



1. Analysing media texts
2. Media language 1: the moving image
3. Genre: categorising texts
4. Representing the world
5. Stereotypes: simplifying the complex
6. Introduction to audience
7. Media language 2: newspapers
8. Media language 3: magazines and advertising
9. Broadcast News
10. Ideology: ideas and values within contemporary media
11. Hilarious situations – what makes a sit com funny?
12. Introduction to semiology (semiotics)
13. British national newspapers – an overview
14. Telling stories – the media's use of narrative
15. Horror films: creating and reflecting fear



16. Contemporary issues in British newspapers: celebrity reporting
17. *Firefly* and *Serenity*: tale of contemporary audience and institution
18. An introduction to television soap opera
19. Analysing film in AS Media: The use of media language
20. Ideology from representations for A2 Media
21. The modern procedural drama: investigating *CSI*
22. Vertical and horizontal integration in Media institutions – a focus on film
23. Magazines: an introduction
24. The music industry
25. Representing gender for A2 Media
26. Telling a good tale – further narrative techniques
27. Case study: masculinity in film – context and representations
28. Contemporary British radio
29. Solving problems: an analytical approach to television issue talk shows
30. Media and audiences -the effects debate



31. The changing face of broadcast news: a critical approach
32. *Hairspray* (2007) case study
33. Hollywood's response to 9/11
34. How to approach AS unseen analysis
35. Representations of teenagers in television teen dramas
36. How to plan an advertising campaign
37. Cross Media case studies
38. Ideology for A2 students
39. What is new Media?
40. Regulation of the British press
41. Generic cycles: the Western
42. How to read... an advert
43. Introduction to contextualising Media texts for A2 students
44. Representations of the Military in film and Broadcast Fiction
45. How to read... television drama title sequences



46. Case study: lifestyle- how the media construct and represent lifestyles
47. How to read... a website
48. Research techniques
49. Representations of the (US) urban and the rural
50. 'We media' and democracy
51. Contextualising contemporary media texts
52. Documenting 'the real'
53. Journalism in the new media age: The effect of online technology
54. Introduction to postmodernism – a practical guide for A2
55. Twilight cross media case study
56. Gaming and audiences – an overview
57. Reality TV
58. The Wire (2002-2008) – a case study in representation
59. Using theory for A2 students: a practical guide
60. How to write academic essays



61. Convergence & synergy in the film industry
62. Realism in television
63. The representation of 'the other' in Avatar and District 9
64. Representations of gender in magazines
65. Fiction across contemporary media platforms
66. Using Marxism: The application of a theoretical approach for A2 students
67. Lady Gaga and the music industry
68. Moral panics in the online age
69. Music Video
70. Representation of class and regional Identity in TV drama
71. Citizen journalism: from producer to audience
72. Collective identity
73. Glee: a cross media case study
74. Representations of sexuality in television drama
75. The changing face of the vampire: a contextual case study



76. News values
77. Representations in sport
78. Advertising in the digital age: Cadbury and Compare The Market
79. HBO case study – how funding models impact the construction of texts
80. Regulation of Broadcast media
81. Developing your own case study (using HBO's *Boardwalk Empire*)
82. Gender & representation in the Toy Story franchise
83. The Impact of new media: television
84. Case study: My Big Fat Gypsy Wedding
85. Representations of Islam and Muslims in the British press
86. Applying feminism
87. Liberal pluralism
88. The Impact of new media on Politics
89. A2 level interpretations of *Inception* (2010, Nolan) and *Shutter Island* (2010, Scorsese)
90. Applying structuralism and post-structuralism



91. *Sherlock* : adapting and re-imagining Sherlock Holmes in a postmodern context
92. Globalisation and the media
93. Using Blogs in practical film work
94. Film regulation
95. Understanding and using sound
96. Understanding and using editing
97. Politics and the media: an Introduction
98. Understanding and using Mise-en-Scene
99. Kony 2012: representations of Africa and postcolonial theory
100. The British Film Industry
101. *Homeland and the post 9/11 context*
102. Representations of ethnicity 1 – theory
103. Representations of ethnicity II – case studies
104. Audiences in the digital age
105. *Drive and Tyrannosaur*. a case study in postmodernism



106. Understanding and using cinematography
107. Fandom
108. Star Trek - a case study
109. Interview techniques
110. The romantic comedy film genre
111. The Great British Bake Off
112. Netflix: an internet television network
113. Television and social media
114. Online privacy: Google or Scroogled?
115. Representations of disability
116. *Women in broadcast media*
117. Broadcast fiction case study: Breaking Bad
118. Using psychoanalytical theories in media and film analysis
119. New media case study: pinterest and identity, representation and audience
120. *Lifestyle and crafting Broadcast – The Great British Sewing Bee*





121. Identities and the media
122. The changing face of the music industry
123. Radio drama
124. Case study - BioShock: Infinite
125. Gender for A2 - focus on Judith Butler
126. Superheroes: a genre case study
127. Branding – TV and idents
128. Contemporary media regulation
129. Sport and the media – cross media study
130. Luther: a case study
131. Social media and the news agenda
132. British films
133. Ownership and control in the digital Age
134. A case study in news and social media
135. Genre: audiences and producers



136. The Rise of YouTube Opinion Leaders
137. Viral Marketing
138. Genre: Audiences and Producers
139. Multi-Camera Productions
140. Single Camera Productions
141. Constructing a Case Study: Media and Identities
142. Identity and Film
143. Politics and Persuasion - with a new media focus
144. DTP Coursework
145. VICE News: A Case Study
146. Working with Media Issues and Debates - A Current Media Issue
147. Working with Media Issues and Debates
148. Facebook - A Case Study
149. Ownership and Control in the Digital Age (2) – For A2
150. Women in Dystopian Sci-Fi Film



151. Cross-promotional Study: Jamie Oliver
152. Applying the Theoretical Framework: Jessica Jones
153. Mental Health in the Media
154. Scriptwriting for Television
155. Transgenderism in the Media
156. Gender: Beyond Butler
157. Television Game Shows
158. Branding in the Media
159. Nordic Noir: The Rise of Scandinavian Crime Fiction
160. Women and Sport on TV
161. Genre Development: Horror on TV
162. La La Land: A Film Studies Set Text
163. Lad Culture
164. Television Serial Drama
165. Death of Print Media



166. I, Daniel Blake: Case Study
167. Superheroes for Adults
168. David Hesmondhalgh's 'The Cultural Industries'
169. Further Feminist Theory
170. Gilroy - Ethnicity and Postcolonial Theory
171. Power and Media Industries
172. Media Industry and Audiences – Focus on Radio
173. The Search for Truth: The Rise of Fake News
174. Auteur Theory
175. Case Study: The Daily Mail (Part 1)
176. CSP: Radio – War of the Worlds
177. Case Study: The Daily Mail (Part 2)
178. Film Spectatorship
179. Marxism, Hegemony and Representations
180. BBC Three Documentaries



181. Close Study Product: Advertising Maybelline – That Boss Life
182. Case Study: The Daily Mail (Part 3) Industrial Context
183. Hollywood Production: Then and Now
184. Applying the Theoretical Framework: No Offence
185. Regulation, Live Streaming and the Changing Nature of Audience/Producer Relationships
186. Applying the Theoretical Framework: Gerbner's Cultivation Theory
187. Moral Panics and Virtual Reality
188. Close Study Product: Advertising – Score
189. The i Newspaper – Industry Case Study
190. Billie Jean: A Media Studies Set Text
191. Close Study Product: Doctor Who
192. Livingstone and Lunt: Part 1
193. Metroid Prime 2: Echoes
194. Capital (BBC): TV Drama
195. Applying Theorists to Set Texts: Humans and The Returned



196. Close Study Product: Radio - Life Hacks
197. Understanding Historical Context
198. Magazines - Updated
199. Approaches to AS and A Level Production Work - NEA
200. TeenVogue: Part One
201. Close Study Product: The Voice
202. Understanding Contextual Factors
203. Understanding Political Context
204. The Sims Freeplay: Part 1
205. TeenVogue Part 2: Application of Theory
206. The Sims Freeplay: Part 2
207. Media Regulation – Understanding and Applying Livingstone and Lunt
208. End of Audience Theories
209. Industry Theory for AS and A Level Media Studies
210. Applying Audience Theory