

## **Year 11 Creative iMedia PPE 2**

### **Revision List**

- Media types (traditional and new) and product examples (e.g. Print publishing- newspaper, Internet- web banner etc.)
- Target Audiences and Audience Segmentation along with how this could affect the final product (Age, Gender etc).
- Planning tools- what should they include, when used and who by?- mind maps, visualisation diagrams, time/work plans, scripts, storyboards.
- Legal issues- ratings (PEGI etc.) symbols (Copyright etc.)
- Job roles within the media industry
- File types- audio and video.
- Font types- main categories and examples.
- Understanding design briefs and scenarios- requirements and constraints.