



Units 3 and 4 Media

Practice Exam Question and Answer Booklet

Duration: 15 minutes reading time, 2 hours writing time

Structure of book:

Section	Number of questions	Number of questions to be answered	Number of marks
A	4	4	23
B	3	3	20
C	5	5	22
Total			65

- Students are permitted to bring into the examination room: pens, pencils, highlighters, erasers and rulers.
- Students are not permitted to bring into the examination room: blank sheets of paper and/or white out liquid/tape.
- No calculator is allowed in this examination.

Materials supplied:

- This question and answer booklet of 14 pages.

Instructions:

- You must complete all questions of the examination.
- Write all your answers in the spaces provided in this booklet.

Section A – Narrative

Name the texts that you studied for narrative this year:

Question 1

Define **two** of the following production elements:

- Acting
- Sound
- Editing
- Camera techniques

4 marks

Question 2

With reference to **one** of the texts you have studied this year, describe how one of the production elements you chose for **Question 1** is used to communicate ideas about the narrative to the audience

3 marks

Question 3

With reference to a different text than the one you discussed in Question 2, explain how the story element of the structuring of time is combined with the production element of mise-en-scene to construct the narrative.

6 marks

Question 4

With reference to **two** of the texts you have studied this year, describe how genre is reflected in at least one of the following story elements:

- Setting
- Opening sequence
- Cause and effect
- Point of view

10 marks

Section B – Media texts and society’s values

Name the texts that you studied for media texts and society’s values this year.

Question 1

a. Identify and describe **one** social issue or discourse evident in a text you studied this year.

2 marks

b. Explain how the social issue or discourse identified in **Part A** is constructed and represented in a text you studied this year.

4 marks

Total: 6 marks

Question 2

Social values reflect a society's moral, political or cultural views. Explain how a social value is constructed and distributed in one of the texts you have studied this year. Your response should make reference to how this social value reflects the views of the society it was produced by

6 marks

Question 3

Values held by a society can be described as either dominant, emerging or oppositional. With reference to one of these, explain what this means and how this value was represented in **one** or more of the texts that you studied this year.

8 marks

Section C – Media Influence

‘Violent video games, a cause for concern’

Christina Slater

As one of the video gaming industry’s biggest franchises, it’s little wonder that *Grand Theft Auto V* has been a huge hit with both critics and gamers. Within 24 hours of its release, the game raked in close to \$800 million in revenue, and since then has sold over 32.5 million copies. It’s safe to say that in monetary terms, *GTA V* has been a big success.

These sales figures indicate that Rockstar Studios have found a good formula for their product. Since *GTA I* was released in 1997, millions of fans the world-over have sat on their couches exulting at stolen cars and the execution of cops. *GTA V* is no different.

The single-player plot for *GTA V* is centred on the actions of three criminals; Michael, Franklin and Trevor. Each of these men have special skills, such as the ability to fire bullets with precision, slow time while driving at high speed and enter a deadly fighting frenzy. These skills allow the gamer to complete the 69 story missions, including bank robberies, assassinations, drug runs and thefts.

GTA V doesn’t take a subtle approach to dealing with issues like street violence and sexism. The game is premised on the notion of an ‘open world’, where you are free to do whatever you like. This includes aimless executions, running drug errands and engaging prostitutes. The fact that so many people, particularly young men, take pleasure in these virtual activities is cause for serious concern.

For instance, take the worrying example of 20-year-old Zachary Burgess, who attempted to kidnap a woman from a car park after playing *GTA V*. In a police statement Burgess stated that he “wanted to see what it was like being a *Grand Theft Auto* character.” This disturbing event, and others like it, reveal the ugly side of an entertainment sector dominated by violence and sexism.

Selling these games to people whose brains are in their formative stages isn’t just bad parenting and monitoring – it’s dangerous. The more people are exposed to physical and sexual violence on their screens, the more likely we are to see them replicate these acts in real life.

And as we all know, in the real world, there aren’t any checkpoints that you can load when you make a mistake – every action has consequences.

Question 1

- a. Describe one communication model or theory that applies to the above extract. You should include examples from the extract used to justify the model or theory in your answer.

3 marks

- b. Describe a contrasting communication model or theory to the one you outlined in **Part A**.

3 marks

Total: 6 marks

Question 2

Outline **one** theory of audience as it relates to the study of media influence

2 marks

Question 3

Describe **two** ways in which the media is regulated in Australia.

4 marks

Question 4

Outline **one** argument in favour and **one** argument against media regulation.

4 marks

