

# A Level Media



## Exam Board: AQA

**Media Studies allows students to explore the worlds of film, television, journalism and advertising in both theoretical and practical ways.**

Starting with the four Key Concept areas (Media Language, Media Audiences, Media Industries and Representations in the Media), students will learn the processes and ideas which power the media; before moving on to practical work, including photography, film making, audio recording, print publications and much more. Not only will this course prepare students academically, but it will also provide them with the necessary skills and knowledge to secure a job in a vast range of media industries.

### Course overview:

During their first year, students will be taught practical skills using industry standard software and techniques.

They will learn current production methods expected of professionals which will enable them to complete a practical portfolio.

Students will also be expected to explore a set of close study products (CSPs) in depth, displaying their analytical skills and academic knowledge. The CSPs include film, computer games, newspapers, advertisements, television series and more.

During their second year, students will complete practical work and prepare for the two exam papers.

By exploring the wider historical, political and social contexts of the media, students will gain a real world understanding of the impact media has in everyday life.

### Assessment:

Paper 1:

2 hour exam – 84 marks.

35% of A-level. Explores the four key concepts outlined in the theoretical framework with relation to the CSPs. Seven questions – some short response and some extended response.

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## Paper 2:

2 hour exam – 84 marks. 35% of A level. Explores the issues, debates and wider contexts of the media. This includes the historical, social and financial contexts in relation to the CSPs. Four extended response questions.

Portfolio of practical work – 70 marks

30% of A-level. Based on an annually changing topic, students will create a statement of intent and associated media products for a specific audience and theme.

## Entry requirements:

Level 5 or higher GCSE Media Studies and in GCSE English.

An interest in the media: film, television, computer games, social/online media.

Computing skills such as video editing and Photoshop skills would be an advantage.

## Other course information:

There are no course costs, however students may wish to invest in their own media equipment (cameras for example) rather than borrowing from the school. Students must actively consume all types of media (not just the texts that interest them). They should watch a range of films, television, news reports and engage with computer games, magazines, radio and social networks on a regular basis.

## Who is the course for?

- Students who are looking for careers in advertising, journalism, social media or entertainment media.
- Students interested in film, television and radio.
- Students interested in current affairs and politics.
- Students who have a love of practical media: filming, photography, computing.

## Career pathways:

Media studies graduates typically enter careers in the media, cultural and creative industries. Areas of work include television and radio, film and video, digital media, computer games, journalism, writing and publishing, PR, marketing and media practice. Employers include: communications agencies.

*"I encourage people to take media as it is a great life skill, and in the age of modern technology, understanding media helps to protect me as well!"*