

Topic Area 1 – The Media Industry

1.1 Media industry sectors and products	
Content	Notes on breadth and depth required
1.11 – Sectors of the media industry ● Traditional media ○ film ○ television ○ radio ○ print publishing ● New media ○ computer games ○ interactive media ○ internet ○ digital publishing 1.12 – Products in the media industry ● Video ● Audio ● Music ● Animation ● Special effects (SFX, VFX) ● Digital imaging and graphics ● Social media platforms/apps ● Digital games ● Comics and graphic novels ● Websites ● Multimedia ● eBooks ● AR/VR	To include: ● Know the different sectors that form the media industry and how these are evolving ● Know the types of products produced by, and used in, different sectors ● Know that the same product can be used by different sectors