

Assessment Schedule – 2014

Media Studies: Demonstrate understanding of characteristics of a media genre (90992)

Evidence Statement

Achievement	Achievement with Merit	Achievement with Excellence
<p>Describes TWO significant characteristics of a media genre.</p> <p>Characteristics of a genre might be:</p> <ul style="list-style-type: none"> • road movies – encounter characters, crashed out ending • disaster films – focus group characters to appeal to audience, sacrificing oneself for others • coming-of-age films – conflict between teen(s) and adult, journey motif. <p>Supporting evidence from at least TWO media texts is given for EACH characteristic.</p> <p><u>Partial example for ONE characteristic:</u></p> <p><i>The journey motif in coming-of-age films can be both physical and metaphorical. For example, in Pleasantville, David and Jennifer's relationship strengthens throughout the film as they are both stuck in a place they are unfamiliar with, but they help each other and form a special bond they would not usually have if not for Pleasantville.</i></p> <p><i>The film Stand by Me shows the boys going on a physical journey, as well as metaphorical one, as they head off in search of the dead body.</i></p>	<p>Explains how AND/OR why TWO significant characteristics are used in a media genre.</p> <p>Supporting evidence from at least TWO media texts and/or evidence from other sources is given for EACH characteristic.</p> <p><u>Partial example for ONE characteristic:</u></p> <p><i>The transformed city characteristic is identified in Minority Report, directed by Steven Spielberg, through the use of surveillance, ie what keeps the world at peace and a place with no crime.</i></p> <p><i>Even though the environment and setting are realistic and normal, the transformed city characteristic is used in thriller films to show how an ordinary city can be transformed into an extraordinary city through the use of surveillance, such as extravagant new and improved technology. This is used to get a point across to the audience about what could be possible in our future, and how technology has the power to change the world and our lives.</i></p>	<p>Explains an effect of EACH of the two selected significant characteristics for the media genre. The effect may be an implication. An effect could include any of the following:</p> <ul style="list-style-type: none"> • popularity • profit • representation • changing / mixing of the genre(s) • audience / fans. <p>Supporting evidence from at least TWO media texts and/or evidence from other sources is given for EACH characteristic.</p> <p><u>Partial example for ONE characteristic:</u></p> <p><i>The illusion that the impossible is real gives a new understanding to the ability and limit of life. Our imagination creates these possibilities with the reassurance of what we see on screen before us.</i></p> <p><i>Harry Potter is a wizard world, showcasing the very idea of life becoming hyperreal. Other examples such as Middle-earth, Mordor, and The Shire, all places within The Lord of the Rings trilogy, show exaggerated landscapes of life – our life – with colour, shape, height, size, and length. We as the audience, see so much of our own world in these lands, yet they are so different. With mountainous green pastures, crystal blue lakes, and vicious snow ranges, parts of our imagination become real life.</i></p> <p><i>The use of hyperreal, idolised representation within the epic fantasy (a sub-genre of fantasy) breaks down the wall of disbelief for the viewer, and creates a sense of reality, as we see familiar shapes or colours, resulting in the audience being engaged for a lot longer than an hour-and-a-half.</i></p>

N1	N2	A3	A4	M5	M6	E7	E8
Partially describes TWO characteristics.	Describes TWO characteristics.	Describes TWO characteristics in some detail.	Describes TWO characteristics in detail.	Explains TWO characteristics in some detail.	Explains TWO characteristics in detail.	Examines TWO characteristics. Likely (consequence or conclusion) drawn from evidence are valid.	Examines TWO characteristics in detail. Likely effects (consequence or conclusion) drawn from evidence, are valid, and at times, insightful.
Shows little understanding of the characteristics of the chosen media genre.	Shows some understanding of the characteristics of the chosen media genre.	Shows understanding of the characteristics of the chosen media genre. Provides sufficient relevant evidence.	Shows understanding of the characteristics of the chosen media genre. May attempt to give reasons for their use in the genre, but these are oversimplified or weak. Provides sufficient relevant evidence.	Shows a sound understanding of the characteristics of the chosen media genre. Gives some reasoned explanation for their use in the genre. Provides detailed and relevant evidence.	Shows a sound understanding of the characteristics of the chosen media genre. Gives reasoned explanation for their use in the genre. Provides detailed and relevant evidence.	Shows convincing understanding of the characteristics of the chosen media genre. Reasons given for their effects are thoughtful. Provides detailed and judicious evidence.	Shows convincing understanding of the characteristics of the chosen media genre. Reasons given for their effects are insightful. Provides detailed and judicious evidence.

N0 = No response; no relevant evidence.

Cut Scores

	Not Achieved	Achievement	Achievement with Merit	Achievement with Excellence
Score range	0 – 2	3 – 4	5 – 6	7 – 8