

Welcome to A level Media Studies – Summer Independent Learning

As Media is a discipline that requires for you to be both analytical and creative, we want you to complete all of the following task for your first day at New College Pontefract.

Task 1: Key terms

Please watch the following short videos to understand some key terms in Media Studies – these videos would be excellent to use during the study cycle:

<https://www.youtube.com/watch?v=x-TV2sYv54w> - Mise-en-scene

<https://www.youtube.com/watch?v=MU8jmWuR4bk> - Cinematography

https://www.youtube.com/watch?v=HZhEVf1BXAI&list=PLm6BhMZgdGbD4foD_2kDRbtA8-xuL9CNO&index=14 – Editing techniques, transitions and effects

Task 2: Choose two film poster (www.impawards.com) and write a minimum of 300 words for each poster analysing the common elements (codes and conventions). Include areas such as: what would you expect to see? What are the common elements? You may want to discuss colour, layout and design, camera shots, props etc. **The videos above should support your analysis.**

Task 3: Complete the grid (next page) with a focus on camera angles and shot types by taking your own images. For example – please replicate a low angle shot. We want you to take your own images (iPhone, Samsung etc.) and copy onto the document. The first one has been done for you. This grid can be handwritten too, or you can create your own.

Ensure that you bring ALL these materials to your first Media Studies lesson.

	Camera angle or shot type	Example taken	Student explanation: why is this example correct? Justify your decisions.
1.	Low angle – the camera is positioned below the subject		Psychologically, the effect of the low-angle shot is that it makes the subject look strong and powerful.
2.	High angle – camera is positioned above the subject		
3.	Extreme Close up – camera is as close as possible without image blurring / being unidentifiable		

4.	Over Shoulder Shot – shot taken from behind someone's shoulder		
5.	Crab shot		
	Point of View – the camera is the 'eyes' of a character		
6.	Oblique - shot is tilted / canted to an unusual angle for the shot		
7.	Establishing shot – external shot of a location		

8.	Mid shot – character shot from the waist upwards		
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