

Please write clearly in	block capitals.		
Centre number		Candidate number	
Surname			
Forename(s)			
Candidate signature			

# GCSE MEDIA STUDIES

Paper 1 Media One

Monday 3 June 2019 Afternoon Time allowed: 1 hour 30 minutes

## **Materials**

· You will need no other materials.

### Instructions

- Use black ink or black ball point pen.
- Fill in the boxes at the top of this page.
- Answer all questions.
- You must answer the questions in the spaces provided. Do not write outside the box around each page or on blank pages.
- Do all rough work in this book. Cross through any work you do not want to be marked.

### Information

- The marks for questions are shown in brackets.
- The maximum mark for this paper is 84.
- You are reminded of the need for good English and clear presentation in your answers.
- Question 9 requires an extended response. You will be assessed on the
  quality of your written response, including the ability to construct and develop
  a sustained line of reasoning which is coherent, relevant, substantiated and
  logically structured.

For Examiner's Use		
Question	Mark	
1		
2		
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5		
6		
7		
8		
9		
TOTAL		



# Section A - Media Language and Media Representations

Answer all questions in the spaces provided.

You are advised to spend around 60 minutes on this section.

Figure 1

Games TM magazine front cover





Only <b>one</b> a	answer per question is allowed.	
For each a	nswer completely fill in the circle a	longside the appropriate answer.
CORRECT MET	HOD WRONG METHODS	
If you want	t to change your answer you must	cross out your original answer as shown.
If you wish as shown.		crossed out, ring the answer you now wish to select
0 1	The red stripe on the face of the following?	man ( <b>Figure 1</b> ) is an example of which of the
	Shade <b>one</b> lozenge only.	[1 mark]
	A masthead	
	<b>B</b> non-verbal communication	0
	C strapline	0
	<b>D</b> typographic code	0

Turn over for the next question

0 2	Analyse the front cover of <i>Games TM</i> ( <b>Figure 1</b> ) to show how its design a communicate meaning.	nd layout
		[12 marks]



Turn over ►



# Figure 2

Reveal magazine front cover (Close Study Product)

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[8 marks]



0 4

# Figure 3

OMO print advertisement from *Woman's Own* magazine (Close Study Product)





0 4.1	Identify <b>two</b> conventions of print advertising used in the OMO advertisement ( <b>Figure 3</b> ).	
	[2 mar	ks]
	1	
	•	
	2	
0 4 . 2	Explain <b>two</b> ways in which advertisements persuade consumers to buy products.	
	Refer to the OMO advertisement (Figure 3).	
	[6 mar	ks]
		-
		—
		—





0 4	. 3	How did social and cultural contexts influence the way people understood advertisements in the 1950s?	
		Refer to the OMO advertisement (Figure 3).	[12 marks]



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Turn over for the next question	



narrative is structured.	[6
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6

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# Section B - Media Audiences and Media Industries

Answer all questions in the spaces provided.

You are advised to spend around **30** minutes on this section.

0 6	Give <b>two</b> examples of the work of the British Board of Film Classification (BBFC).  [2 marks]
1	
2	2

Turn over for the next question



0 7	How does a music video help to develop the relationship between a band and its audience?
	Refer to the Arctic Monkeys' music video <i>I Bet You Look Good On The Dancefloor</i> (Close Study Product).
	[9 marks]



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Turn over for the next question	





[6 ma	olain how Zoella uses social media to make money.



0 9	'It is very difficult for players to resist the harmful effects of video games.'	
	How far do you agree with this statement?	
	In your answer you must refer to:	
	<ul> <li>the social and cultural context of video games</li> <li>Kim Kardashian; Hollywood (Close Study Product)</li> </ul>	
	theories of active and passive audiences.	[20 marks]





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END OF QUESTIONS	



20 There are no questions printed on this page DO NOT WRITE ON THIS PAGE ANSWER IN THE SPACES PROVIDED

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