

## **Guinea Pig 5: Excellence**

### **Question One: Conventions**

Genre Named: Horror

Convention Named: Location/Lighting

Four texts are used, The Shining, Frankenstein, Scream and Psycho. The texts are used to support analysis and the candidate does not get sidetracked by writing too much detail of the texts.

This candidate clearly understands what is required for excellence and uses phrases like-

"*new dimensions*" The candidate clearly links back to audience and analyses the implications of the convention in the life of the viewer. The candidate understands the Genre and discusses "*tradition*". The candidate keeps coming back to the implication of the convention use for the viewer and the genre. There is also a good comparison when the student writes "*the same sense of...*"

A second convention is named. The use of killers.

Again the candidate has a sound knowledge of the genre and uses multiple texts. Frankenstein, Psycho, Halloween and Scream. The candidate links to wider society and analyses the casting of Perkins in Psycho. The candidate clearly understands what is at the core of the genre in terms of Emotions and conceptual-thematic ideas, Fear, Inhumanity, trust.

Both conventions are responses at Excellence.

### **Question Two: Developments**

Two Developments named- the role of women in Horror and the increasing use of gore/violence in Horror.

The candidate gains excellence through a comparison of two texts, using ideas about the Genre in terms of "*Turning Points*". The candidate also discusses the impact of this shift in direction of the genre. This candidate knows the genre and returns the discussion back to traditional elements of the genre.

Trends in the genre are discussed.

Comparisons between early and modern periods of the genre are analysed.

There is also a thoughtful discussion on the impact on the shifting values around violence on screen for society today.

This response is clearly at Excellence.

## Level 2 Media Studies, 2006

### 90279 Demonstrate understanding of a media genre

Credits: Three  
9.30 am Monday 20 November 2006

Check that the National Student Number (NSN) on your admission slip is the same as the number at the top of this page.

You should answer ALL the questions in this booklet.

If you need more space for any answer, use the page(s) provided at the back of this booklet and clearly number the question.

Check that this booklet has pages 2–10 in the correct order and that none of these pages is blank.

**YOU MUST HAND THIS BOOKLET TO THE SUPERVISOR AT THE END OF THE EXAMINATION.**

For Assessor's use only		Achievement Criteria		
Achievement		Achievement with Merit		Achievement with Excellence
Describe codes / conventions associated with a genre.	<input checked="" type="checkbox"/>	Explain codes / conventions associated with a genre.	<input checked="" type="checkbox"/>	Analyse codes / conventions associated with a genre.
Describe developments in the genre.	<input checked="" type="checkbox"/>	Explain developments in the genre.	<input checked="" type="checkbox"/>	Analyse developments in the genre.
<b>Overall Level of Performance (all criteria within a column are met)</b>				<input type="checkbox"/>

You are advised to spend 60 minutes answering the questions in this booklet.

Identify a media genre you have studied.

Media genre:

Horror Genre

1

## QUESTION ONE

Analyse the use of TWO codes/conventions associated with this genre.

You should describe each code/convention, explain its use, and analyse its effect in the genre.

Support your answer with at least ONE specific example for each code/convention.

Code/convention One

2

L

Location use and lighting associated with this are often seen as essential elements of the horror genre, adding greatly to the audience's reaction to and fear of the genre. Stereotypically horror settings are dark and often filmed at night which encourages primal fear of the dark and abandonment in viewers, however in more recent films, such as "The Shining" and "Scream" many scenes are filmed in daylight which adds a new dimension of fear to the film as the viewers feel that they are no longer safe, even when they are able to see their attackers. Darkness and low key lighting helps to create a sense of unreal and uncertainty as threats are able to remain hidden, and shadows created can make normal, everyday objects seem warped and menacing. This in turn links to the target, teen audience of many modern horror films who often watch films at night, allowing them to envision the same events and figures appearing in their own lives. Locations themselves also add to this method of bringing fear into reality as they allow us to envision the same events happening to us. While in earlier horror films, such as James Whale's 1931 film "Frankenstein"

3

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Media genre:

Horror Genre ①

Genre named ①  
Horror

### QUESTION ONE

Analyse the use of TWO codes/conventions associated with this genre.

You should describe each code/convention, explain its function and analyse its effect.

Support your answer with at least ONE specific example.

Code/convention One ②

Lighting use and lighting associate essential elements of the horror genre. Audiences react to and fear of the piece. Stereotypically horror settings are dark and often filmed at night with anways primal fear of the dark and abandonment in view. However in more recent films, such as "The Shining" and "Scream" many scenes are filmed in broad dimension of fear to the film.

← convention named ②  
location lighting

Genre discussed  
ie → analysed  
For Excellence  
new dimension ④  
links to audience

even when  
low key  
uncertainty  
narrative creates  
surprise

texts used  
The Shining ③  
Franchises  
Scream  
Psycho

them to envision the same events in their own lives. Lighting is a method of bringing fear into envisioning the same events in horror films, such as J

Clear knowledge  
of texts. ⑤  
- texts support  
Analysis rather than  
be a lengthy  
description

settings ~~represented~~ represented what was traditionally seen as frightening - old, isolated castles, haunted houses or simply environments which were alien to viewers. These environments triggered fear in the audience as they began to associate them with danger and supernatural occurrences, however they also served to comfort as viewers were able to leave the theatre and such "scary" locations behind as they were so different to anything they trusted as "safe". In more recent years film makers have worked to create horror films in more recognisable locations which creates a false sense of security for the viewer and adds a further degree of shock for the audience when they see crimes committed in locations which they themselves know and frequent. This is shown particularly in "Scream" <sup>(13)</sup>, which is largely filmed in suburbia but where the killer manage to remain undetected. The film focuses largely on making certain aspects of the genre, in particular ideas that certain locations will ensure safety, in order to create fear in the audience who begin to realise that nowhere is particularly safe.

The sense of isolation and helplessness, for both characters and the audience, which is created by the use of location and lighting in the horror genre adds greatly to our own fear and serves to bring horror into our own lives as we are forced to question whether we would be able to survive such attacks unaided. We rely greatly on outer authoritarian figures for safety, but when ~~the~~ physical isolation and isolation within towns are breached in horror films this creates a sense of unease in our own lives, as we can no longer rely on technology and police to rescue us. Killers are often hidden by location and there is the sense of an inability to escape in a horror film which makes it particularly frightening. This is shown in Alfred Hitchcock's "Psycho" when the main

(3)

CTD ON EXTRA PAPER

settings represented what was traditionally seen as frightening - old, dilapidated castles, haunted houses etc. These were alien to viewers. This evoked ideas about traditional aspects of genre.

viewers were able to leave the locations behind as they were framed as "safe". In more recent media horror films in more recent years a false sense of security for the degree of shock for the audience when they see crimes committed in locations which they themselves know and frequent. This is shown particularly in "Scream" (1996), which is largely filmed in suburban, but where the killer manages to remain undetected. The film focuses largely on making certain aspects of the genre, in particular, show that certain locations will ensure safety, in order to create added fear in the audience who begin to realise that nowhere is particularly safe.

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For ex.

- link to wider society & audience

(7)

4 6

ideas about 6 traditional

aspects of genre.

For excellence

to its

be coincided. We rely greatly on safety, but when physical towns are breached in horror films in our own lives, as we can no longer be to rescue us. Killers are often in the sense of an inability to which makes it particularly frightening. think "Psycho" when the main

CTD ON EXTRA PAPER

The use of killers who are either physically or hypothetically marked up with a second layer to their personalities is a relatively new addition to the genre, however the idea that they are inhuman-like has always remained an essential part of creating fear of a killer as there is a sense that they have an advantage over normal people which may allow them to perform evil deeds. Killers often represent the unknown or ideas which are generally feared by the populous. In Frankenstein for instance there is a suggestion that Dr Frankenstein was attempting to "play God" and recreate human life from cadavers. He succeeds in creating a monster, that while is is technically made up of human parts, resembles a ~~beautiful~~ horrifying image of a man. There is a sense that it is made up of all the bad parts of humankind so that it contains levels of evil never before seen in creatures. This shows a fear of the unknown extent to which science extends and what it may give people the ability to do, should it fall into the wrong hands. In "Psycho" the killer ~~Jackie~~ <sup>Psycho</sup> is humanoid but his schizophrenia makes him seem strange and unnatural. Norman Bates hides behind the "mask" of his mother's persona which allows him to commit murder yet remain unaware that he has done so. He seems relatively normal, which creates fear in the audience as they can envision the possibility of people like Norman entering their own lives and escaping detection by societal prejudice. This feeling would have been particularly strong for the viewers in the ~1960s as the actor who played Norman was a former and popular, especially with teenagers, and the skill with which he wore his "mask" of his mother's clothing and took on her personality was frightening. This also adds to the common idea that humans must wear a "mask" of evil or

10

Code/convention Two

8

The use of killers who make up with a second addition to the gene, however has always remained an killer as there is a new and people which may often represent the unknown by the populous. In Frankenstein that Dr Frankenstein was

5  
2nd convention named

Texts used

⑨ Frankenstein Psycho  
Hammer Scream

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For ex.

links to Anthony Perkins as the wide popular culture

→ Analysis of

'common idea'

He seems  
nclined as they  
entering their  
reality. This  
is a reminder  
as a form of  
skill with  
telling and  
also adds to

the common idea that humans must wear a "mask" of evil or

take on an evil persona in order to do evil deeds as they are not naturally capable of such action.

Physical masks are also used in "Halloween" and "Scream" to add to a sense of anonymity of the killer. This creates fear in the audience as there is the sense that they may be able to evade capture and remain at large in the community. Masks themselves can also be frightening as they are expressionless and do not convey the true emotion of those behind them. There is a sense that they may watch their victims while the victim cannot in return see who they are. They are cold-blooded and create a fear in viewers that such killers might be anyone, even figures in their society or surroundings whom they love and trust. This is reinforced in "Scream" as the killer turns out to be Sidney's best friend and close friend, whom one does not expect to do such a deed.

We pity their victims and the sense that these are random acts of violence rather than revenge for any particular fault their victim might have, and also feel that we can trust no one in our own lives as anybody is capable of such evil. This is in keeping with new fears that killers must be those least expect to do such a deed, rather than being a stereotypical figure whom we can instantly recognise. They are definitely inhuman-like, however the reasons for their inhumanity are becoming harder to recognise physically, which creates concern in the audience as they could potentially be anywhere anonymous.

E1

take on an evil persona in order to do evil deeds as they are not naturally capable of such actions. Physical masks are also used in "Halloween" and "Scream" to add to a sense of anonymity of the killers. This creates fear in the audience as there is no sure that they may be all too easily captured and remain at large in the community. Masks themselves can also be frightening as they are expressionless and do not convey the true emotion of those behind them. There is a sense that they may watch their victims while the victim cannot in return see who they are. They are cold-blooded and create a fear in viewers that such killers might be anyone, even figures in their society or surroundings whom they love and trust. This is reinforced in "Scream" as the killer turns out to be Sidney's best friend and close family member, ~~his~~ <sup>her</sup> older

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expect to do such a deed,  
figure whom we can into  
unhumanlike, however the n  
harder to recognise ~~not~~ plus  
the audience ~~as~~ as they ~~as~~

## Analysis of key genre ideas.

fear

intensity

lack of connection (trust)

Core genre values or emotions are key to success

-dead,

1100

Fault

fireone

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100

mpical

titles

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anode

E

## QUESTION TWO

"Genres, including their associated codes/conventions, develop in response to many influences, such as changes in society, audience tastes or technology."

Analyse TWO developments in the genre you selected on page 2.

For EACH development, support your answer with specific examples from at least TWO texts.

You could consider such things as:

- why/how these developments occurred
- how these developments have affected the genre
- ways in which changes in society, changes in audience tastes and/or changes in technology have influenced developments.

2 Women's position in society changed greatly over the 20<sup>th</sup> Century and naturally their character and influence in the horror genre changed to reflect this. They have moved from helpless victims of cruel killers to strong protagonists (in some cases) and even the killers themselves. In the 1930s, when James Whale made "Frankenstein", women were seen as weaker both emotionally and physically than men; and there was a strong masculine instinct to protect them and ensure that they were not harmed. Whale's character of Elizabeth reflects this view, she is young, beautiful and virginal, wearing her wedding dress and flowers when she is "attacked" by the monster. She screams loudly and is rescued accordingly when she faints away. There is the sense often in earlier films that the evil monsters wanted to take the beautiful young woman as their brides, as if to implant themselves with some of their goodness, but this simply added to the audiences' fear of the monster and sympathy for the film's main character. Men in the audience would have felt indignation and a need to protect the young heroine while women would be terrified at the thought of such an action occurring in their own lives. Incidentally, shot viewers of film at the time would have been relatively middle class or well off so would be able to ~~afford~~

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### Developments

(12)

- Women in genre  
in Society

- Gore violence

### Useful comparison

Frankenstein  
Psycho

(13)

13

by sympathise with such young women and would have been exposed to less violence towards women in their own lives, making these acts seem more cruel and frightening.

While in earlier films female protagonists were not seriously harmed by their attackers, Hitchcock's "Psycho" added a new dimension to the position of women in horror by killing off the main character of Marion early in the film. Such a brutal killing of a young woman was shocking for viewers as it would not have been expected, and this added to the film's significant impact upon the genre and its audience. However Hitchcock used Marion's promiscuity and lack of virtue to explain the reasoning for her death, which created a strong sense of outrage but was understandable to the audience at a time. This reflected society's strong moral base in the 1960s but also showed how the genre's treatment of women changed as they became seen as just as capable of "it" as men were. This also added to the impact of horror as it now meant that women will not be excused from attack and added a dimension of uncertainty to life. Women in the audience would have felt they had reason to fear in their own lives and women's strong belief in moral steadfastness would have increased.

Such instinctual feelings of male protectiveness over female victims are however still enforced today, as is shown in "Scream". When the donaventers claim who the killer may be at school, while the female character in the film is strong and able to outwit the killer several times, when the townsfolk say that "the killer might easily be female" is instantly dismissed by one of the males present, saying "it takes a man to do something like that". "Scream" reflects the modern view that anyone may be the victim of such a crime, however the female characters

(16)

(5)

or empathise with such young women and would have been exposed to less violence towards women in their own lives, making these acts seem more cruel and frightening.

While in earlier films female protagonists were not seriously harmed by their attackers, Hitchcock's "Psycho" added a new dimension to the position of women in horror by killing off the main character of Marion early.

One of a young woman was shown to have been exploited, and this had an impact upon the genre and it's a turning point in Marion's promiscuity and lack of respect for her death, which created a

For ex.

Discussion of turning points in genre  
new discussion

16

-Discussion on the impact of genre

14

For ex.

audience  
base  
of movie

of "M" as more real. This also was as it now meant that women had added a dimension of respect in the audience would have felt

in her while this candidate

discusses the development

of women, turning

points etc. They

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of tradition in the

genre -> Good

15

Ex.

Such individual feelings of male victims are however still enforced when the characters die as who the female character in the film kills several times, when he is asked by the female "is instantly disappointed, saying "it takes a man to consummate his terror".

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Extra paper for continuation of answers if required.  
Clearly number the question.

Question  
number

1, convention) character, Marion, is lured to the old Bates Motel, where she is eventually murdered. There is a sense that she is unable to escape and aid will not come to her in time. The same sense of physical isolation is created in "The Shining" when the family is trapped in the Overlook Hotel over the winter, with cut off communication with the outside world and unable to escape due to the snow. The sense that technology and aid is unable to save you leads to the audience not experiencing full cathartic release at the film's conclusion as there is no sense of finality, ~~as~~ and fear is still able to infiltrate their own lives through a false reliance on such safety measures.

17

2. continue to scream in fear when they encounter the killers and still need protection from males present. This reflects societal view that though both sexes are equal under law, females still need some male support and protection, as it is instinctual for males to do. It is still a shock when a female is killed by a killer and their deaths create anger and outrage in the audience.

Another development within the genre is that films generally seem more gory and violent than they were previously. As we became more desensitized as an audience and the world around us becomes more violent, we require more gore and violence to become scared. This trend<sup>18</sup> was shown in the period after World War Two when horror films became less popular, people felt they had enough horror and gore in their lives and favored happier, more hopeful films which encouraged

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Assessor's  
use only

Question  
number

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For Ex.

- comparison 17  
" - The same  
sense of - - "

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2nd Draft

19

19  
agree & violate

it becomes more violent, yet you become scared. This friend has a hard heart when honor & people felt they had enough and became happier, more hope

For Ex.

Trends in genre  
are discussed

18

Question  
number

ideas that now, because the war was over they lived in safety. So many lives had been sacrificed to achieve this safety, it was felt that much of the evil must have been removed from the world during the war.

While in earlier times, methods of killing were restricted to stereotypical weapons - guns, knives or something simply bare hands, but as technology has advanced killers use a wide range of implements to achieve their means, for instance in "Scream" Sidney throws a television at Randy's head and in "Saw" the killer uses a chainsaw. The use of such implements alerts us to methods in our own lives which we can both use to protect ourselves and ~~others~~ which might endanger us.

Modern desensitisation can also stem from our exposure, through the media, to further horrors in our own lives. More violent crimes are occurring in the modern world and many ~~films~~ films, such as "Heavenly Creatures" and "Saw" are based on real events. This serves to both make films scarier and teach us of violence in our own lives. Such violent realities exist in our world and in learning about them through film the fear is carried through to our own lives. While in earlier times, when film itself was a new medium of communication little violence and gore was required to create fear in viewers, more recently we have begun to require more to be scared, a sign of our ~~fear~~ increasing selfishness and lack of concern for others unless it befalls ourselves as a society. This requirement reflects negatively upon our society.

Extra paper for continuation of answers if required.  
Clearly number the question.

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20

Comparison between  
early and modern  
films  
on  
and  
recent  
films

20

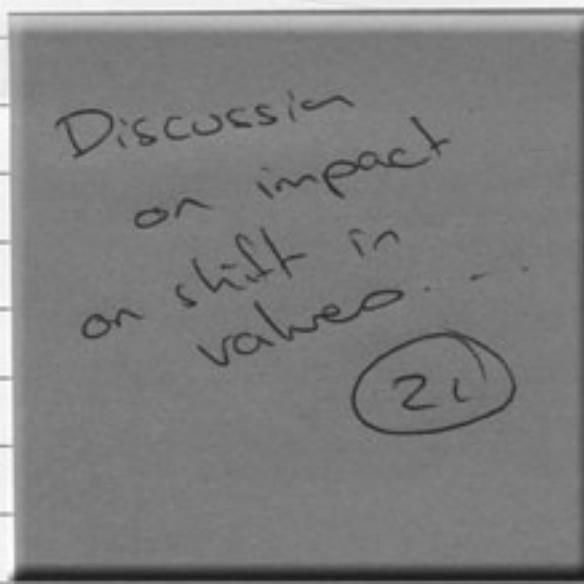
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CTD extra paper

we begin to rely on increasingly horrific events to be scared, demonstrating a lack of compassion and understanding for the pain of others. It remains questionable whether such representations encourage more violent crimes and opinions within our society, an outcome which is undoubtedly damaging for the modern viewer of horror films who are often younger and more inclined to be affected by such images negatively. Our reaction to death and pain has become more hardened and clinical and, in the opinions of people of the past could leave much to be desired. "Scream" perhaps tapped obsession with violence and horror as created through the film business, as the killer plot flew right through detailed examination of horror films, which means strongly our desensitisation that we may reach the point when we take to ~~to~~ imitate actions we see in film. What was originally intended to shock and horrify now serves to ~~the little~~ scare little, and older horror films are often seen as not being as scary or effective as new, more graphic and violent ones.

21



Ez