

Component 1 Section B Revision Checklist

Understanding Media Industries and Audiences

Media Industries	Media Forms	Class notes	Current confidence (red, amber, green)	Revised?	Confidence (red, amber, green)
Processes of production, distribution and circulation by organisations, groups and individuals in a global context	Film Newspapers Radio Video games				
The specialised and institutionalised nature of media production, distribution and circulation	Film Newspapers Radio Video games				
The relationship of recent technological change and media production, distribution and circulation	Film Newspapers Radio Video games				
The significance of patterns of ownership and control, including conglomerate ownership, vertical integration and diversification	Film Newspapers Radio Video games				
The significance of economic factors , including commercial and not-for-profit public funding, to media industries and their products	Film Newspapers Radio Video games				
How media organisations maintain, including through marketing, varieties of audiences nationally and globally	Film Newspapers Radio Video games				
The regulatory framework of contemporary media in the UK	Film				

	Newspapers Radio Video games				
The impact of 'new' digital technologies on media regulation , including the role of individual producers	Film Newspapers Radio Video games				
How processes of production, distribution and circulation shape media products	Film Newspapers Video games				
The impact of digitally convergent media platforms on media production, distribution and circulation, including individual producers	Film Newspapers Radio Video games				
The role of regulation in global production, distribution and circulation	Film Newspapers Radio Video games				
The effect of individual producers on media industries	Film Newspapers Video games				

Theories		Class notes	Current confidence (red, amber, green)	Revised?	Confidence (red, amber, green)
Power and Media industries (including Curran and Seaton)	Film Newspapers Radio Video games				
Regulation (including Livingstone and Lunt)	Film Newspapers Radio				

	Video games				
Cultural Industries (including Hesmondhalgh)	Film Newspapers Video games				

Audiences	Media Forms	Class notes	Current confidence (red, amber, green)	Revised?	Confidence (red, amber, green)
How audiences are grouped and categorised by media industries, including by age, gender and social class, as well as by lifestyle and taste	Advertising Newspapers Radio Video Games				
How media producers target, attract, reach, address and potentially construct audiences	Advertising Newspapers Radio Video Games				
How media industries target audiences through the content and appeal of media products and through the ways in which they are marketed, distributed and circulated	Advertising Newspapers Radio Video Games				
The interrelationship between media technologies and patterns of consumption and response	Newspapers Radio Video Games				
How audiences interpret the media, including how and why audiences may interpret the same media in different ways	Advertising Newspapers Radio Video Games				
How audiences interact with the media and can be actively involved in media production	Newspapers Radio Video Games				
How specialised audiences can be reached, both on a national and global scale, through different media technologies and platforms	Radio Video Games				
How media organisations reflect the different needs of mass and specialised audiences , including through targeting	Newspapers Radio				

	Video Games				
How audiences use media in different ways, reflecting demographic factors as well as aspects of identity and cultural capital	Advertising Newspapers Radio Video Games				
The role and significance of specialised audiences, including niche and fan , to the media	Radio Video Games				
The way in which different audience interpretations reflect social, cultural and historical circumstances	Advertising Newspapers Radio Video Games				

Theories		Class notes	Current confidence (red, amber, green)	Revised?	Confidence (red, amber, green)
Media Effects (including Bandura)	Video Games				
Cultivation Theory (including Gerbner)	Advertising Newspapers				
Reception Theory (including Hall)	Advertising Newspapers Radio Video Games				
Fandom (including Jenkins)	Radio Video Games				
'End of Audience' (including Shirky)	Newspapers Radio Video Games				