

# Year 11

## OCR Creative iMedia J834

### Revision Checklist

#### R093- Creative iMedia in the media industry

**50 marks (1h)**



#### **Topics to include:**

Topic 1- The Media Industry

Topic 2- Factors Influencing Product Design

Topic 3- Pre-production Planning

Topic 4- Distribution Considerations

#### **Revision resources -**

- 1) Personal learning checklist – provided on Teams
- 2) Past paper questions – <https://www.ocr.org.uk/Images/610833-creative-imedia-in-the-media-industry.pdf>
- 3) Quizlet flash cards – <https://quizlet.com/search?query=r093&type=all>

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### **Topic 1- The media industry**

- 1.1. Media industry sectors and products.
- 1.2. Job roles in the media industry

### **Topic 2- Factors influencing product design**

- 2.1. How style, content and layout are linked to purpose
- 2.2. Client requirements
- 2.3. Audience demographics and segmentation
- 2.4. Research methods
- 2.5. Media codes

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### **Revision Checklist**

#### **Topic 3- Pre-Production Planning.**

- 3.1. Work planning
- 3.2. Documents used to support idea generation
- 3.3. Documents used to design/ plan media products
- 3.4. Legal Issues- not in exam

#### **Topic 4- Distribution Considerations**

- 4.1. Distribution platforms and media to reach audiences
- 4.2. Properties and file formats

# **Focused Checklist!**

## **You will need to revise/ know!**

### **Topic 1**

Sections of the Media Industry e.g traditional, new.

Products in the Media industry and their purpose. E.g , films, television, radio, publishing. (E-books, comics) Job roles

Job Roles- lots on job roles!

### **Topic 2**

Categories of Audience Segmentation

Analyse a document e.g purpose, typography, elements, language.

Research methods- primary and secondary research.

Research Data- Qualitative and quantitative data

### **Topic 3**

Pre-Production Documents- purpose, components, conventions, software to create e.g mindmap, moodboard, **wireframe**

Legal issues e.g copyright, protecting images (why/ process)

### **Topic 4-**

Distribution methods e.g online distribution platforms and their characteristics

Properties and file formats e.g video, sound (lossy/ lossless compression), images (PPI)