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Centre number	Candidate number	
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A-level MEDIA STUDIES

Paper 1 Media One

Wednesday 3 June 2020

Afternoon

Time allowed: 2 hours

Materials

There are no other materials for this paper.

Instructions

- Use black ink or black ball-point pen.
- Fill in the boxes at the top of this page.
- Answer all questions.
- You must answer the questions in the spaces provided. Do not write outside the box around each page or on blank pages.
- If you need extra space for your answer(s), use the lined pages at the end of this book. Write the question number against your answer(s).
- Do all rough work in this book. Cross through any work you do not want to be marked.

Information

- The marks for each question are shown in brackets.
- The maximum mark for this paper is 84.
- You are reminded of the need for good English and clear presentation in your answers.
- This paper is divided into two sections.
- Question 04 is an extended response question in which you will be rewarded for your ability to construct and develop a sustained line of reasoning which is coherent, relevant, substantiated and logically structured.

For Exam	For Examiner's Use		
Question	Mark		
1			
2			
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5			
6			
7			
TOTAL			



Section A

Media Language and Media Representations.

Answer all questions in the spaces provided.

Figure 1 shows an advertisement for Capcom's Resident Evil 2, a 2019 reboot of a computer game originally released in 1998 that is set in Raccoon City during a zombie apocalypse.

Figure 1





0 1	Analyse the relationship between signifiers and signifieds in Figure 1 .	[8 marks]
	Turn over for the next question	

Turn over ▶



0 2	Explain how representations of power within media products reflect their cultural contexts.	social and
	You should refer to the Close Study Product <i>Score</i> and Figure 1 to suppanswer.	oort your
	answer.	[12 marks]



12

3	To what extent is Common's Letter to the Free ideological?	[9 mark
	Turn over for the next question	

Turn over ▶



0 4	How valid are Baudrillard's ideas of simulation and hyperreality to understanding the media?
	You should refer to the Close Study Products <i>Score</i> and <i>Maybelline</i> to support your answer.
	[20 marks



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Turn over for Section B





Section B

Media Audiences and Media Industries

		Media Addiences and Media muds	suies.
		Answer all questions in the spaces p	rovided.
or each qu	uestic	n completely fill in the circle alongside the app	ropriate answers.
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f you want	to ch	ange your answer you must cross out your orig	ginal answer as shown.
f you wish tas shown.	to ret	urn to an answer previously crossed out, ring th	he answer you now wish to select
5.1	Whi	ch three of the following are agents of socialisa	ation?
	Sha	de three circles only.	[3 marks]
	A	Digital natives	0
	В	Education	0
	С	Enculturation	0
	D	Textual poachers	0
	E	The family	0
	F	The Mass Media	0
5.2	Brief	ly explain the term Moral Panic.	
	Give	an example from the media.	[3 marks]
			[e mane]



0 6	Explain how historical contexts influence how audiences respond to media products.
	You should refer to the Close Study Product <i>The War of the Worlds</i> to support your answer.
	[9 marks]
	Turn over for the next question

Turn over ▶



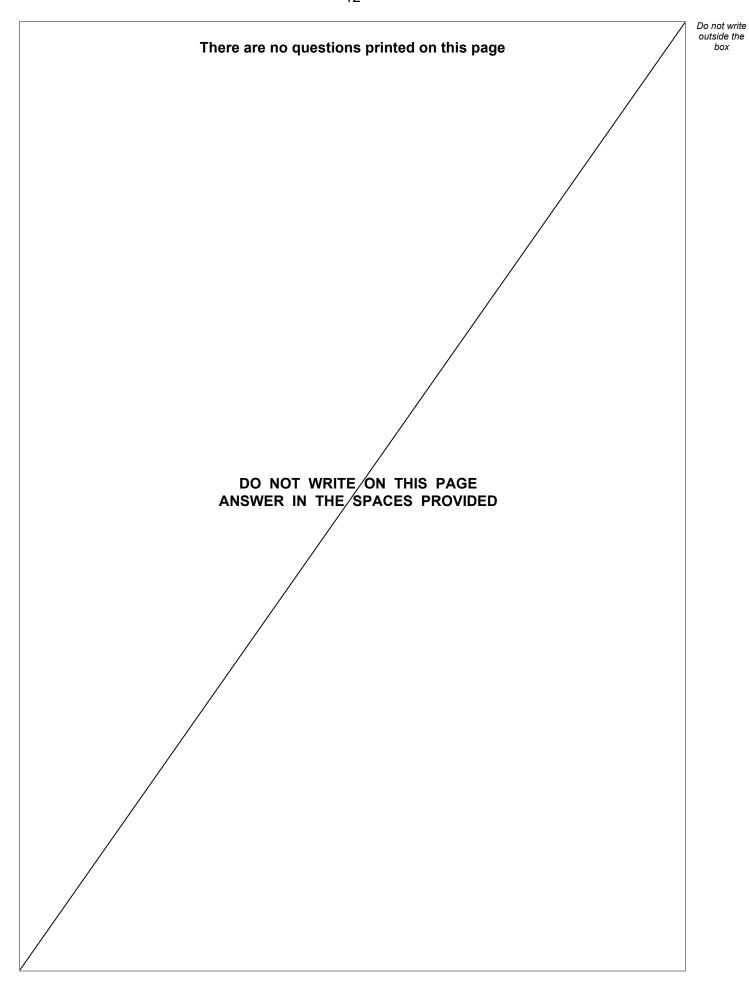
0 7	It has been argued that the film industry has been revolutionised by the use of new technology at both production and distribution stages.
	How far do you agree with this statement?
	You should refer to the Close Study Product <i>Chicken</i> to support your answer. [20 marks]



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END OF QUESTIONS







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Question number	Additional page, if required. Write the question numbers in the left-hand margin.



There are no questions printed on this page DO NOT WRITE ON THIS PAGE ANSWER IN THE SPACES PROVIDED

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