

OxfordAQA

International GCSE

Media Studies (9257)

Subject specific vocabulary

This is an expanded version of the glossary included in the specification. The glossary includes all those specialist terms that may be used in examination questions, so students should make these their priority. The additional terms provided here in the Subject Specific Vocabulary will enable students to refine their ability to understand and express themselves in the language of Media Studies

Active audience

The theory that media audiences engage with or interact with media products by contributing, participating or creating their own meanings. See Reception Theory and Uses and Gratifications.

Agenda setting

The theory that the media have a powerful and influential role in telling politicians and the public what they should be thinking about.

Ambiguous/Ambiguity

A sign or a media product with several possible meanings which could be confused.

Analogue Media

These are media that record and transmit information continuously, ie not converted into binary code. Examples include vinyl records, physical film or audiotape. Analogue media have been largely superseded by digital media.

Anchorage

The text (copy) that fixes (anchors) an image to its intended meaning.

Antagonist

In a plot, the character whose function is to disrupt the protagonist – often, but not always, a villain.

Archetype

An original on which many copies are based. Often used in relation to characters in fictional works. Examples include the rebel, the mother figure and the villain.

Artificial Intelligence (AI)

The intelligence of machines and software rather than human beings. AI is rapidly transforming media industries and the expectations of media audiences. AI is used to create media products that can be tailored for individuals and can also be used to gather huge quantities of information from social media about individuals' preferences, habits and opinions. The human providers of creative content for media platforms see AI as a threat to their livelihoods. Others fear that the AI capacity to create highly convincing fake information threatens the ethics of journalism and people's right to receive honest and truthful information.

Audience

The people who consume a media product by watching, listening to, and/or reading it.

Audience positioning

The technique used to persuade the audience to interpret a media product in a particular way.

Augmented Reality

Technology combining computer-generated images with the users of a physical environment.

Austerity

Government policies that reduce spending on public services (such as public service broadcasting) so that the country doesn't have to borrow as much money.

Avatar

A picture, icon or character that represents a digital media user. For example a videogame player may be represented by an onscreen avatar.

Bias

A prejudice for or against a particular idea, place, group or individual. Biased reporting in the media may be demonstrated by tone or style, but also by selection or omission. A newspaper story may be biased not because of what's included, but what's left out.

Big Close-Up (BCU)

A camera shot which focuses on the face or close detail of the body. The closest type of shot is an extreme close-up (ECU).

Binary opposition

The contrast between two ideas or concepts, such as good/evil, male/female. Usually the contrast causes conflict that drives the narrative.

Bird's eye shot

A shot from high angle looking down on the subject.

Blockbuster

A film (usually produced by a Hollywood studio) with a very large production budget.

Binge-watching

The practice of watching many episodes of a television series in a single viewing session.

Blog

A personal or small group or business webpage or website that is usually informal and frequently updated. Bloggers also use social media platforms.

Brand

An identity imposed on a product or range of products in order to encourage consumer awareness and loyalty. Individuals with a high media profile, such as social media influencers, may also cultivate their own brand.

By-line

The printed line of text in a newspaper/magazine that names the writer of an article.

Camera Movement

The way the camera is moved during filming to add depth, interest and variation for the viewer, such as pan, tilt and track.

Capitalism

In economics, a capitalist system is one in which private ownership controls trade and industry. Private companies are motivated by the desire for profit and they compete to provide the most desirable products and services. A capitalist political system has very limited state (government) controls over the marketplace in which privately owned companies compete.

Censorship

The controls and regulations that exist about media content. Censorship powers can be held by governments or regulatory bodies.

Cerebral pleasure

Pleasures of the mind rather than the body.

CGI

Computer-generated imagery is the application of computer graphics to printed or moving image media. The term CGI commonly refers to 3D computer graphics used for special effects in film sequences.

Citizen journalists

Non-professional people who post news and other information to social media, blogs, vlogs and websites.

Clickbait

Eye-catching web content or headlines designed to entice the viewer to click on a link to a webpage with questionable value.

Code

A communication system which includes signs, rules and shared understanding. Examples include the English language, non-verbal codes, print codes and editing codes.

Cold opening

A short scene occurring before the opening credits or title sequence, which hooks the viewer by plunging straight into the story. Also known as a cold open or teaser sequence.

Colour palette

The suite of colours that are used in the creation of media texts, such as websites and magazines, to reflect a brand and appeal to its audience.

The Cold War

The name for the stand-off between the world's two superpowers, the USA and the Soviet Union, from the end of World War II in 1945 until the collapse of communism in 1989.

Commercial broadcasting

Privately owned media broadcasting of television and radio programmes.

Concentration of ownership

Refers to the number of organisations or individuals who control ownership of the media. Fewer stakeholders hold increasing shares.

Conglomerate

A media conglomerate is a large corporation that owns many media companies, such as television, radio, internet, publishing – giving the conglomerate greater competitive advantage in the market.

Connotation

The meanings of a sign or media product that are made by cultural association. These are often the deeper or underlying meanings. For example, images of a sunset in a film may connote ending or closure.

Consumption

The act of using media products by watching, listening to or reading them.

Content provider

Any company or organisation that makes material for consumption by media audiences.

Context

We use this term in two ways in media studies:

1. The immediate surroundings of something, for example a news photograph on the front page of *The Times* newspaper.
2. The wider cultural, economic, technological or historical circumstances of a media product or process.

Continuity editing

The most commonly used type of video editing used in post-production – predominantly used to establish a logical and linear coherence between shots.

Conventions

Established rules or shared understandings used in the creation of media products. Conventions are more likely to be taken for granted as ‘the way we do things’ rather than formally written down.

Convergence

The coming together of technologies and institutions to create a new product or media experience.

Copy

The written material, as opposed to images, that features in a media product.

Cover price

The price printed on the cover of a printed media text.

Close up (CU)

A common camera shot that tightly focuses on a person or object.

Crane shot

A camera shot that is taken from above the ground high on a crane (also known as a jib).

Crop

The cut down version of an image.

Cross-cut

An editing technique used to establish that action is occurring at the same time.

Cross-head

Words used as a title or sub-heading to break up text in a newspaper or magazine.

Cross media ownership

This describes any company whose assets include two or more media forms.

Cultivation theory

This is a media audience theory based on long-term studies proposing that as people become saturated by media messages their views of reality become ever more closely aligned to the content of the media.

Cultural hegemony

The process of making people see the beliefs and values of the most powerful group as being natural and common sense.

Cultural imperialism

The power and influence of one nation's media over other places in the world.

Cultural values

A culture's values are its core ideas and beliefs about what is right and wrong; acceptable and unacceptable. A wider culture, for example Latin American culture or Italian culture, will also include groups within them (sub-cultures) which do not share all of the mainstream values.

Cultural sensitivity

Consideration for the beliefs, expected and accepted behaviour of other cultures.

Cut

A simple editing technique. One shot ends and another begins, with no transitions or effects added.

Data mining

Turning raw data into useful information. Often used in relation to the huge volume of data supplied by users of social media.

Dateline

A line that shows the date that a media publication/article was written/first published.

Decoding

The interpretation of a message by an audience or an individual.

Demerger

Separating a large corporation into two or more smaller organisations.

Demographics

The characteristics and make-up of a sample of the population, eg age, gender, nationality.
The study of populations.

Demonisation

Making someone, something or a group or a group of people seem as if they are evil.

Denotation

The literal or surface meaning of a sign or media product.

Deregulation

The reduction or removal of a government regulation in a particular industry such as radio or television. Usually, this is done in the belief that increased competition will improve the quality of the service to provide more choice for consumers.

Desensitisation

The idea that continuous exposure to violent or disturbing media content can leave audience members indifferent to real life events.

Dialogue

Words spoken by characters in media products such as films or television dramas.

Diegesis/Diegetic

These terms relate to the world of the characters in a story. Information available to any of these characters is diegetic.

Diegetic sound

Sound from the world created by a film or video, whether on or off screen.

Diffused audience

For members of a diffused audience the media are totally integrated into all aspects of life. Media are consumed, interacted with, and used to perform.

Digital (platform)

Digital media are any media created, viewed or distributed by digital devices.

Disruption

In narratives, this is an event that disturbs the Equilibrium.

Distribution

The ways in which media products are made available to audiences either physically or online.

Diversification

This occurs when a media company branches out to offer services in more than one media form, for example when a magazine publishing company buys a radio station. See also, cross-media ownership.

Docudrama

A genre that combines fiction with real events. Real people and actual events are recreated in a docudrama.

Dominant cultural value

The beliefs held by the majority of people in society about what sort of behaviour is right or wrong, acceptable or unacceptable. These beliefs are so strong that they seem 'just natural' but if they are not constantly reinforced they can break down.

Dominant signifier

On a page or a poster or in a photo containing a number of signifiers grouped together, the dominant signifier is simply the most important (usually the largest) of these signifiers.

Drone shot

Aerial photography using a drone. Tracking shots, bird's eye view and overhead shots are particularly associated with drones.

Editing

Post-production techniques involving arranging, revising and/or removing written, audio or video content for audience consumption.

Editorial

A statement of a newspaper's position on a topic often written by the editor. Also see op-ed.

Editorial copy

Anything in a newspaper other than advertising.

Effects Theories

These theories of the Media Audience suggest a strong causal relationship between the media messages people receive and how they think, behave and perceive the world.

Ellipsis/Elliptical editing

In film and video editing, ellipsis is the omission of a period of time. The audience is expected to work out what has happened in the missing period from the context.

Encoding/Decoding

This model of communication claims that media products contain various messages that are made (encoded) using codes and conventions. The ways in which audiences make sense of (decode) these messages depend on the social context of the audience member. The decoded message may not be the same as the encoded message.

Enculturation

The process that brings people into line with the values, beliefs and expected behaviour of a culture.

Enigma

A narrative device in the form of a mystery or puzzle that is not immediately resolved. An enigma is a way of hooking the audience into the story.

Equilibrium

In narratives, this is the state of balance or harmony that exists at the beginning. A restored but different equilibrium is achieved at the end of the narrative.

Establishing shot

A type of camera shot that fulfils the narrative function of locating the action in space. For example, a television news report about American politics may begin with an establishing shot of the White House.

Ethics/Media ethics

The principles and standards that are upheld in broadcast media, film and the Internet.

Ethnicity/Ethnic

These refer to large groups of people with a common or shared identity or heritage in terms of, for example, culture, religion, language and sense of history.

Eyeline match

A film editing technique that makes the audience feel that they are seeing what the character on screen is seeing.

Fade

In video editing post-production, a fade is the transition to and from a blank image.

Fake news

Information that appears to be genuine but is untrustworthy, misleading, false and/or damaging.

Flashback

A scene in a moving image that is set in an earlier time than the main story. A technique more rarely used is the flash forward.

Focus group

A group of people, usually with common characteristics, assembled to discuss a particular product, issue or campaign in order to collect in-depth information. Focus group discussions are often led by a facilitator who guides the discussion or poses questions.

Foley sounds

Named after pioneering Hollywood sound effects artist Jack Foley, the diegetic sounds of important actions on screen are re-created by artists in a studio. Foley artists watch an edit of the film as they work to make sure their timing is right. Even footsteps as the actors walk are usually recreated and added afterwards.

Folk devil

The person or group that is the focus of moral panic.

Form/Media Form

The various formats that media products take, such as newspapers, magazines and films. Each media form will have its own set of codes and conventions.

Font

The style and size of text characters on the printed page or screen.

Fragmentation

The process of breaking something down into smaller parts. A fragmented audience may be very large, but the individual members have no connection with each other and use many different devices.

Framing

The amount of information in a scene revealed to the audience by choice of camera shot.

Franchise

A media franchise is a collection of linked media products derived from single original source. James Bond and Marvel Comic Universe are examples of film franchises. In business, including the media industries, a franchise is the authority given by a government or company to an organisation which is then permitted to make certain products or offer certain services.

Freelance

A person who is hired by different companies to work on particular projects. Freelancing is common in many areas of the media.

Freemium

A business model especially used with internet content and mobile games that offers basic services or the basic game free of charge but where more advanced or special features have to be paid for.

Free-to-air

Broadcast channels for which audiences do not have to pay a fee or subscription.

Focus

Focus is an example of a photographic code. Deep focus allows all the detail of the image to be clearly seen. Shallow/narrow focus will draw attention on one part of the image with surrounding detail blurred. The distance between the nearest and furthest points from the camera that are in focus is called the 'depth of field'.

Gatekeeping

The way in which information is filtered by the media before it is prepared for publication, broadcast or distribution.

Genre

A way of describing texts which share recognisable characteristics, for example men's magazines, TV crime dramas or first-person shooter games.

Globalisation

The process that has seen international flows of trade, business, media and cultural products become speedier and more intensive.

Greenlight

The stage in the process of film development when funding has been agreed and shooting can start.

Guerrilla marketing

The focus of guerrilla advertising or marketing is on the creative, the imaginative, the unexpected – something that will generate a social buzz. Based on low-cost unconventional tactics which aim to capture the attention and interest of consumers.

Headline

The text, usually in larger font, at the top of a page or article in a newspaper or article, indicating what the content is to the reader.

Hegemony

The dominance in the media of a particular social group. For example, in the UK, middle class people dominate the media workforce.

Home page

The first page of a website that a user will access at a web address. The home page usually contains navigation links to the other pages of the website.

Horizontal integration

Companies that acquire other companies operating in the same sector. Horizontal mergers and acquisitions can increase the market power of the newly formed and larger company, but can be to the disadvantage of consumers because competition and therefore choice is reduced.

House style

The overall design style of a newspaper, website or magazine. This might include font, colour scheme and layout. The house style sets a product apart from its competition and makes it easily recognisable to its audience.

Hybrid

A genre that combines two or more pre-existing genres to create a new category. Romcom, combining characteristics of romance and comedy genres is an example.

Hypodermic syringe theory

A passive audience theory that suggests the media work like a drug injected into the minds of the audience. The inference is that audience members have no control over the way in which the media influences them, similar to brainwashing.

Icon

In semiotics, an icon is a sign that physically resembles the thing it stands for (compare with symbol).

Ident

Short for identifier – can be a short visual image shown on the screen in between television programmes, signalling the channel that is being watched, or an audio ‘call sign’ to identify a particular radio station/programme.

Ideology

A shared set of beliefs and ideas about what is right and what is wrong.

Immersive

An experience that completely draws in the audience or user by enabling them to interact with the product.

Independent

Media companies that are not part of large corporations and the products they produce such as independent films.

In-groups and out-groups

An in-group is a social group to which a person belongs and identifies with. An out-group is any group that person doesn't associate or identify with. In-groups often reinforce members' loyalty and sense of belonging by speaking and acting negatively towards out-groups, creating a ‘them and us’ situation.

Intellectual property

Ideas and designs that are copyright to a company or individual. For example, the characters and stories of the Marvel Universe are the intellectual property of Walt Disney Studios and the subsidiary (wholly owned) company, Marvel Studios.

Interactivity

Two-way communication in which the participants both actively engage in the process.

Intertextuality

A feature of media products that borrow or quote from other media products.

ISP

Internet service provider. A company that provides access to the internet for homes and businesses.

Jingle

A short and catchy piece of music or song/slogan used to promote a product, used particularly in advertising and on the radio.

Left wing

Political views that support social equality, fairness and the duty of society as a whole in order to support those who have difficulty supporting themselves.

Lighting

Lighting is a technical code that can add dramatic effects to images. Lighting can be high key (everything brightly lit), low key (a lot of contrast between light and shadow), or natural (trying to look 'like real life').

Linear narrative

A narrative structure that sticks firmly to the time order in which events occur.

Linear model

A model which sees media communication flowing along a straight line from the Sender who sends a Message to a Receiver. Sometimes known as the S-M-R model of communication.

Livestreaming

Broadcasting an event or presentation over the internet as it happens.

Logo

The visual image used to identify a product, brand or company.

Long shot

These camera shots place people (if any) in the context of their environment. Also known as a Wide Shot. Variants include a Medium Long Shot and an Extreme Long Shot.

Low angle shot.

This is a shot from below, often used to make the subject bigger or more important.

Low brow

Used, often rather insultingly, to describe the examples of culture that are simplistic and undemanding. In contrast, anything described as highbrow is usually an example of culture considered intellectual and demanding.

Masthead

A publication's name or title in a distinctive form usually placed at the top of the front page or cover page.

Media brief

A document setting out what is needed within a media product. It is usually written by a non-media company, such as a manufacturer who wants to advertise their goods, explaining what they want the media products to achieve. It is used by their chosen media production company to make sure they get the message and the details right.

Media consumption

Audiences and individuals are often described as consumers of the media. Media consumption is any engagement with the media by an individual or audience.

Media Industries or Media Institutions

The organisations that create and distribute media texts, such as the BBC and News Corporation.

Mediation

The process by which a media product represents an idea, issue, event or group of people to the audience. 'Mediation' suggests that this process always changes the perception of whatever is represented by the media.

Medium or mid shot (MS)

A commonly used camera shot. Typically, it will frame the subject from the waist up or show some background detail in the shot.

Merchandise

Spin-off products linked to feature films or other media products that may include toys, clothing, posters, books, games, food and other items that bear the brand of the media product.

Merger

A combination of two media companies into one – usually to gain more power and influence in the market.

Message

The content of a media product; the meanings it communicates.

Mise-en-scene

All the elements chosen by producers to make up the content of images, including codes such as location, lighting, non-verbal communication (NVC), props, accessories, etc. are often referred to as the mise-en-scène. It is a French term meaning 'put in this scene' which emphasises the idea that elements are included deliberately to communicate specific meanings.

Mock-up

A rough plan of how the layout of a page of printed media will look.

Model

A model seeks to capture an idea or concept in a simplified form, often as a graphic or diagram. For example, the linear model of communication.

Mode of address

This describes the style and tone of a media message's presentation; not so much what is being said but the way in which it is said. Formal/informal, direct/indirect are examples of modes of address.

Monetization

Converting something into money. Often used in association with videogames and apps. Various techniques are used to ensure that players and users provide the producers with a profitable income.

Monopoly

A situation in which one company totally dominates a sector of the marketplace. There is no competition, leaving customers with no choice to buy elsewhere.

Montage

A technique of putting together fragments of still or moving images and/or sounds from different sources to create a meaningful sequence. Often used to compress time.

Moral panic

The impact on society when the mass media play an active role in stereotyping a person, group or issue as a threat to the accepted norms, values and interests of society.

Multi-media

Technology that enables sound, video, text and graphic images to be used in the same media production.

Music beds

Both radio and advertising use music beds in the background, to invoke an atmosphere or mood. Usually refers to instrumental pieces that are relatively low in volume, allowing other sounds to be heard clearly above them.

Narrative

The way in which a story or a sequence of events is put together. Narrative organises chains of events telling us why, when and where things are happening. A simple narrative structure is equilibrium, disruption, recognition of disruption, attempts to restore equilibrium, new equilibrium. See Equilibrium, Disruption.

News values

Ways in which media companies will assess and categorise news stories and decide on their newsworthiness. Each media publication will have its own news agenda and set of news values.

Newsworthiness

Relates to a topical event that is considered sufficiently interesting to the public to be worthy of reporting as news. News media will judge the newsworthiness of an event by applying in their own set of news values. These may differ. For example, a UK-based news organisation is likely to see events in the UK as more newsworthy than similar events in, say, Brazil.

Niche audience/market

A relatively small and specialised segment of an audience with specific tastes and interests.

Non-diegetic sound

Sounds that the media audience can hear, but the characters in a story cannot. Typically, non-diegetic sound will be sound effects or background music added to create mood and atmosphere. Voiced narration and theme music are examples of non-diegetic sound.

Non-verbal communication/codes (NVC)

These are all those methods of communication that do not include spoken or written language. Dress and appearance, facial expression, eye contact and body movement are examples of NVC.

Objectivity

Information that is based on facts and analysis or scientific reason. Objectivity is based on observable and measurable evidence. Objective views are often backed up by statistics. Something claimed to be 'objectively true' will be supported by hard evidence.

Oligopoly

A market that is dominated by a few companies that control the supply of the products or services. There is very little competition within an oligopoly and the companies tend to cooperate with each other by keeping prices high.

Op-ed

A newspaper term. Short for 'opposite the editorial page', these are written by contributors rather than newspaper employees and do not necessarily express the newspaper's official position.

Opening sequence

The opening section of a film/television also drama. Often this is action-packed and ends on a cliff-hanger. Opening sequences are used to introduce key characters or to establish settings.

Ownership

The companies who own the companies that produce and distribute media products.

Panning

A camera movement in which the camera stays in one position (usually on a tripod) and sweeps around horizontally from left or right.

Paralanguage

How we convey meaning through aspects of speech other than the words we use. Examples include speed of delivery, rhythm, tone, volume and hesitation.

Passive audience

Passive audience theories stress the power of the media to directly influence the ways in which audiences think or behave.

Pathetic fallacy

The association of human feelings and motivations to objects or natural phenomena. This device is often used in story-telling, for example by associating a storm with anger or sunshine with happiness.

Patriarchy

A system or society in which men are all-powerful and women are excluded from positions of influence or responsibility. Patriarchal attitudes are the views and beliefs that justify this inequality.

Paymium or paidmium

A business strategy for apps that combines a low initial price with in-app purchases.

Paywall

A website with a paywall is fully or partially restricted to users who pay a subscription.

Photographic codes

Techniques used to add meaning to images. These include lighting, framing, composition, camera position, lens type, focus and length of exposure are all photographic codes.

Photo story

In newspaper journalism, this is a story that is more newsworthy because of the presence of an interesting photograph.

Pitch

An outline of an idea for the creation of a particular media product.

Platform, Media Platform

The technologies, software or apps that allow media producers to deliver media to audiences. Social media platforms also allow users to provide feedback and/or interact with each other.

Plot

The way in which a story is fashioned before it is told. Story events are organised and planned, perhaps by withholding key pieces of information from the audience in order to 'keep them guessing'.

Point of view (PoV)

A camera shot that allows the audience to see from the viewpoint of an individual character.

Polysemic

A sign or message that can have many different meanings.

Preferred reading

The interpretation of a media text that the producers intended the audience to have.

Prejudice

Preconceived ideas or opinions that have no basis in reason or evidence. Some stereotypes and representations are prejudiced.

Pre-production

The work, planning and research that is done on a media product before the actual production begins.

Pressure group

An organised group of people which tries to influence government policy in a particular area or in support of a particular course.

Primary research

Original and new research that is carried out to answer particular questions.

Prime time

The times of the day when radio and TV audiences are expected to be at their highest.

Private sector

This comprises all those companies which are not owned or controlled by the state but which are run for profit. Also known as the commercial sector, commercial broadcasting.

Prosumer

An individual who both consumes and produces, for example, media products.

Producers

The people who plan, coordinate and create media products.

Product

Any media text can also be called a media product.

Propaganda

Using the media to promote a biased viewpoint, usually for political purposes.

Props

Short for property. Objects that appear on screen or stage.

Protagonist

The main character in the story. The protagonist is actively opposed by another character: the antagonist.

Psychographic

Marketing and advertising often categorise consumers using psychographic variables: different psychological categories that are linked to aspirations, lifestyle, personality or spending habits for example.

Public sector

Companies that are owned or controlled by the state. In the UK, the BBC is an example of a media organisation in the public sector.

Public service broadcasting

Television and radio programmes that are broadcast to inform, entertain or educate the public, without trying to make a profit.

Qualitative research

Qualitative research is used to explore and gain an understanding of audience opinions and motivations. Typically involves questionnaires, interviews or focus groups.

Quantitative research

Quantitative research is the collection of numerical data and statistics.

Quest narrative

A type of narrative in which the protagonist (hero) strives towards a certain goal. All sorts of challenges and obstacles, including the efforts of an antagonist (villain) lie between the protagonist and the goal. Narrative theorists have identified many of the key characteristic and typical characters associated with a quest narrative.

Realism

The use of codes and conventions to make a media product seem realistic rather than contrived.

Reception theory

These are theories of the media audience that see audiences as 'active' because they make their own meanings out of the messages received from the media. The meanings we make out of media products are just as much influenced by who we are as by the content of the message, according to reception theory.

Regulation

Rules or sets of standards that are expected to be adhered to. Regulatory bodies oversee that this is being done by media companies.

Representation

The way in which the media portrays people and the world around us.

Right wing

Political views that are supportive of the free market with minimal government interference. More in favour of traditional values and opposed to progressive social change.

Role model

A real or imagined character that serves as a model to be admired or copied.

Running story

This is a story that appears in two or more consecutive editions of a newspaper or for two or more days in other news media. If a breaking story has this potential, journalists may say 'this one will run and run'.

Secondary research

Secondary research involves the collation and analysis of research that already exists.

Segmentation

The division of audiences into subgroups and categories.

Self-regulation

This occurs when media industries set up and pay for their own regulatory bodies. Unlike statutory regulators, these do not have legal powers, but they rely on companies within the industry to accept a code of practice. In the UK, examples include IPSO (newspapers and magazines) and the Advertising Standards Authority (ASA).

Semiotics

The use and study of signs, sign systems and their meanings. Also known as semiology.

Serif and Sans Serif

A serif is a small decorative line added to the letters of certain typefaces. Sans means without, so sans serif typefaces don't have these features.

SF

Science fiction. The Science Fiction/Science Fantasy hybrid is sometimes referred to as SF/SF.

SFX

Special Effects. Graphics techniques that are applied to moving images to create specific effects.

Shot

A single image taken by a camera, or a single take of video footage.

Sign

Anything that expresses meaning is a sign. Examples include written or spoken words, an image, a sound, a gesture or an item of clothing.

Signposting

The technique of establishing what the location or theme of a scene is from the beginning. For example, a hospital drama might be signposted by audio of medical equipment or ambulance sirens.

Skyline

A line of text, with or without a coloured strip background, that runs across the top edge of a magazine page, poster or other printed product. It contains important information to appeal to the audience.

Slogan

A catchy, eye-catching and memorable phrase, often used in advertising.

Social cohesion

The tendency for individuals in society to bind together with shared views, beliefs and behaviour.

Social construction

The belief that masculine and feminine behaviours, values and beliefs are constructed by society and not by nature.

Social fragmentation

The tendency for individuals and groups within society to split apart because they have few values or beliefs or behaviours in common.

Social group

Two or more people who share a common sense of identity.

Social media/networking

Websites, platforms and apps that enable users to communicate with other people across the world.

Social realism

A film genre that deals sympathetically with everyday issues and problems faced by working-class people. Typical themes of social realist films include unemployment, poverty, homelessness and the effects that these have on people's relationships.

Spin

A form of biased communication used by advertisers, marketers, or politicians to present someone or something in a very positive or very negative light. Experts in spin are called 'spin doctors'.

Sponsorship

A marketing technique involving the funding or support of, for example, a person, media product or event in order to increase exposure for a brand or product or service.

Standfirst

A term used in print and website design which refers to introductory material, usually appearing immediately after a headline and often distinguished by a different typeface.

Statutory regulation

Statutory regulators have legal powers to control the industry for which they are responsible (a statute is a law). For example, Ofcom is the UK regulator for TV, radio, video-on-demand and phones. It sets rules and enforces them in these sectors.

Stereotyping

The reduction of a social group to a limited set of characteristics or pre-conceived ideas. Stereotyping may be positive, for example an assertion that 'Indian people are always kind,' or negative, for example 'young people are all so badly behaved'.

Storyboard

A visual representation and plan of how a moving image scene will be shot. Typically includes a sketch of each frame, camera movements, edits and timing, etc.

Storyline

Another word for plot.

Strapline

A cross-column subheading, usually found in newspapers, magazines and websites, that emphasise part of an article or advert.

Subculture

A group with beliefs or values or behaviour that differ from most people in the wider culture to which it belongs.

Subjectivity

Information that is based on an individual interpretation or opinion. It can be clouded by bias, values or beliefs. Subjective views may not be backed up by scientific proof or hard evidence, but they can still have great value in opening our eyes to a deep understanding of something that is not measurable such as humanity, love or grief.

Subscription video-on-demand

SVOD is the same as VOD but is only available to paying customers. Amazon Prime Video is an example.

Subscription broadcasting

Any platform/broadcaster that offers access to its content for a paid subscription.

Subversion

The act of overthrowing, undermining or destabilising something. In media studies, this is often applied to the 'taken for granted' conventions of cinematography, editing, genre or narrative. These conventions are sometimes subverted (broken) for creative reasons, to shock or stimulate the audience, for example. When conventions are systematically subverted over a period of time, they simply become new conventions.

Supply and demand

In economics the law of supply and demand predicts that an increase in the supply of a product coupled with a decrease in demand will cause the price of the product to fall. If demand is greater than supply, the price will rise. Consequently, media industries put a lot of effort into stimulating demand for their products.

Symbol

A sign which doesn't physically resemble the thing it stands for. Words are symbols because they don't look like the idea or object that they stand for. The red, white and blue tricolour flag is a symbol of France.

Synergy

Where two or more media products are linked for commercial purposes, for example a film and a video game based on the film.

Target audience

Producers of media products always have in mind an intended audience, often defined by age, gender or social class. The product is fashioned to appeal to the specific wants and needs of this group, a process called targeting the audience.

Teaser

A form of trailer that 'teases' the audience about a forthcoming film. Often meant to intrigue, teasers are typically short and aimed at sparking interest.

Tilt

A camera movement on a vertical axis. The camera, usually tripod mounted, is angled upwards or downwards.

Time shifting

The viewing of a broadcast programme at the time of the viewer's choice rather than at the time of transmission. This may be achieved by home recording, downloading or streaming.

Titles/title sequence

The opening credits of a television programme or film, including the title but often including information about key personnel and snippets of the product.

Tracking

A camera movement in which the camera itself is moved alongside or towards the subject.

Trailer

A short advert for a forthcoming film, usually adhering to a particular set of codes and conventions. Trailers might include highlights from the film and information about the stars of the film.

Transition editing

The joining together of two shots. The most common type of transition is the cut: an instant shot change between the two shots. Others are crossfade, mix and dissolve, in which one shot gradually merges into the next. Digital editing can also achieve many special effect transitions. A fade-in is a transition between a blank screen (usually black) and a shot. Fade-out is the same in reverse.

Transmission

A broadcast programme on television or radio. A live transmission is broadcast simultaneously with the event actually happening.

Treatment

A short outline of an intended media production. This might include written descriptions, sketches and mock-ups.

Typography

The design and arrangement of written material for a printed page or screen.

Unique selling point (USP)

The factor that makes a specific product or service stand out in comparison to other similar products. The USP of a community radio station could, for example, be that it plays music by local artists or that it features news about the local area.

User generated content (UGC)

Any content created and distributed on a particular platform by a user of that platform.

Uses and gratifications

A theory associated with Blumler and Katz suggesting that audience members seek out and actively use media products to gratify different sorts of need.

Verbal codes

These include any examples of written or spoken language.

Vertical integration

A strategy that involves bringing supply, production, distribution and sales together into one unified company.

Video-on-demand (VOD)

VOD is television content that can be watched at any time the viewer chooses. VOD may be free or pay per view or available only to paying subscribers.

Viral marketing

A method of marketing which encourages media consumers to share opinion and information about a media product on the internet and on social media.

Virtual reality (VR)

Technology that simulates a three-dimensional world, often enabling users to interact with it.

Visceral pleasure

A type of audience pleasure that is like a physical experience.

Vlog/Vlogger

A video blog or video log, usually shortened to vlog, is a form of blog that uses video rather than written text.

Voiceover

A segment of narration that is added to a broadcast with the speaker not seen on screen.

Voyeuristic pleasure

An audience pleasure based on the thrill of watching people secretly, without their knowledge.

Wide angle shot

A camera shot which gives the viewer access to the whole scene. Called a long shot in film.

Zoom

Movement of a camera lens to make a subject seem closer (zoom in) or more distant (zoom out).