

PORTFOLIO IN MEDIA STUDIES

Assignment Checklist

GENRE FOCUS: COMPUTER GAMES

The following should be provided as evidence by way of an appendix to your coursework. All aspects will be collected digitally so must be stored on your user space on the Macs in order to be marked.

PRE-PRODUCTION

- Research Presentation as either Keynote, illustrated essay using Pages, videoed presentation or audio podcast, into a relevant media institution. i.e. Electronic Arts, Lucas Arts, Codemasters.
 - Who are they? What is their history?
 - What do they do?
 - What titles do they print? What audiences do they target?
 - Do they have a particular style? Are they part of a bigger company?
- Planning Presentation including 2-3 tasks depending on target grade covering:
 - Production brief
 - Research and analysis of computer game covers.
 - Layout designs
 - Photo planning
 - Font choices
 - Language exploration
 - Audience profiles
- Questionnaire and analysis of results.

PRODUCTION

- Drafts of your back cover text.
- Photoshoot.
- Drafts and revisions of your final pages.

POST PRODUCTION

- Evaluation