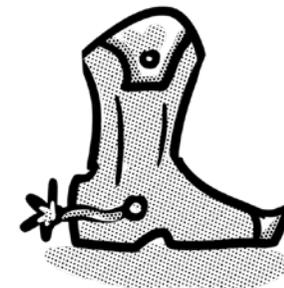
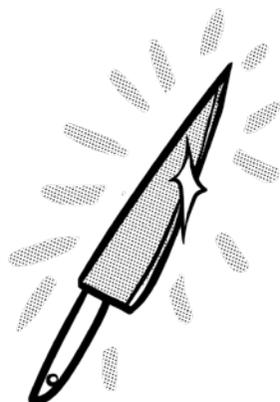
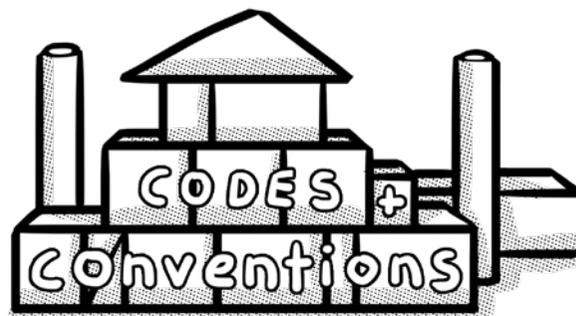


# GCSE Key Concept: Genre



PIXL  
Media Studies



GraspIT

### Genre and Pleasures

- Choose three different **genres** to research how they have **changed** and **developed** over time; you should explore how their changes reflect the **historical context** at the time and how the popularity of the genre was linked with society and any issues that were prevalent at the time.
- **Steve Neale** argued that genres are 'instances of repetition and difference', explore which elements within a genre tend to **stay the same** (repetition) and which elements tend to change and introduce **innovation** into a genre (differences). You should refer to specific examples in your response.

### Genre and Codes & Convention

- Discuss the role **actors** and **star personas** play in shaping genres. Can you think of any specific actors that are associated with genres? Why do you think audiences enjoy watching certain actors play similar roles in genre-driven films?
- What methods do producers use to ensure genres **survive** and **maintain their popularity**?

### Genre and Audiences

- Explore why audiences enjoy watching genre-driven films. Why do you think they don't get bored watching **repeated narratives** and **character roles**?
- Referring to the **Uses and Gratifications theory**, explain why audiences enjoy different genres. Look at the listings for your local large cinema and note which genres are most popular in contemporary society. What **uses** and **gratifications** would audiences gain from these genres?
- What role does genre play in **engaging an audience** across the nine different media forms? Which form uses genre the most when it comes to engaging an audience?

# GENRE

*noun: a type, or category, of media text*

### Genre and Iconography

- Iconography refers to **visual signs** that are associated with a specific genre, to gain a broader understanding of this you should produce a collage of **genre signifiers** linked with three different genres (that you are studying within your GCSE course), you can produce this as a physical visual collage or a digital poster.
- Iconography is often a key **communicator** for producers. Explain how iconography and the inclusion of signifiers can speak to an audience.

### Genre and Industries

- Film production is a big business with potentially large amounts of **profits** to be made, however funding needs to be secured before any film can reach the **production phase**. Explain how genre is key in securing funding for films.
- Film producers and distributors use genre as a key tool in **marketing** their films to potential audiences, explain the role genre plays in marketing new media texts. Choose a case study of a new media product to illustrate this.

### Genre and Themes

- **David Buckingham** argues that genres constantly change to **reflect the social period** in which they are produced. Choose a **film genre** to research how it has changed over time: you should choose media texts within the genre that illustrate the **key changes**.