

MEDIA STUDIES

Understand how media industries offer both reflections and constructions of every aspect of our world and learn the conventions to do it yourself

COURSE DETAILS

A level
OCR – H409
English GCSE Grade 5 or higher,
Pairs well with A levels in
Psychology, Sociology or English

On the course, you will study the impact television, radio, film, gaming and print media industries have on our society. We will consider the ways in which these industries create meaning. In a time of constant media consumption and manipulation, this subject has never been more important!

You will be expected to engage with media output on a daily basis and should be keen to read the news in all of its forms. You should also have an interest in television, music, film, radio, gaming or magazines. Enthusiasm to get involved in debates will be beneficial, as well as an interest in undertaking practical, creative tasks.

There are three units assessed during the two years.

Unit 1: Media Messages (written exam 35%) You will complete a comprehensive study of the British Press to discuss how ownership impacts design and how the media can shape audience opinion. We will also complete case studies of advertising, magazines and music videos to understand how meaning is encoded.

Unit 2: The Evolving Media (written exam 35%) You will study a range of media texts to discuss the contexts which affect the creation of different products, including an extensive case study of US and European television drama, along with radio, film and gaming.

Unit 3: Creating Media (coursework 30%) You will use the theoretical framework to create your own media texts in response to an exam board brief. This could be a print or audio-visual brief. You will create a website to coincide with the media text you produce.

