Surname	
Other Names	
Centre Number	
Candidate Number	
Candidate Signature	
I declare this is my own we	ork.
GCSE	
MEDIA STUDIES	
Paper 2 Media Two	
8572/2	
Monday 8 June 2020	Afternoon
Time allowed: 1 hour 30 m	inutes
For this paper you will ne	ed no other materials.
At the ten of the news with	

At the top of the page, write your surname and other names, your centre number, your candidate number and add your signature.



INSTRUCTIONS

- Use black ink or black ball-point pen.
- Answer ALL questions.
- You must answer the questions in the spaces provided. Do not write on blank pages.
- If you need extra space for your answer(s), use the lined pages at the end of this book. Write the question number against your answer(s).
- Do all rough work in this book. Cross through any work you do not want to be marked.



INFORMATION

- The marks for questions are shown in brackets.
- The maximum mark for this paper is 84.
- You are reminded of the need for good English and clear presentation in your answers.
- Questions 02, 04 and 05 require an extended response. You will be assessed on the quality of your written response, including the ability to construct and develop a sustained line of reasoning which is coherent, relevant, substantiated and logically structured.
- Question 05 is a synoptic question in which you should draw together knowledge and understanding from across your full course of study.

DO NOT TURN OVER UNTIL TOLD TO DO SO



SECTION A – Television

Answer ALL questions in the spaces provided.

You will have two minutes to read through the questions in SECTION A. The extract will then be shown twice.

First viewing: watch the extract and make notes.

You will then have five minutes to add to your notes.

Second viewing: watch the extract and make further notes.

There is space for you to write notes on pages 6 and 7 of this answer book. These notes will not be marked.

You may start writing your answers on the exam paper as soon as the second viewing has finished.

You are advised to spend around 39 minutes answering questions on this section.





The extract from 'Co-owner of a Lonely Heart' includes examples of both diegetic and non-diegetic sound.

01. Briefly define diegetic sound. [1 mark]

01.2 Give ONE example of diegetic sound in the extract. [1 mark]

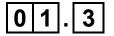


You may make notes on pages 6 and 7. These notes will not be marked.



You may make notes on pages 6 and 7. These notes will not be marked.





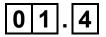
0 1.3 How is camerawork used to show the tension between April and others in the classroom?

> Answer with reference to types of shot and camera movement. [8 marks]





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L -	•	· · · ·]



In the extract, how effectively do the following create meaning:

- non-verbal communication
- props
- lighting?
- [12 marks]



-			
[Turn over	4		
	1		







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'Representations of age in television drama are strongly influenced by social and cultural contexts.'

How far do you agree with this statement?

Answer with reference to:

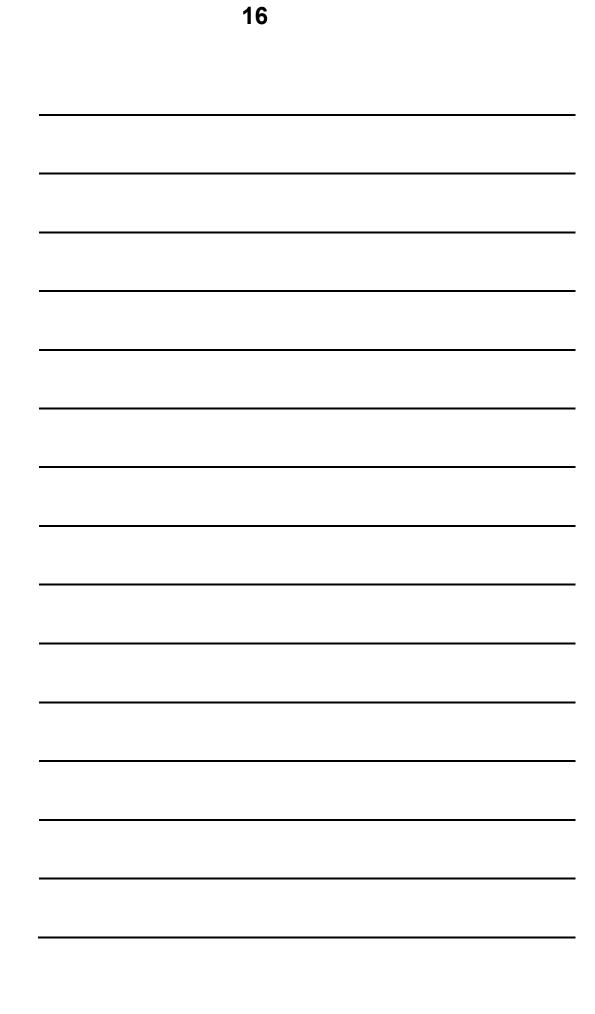
 'Dr Who, 'An Unearthly Child'' (1963) and 'Class, 'Co-owner of a Lonely Heart'' (2016) (Close Study Products).

[20 marks]



[Turn ove	r]







[Turn ove	er]



		20



SECTION B -

Online, Social and Participatory Media and Video Games

Answer ALL questions in the spaces provided.

You are advised to spend around 40 minutes answering questions on this section.

03.1 Briefly define user-generated content. [1 mark]

03.2 Give ONE example of user-generated content in online media. [1 mark]







'In order to be successful, media products must target the uses and gratifications of different audiences.'

How far is this true of video games you have studied?

Answer with reference to:

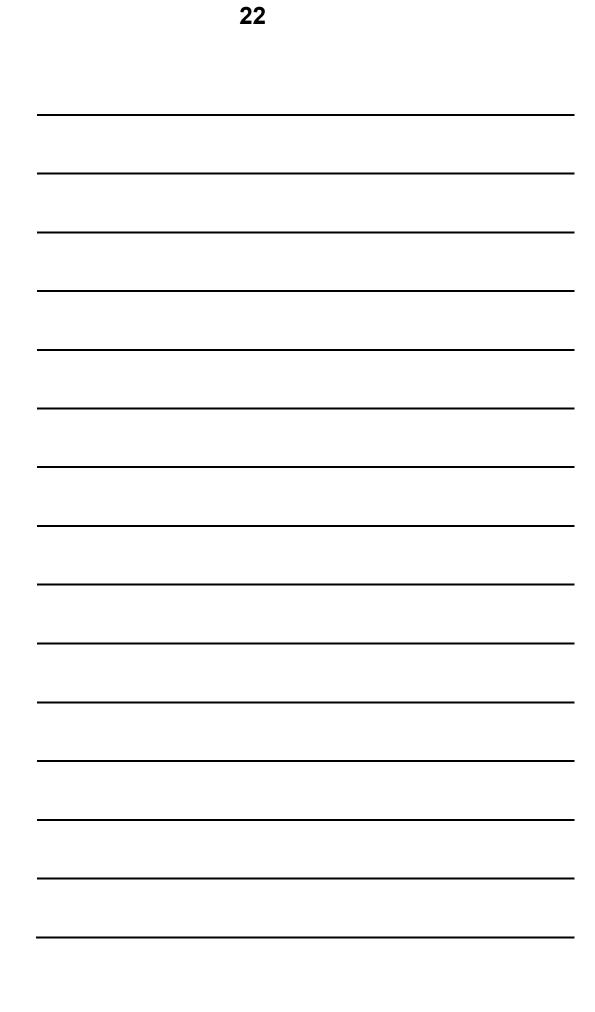
- 'Lara Croft GO'
- 'Kim Kardashian: Hollywood' (Close Study Products).

[20 marks]



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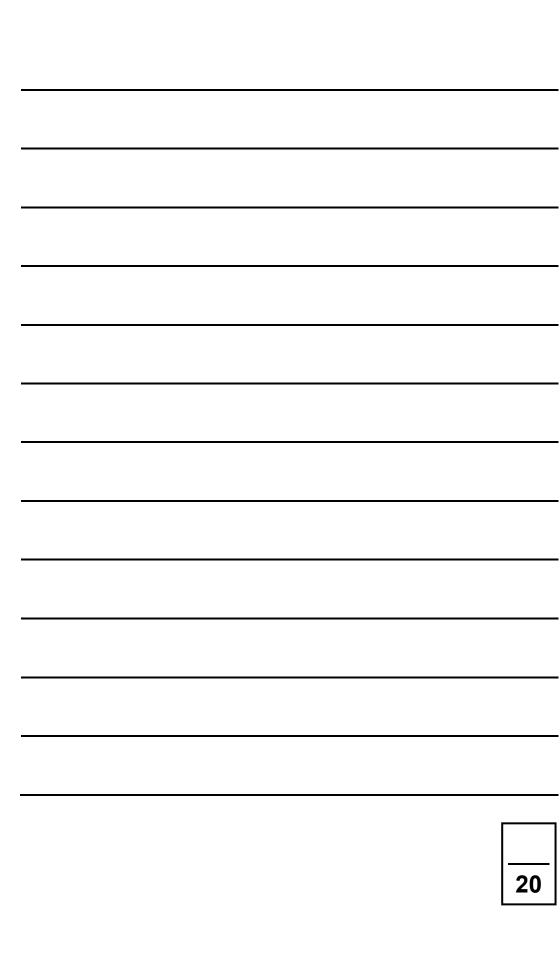






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'Regulation of social media and the internet is unnecessary. Nobody wants more rules and government controls.'

How far do you agree with this statement?

Answer with reference to:

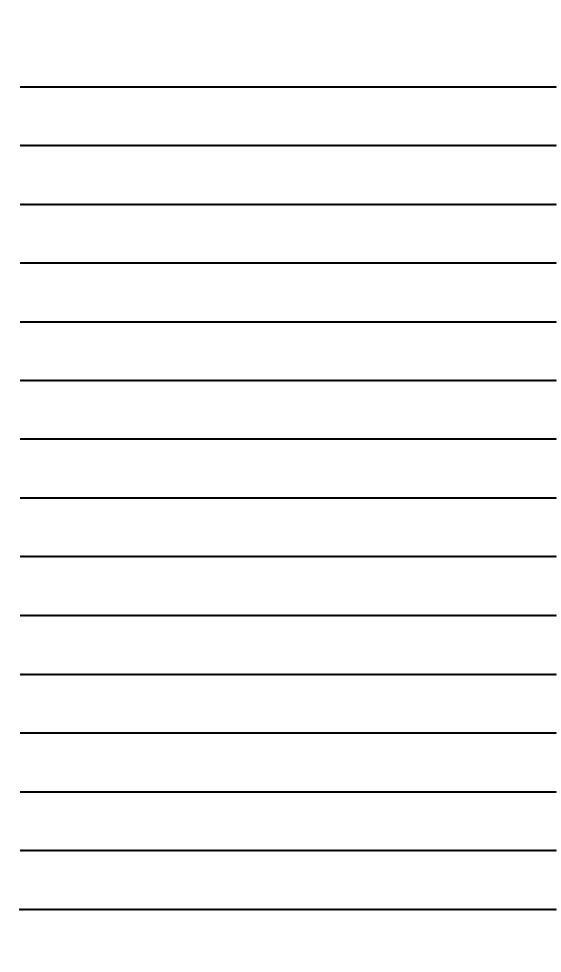
• Any online, social and participatory media or video game Close Study Product.

In this question you will be rewarded for drawing together knowledge and understanding from across your full course of study, including different areas of the theoretical framework and media contexts. [20 marks]



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[Turn ove	er]	_







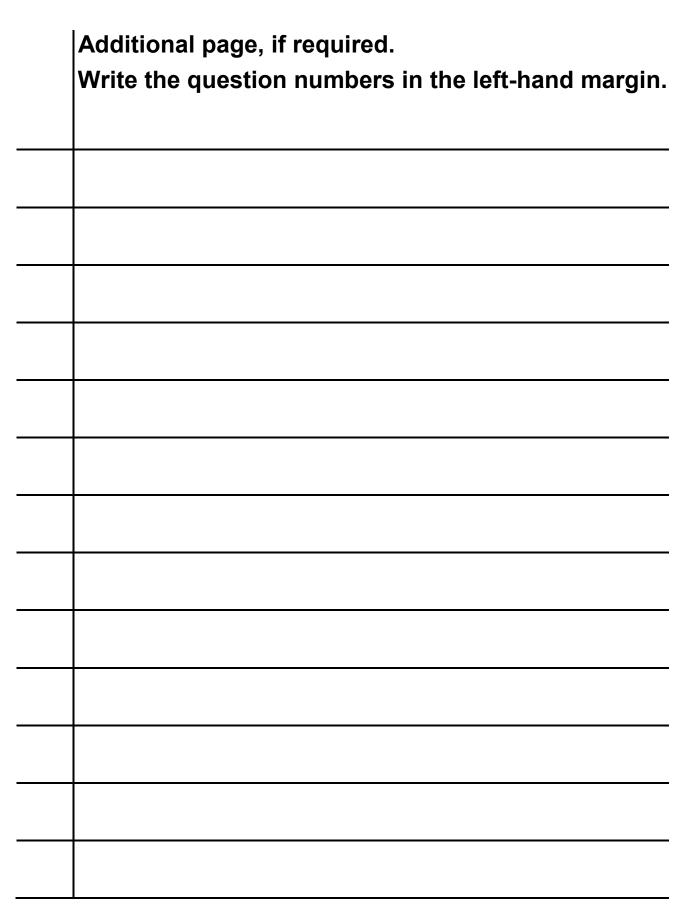
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END OF QUESTIONS





Additional page, if required. Write the question numbers in the left-hand margin.



Additional page, if required. Write the question numbers in the left-hand margin.		



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For Examiner's Use			
Question	Mark		
1			
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IB/M/MW/Jun20/8572/2/E1



