

**1(a)** I developed my research and planning for media production by looking at and researching into music magazines e.g. Kerrang, NME and Q magazine; I looked at the different genres and styles which magazines have to make their magazine unique to others that may be of the same genre, as my genre was rock/metal it was appropriate that I looked into magazines such as Kerrang, Big Cheese and Metal Hammer but I also looked at NME and Q magazine because they cover rock and indie style music which I first considered as an option but in the end choosing the genre of rock & metal because I knew more about that genre and I subscribe to Kerrang so it made sense also it would be easier for me to produce.

I used the program 'Microsoft Word' to produce my music magazine which isn't the best program to choose but it was simple, easy and did everything I wanted it to e.g. add a colour scheme, insert text and images and add borders; I learnt how to give images and more eye catching look by adding crazy borders and colours that stood out on a black background however if I could go back and re-produce my music magazine I would use the program 'Publisher' because you do a lot more on it than you can on 'Microsoft Word'.

While looking at different magazines I picked up many skills such as spotting frequently used pictures and text font and styles also how different genre music magazines have different colour schemes e.g. a rock magazine will use colours like black, blood red, navy blue where as a pop music magazine would use colours like baby blue, lime green and orange; when looking at a range of music magazines I found that naming your magazine is very important based on the genre and style as if I called a metal music magazine 'Pop the Magic Dragon' the target audience I was trying to reach wouldn't take a second glance at it or it sounds like a pop or kids magazine therefore I called my magazine 'CORRUPTION' which sounds like a rock/metal music magazine so now my audience would give it a second glance and hopefully buy it.

The typical conventions you find on any magazine are things like the barcode, date of issue, issue number, the price of the magazine, familiar fonts and colour schemes and all of these are on my magazine, I picked up on this pattern after looking at and researching magazines also the internet helped show me conventions on different genres of magazines e.g. Kerrang magazine used the same big, bold title so it was familiar to their audience also the barcode, date of issue, price and issue number were always in the same place and finally the colour was generally always the same as it worked well with what they were trying to sell.

If I want to make another music magazine or any type of magazine I am confident that I know enough about the typical conventions to produce a magazine that would fit nicely into the market in which I am trying to sell it.

**1(b)** I am going to analyse the music magazine that I made called 'CORRUPTION'.

The music magazine I made 'Corruption' represented rock & metal music because that is one of the genres I know and have a lot of respect for.

My music magazine represented the genres of rock & metal because it featured bands such as Trivium, Amon Amarth and Machine Head who are all of the rock/metal genre, also the colour scheme was based around other rock/metal magazines like Kerrang and Metal Hammer; my competition featured on the magazine was to win a classic Les Paul guitar which is an iconic guitar as it has been used by 'Slash' who is an iconic guitarist.

People who like the genres of rock & metal would consider my magazine because it has all the typical conventions which you would find in any other rock/metal magazine e.g. big, bold title, dark colour scheme but it would still catch your attention as black and red stands out when put together, also my main image is big which will also catch the audience's attention and I have featured images around it e.g. album covers, rock stars who are recognisable to the rock/metal fans.

My unique selling point (USP) was to have images that rock/metal fans would

recognise also the feature interview with them but mainly I wanted to share new bands and projects soon to be coming out so the audience can then discover all the new and not the old.

- 2** Contemporary media can be regulated well by the 'BBFC' or 'PEGI' but times are changing and so is society;  
Pegi rates games based on the language used, blood and gore and weapons etc but just because they rate a game 18 it doesn't mean a twelve year old isn't going to play it somehow, even if it means getting a parent to buy it or a friend/stranger or they may just download it.  
I think that games, films are rated fairly by the BBFC and PEGI and I feel that a lot of people would agree with that but kids/teenagers of today will always find a way to play or watch something which is not for their eyes to see because of the content involved for example the film 'shrooms' is rated an 18 as it contains drug use, strong language, blood & gore and because it is rated so highly and contains a high amount of content a kid between the ages of 13-15 will want to see it because it sounds cool however when and if they did see the film they could be disturbed as they are not mature enough to handle what they have just seen and the BBFC and Pegi will get the blame even though they have rated is correctly and everyone can clearly see the 18 certificate.  
I think that the BBFC and Pegi rate and regulate all their items correctly but it is the society who struggle to understand as to why a rating is there; it won't be till after that they find out why.