	Could the weather damage equipment? Too hot or catch a cold?
Time Constraints	Make sure you leave enough time. If you panic and rush the shoot, you will make mistakes.
Tripping Hazards	How will you approach cable-laying? Are you shooting at a distance?
Manual Handling	Do you have enough people to transport equipment comfortably? Do your actors have any physical issues?
Shooting in the Water	Is there enough distance between the camera and the water? Are there sufficient barriers in place? Do you have a safety net just in case?
Camera-related Risks	Particularly look out for shots which require the camera to move while filming, e.g. <i>tracking</i> shots.
Filming from Heights and Edges	Are there sufficient barriers in place? Are your actors comfortable shooting from heights?
Risky Content	Be vigilant when it comes to shooting dangerous or potentially offensive content in a public area.

Activity 9.1

Describe a filmmaking scenario in which you would have to consider the following hazards. Explain your choices:

- 32 degrees Celsius, clear sky
- Heavy rainfall
- High winds
- Shooting in the water

Activity 9.2

Match the appropriate 'Total Risk Score' to the following shot proposals. Answer in the table below.

- A man, stood still on a field, catches a tennis ball – 2**
- A man, running across a field, catches a tennis ball
- A man, stood still on a field, catches a cricket ball
- A man, roller skating across a concrete playground, catches a tennis ball
- A man, roller skating across a concrete playground, catches a bowling ball
- A man, running across a concrete playground, catches a tennis ball

Note that each shot proposal basically describes the same action. It only takes the likelihood and severity of a hazard.

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Activity 9.3

Take a close look at the script extract from BBC's *Bodyguard: Series 1, Episode 2* and identify potential hazards and the consequences of these hazards you can find in the extract. Then answer in the form of annotations:

Script Extract: *Bodyguard: Series 1, Episode 2* (2018)



RECEPTIONIST (CONT'D) (O.S.)
Security, they need you upstairs!
Quick!

David runs to the lift -- some people are coming out and others waiting to go in. David shouts for them to get out of his way.

DAVID
Clear back!

David punches the floor number. The lift closes.

10:40:25 INT. HOME OFFICE. LIFT. CONTINUOUS. DAY

As the lift goes up, he draws his firearm and places his finger alongside the trigger.

He watches numbers count up. He starts breathing hard.

He fights to control his breathing.

On the firearm, his hand is trembling.

David suppresses the panic attack. He gets the door back just in time for the lift to open.



10:40:42 INT. HOME OFFICE. 4TH FLOOR. CONTINUOUS. DAY

The lift door opens and David exits.

Chanel is shouting at Rob and others while security officers -- one male, one female -- block Chanel's path but are reluctant to restrain her.

Rob is at the threshold of his office; he's not him, is an interviewee, embarrassed and he's pretending the situation isn't happening. The rest of the office looks on with a mix of embarrassment and concern.

How do you treat me like that?
So I've had it in for me from day one.
Oh, stand there like a smug prat!



ROB (OVERLAPPING)
Sergeant Budd, thank you. Sergeant Budd.

Bodyguard © World Productions, 2018

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Glossary of Terms

Action Code	Narrative codes embedded in an audio-visual sequence in the story
Animation Advert	An advert designed to inform or persuade the audience which cannot easily be captured by shooting footage of the product
Antagonist	A character in a story who opposes the protagonist and disrupts the plan
Anti-realism	An advert containing elements of fantasy or the supernatural that do not reflect what would 'really happen'.
Aperture	The hole within a lens that allows light to travel into the camera. It can be changed to change the brightness and the depth of field of a shot
Aural Signposting	When the setting or location of a radio programme is established by verbal features, e.g. accents, background noises
Canted Angle	Also known as a <i>Dutch angle</i> , describes a shot in which the horizontal lines do not run in parallel with the bottom of the frame. It is traditionally used to imply that 'all is not well' within a narrative
Chiaroscuro	A combination of the Italian words for 'dark' and 'light' used to articulate space, create drama and bring out the 3D properties of objects
Clapperboard	A tool which makes a clear sound, used to help synchronise audio and video
Clipping	A type of audio distortion when an amplifier is pushed beyond its limits
Close-up	A shot in which the camera is very close to a subject at close range and a large scale
Codes & Conventions	A set of features or rules used regularly across media to create a particular style or genre
Continuity Editing	A style of editing in which shots are cut together to form a coherent structure or consistency in terms of time and location
Core Concept	A central theme that reoccurs throughout the music video, such as images or lines of dialogue
Costume Design	Describes the clothing and accessories worn by people in a film or TV. Costume design can connote character traits and brand identity. It also includes colour and texture of an audio-visual sequence
Cross Cutting	An editing technique, usually found in narrative drama, in which the camera cuts between two different actions so as to imply that they are related. e.g. <i>two superheroes suiting up for a battle</i>
Cultural Codes	Codes which offer additional information through connotation, such as a story's location or era
Dance Choreography	Often found in performance-based music videos, choreography refers to the movements in a dance routine
Depth of Field	Describes the amount of the shot that is in focus. You can have a shallow or a deep depth of field
Dialect	A style of speaking unique to a particular region or social group
Dialogue	A conversation in a story, play or audio-visual product between two or more characters

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Diegetic Sound	Sound in audio-visual media which has not been added. The source of the sound is either visible or acknowledged.
Documentary Advert	An advert that uses voice-over narration, interviews or real life as it actually is.
Dramatic Advert	An advert that uses conventions of fictional drama in its presentation.
Dramatic Irony	A dramatic device achieved by leading the audience to know something important about a character before the characters in the story know.
Enigma Code	A puzzle or riddle. A series of clues or codes embedded in an audio-visual sequence which the audience can solve this puzzle by viewing the rest of the text.
Equilibrium	The state (usually at the beginning or the end of a story) in which everything is balanced and there is no major conflict.
Establishing Shot	A shot which shows the location in which a scene is about to take place.
Exposure	Determines how bright or dark filmed footage will appear. It is the amount of light allowed to reach the camera's sensor.
Eye-line Match	An editing technique in which the camera will cut from one shot to another, something to whatever they are looking at.
Format	The recognisable structure of a continuous radio series or TV programme. It includes statements, topics and compulsory segments of information.
Handheld Shooting	A film-making technique in which the camera is held by hand, rather than being placed on a tripod or an alternative surface.
Idiolect	A style of speaking unique to a particular individual.
Intertextuality	When a media product references another text in order to create meaning or audience interpretation.
Jingle	Also known as a theme , this is likely to feature both the name of the broadcasting frequency. Allows the audience to know what programme they are listening to.
Linear Advert	An advert that follows a character's journey. Events are presented in chronological order.
Lip-synching	A feature commonly found in music videos in which a performer's mouth is in time with a previously recorded soundtrack.
Live Audience	Also known as a 'studio audience', this convention is used in comedy to provide accompanying laughter or applause for a live show. A live audience is a useful way of feeding energy into a performance, giving the show a greater air of excitement.
Low-angle Shot	Sequences or images taken by a camera which is situated below the subject, causing that subject to look larger.
Match Cut	An editing technique used to cut between one shot and another which are narratively related to the previous shot.
Match on Action	An editing technique which a particular action (e.g. a character moving the camera) to shift perspective.
Mise en scène	A term often associated with film studies. The arrangement of elements within the camera frame.
Mode of Address	The type of language used by a media product to convey its message.

Montage Editing	An editing technique in which a series of images are used to show time passing or condensed character development in a story.
Non-diegetic Sound	Sound in audio-visual media which has been added to the film. Characters within the fictional story are not aware of it.
Non-linear Advert	An advert that follows a character's journey but the order is not chronological.
Panning	A shot used in audio-visual media in which the camera rotates on a horizontal axis. Panning can be used to show a character follow a character's movements.
Parody Advert	An advert that makes fun of recognisable elements of a product, a service or an idea.
Pickup Shots	A small, minor shot filmed in post-production to fix a problem or be augmented into existing footage.
Pop Filter	A small screen that you can place between the speaker and the microphone to prevent plosives and to filter out the appropriate sounds.
POV	Stands for point-of-view. A shot in which the camera shows what a particular character (usually the protagonist) is seeing.
Press Pack	An organised set of promotional materials for a media product, sent to journalists as a form of marketing.
Protagonist	The central character of a story.
Public Service Broadcaster	A media broadcaster whose primary obligation is public service, from the public, and in turn, the broadcaster is perceived to be in the public interest. It is often run by the state on behalf of the public.
Radio Grid	A template that can be used to plan out the structure of a radio programme.
Realist Advert	An advert that attempts to capture an issue or a situation in a recognisable way possible.
Recce	The process of visiting a filming location prior to shoot to check suitability.
Series Advert	Multiple adverts used to promote a single product, service or idea.
Shaky Cam	A shaky shooting style used to make the audience feel like they are part of the action, particularly in an action sequence.
Shot-reverse-shot	A feature of continuity editing in which one character is shown in a shot, then the next shot shows the other character looking back at them.
Slogan	A short phrase, usually used as the theme for a product or service.
Sound Fidelity	How faithful a sound is to its source, as perceived by the listener.
Star Power	The prominence of a personality or character in a media product, due to fame and popularity.
Talking Head	A shot in which someone speaks directly to the camera, usually for a service or an issue. (They are usually framed in a close-up shot).
Tilting	A shot used in audio-visual media in which the camera rotates on a vertical axis. Tilting is often used to reveal something, e.g. a new character might be introduced through a shot that tilts up to eventually reveal their face.

Timed Editing	An editing style often used in music video in which action is synchronised to complement a beat or rhythm (<i>e.g. a car crash</i>).
Tracking Shot	A shot used in audio-visual media in which the camera follows a person or subject in order to keep it in the frame.
Transitions	Describe the camera movements or editing techniques used to move from one scene or location to another.
Wild Track	Non-diegetic sound effect or music added into a radio programme to emphasise the action or a certain moment (<i>e.g. a bus engine makes a noise</i>), to dub over swear words, or to create a mood.
Wind Muff	A fuzzy fabric which can be placed over a microphone to reduce sounds generated by the wind.

Further Reading

Television Segment – Concept

- https://www.youtube.com/watch?v=fF_h9fl3dQs – Top 10 First Scenes in TV
- <https://www.bbc.co.uk/writersroom/writers-lab/genre-toolkits/writing-tv> (Writers Room)
- <http://downloads.bbc.co.uk/writersroom/scripts/Bodyguard-Post-Production-Ep1.pdf> – Bodyguard Post-Production Script – (Read the opening 12 pages)
- <https://www.bbc.co.uk/writersroom/writers-lab/genre-toolkits/writing-tv> (Writers Room)
- <https://www.raindance.org/10-zero-budget-filmmaking-tips/> 10 Zero Budget

Television Segment – Practical Skills

- **Book** – Filmmaking for Dummies – Michael Stoller
- <https://www.youtube.com/watch?v=njeCxUspmHk> – 10 Tips for Beginner Filmmakers
- <https://nofilmschool.com/2018/02/beginner-tips-and-tricks-will-help-you-shoot-better-films-and-videos> Beginner Tips and Tricks That Will Help You Shoot Better Films and Videos *The video provides useful advice on lighting scenes*
- <https://learnaboutfilm.com/iphoneipadfilm/filmmaking/> – How to make a film – Tom Barrance
- <https://www.geekyexplorer.com/smartphone-camera-lens-clip-review/> – Lens Kit to Boost Your Photos: Pixter Reviews
- <https://www.youtube.com/watch?v=Eotwf8rG> – Short horror film shot on a smartphone
- <https://www.youtube.com/watch?v=7xvYth1y8> – This Movie was Shot on a Smartphone
- <https://www.youtube.com/watch?v=1L7zkL1UjrM> – Steven Soderbergh on Unsane & the Future of Filmmaking- HeyUGuys

Music Video – Concept

- <https://portal.sd72.bc.ca/class/grqcsah/music%20video/Assignment%20Research%20Codes%20and%20Conventions%20of%20Music%20Videos/PDF%20Music%20Conventions.pdf> – Codes and Conventions of Music Videos
- <https://www.youtube.com/watch?v=2yvxQ8qVQuo> – Top 10 Most Creative Music Videos – Watchmojo.com

Music Video – Practical Skills

- <https://diymusician.cdbaby.com/music-promotion/6-tips-to-making-a-low-budget-music-video> to making a low budget music video – Chris Robley
- <https://www.wikihow.com/Make-a-Music-Video> – How to make a music video
- <https://www.musicindustryhowto.com/how-to-make-a-music-video-for-beginners-2019> – Shaun Letaraj
- <https://www.dittomusic.com/blog/creating-your-own-music-video-diy-guide> video – DIY Guide – Ditto Music *Even if you are unable to use an actual kind of surface to record your shooting*
- <https://www.musiccareers.com/how-to-shoot-a-music-video-step-by-step-guide> Guide to Shooting a Music Video – Heather Macdonald
- <https://www.youtube.com/watch?v=ZuRO2bpA3o8> – How to Make a Music Video
- https://www.youtube.com/watch?v=aUt4jr3po_k – 5 MAJOR mistakes to avoid in music videos! (Music Video Tips) – Yclmaging
- <https://www.youtube.com/watch?v=l7Eb7lvRXOQ> – iPhone 6 Plus (Music Video) – DreLeoTV

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Radio Segment – Concept

- <https://www.youtube.com/watch?v=zq58ArXWars> (video) Kate Cocker – BBC presenter
- <https://radio.co/blog/choose-talk-radio-topics-for-your-shows> – How to Choose Topics for Your Radio Shows
- <https://www.cloudrad.io/radio-show-ideas/> – 8 Radio Show Ideas – with guest

Radio Segment – Practical Skills

- <https://radio.co/radio-university/creating-radio-scripts> (video) – Writing Radio Scripts
- <https://www.slideshare.net/337303Hayley/radio-drama-pre-production> – Radio Drama Pre-Production
- <http://www.scribd.com/document/1537303Hayley/radio-drama-pre-production>
- <https://www.scribd.com/document/1537303Hayley/radio-drama-pre-production>
- <https://www.scribd.com/document/1537303Hayley/radio-drama-pre-production>
- <https://www.scribd.com/document/1537303Hayley/radio-drama-pre-production>
- http://news.bbc.co.uk/1/hi/school_report/resources_for_teachers/8524000 – BBC News: School Report: Resources for Teachers
- <https://www.bbc.co.uk/academy/en/articles/art20130702112136269> (video) – BBC Academy: How to Write a Radio Script

Advertising/Marketing – Concept

- <https://www.disruptiveadvertising.com/video-advertising/video-marketing> – Disruptive Advertising: Video Marketing Guide to Creating High Quality Video Ads
- <https://www.disruptiveadvertising.com/video-advertising/how-to-write-a-video-ad-people-actually-want-to-watch/> – How to Write a Video Ad People Actually Want to Watch
- <https://www.voices.com/blog/create-radio-ad-campaign/> – Radio Advertising: How to Create a Successful Radio Ad Campaign
- <https://www.youtube.com/watch?v=eXYb1ZZN5NM> – How to Make a Great Radio Ad



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Answer Sheet

Activity 1.1 Music Videos

Pop Music – 5

Hip Hop – 7

Rock – 1

Metal – 3

Indie – 8

Country Music – 2

R&B – 6

Techno – 4

Activity 1.2 Television Series

Crime Drama – 6

Soap Opera – 4

Teen Drama – 3

Thriller – 8

Animated Series – 5

Political Drama – 9

Sitcom – 2

Docudrama – 7

Serial – 3

Sci-fi/Dystopian/Utopian

Legal Drama – 11

Fantasy/Epic – 4

Activity 1.3 Radio

Match the synopsis of each radio programme to its genre.

Genre	Synopsis
Talk	Word of Mouth – a series broadcast regularly on BBC Radio 4. Michael Rosen explores aspects of the English language as spoken in contemporary society.
Religion and ethics	Thought for the Day – a scripted series that is broadcast on BBC Radio 4, exploring a series of topical issues from a religious or faith perspective. Various popes, archbishops and rabbis have appeared on the programme.
Drama	The Archers – a scripted radio series focusing on a fictional Midlands village. The show explores issues ranging from agriculture to crime.
News	The Westminster Hour – a series broadcast on BBC Radio 4, featuring national and international news bulletins before delving into a discussion of British politics.
Chart show	The Official UK Top 40 Singles Chart – a weekly programme broadcast on BBC Radio 1 and MTV in which the 40 highest-selling music singles in the UK are listed in descending order.
Comedy	15 Minute Musical – a radio series broadcast on BBC Radio 4, in which every episode, each one using a different musical style, features a different celebrity or politician (e.g. former Prime Minister Gordon Brown).
Sports	Fighting Talk – a series played on a seasonal basis in which guests discuss the latest news and events concerning top football clubs, with emphasis on the English football season.
Genre music	WNEW-FM – a New York radio station famous for its broad range of music between the late 1960s and early 1990s. Many credit its development of rock music throughout the 1970s and 1980s.
Pop	The Gaming Show – a series in which Julie Hardy plays and discusses multiple genres, consoles and technologies. The show asks questions about the health and psychological effects of gaming on the audience of gaming fans.
Children's	500 Words' Bedtime Stories – a yearly broadcast in which children aged between 5 and 13 are read out, accompanied by music.

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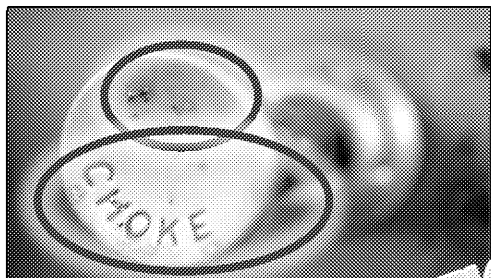
Activity 1.4 Advertising/Marketing

An advert that attempts to capture an issue or a situation in the most truthful and recognisable way possible
Genre: Realist Example advert: Two old friends meet for a cup of tea (Amazon)
An advert containing elements of the real world, or the supernatural. The content does not reflect what would normally happen.
Genre: Anti-realist Example advert: Rap Battle (Snickers)
An advert designed to inform or persuade the audience by using striking visual imagery which cannot easily be captured by shooting footage of real people or locations
Genre: Animation Example advert: Aliens (Cadbury Dairy Milk)
An advert that makes fun of recognisable elements of popular culture in order to sell a product, a service or an idea
Genre: Parody Example advert: Star Wars Advert (Currys & PC World Megastores)
Multiple adverts used to promote a single product, service or idea
Genre: Series Example advert: Go Compare Advert Series

An advert that shows a sequence of events
Genre: Linear Example advert: [Example not fully visible]
An advert that shows a sequence of events but the sequence is not linear
Genre: Non-linear Example advert: Moments (Volvo)
An advert in which the audience is invited to participate in the issue. (They are not just watching)
Genre: Talking Example advert: Commercial (M)
An advert that uses interviews or testimonials
Genre: Document Example advert: [Example not fully visible]
An advert that tells a story or drama in order to sell a product, service or idea
Genre: Dramatic Example advert: [Example not fully visible]

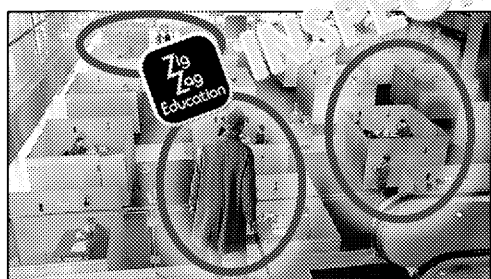
Activity 5.1 How to Practically Achieve Depth of Field

Indicative Content: The points raised for the analysis of the two images is by no means exhaustive. Points should be awarded for any relevant or well-argued points.



Depth of Field: Shallow depth

Analysis: Allows the text reading 'Choke' to be more prominent. The rust on the knob appears to be more prominent. The shallow depth of field is used to capture the detail of the object, which does not fade into the background.



Depth of Field: Deep depth

Analysis: Draws attention to the large chandelier that went into building it / makes the person appear small and therefore insignificant. The deep depth of field draws attention to what the character is doing / draws attention to the detail of the room being filmed.

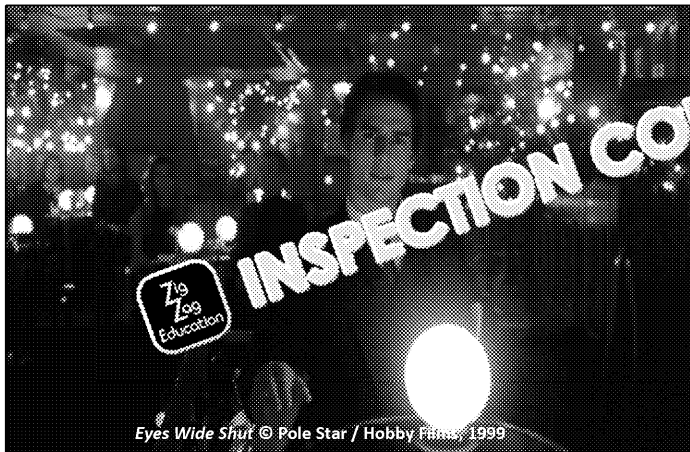
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Activity 6.1 Lighting

Indicative Content: The points raised for the analysis of the four images are by no means exhaustive. However, the points should be awarded for any relevant or well-argued points.



Eyes Wide Shut © Pole Star / Hobby Films, 1999

Practical
The use of practical lighting, such as the bright light source in the foreground, allows for a deep depth of field, allowing the main actor's face to be in sharp focus throughout the entirety of the close-up shot. This effect, making him stand out below the actor's close-up, contributes to the dramatic effect, making him stand out within the frame. This contributes to the dramatic effect.



The Revenant © Regency Enterprises / RatPac Entertainment / Anonymous Content / M Productions / Appian Way Productions, 2015

Naturalistic
Based on the actor's performance and the rural background, the lighting in a primal landscape is likely to immerse the viewer in the scene, making the scenario more realistic. The form of lighting would be more artificial and dramatic.



Casino Royale © Eon Productions / Stillking films / Babelsberg Film / Metro-Goldwyn-Mayer, 2006

This use of sidelight effect. The film is derived from film noir and the genre's dark, shadowed lighting makes the character mysterious and creates a sense of mystery. The character has two faces, and the lighting also emphasizes his face, revealing the character's true nature.



Armageddon © Touchstone Pictures / Jerry Bruckheimer Films / Valhalla Motion Pictures, 1997

Three-point
This choice of lighting is for three reasons. The key light is used to view the character's face. The fill lighting reveals the actor's face and the background, as opposed to the aesthetic. The background lighting also emphasizes the actor from the background, around his figure within the epic, giving the scene a sense of scale.

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Activity 7.1 Sound Recording

- a) Diegetic sound is sound that is perceived to originate from within the scene to originate from outside the scene
- b) The fidelity of sound can affect the perception of reality, as unfaithful sounds and question the scene
- c) Convention

Activity 9.1 Health and Safety

- a) **Any answer which acknowledges:** Prolonged exposure, risk of sunburn and skin damage, risk of dehydration, risk of hypothermia, risk of slipping/falling, risk of equipment damage, risk of transport to shooting location, risks of shooting near water (forming), risk of transport to shooting location, risks of shooting near water (forming)
- b) **Any answer which acknowledges:** Risk of hypothermia, risk of slipping/falling, risk of equipment damage, risk of transport to shooting location, risks of shooting near water (forming), risk of transport to shooting location, risks of shooting near water (forming)
- c) **Any answer which acknowledges:** Risk of falling/tripping over (particularly in points), higher risk of dropping equipment, risk of transport to shooting location, risks of shooting near water (forming), risk of transport to shooting location, risks of shooting near water (forming)
- d) **Any answer which acknowledges:** Risk of hypothermia, risk of slipping/falling, risk of equipment damage, risk of transport to shooting location, risks of shooting near water (forming), risk of transport to shooting location, risks of shooting near water (forming)

Activity 9.2 Health and Safety

Students should receive a mark for awarding a mark within the range established

- a) Likelihood= 1; Severity= 1; Total= 2
- b) 2–3
- c) 3–4
- d) 4–5
- e) 5–6
- f) 2–3

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Activity 9.3 Health and Safety

Indicative Content: The points raised for the analysis of the script are by no means exhaustive and should not be awarded for any relevant or well-argued points.

A small issue, but running increases the risk of tripping or falling over.



A lift is a highly confined space with just one exit. This is not an advisable shooting location for non-professional productions.



If shooting in a public area, you must be aware of other citizens, not involved in the production. People need to be aware that any dramatic confrontation isn't genuine.



RECEPTIONIST (CONT'D) (O.S.)
Security, they're on you upstairs!
Quick!
David runs to the lift -- some people are just coming out and others waiting to go in. David shouts for them to get out of his way.

DAVID
Clear back!

David punches the floor number. The lift door closes.

CUT

25 INT. HOME OFFICE. LIFT. CONTINUOUS. DAY

As the lift goes up, he draws his firearm and places his finger alongside the trigger house.

He watches numbers count up. He starts breathing hard.

He fights to control his breathing.

On the firearm, his hand is trembling.

David suppresses the panic attack. He gets his composure just in time for the lift door opens.

RECEPTIONIST (CONT'D) (O.S.)
Security, they're on you upstairs!
Quick!

David runs to the lift -- some people are just coming out and others waiting to go in. David shouts for them to get out of his way.

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