Topic Area 1

1.1 Media industry sectors and products

- Traditional media
- New media
- Products in the media industry

1.2 - Job roles in the media industry

• Job roles in the media industry creative, technical, senior roles

Topic Area 2

2.1 - How style, content and layout are linked to the purpose

- Purposes of media advertise/promote, educate, entertain, inform, influence
- Style, content and layout colour, conventions of genre
- Formal / informal language, positioning of elements, style of audio / visual representation, tone of language

2.2 - Client requirements and how they are defined

- Client requirements type of product, purpose, audience, client ethos, content, genre, style, theme, timescales
- Client brief formats commission, formal, informal, meeting/discussion, negotiated, written

2.3 – Audience demographics and segmentation

 Categories of audience segmentation – age, gender, occupation, income, education, location, interests, lifestyle

2.4 - Research methods, sources and types of data

- Primary research methods focus groups, interviews, online surveys, questionnaires
- Secondary research methods books and journals, internet sites / research, magazines and newspapers, television
- Research data qualitative and quantitative information

2.5 – Media codes used to convey meaning, create impact and engage audiences

- Media codes
- Ways that meaning, impact or engagement are created
- Camera techniques
- Colour
- Graphics
- Interactivity
- Lighting
- Mise-en-scene
- Movement
- Transitions
- Typography

Topic Area 3

3.1 - Pre-production planning

- Components of workplans
- 3.2 Documents used to support ideas generation
- Mind map
- Mood board
- 3.3 Documents used to design and plan media products
- Asset log
- Flow chart
- Script
- Storyboard
- Visualisation diagram
- Wireframe layout

3.4 - The legal issues that affect media

3.4.1 - Legal considerations to protect individuals

- Privacy and permissions
- Defamation
- Data protection

3.4.2 – Intellectual property rights

- Protecting intellectual property
- Using copyrighted materials

3.4.3 - Regulation, certification and classification

- Organisations responsible for regulation
- · Classification systems and certifications

3.4.4 - Health and Safety

- Health and safety risks and hazards in all phases of production
- Actions to mitigate health and safety risks and hazards
- Risk assessments
- Location recces

Topic Area 4

4.1 - Distributed platforms and media to reach audiences

- Online
- Physical platforms
- Physical media

4.2 Properties and formats of media files

4.2.1 - Image files

- The properties of digital static image files
- Static image file formats

4.2.2 - Audio files

- The properties of digital audio files
- Audio file formats

4.2.3 - Moving Image files

- The properties of digital moving image files
- · Moving image file formats

4.2.4 - File compression

- Lossy compression
- Lossless compression