



GCE A LEVEL

1680U30-1

MONDAY, 20 MAY 2024 – AFTERNOON

MEDIA STUDIES – A2 unit 3

Media in the Global Age

2 hours 30 minutes plus your additional time allowance

ADDITIONAL MATERIALS

A WJEC pink 16-page answer booklet.

INSTRUCTIONS TO CANDIDATES

Use black ink, black ball-point pen or your usual method.

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 all answer booklets. At the end of the examination, the answer booklets must be handed to the invigilator.

Write the question number in the left-hand margin at the start of each answer.

(Turn over)

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,

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

These are:

The Bridge (Denmark/Sweden)

The Disappearance (France)

The Killing (Denmark)

Arne Dahl (Sweden)

OR,

- 12. '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 marks]**

These are:

Prime Suspect (UK)

Touching Evil (UK)

Morse (UK)

Cracker (UK)

SECTION B: MAGAZINES

EITHER,

- 21. 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 marks]**

These are:

Online mainstream magazines:

Cosmopolitan

Hello

Men's Health

Vogue

Historical magazines:

Vogue

Woman

Woman's Realm

(Turn over)

OR,

- 22. 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 marks]**

These are:

Online mainstream magazines:

**Cosmopolitan
Hello
Men's Health
Vogue**

Non-mainstream online magazines:

**Adbusters
Attitude
Huck
Pride**

(Turn over)

SECTION C: VIDEO GAMES

EITHER,

- 31. 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 marks]**

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**

(Turn over)

OR,

- 32. 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 marks]**

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