



# GCSE MEDIA STUDIES

## SUMMARY OF ASSESSMENT

### Summer 2022 only

**Component 1: Exploring the Media**  
**Written examination: 1 hours and 30 minutes**  
**40% of qualification**

#### **Section A: Exploring Media Language and Representation**

This section assesses media language and representation in relation to **two** of the following print media forms: magazines, marketing (film posters), newspapers, or print advertisements. There are **two** questions in this section:

- **one** question assessing media language in relation to **one** set product (reference to relevant contexts may be required)
- **one** two-part question assessing representation in relation to one set product and **one** unseen resource in the same media form. Part (a) is based on media contexts. Part (b) requires comparison through an extended response.

#### **Section B: Exploring Media Industries and Audiences**

This section assesses **two** of the following media forms: film, newspapers, radio, video games. It includes:

- **one** stepped question on media industries
- **one** stepped question on audiences.

**Component 2: Understanding Media Forms and Products**  
**Written examination: 1 hour 30 minutes**  
**30% of qualification**

This component assesses all areas of the theoretical framework and contexts of the media in relation to television and music.

#### **Section A: Television**

- **one** question on **either** media language **or** representation, which will be based on an extract from **one** of the set television programme episodes to be viewed in the examination (reference to relevant contexts may be required)
- **one** question on media industries, audiences or media contexts.

#### **Section B: Music (music videos and online media)**

- **one** question on **either** media language **or** representation (reference to relevant contexts may be required)
- **one** question on media industries, audiences or media contexts.

**Component 3: Creating Media Products**  
**Non-exam assessment**  
**30% of qualification**

An **individual** media production for an intended audience in response to a **choice of briefs set by WJEC**, applying knowledge and understanding of **media language** and **representation**.

The briefs published on 1 March 2021 remain unchanged. WJEC Eduqas will accept completed productions, prototypes and mock-ups. Full details of the overall requirements and the requirements for each brief are provided in the document *Assessment Requirements for Eduqas GCSE Media Studies Component 3 2022*, which is available under the 'Adaptations' tab of the qualification webpage.

This linear qualification will be available in **summer 2022 only**.

Candidates entering the qualification in 2023 should use the accredited [specification](#).



**GCSE**  
**MEDIA STUDIES**  
**C680QS**

**Summer 2022 examinations**

Component 1	Exploring the Media	Wednesday, 25 May 2022
Component 2	Understanding Media Forms and Products	Tuesday, 14 June 2022

# **Advance Information**

## **General information for students and teachers**

This advance information provides the focus of the content of the Summer 2022 examination papers.

It does not apply to any other examination series.

It is intended to support revision.

It may be used at any time from the date of release.

It must not be taken into the examination.

## Subject information for students and teachers

A guidance document on advance information has been produced by The Joint Council for Qualifications (JCQ) on behalf of all awarding organisations. It can be found [here](#).

This advance information covers Component 1 and Component 2 only. There is no advance information for Component 3 (NEA).

The following areas of content are suggested as key areas of focus for revision and final preparation, in relation to the Summer 2022 examinations.

The aim should still be to cover all specification content in teaching and learning.

Students will be expected to draw on knowledge, skills and understanding from across the specification when responding to synoptic questions.

### Component 1: Exploring the Media

Section	Advance information: Areas of Theoretical Framework/Media Contexts and/or Media Forms/Products
Section A: Exploring Media Language and Representation	This section will assess: <ul style="list-style-type: none"><li>• <b>Media Language: print Advertisement</b></li><li>• <b>Media Contexts and Representation: Magazines – <i>Pride</i> front cover and ‘unseen’ magazine front cover</b></li></ul>
Section B: Exploring Media Industries and Audiences	This section will assess: <ul style="list-style-type: none"><li>• <b>Media Industries: Film – <i>Spectre</i></b></li><li>• <b>Audiences: Video Games – <i>Fortnite</i>; includes synoptic assessment</b></li></ul>

## Component 2: Understanding Media Forms and Products

Section	Advance information: Areas of Theoretical Framework/Media Contexts and/or Media Forms/Products
Section A: Television – Crime Drama or Sitcom	This section will assess: <ul style="list-style-type: none"><li>• <b>Media Language: Television –</b> <i>Luther</i> or <i>The IT Crowd</i></li><li>• <b>Media Contexts: Television –</b> <i>Luther</i> or <i>The IT Crowd</i></li></ul>
Section B: Music	This section will assess: <ul style="list-style-type: none"><li>• <b>Representation: Music Videos –</b> <i>Roar</i> (Katy Perry) or <i>Bad Blood</i> (Taylor Swift) and <i>Uptown Funk</i> (Bruno Mars) or <i>Freedom</i> (Pharrell Williams)</li><li>• <b>Media Industries: Music Websites –</b> Katy Perry or Taylor Swift</li></ul>

End of advance information