

Guernsey Grammar School & Sixth Form Centre  
Foote's Ln,  
Guernsey,  
GY6 8TD

Dear future A Level Media Student,

Currently, I am a year 12 student and have just completed the first major task towards my media A Level - my music magazine; this means that I'm equipped to tell you the sorts of production skills that you can expect to gain by taking A Level Media Studies. The skills I have gained so far include camera skills, (what makes a good camera angle or how to frame images and objects in order to communicate your narrative) editing skills (photoshopping and text design on various softwares) and literacy skills in terms of journalistic style writing. These production skills will be so useful in the media industry but during this course you also gain creative and transferable skills such as time management, directing skills, communication, research planning and much more. For example, whilst figuring out what sort of conventions relate to my intended genre, I had to do some extensive research.

My technical skills have improved vastly since the beginning of my music magazine. I had never used the Adobe InDesign or Adobe Photoshop softwares nor had I used an industry level camera for professional photography. So, using these softwares and equipment has taught me how to use a DSLR camera in terms of aperture and shutter speed using InDesign taught me how to use the effects to get the narrative you want and how to make your star pop in Photoshop. An example of this is when I was creating my front cover - Media Studies has taught me how vital this is in a music magazine. Your cover, the cover star, the coverlines, pugs and plugs are the first thing the audience will see so all of these need to create the desire to purchase the magazine, convey the genre and hit all the Uses and Gratifications. Bulmer and Katz's Uses and Gratifications theory states that people consume media for the intentions of gaining entertainment, information, social interaction or a form of personal identity. I took all this into consideration when making my front cover - firstly, I had to use Adobe Photoshop to cut out my star image so that it became a PNG with a transparent background. I did this using the select and mask tools and struggled to refine the edges. Once I had fully cut the