

<p>1. <b>Component 1:</b> Key Developments in US Film Written examination: 1 hour 30 minutes 35% of qualification</p>	<p>16. <b>Audio: Sound effects</b> - A sound or audio effect is defined as a sound that has been enhanced or entirely created through artificial means.</p>
<p>2. <b>Component 2:</b> Global Film: Narrative, Representation and Film Style Written examination: 1 hour 30 minutes 35% of qualification</p>	<p>17. <b>Audio: Dialogue</b> - Dialogue is a written or spoken exchange of words between one or more characters. Most narrative stories feature this verbal communication, which is often easily identifiable by either quotations in literature or dedicated spaces in scripts.</p>
<p>3. <b>Component 3:</b> Production Non-exam assessment 30% of qualification</p>	<p>18. <b>Camera angle: WIDE SHOT or EXTREME LONG SHOT (ELS)</b> - An extreme long shot is a view from a great distance, in which people appear as small dots in the landscape if at all (eg. a shot of New York's skyline).</p>
<p>4. <b>Key term: Consumer</b> - A person who receives and interprets media texts or images.</p>	<p>19. <b>Camera angle: LONG SHOT/ESTABLISHING SHOT</b> - A long shot is a shot that typically shows the entire object or human figure and is usually intended to place it in some relation to its surroundings.</p>
<p>5. <b>Key theory: Roland Barthes Semiotics</b> - Media semiotics is a valuable method of focusing on the hidden meanings within media texts. This explores denotations and connotations.</p>	<p>20. <b>Camera angle: MID SHOT/ MEDIUM SHOT</b> - The medium shot, sometimes also called a mid-shot or waist shot, is a film shot that stretches from around the waist (or sometimes the knees) of a subject up to their head.</p>
<p>6. <b>Key term: Denotation</b> - What the audience can visually see on a page/screen. Denotation often refers to something literal, and avoids being a metaphor.</p>	<p>21. <b>Camera angle: MEDIUM CLOSE UP (MCU)</b> - The MCU frames the subject from just above the head to just below the chest. A neutral shot, the medium close-up captures the subject's facial expression and body language while still leaving some background in the frame.</p>
<p>7. <b>Key term: Connotation</b> - The meanings of a sign or media product that are made by cultural association. These are often the deeper or underlying meanings.</p>	<p>22. <b>Camera angle: CLOSE UP</b> - A close-up shot is a camera shot in which most—if not all—of the frame is filled with an and actor's face or an important feature, detail, or object. The main purpose of a close-up is to convey information; it's the filmmaker's way of telling the audience, visually, that this is important.</p>
<p>8. <b>Key term: Iconography</b> - The images or symbols associated with a certain subject.</p>	<p>23. <b>Camera angle: EXTREME CLOSE UP (ECU)</b> - An extreme close-up (ECU) shot is a more intense version of a close-up shot, sometimes showing only the subject's eyes.</p>
<p>9. <b>Key term: Genre</b> - The style or category of the film</p>	<p>24. <b>Camera Angle : LOW ANGLE SHOT</b> - A low angle shot is a film shot taken from a camera angle positioned below the average eye line and pointing up. This can be shown to show the power of those looking down.</p>
<p>10. <b>Audio: Musical score</b> - The score is the music that accompanies a specific scene or moment within the movie. This is mainly composed by one or more composers and would work closely with the film, tailoring their original instrumental material with what's happening on screen.</p>	<p>25. <b>Camera angle: HIGH ANGLE SHOT</b> - At its simplest, a high angle shot is a filming technique where the camera looks down at the subject from above. When you see someone or something from a higher perspective, it makes the subject seem smaller — both literally and metaphorically - this could show vulnerability.</p>
<p>11. <b>Audio: Diegetic sound</b> - Sound that is part of the film world (car horns beeping, birds singing, telephones ringing).</p>	<p>26. <b>Camera angle: OVER THE SHOULDER SHOT (OTS)</b> - The OTS, or third-person shot, is filmed from just behind one character facing another. The offscreen actor's shoulder—and possibly the back of their head—is in the foreground, and the onscreen actor is fully in frame.</p>

12. **Audio: Non-diegetic sound** - Sound added in post-production to create a certain atmosphere (sound FX to increase fear, music to underscore emotion).

13. **Audio: Sound bridge** - A sound bridge is an editing technique used to transition from one scene to another through sound. Sound bridges, also called an audio bridges, allow filmmakers to transition in or out of a scene by "bridging the gap" with audio. Sound bridges connect two scenes allowing audio from a succeeding scene to play over the preceding scene before the next shot is shown. The technique used to achieve this is known as a J-cut.

14. **Audio: Specialised lexi** - The lexis – the actual words – used in the product may pertain to the genre of the product and be recognisable to audiences. Some products employ subject- specific lexis. Doctors using medical term etc.

15. **Key theory: Stuart Hall's Audience Positioning Theory - PASSIVE**  
A passive audience is one that enters a film and simply seeks out the film for entertainment. They see no deeper meaning or intended meaning from the director, with regards to the text. The film literally washes over them. For example, when you walk out of a film and say "Wow, the action was great in that film!"

27. **Camera angle: POINT OF VIEW SHOT (POV)** - A sequence that is shot as if the viewer were looking through the eyes of a specific character. The shot is a common trick of the horror film: that is, we are placed in the position of the killer who is slowly sneaking up on a victim.

28. **Camera angle: DUTCH ANGLE** - The camera is tilted or slanted creating a feeling of unease or disturbance. The verticals or horizontals are out of line.

29. **Camera angle: OVERHEAD SHOT/BIRD'S EYE** - An overhead shot is when the camera is placed directly above the subject. It's somewhere around a 90-degree angle above the scene taking place.

30. **Key theory: Stuart Hall's Audience Positioning Theory - ACTIVE**  
An active audience will look deeper into how the film is constructed. They will most likely know a substantial amount about how the film was made, other films in the franchise, the director's previous work, the genre to which the film belongs to. They will look more at socio/political and historical contexts of the film and not simply see the film as a product made for mass consumption. For example, "Did you notice the homages made to previous films in Jurassic World? I like how the film made reference to the previous films in the genre, yet stayed original".

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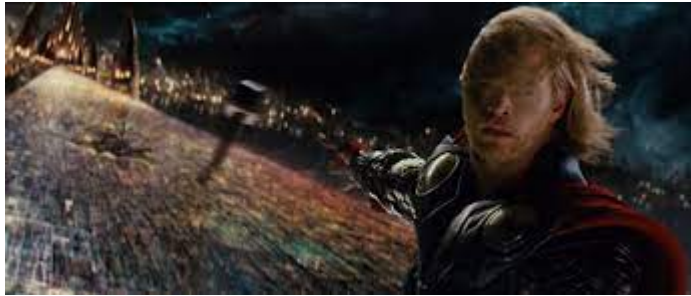
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