

Unit 1.2 – Job roles in the media industry – core learning

Part 1 – development stages

1. Products go through three stages of development

Name the three stages **in order**

1

2

3

2. For each stage, briefly describe the sorts of tasks that would be completed

Stage 1:

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Stage 2:

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Stage 3:

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Part 2 – Jobs in the media industry

Jobs are divided in to three types.

3. Technical roles

a) Give a definition of **technical roles**

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b) List the **six** technical job roles. Briefly say what each does

- 1
- 2
- 3
- 4
- 5
- 6

4. Creative roles

a) Give a definition of **creative roles**

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b) Draw a mind map to name the 8 creative job roles

5. Senior roles

a) Give a definition of **senior roles**

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b) List the **five** senior job roles. Briefly say what each does

- 1
- 2
- 3
- 4
- 5

6. An **audio technician** is a technical role. Describe what as audio technician does

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7. A **sound editor** is a technical role. Describe what a sound editor does

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8. What stage of production would a **camera operator** be most likely to work in?

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9. A copy writer is a **creative role**. Describe what a copy writer does

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10. A **graphic designer** is a creative role. Describe what a graphic designer does

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11. What stage of production would a **graphic designer** be most likely to work in?

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12. A **games designer** is a creative role. A **games developer** is a technical role. Describe the differences between these two jobs and explain why they are different types of role

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13. For each of the **senior roles**, describe briefly what each does

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