



GCE A LEVEL

1680U30-1



S24-1680U30-1

MONDAY, 20 MAY 2024 – AFTERNOON

MEDIA STUDIES – A2 unit 3

Media in the Global Age

2 hours 30 minutes

ADDITIONAL MATERIALS

A WJEC pink 16-page answer booklet.

INSTRUCTIONS TO CANDIDATES

Use black ink or black ball-point pen. Do not use gel pen or correction fluid.

Answer **three** questions: **one** question from Section A, **one** question from Section B and **one** question from Section C.

Write your answers in the separate answer booklet provided, following the instructions on the front of the answer booklet.

Use both sides of the paper. Write only within the white areas of the booklet.

Write your name, centre number and candidate number in the spaces at the top of the answer booklet. At the end of the examination, the answer booklet must be handed to the invigilator.

Write the question number in the two boxes in the left-hand margin at the start of each answer,

for example

1	1
---	---

.

INFORMATION FOR CANDIDATES

The allocation of marks is given at the end of each question or part-question. The number of marks indicates the length of the response required.

You are advised to spend approximately 50 minutes on each of sections A, B and C.

You should use relevant theories and relevant subject-specific terminology where appropriate.

The quality of your written communication, including appropriate use of punctuation and grammar, will be assessed in Section A.

Answer **one** question in each section.

SECTION A: TELEVISION

Either,

1	1
---	---

Explore how genre conventions are repeated and/or subverted in crime drama. Refer to *Hinterland* **and** the **European** crime drama you have studied. [30]

These are:

The Bridge (Denmark/Sweden)
The Disappearance (France)
The Killing (Denmark)
Arne Dahl (Sweden)

Or,

1	2
---	---

'Genres change over time to reflect social and cultural contexts.' Explore this statement with reference to *Hinterland* **and** the **historical** crime drama you have studied. [30]

These are:

Prime Suspect (UK)
Touching Evil (UK)
Morse (UK)
Cracker (UK)

SECTION B: MAGAZINES

Either,

2	1
---	---

Levi Strauss argues that meaning within a media product is created through oppositions. Discuss this statement with reference to the online **mainstream** magazine **and** **historical** magazine you have studied.

[30]

These are:

Online mainstream magazines:

Cosmopolitan
Hello
Men's Health
Vogue

Historical magazines:

Vogue
Woman
Woman's Realm

Or,

2	2
---	---

Stuart Hall states that media products are encoded by producers and decoded by audiences. Discuss this statement with reference to the **mainstream and non-mainstream online** magazines you have studied.

[30]

These are:

Online mainstream magazines:

Cosmopolitan
Hello
Men's Health
Vogue

Non-mainstream online magazines:

Adbusters
Attitude
Huck
Pride

SECTION C: VIDEO GAMES

Either,

3	1
---	---

Explore how stereotypes can be used positively and/or negatively within video games. In your answer, refer to **one action-led** franchise game **and** the **one** game in **another genre** you have studied. [30]

These are:

Action-led franchise video games:

Assassin's Creed
Grand Theft Auto
Mass Effect
Tomb Raider

Games in other genres:

Wii Sports
Cooking Mama
Minecraft
The Sims

Or,

3	2
---	---

How far do representations of gender reflect their social contexts? In your answer, refer to **one action-led** franchise game **and** the **one** game in **another genre** you have studied. [30]

These are:

Action-led franchise video games:

Assassin's Creed
Grand Theft Auto
Mass Effect
Tomb Raider

Games in other genres:

Wii Sports
Cooking Mama
Minecraft
The Sims

END OF PAPER