

Candidate Style Answers

GCSE Media Studies

OCR GCSE in Media Studies: J526

Unit: B322

These candidate style answers are designed to accompany the OCR GCSE Media Studies specification for teaching from September 2009.

GCSE Media Studies

B322 Textual Analysis and Media Studies Topic (Moving Image)

OCR has produced these candidate style answers to support teachers in interpreting the assessment criteria for the new GCSE specifications and to bridge the gap between new specification release and availability of exemplar candidate work.

This content has been produced by senior OCR examiners, with the support of the Qualification Manager, to illustrate how the sample assessment questions might be answered and provide some commentary on what factors contribute to an overall grading. The candidate style answers are not written in a way that is intended to replicate student work but to demonstrate what a “good” or “excellent” response might include, supported by examiner commentary and conclusions.

As these responses have not been through full moderation and do not replicate student work, they have not been graded and are instead, banded “medium” or “high” to give an indication of the level of each response.

Please note that this resource is provided for advice and guidance only and does not in any way constitute an indication of grade boundaries or endorsed answers.

Section A – Answer all questions

The extract is from the film ‘King Arthur’ (Buena Vista Home Video, 2005)

Characters:

<i>Arthur</i>	<i>in charge of the small band of archers</i>
<i>Guinevere</i>	<i>The female archer</i>
<i>Lancelot</i>	<i>Says that Guinevere looks frightened</i>
<i>Tristan</i>	<i>Fires the first arrow for Arthur</i>
<i>Dagonet</i>	<i>Runs out with an axe to break the ice</i>
<i>Bors</i>	<i>Runs out to help Arthur rescue Dagonet</i>
<i>Cynric</i>	<i>Leader of the larger group</i>

Advice to candidates

- *You have three minutes to read all the questions before the extract begins*
- *The extract will be played four times*
- ***First screening:*** *watch the extract; no notes are to be made at this time*
- ***Second screening:*** *watch the extract and make notes*
- *There will be a break for you to make notes on the answers to the questions*
- ***Third screening:*** *watch the extract and make notes*
- *There will be another short break to make notes*
- ***Fourth and final screening:*** *watch the extract and make notes*

Answer all three questions using examples from the extract.

1) Explain two ways in which the characters and/or events in the extract fit the action adventure genre. (10)	
Candidate style answer	Examiner's commentary
<p><i>The events in the sequence of the King Arthur movie fit the action adventure genre. The theme of good vs. evil comes to play in this sequence, which fits into the genre conventions of action adventure films and war are also a large part of action adventure films and adds excitement and thrills to the movie. The antagonists and protagonists are clear in this sequence. Arthur's side is shown as clever, strong and loyal. Bors risked his life to help Dagonet, Tristan fired his first arrows a distance the antagonists couldn't achieve, and the strategic way in which they shoot the arrow maner the viewer want to be on their side of the fight.</i></p>	<p>High level response</p> <p>There is clear reference to broad generic conventions and themes expected by audiences. The visceral excitement component of action/ adventure films is explicitly recognised. There is an articulate exposition of the opposing sides typical of the genre – with clear exemplification from the extract.</p> <p>There are comments on the characters, with specific reference to superior capabilities of heroes, as well as the positioning of the audience to empathise with them.</p>

<p>2) Explain how each of the following is used to create effects that fit the action adventure genre:</p> <ul style="list-style-type: none"> • Soundtrack • Camerawork • Editing • Mise-en-scene <p style="text-align: right;">(20)</p>	
<i>Candidate style answer</i>	<i>Examiner's commentary</i>
<p><i>To create effects for the sequence, the makers of the film had to keep with the genre conventions of the film. At the beginning of the sequence. The viewer can hear heavy beats of a drum, which could connote a mental war drum being played as the battle is about to begin. During the fight scene, the music is orchestral and anxious, playing dramatic notes quickly And at the part where Dagonet is lying on the ground, the orchestra plays a melodic, minor piece with volins, which usually are associated with sadness.</i></p> <p><i>The mise-en-scene of the sequence comes into play too. The dark, gloomy lighting contrast with the glistening snow, which possibly connote good vs. evil, a key narrative. The costumes create a time code for the scene, showing that the movie is based in the Arthurian times, not present day. The means of violence also show the time setting, with arrows and axes being the primary weapons. The protagonists wear nice dresses and shirts in blues and blacks, While the antagonists wear fading and ragged browns. This, along with their tattered flags, show the poverty levels of that ride.</i></p> <p><i>Camera work is crucial in the sequence it starts with clans and bird-eye views to show the different sides and the size of each party. When Cynric's group advances, it starts with the groups feet, and tills up towards their heads to get a full view of them and along with the deadly music suggests that it wouldn't be a smart idea to proceed. Durin the fight, the camera angle is fitted and mostly hand-held, when filming the antagonists to show they are evil and chaotic. Since there are less of Arthur's group close-ups are used with steady-cam to show they are central characters</i></p>	<p>High level response</p> <p>The use of generic conventions to create the text and manipulate audience emotions is recognised. The examples selected are appropriate to the comments made.</p> <p>The soundtrack and its variation as the sequence unfolds is clearly understood; specifically music moods include threat, excitement and sadness.</p> <p>Mise-en-scene is explored through lighting contrasts and costumes. The latter is recognised as reflecting the qualities of the opposing sides – hence there is evidence of an understanding of connotation.</p> <p>Camerawork is explored in terms of the variety of angles selected to explore narrative as well as character.</p> <p>The use of technical description is appropriate and explores examples in the text.</p>

and their emotions. When the CGI's of the underwater view come into play, it shows gradually the ice cracking to foretell the audience that soon there will be chaos.

Along with camera-work editing is fast and snappy, cutting from the chaos of the antagonists defeat to the expressions and sorrow from Arthur's group. It is also done that way to show exactly in time what each central character is doing and how they feel. These cuts create a sense that the viewer is actually there, and can know what is happening all at once.

There is also a clear explanation of choice of shot to enhance audience anticipation and tension relating to impending chaos.

Editing is recognised as being used to make narrative clear, as well as explore character through the reactions to events.

3) Discuss the ways in which people and/or war are represented in the extract. (20)	
<i>Candidate style answer</i>	<i>Examiner's commentary</i>
<p><i>The people on the antagonists side are seen as scruffy, unattractive and using senseless violence compared to the strategic, clean and brave side of the protagonists, it gives the audience a clear picture of who is evil and who is just. Guinevere is also seen as brave, even though she is female, Although Lancelot makes a remark about her being scared with many men, she cleverly retorts back, which shows her as cunning and having no fear. She is also a good archer, as she kills several opposing men, holding her place that she is just as good as the men. The war is shown as chaotic and fast, so that the action convention can be met. While the protagonists use clever ways in which to win, the antagonists use senseless violence in hopes of defeating Arthur's group. The leaders are also clearly pointed out. Arthur gave a first command, while did Cynric, comparing the two groups the protagonists are ugly and unintelligent showing too very different people fighting an action packed battle and meeting the genre conventions for the action-adventure genre.</i></p>	<p>High level response</p> <p>Contrasts between costume, actions and capabilities are recognised as distinguishing between protagonists and antagonists.</p> <p>Dialogue between protagonists is seen as indicating heroic status, with gender implications.</p> <p>The chaos of war is seen is seen represented in the speed of the action and sharp editing.</p> <p>The tactics used by Arthur to defeat a relatively larger but less organised force reflects the nature of war, as well as re-enforcing the heroic status of Arthur's band.</p>