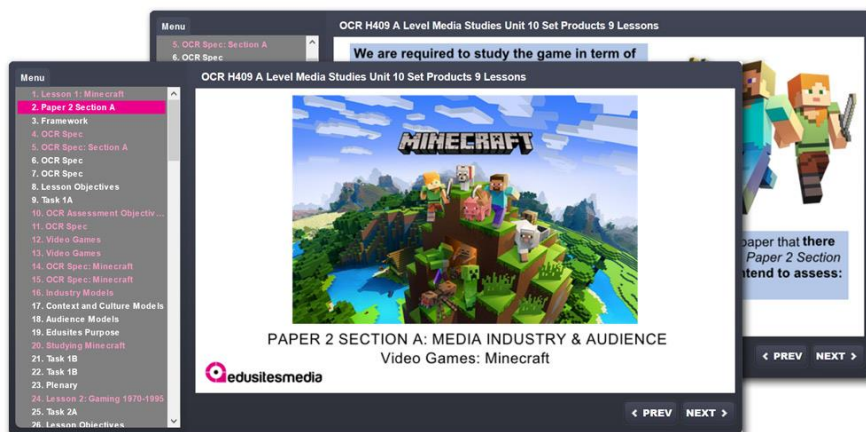



OCR H409 A Level Media Unit Content Guide



OCR H409 A Level Media Studies Unit 10 Set Products 9 Lessons

We are required to study the game in term of

OCR H409 A Level Media Studies Unit 10 Set Products 9 Lessons



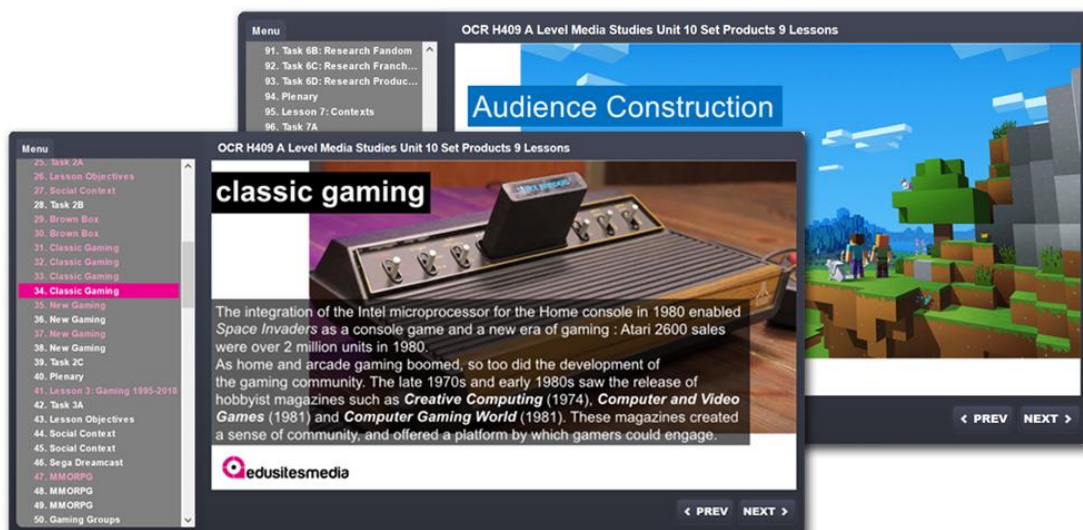
PAPER 2 SECTION A: MEDIA INDUSTRY & AUDIENCE
Video Games: Minecraft

edusitesmedia

PREV NEXT


Menu

- 1. Lesson 1: Minecraft
- 2. Paper 2 Section A
- 3. Framework
- 4. OCR Spec
- 5. OCR Spec: Section A
- 6. OCR Spec
- 7. OCR Spec
- 8. Lesson Objectives
- 9. Task 1A
- 10. OCR Assessment Objectiv...
- 11. OCR Spec
- 12. Video Games
- 13. Video Games
- 14. OCR Spec: Minecraft
- 15. OCR Spec: Minecraft
- 16. Industry Models
- 17. Context and Culture Models
- 18. Audience Models
- 19. Edusites Purpose
- 20. Studying Minecraft
- 21. Task 1B
- 22. Task 1B
- 23. Plenary
- 24. Lesson 2: Gaming 1970-1995
- 25. Task 2A
- 26. Lesson Objectives



OCR H409 A Level Media Studies Unit 10 Set Products 9 Lessons

Audience Construction



classic gaming

The integration of the Intel microprocessor for the Home console in 1980 enabled *Space Invaders* as a console game and a new era of gaming : Atari 2600 sales were over 2 million units in 1980.

As home and arcade gaming boomed, so too did the development of the gaming community. The late 1970s and early 1980s saw the release of hobbyist magazines such as *Creative Computing* (1974), *Computer and Video Games* (1981) and *Computer Gaming World* (1981). These magazines created a sense of community, and offered a platform by which gamers could engage.

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PREV NEXT

Menu

- 25. Task 2A
- 26. Lesson Objectives
- 27. Social Context
- 28. Task 2B
- 29. Brown Box
- 30. Brown Box
- 31. Classic Gaming
- 32. Classic Gaming
- 33. Classic Gaming
- 34. Classic Gaming
- 35. New Gaming
- 36. New Gaming
- 37. New Gaming
- 38. New Gaming
- 39. Task 2C
- 40. Plenary
- 41. Lesson 3: Gaming 1995-2015
- 42. Task 3A
- 43. Lesson Objectives
- 44. Social Context
- 45. Social Context
- 46. Sega Dreamcast
- 47. MMORPG
- 48. MMORPG
- 49. MMORPG
- 50. Gaming Groups

OCR H409 A Level Products	Assessment Sector	Framework	Context	Edusites Unit
<i>The Jungle Book</i> (1967) AND <i>The Jungle Book</i> (2016)	Film Component 2 Section A	Industries	Economic Historical	Unit 9
Poster advertisements for: <i>Old Spice</i> (male grooming product) <i>Lucozade</i> (soft-drink) <i>Shelter</i> (charity)	Advertising and Marketing Component 1 Section B	Language Representations	Social Cultural	Unit 8
The BBC Radio One Breakfast Show: One complete episode	Radio Component 1 Section B	Industries Audiences	Economic Political Cultural	Unit 9
The Big Issue: Two front covers	Magazines Component 1 Section B	Language Representations	Social Cultural Political	Unit 8
Minecraft	Video Games Component 2 Section A	Industries Audiences	Economic Social	Unit 10
Stop Where You Are – Corinne Bailey Rae Unfinished Sympathy – Massive Attack Heaven - Emeli Sande Ya Mama – Fatboy Slim Burn the Witch – Radiohead Titanium – David Guetta	Magazines Component 1 Section B	Language Representations	Social Cultural	Unit 8
Long form television dramas: List A (English language) Mr Robot House of Cards Homeland Stranger Things	Television Component 2 Section B Two complete episodes to be studied. One from List A and One from List B.	Language Representation Industries Audiences	Social Economic Political Cultural	Unit 11
Long form television dramas: List B (non-English language) The Killing Borgen Trapped Deutschland 83	Television Component 2 Section B Two complete episodes to be studied. One from List A and One from List B.	Language Representation Industries Audiences	Social Economic Political Cultural	Unit 11
Two front covers from The Daily Mail and two front covers from The Guardian AND One complete edition of The Daily Mail and one complete edition of The Guardian .	Newspapers Component 1 Section A	Language Representation Industries Audiences	Social Economic Political Cultural	Unit 7
The Mail Online and The Guardian websites AND At least two articles from the Mail Online website and at least two from The Guardian websites plus Facebook, Twitter and Instagram feeds.	Online, social and participatory media Component 1 Section A	Language Representation Industries Audiences	Social Economic Political Cultural	Unit 7

Unit 7 Media Language

Core Lessons

- OCR Core Unit 7 Media Language+ Introduction
- Lesson 1 - Introduction to the Study of Media - Kanye and Jay-Z
- Lesson 2 - Introduction to the Study of Media - Jay-Z, Will Smith and Obama
- Lesson 3 - Academic Ideas of Semiotics - Saussure & Pierce
- Lesson 4 - Evolving Semiotics - Barthes
- Lesson 5 - Evolving Semiotics - The Meaning of Colour
- Lesson 6 - Evolving Semiotic Theory - Benetton A Case Study
- Lesson 7 - Uses of Semiotic Theory - Myth - Newspapers
- Lesson 8 - Uses of Semiotic Theory - Mythologies - Metanarratives
- Lesson 9 - Semiotics - Narrative Theory - Todorov
- Lesson 10 - Semiotics - Narrative Patterns- Propp
- Lesson 11 - Semiotics Levi-Strauss - The Sun
- Lesson 12 - Semiotics - Technical Codes - Print Conventions
- Lesson 13 - Semiotics - Tasks Applying Codes to Print
- Lesson 14 - Semiotics & Post Modernism - Baudrillard - Print
- Lesson 15 - Post-Modernism - Hyperreality - Photoshop - Print
- Lesson 16 - Conventions of Print - Mastheads and Slogans - News
- Lesson 17 - Conventions of Film - Shots & Framing - Film
- Lesson 18 - Conventions of Film - Mise-En-Scene
- Lesson 19 - Language of Film - Preparing Selected Clips
- Lesson 20 - Star Theory - Preparing Selected Clips
- Lesson 21 - Media Language - Conventions - Magazines
- Lesson 22 - Star Theory - Student Presentations
- Lesson 23 - Magazines - Audience - Student Presentations
- Lesson 24 - Presentation of Student Selected Clips
- Lesson 25 - Presentation of Student Selected Clips

CSP Lessons

- Unit 7 Exam Introduction
- Lesson 1: OCR Exam Media Forms and Set Products
- Lesson 2: A Brief Context and History of News.
- Lesson 3: Newspapers - Conventions - Broadsheet VS Tabloid
- Lesson 4: A History of Mastheads - The Times, The Sun, Daily Mail
- Lesson 5: Frontpage Comparison - The Herald, Daily Star
- Lesson 6: News Mediation - 3Bs - Barthes, Baudrillard & Butler
- Lesson 7: How Newspapers Structure Narrative
- Lesson 8: Newspapers - Narrative and Story-Making
- Lesson 9: Newspapers - Circulation, Ownership and Ideology
- Lesson 10: News Values - Galtung & Ruge
- Lesson 11: Case Study - The Guardian - Hegemonic Domination
- Lesson 12: Case Study - The Guardian - Front Cover, Layout and Task
- Lesson 13: Case Study - The Guardian - Conventions Online
- Lesson 14: Case Study - The Daily Mail - Ideology & Representation
- Lesson 15: Case Study - The Daily Mail - Front Page Close Study
- Lesson 16: Case Study - The Daily Mail - Conventions Online
- Lesson 17: Case Study - The Big Issue - Representation and Narrative
- Lesson 18: Case Study - The Big Issue - Mode of Address - Morrissey
- Lesson 19: Case Study - The Big Issue - Online Conventions
- Lesson 20: OCR Exam - Review Learning - Tasks

NEA Lessons

- NEA Introduction
- Lesson 1: OCR NEA Structure
- Lesson 2: Researching the Brief
- Lesson 3: Researching Print Briefs - Feature Pages
- Lesson 4: Researching Print Briefs - Conventions
- Lesson 5: Researching Print Briefs - The Skinny

Unit 8 Media Representation

Core Lessons

- Core Unit 8 Media Representation+ Introduction
- Lesson 1: The Study of Media - Thor Film Posters
- Lesson 2: Studying Media - Language and Representation
- Lesson 3: Mediation - Berger - Advertising
- Lesson 4: Mediation - Perception - Newspaper Analysis
- Lesson 5: Confirmation Bias - Newspaper Analysis
- Lesson 6: Dissonance - Festinger - Advertising
- Lesson 7: Stereotyping - Black Urban Culture
- Lesson 8: Gender Tropes - Mulvey - Advertising
- Lesson 9: Gender Tropes - MOA - Advertising
- Lesson 10: Gender Tropes - Masculinity
- Lesson 11: Ethnic Tropes - Advertising
- Lesson 12: Hegemony - Gramsci - Advertising
- Lesson 13: Encoding & Decoding - Hall
- Lesson 14: Cultural Effects - Hall - News
- Lesson 15: Countertypes - Gray - Advertising
- Lesson 16: Butler - Gender - Film Poster & Magazine
- Lesson 17: Queer Theory - Magazine Cover
- Lesson 18: Application of Theory - Presentation Task
- Lesson 19: Third Wave Feminism - This Girl Can
- Lesson 20: Intersectionality - Hegemony - Gramsci
- Lesson 21: Counter Types - Gilroy - Tomb Raider
- Lesson 22: Revising Theory - Key Themes -Application
- Lesson 23: Revising Theory - Task & Application
- Lesson 24: Revising Theory - Task & Application
- Lesson 25: Revising Theory - Task & Application

CSP Lessons

- Unit 8 Exam Introduction
- Lesson 1: OCR Exam - Social, Cultural & Political Contexts
- Lesson 2: Contexts - Cultural & Social - Newspaper
- Lesson 3: Case Study - Old Spice - Campaign - Semiotics
- Lesson 4: Case Study - Old Spice - Masculinity
- Lesson 5: Case Study - Lucozade - The Brand
- Lesson 6: Case Study - Lucozade - Influencers & Brand Ambassadors
- Lesson 7: Case Study - Lucozade - Reflecting Culture - Section B Task
- Lesson 8: Case Study - Shelter - Semiotics & Audience
- Lesson 9: Case Study - Shelter - Compassion Fatigue - Task
- Lesson 10: Music Videos - Performance, Narrative & Symbolism
- Lesson 11: Case Study - C Bailey Ray - Semiotics & Star Theory
- Lesson 12: Case Study - Massive Attack - Mise-en-Scene
- Lesson 13: Case Study - Emile Sande - Representation - Tasks
- Lesson 14: Case Study - Radiohead - Alternative - Post-Modernism
- Lesson 15: Case Study - Fatboy Slim - Intertextuality
- Lesson 16: Case Study - David Guetta - Contexts & Culture - Foucault
- Lesson 17: Music Videos - Question and Response Examples
- Lesson 18: Case Study - The Big Issue - Narrative Construction
- Lesson 19: Case Study - The Big Issue - Mode of Address
- Lesson 20: Case Study - The Big Issue - Online Conventions

NEA Lessons

- Unit 8 NEA Introduction
- Lesson 1: The NEA Briefs Summer 2019
- Lesson 2: Effective Research
- Lesson 3: Effective Research Models
- Lesson 4: Research Strategies
- Lesson 5: Research Strategies

Unit 9 Media Audience

Core Lessons

- OCR H409 Core Unit 9 Media Audience+ Introduction
- Lesson 1: What is an Audience? - Derry Girls
- Lesson 2: What is an Audience? - Black Ops
- Lesson 3: Mediation - Magazines & Measuring Audience
- Lesson 4: Hypodermic Model - Frankfurt School - Waterloo Road
- Lesson 5: Effects Model - Myth - News
- Lesson 6: Cultivation Model - Gerbner - TV & Gaming
- Lesson 7: Two-Step Flow - Site/Blog/Channel
- Lesson 8: Demographics - Reinforcement - Media Consumption
- Lesson 9: Profiling the Audience - Film Poster
- Lesson 10: Uses and Gratifications - Music Video
- Lesson 11: Uses and Gratifications - Theory Task
- Lesson 12: Reception Theories - Advertising Standards
- Lesson 13: Research and Analysis Skills
- Lesson 14: Morley & Hall - Women/Gender/Spice Girls
- Lesson 15: Concepts\Consumption - Fragmented Audience
- Lesson 16: Fiske/Hartley & Para-Text - Video Comparison
- Lesson 17: Althusser Interpellation - Masculinity
- Lesson 18: Cohen & Moral Panics - News/Online/Paper
- Lesson 19: Agenda Setting - News
- Lesson 20: Fandom - Stryker - Jenkins
- Lesson 21: Audience as Products - Prosumer
- Lesson 22: Death of Audience - Shirky - Music Promotion
- Lesson 23: Death of Audience - Task

CSP Lessons

- Introductory Lesson Section A
- Lesson 1: Paper 2 Section A - Defining Social and Political Issues
- Lesson 2: Case Study - *The Jungle Book* - Social Context - 1967
- Lesson 3: Case Study - *The Jungle Book* - Disney - 1960s
- Lesson 4: Case Study - *The Jungle Book* - The '60s Disney Audience
- Lesson 5: Case Study - *The Jungle Book* - Social Context - 2016
- Lesson 6: Case Study - *The Jungle Book* - Disney - Consolidation
- Lesson 7: Case Study - *The Jungle Book* - Audience
- Lesson 8: Case Study - *Radio 1 Breakfast Show* - Audience - Demographics
- Lesson 9: Case Study - *The BBC* - Radio 1 Remit
- Lesson 10: Case Study - *Radio 1 Breakfast Show* - Presenters and Identity
- Lesson 11: Case Study - *Radio 1 Breakfast Show* - Audience

Unit 10 Media Industry

Core Lessons

- Introductory Lesson Theoretical Framework
- Lesson 1: Defining Institutions - Ladybird
- Lesson 2: Refining Institutions - Branding - Sony
- Lesson 3: Expanding Institutions - Curran and Seaton
- Lesson 4: Ownership - YouTube
- Lesson 5: The Digital Age - Digital Natives
- Lesson 6: Funding - Platforms, Sponsorship & Placement
- Lesson 7: TV - Public, Commercial & Internet
- Lesson 8: TV - Scheduling - Stripping & Stacking
- Lesson 9: Print - Agenda Setting - The Sun
- Lesson 10: Film - Classic, New and Franchised Hollywood
- Lesson 11: Digital - Convergence - Platforms - Gamer
- Lesson 12: Genre 1 - Repetition and Difference
- Lesson 13: Genre 2 - TV Serial Drama
- Lesson 14: Genre 3 - Opening Credits - Sopranos & Happy Valley
- Lesson 15: Genre 4 - Narratives - Binary Opposition
- Lesson 16: Ownership - Dominant Hegemony - Gatekeeping
- Lesson 17: End of Audience - Consumer as Collaborator
- Lesson 18: Regulation - Ofcom - Ratings - Task
- Lesson 19: Whose show is it anyway? - Production Houses

CSP Lessons

- Lesson 1: Paper 2 Section A Video Games: **Minecraft**
- Lesson 2: Gaming 1970-1995 Social Context
- Lesson 3: Gaming 1995-2018 Social Context
- Lesson 4: Industry/Institutions Mojang/Microsoft
- Lesson 5: **Minecraft** Audience Construction
- Lesson 6: **Minecraft** Fan Culture (Jenkins)/Franchise/Production
- Lesson 7: Contexts - Zeitgeist
- Lesson 8: Further Research - Microsoft Studios - Hesmondhalgh
- Lesson 9: Audience and Industry Models

Unit 11 Final CSP Lessons

- **Lesson 1:** Component 2 Section B Long Form Television: *Overview of all products*
- **Lesson 2:** TV Series and TV Serials - Industry Contexts
- **Lesson 3:** TV Contexts 1995-2018 - Genre Codes & Conventions - Themes - *Breaking Bad*
- **Lesson 4:** Industry/Institutions - Platforms - Audience & Reception - *Ripper Street*
- **Lesson 5:** Conventions - Genre - Medical Drama Exemplar
- **Lesson 6:** Conventions - Genre - Hybridity
- **Lesson 7:** Language - Narrative - Signs/Signifiers - Structuralism - Post-Modernism - *Deutschland 83*
- **Lesson 8:** Media Language Test - Barthes - Levi-Strauss - Baudrillard
- **Lesson 9:** Representation & Identity - All Key Models - Gauntlett - *Deutschland 83*
- **Lesson 10:** Identities - Gender - Van Zoonen - bell hooks - Butler - Gilroy - *Deutschland 83*
- **Lesson 11:** Character Analysis - Zeitgeist - Propp Spheres of Action - *Deutschland 83*
- **Lesson 12:** Demographics - Audience Construction - Trailers - *Deutschland 83*
- **Lesson 13:** Audience Models - Bandura - Gerbner - Jenkins & Shirky - *Deutschland 83*
- **Lesson 14:** OCR issues/key points - Audience - Institutions - Curran & Seaton - Hesmondhalgh

Unit 12 Revision Unit

We are constructing these Units at the moment so if there is something you would like to see then please email our revision guru:

emily@edusites.co.uk

OCR H409 A Level Mock Exam Pack

Printable PDF papers:

- OCR H409 A Level Media Paper 01
- OCR H409 A Level Media Paper 02

Mark Schemes and Indicative Content:

- OCR H409 A Level Media Paper 1 Mark Scheme and Indicative Content
- OCR H409 A Level Media Paper 2 Mark Scheme and Indicative Content
- Assessment Objectives (AO) Grid - Paper 1 and Paper 2