



## AQA GCSE KNOWLEDGE ORGANISER

### In-Depth: Online, Social & Participatory Media

Media One Section A, Media Two Section B

#### Theoretical Framework:

Language, Representation, Industries, Audience

**Contexts:** Social, Cultural, Historical

#### *Lara Croft Go (2015)*

Video Game & Social Media

#### KEY TERMS:

#### LANGUAGE:

#### REPRESENTATIONS:

#### INDUSTRY:

#### AUDIENCE:



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#### THEORISTS:

#### SOCIAL CONTEXTS:

#### CULTURAL CONTEXTS:

#### HISTORICAL CONTEXTS:

#### COMPARISON WITH OTHER PRODUCTS