**Media Studies 200: Intro to Media Studies**
Intended for 70 undergraduate students
Spring 2025 at the University of Victoria
[lək̓ʷəŋən](https://www.songheesnation.ca/community/l-k-ng-n-traditional-territory) and [WSÁNEĆ](https://wsanec.com/) territories
M and Th, 10 - 11:20am | 1.5 units | prereq: AWR
Taught by [Jentery Sayers](https://jntry.work/) (he / him) | jentery@uvic.ca
Office hours: M and Th, 12-1pm, in CLE D331
Teaching assistant (marking): Maya Linsley (she / any)

**YOUR NAME:**

# Worksheet 2

Worksheet 2 covers all material from [Module 2: Media](https://jentery.github.io/mdia200v4/#module-2-media). Your response is due via Brightspace by Thursday, February 13th, at 10am.

The worksheet is *open-book*, meaning you are allowed to use handouts, the course website, my slides, your notes, recordings of class sessions, the library, and the internet to address the prompts.

*Please cite your source material.*

## Format

This open-book worksheet contains *five* prompts. You should respond to *four* of them. If you respond to all five, then I will mark the first four.

Each response is worth 25 points for a total of 100 points.

Some prompts ask you to create media. Please attach your audio, image, or video files to your response in Brightspace. Do *not* use YouTube, SoundCloud, Vimeo, Google Drive, or any other non-Brightspace platform to submit files.

## The Five Prompts (Select Four)

**Prompt 1**. Use terminology from the [“Understanding Media,”](https://bright.uvic.ca/d2l/le/lessons/365831/topics/3191119) [“Images,”](https://bright.uvic.ca/d2l/le/lessons/365831/topics/3191468) and [“Comics”](https://bright.uvic.ca/d2l/le/lessons/365831/topics/3191512) handouts to annotate one page of a comic of your choice. Fill the margins and gutters of the comic with descriptions of what you see. Then use no more than 350 words to 1) describe your annotations, 2) explain how you organized them on the page, and 3) tell me what you learned about comics and images from this exercise. You’re welcome to use software to annotate the page, or you can print it and annotate it manually. Just don’t forget to attach the annotations to your submission as an image file.

Stuck? Looking for ideas? Check out [these examples](https://bright.uvic.ca/d2l/le/lessons/365831/topics/3201875) from Nick Sousanis’s comics classes in 2015-18. Note how most of them are colour-coded, include a legend, and place the comic on a larger canvas or piece of paper for the sake of annotation.

You’re welcome to annotate a page of Adrian Tomine’s [“Translated, From the Japanese”](https://bright.uvic.ca/d2l/le/lessons/365831/topics/3156910) for this exercise. We studied it in class. You’re also welcome to annotate a spread (two pages) instead of a single page.

**YOUR RESPONSE:**

**Prompt 2**. Use your preferred software to transcribe the text of [these three frames](https://bright.uvic.ca/d2l/le/lessons/365831/topics/3195907) in *THE M00D 0F THE M0MENT*. As you transcribe them, please change the typeface from Monaco to a typeface of your choice, including any changes you wish to make to the font as well. (I recommend consulting [Typewolf](https://www.typewolf.com/recommendations), [Google Fonts](https://fonts.google.com/), or even [Wikipedia](https://en.wikipedia.org/wiki/List_of_typefaces) to learn more about typefaces along the way.) Then use no more than 350 words, including terminology from the [“Understanding Media”](https://bright.uvic.ca/d2l/le/lessons/365831/topics/3191119) and [“Text”](https://bright.uvic.ca/d2l/le/lessons/365831/topics/3191538) handouts, to tell me 1) which typeface you selected, 2) why you chose that typeface to replace Monaco, 3) how the features of your new typeface alter the meaning of *THE M00D*’s story, and 4) what you learned about text and typefaces from this exercise. Don’t forget to include the modified source material in your response. You can either paste it into the worksheet as text or attach it to the submission as an image file.

Please change the typeface only once across all three frames. Do not change the typeface in every frame.

**YOUR RESPONSE:**

**Prompt 3**. Watch [this video](https://www.youtube.com/watch?v=WFVLWo5B81w) about Joanna Fang’s Foley work for Sony. Then record a short video (no longer than a minute) of a scene from your everyday life. (It doesn’t have to include any people in it.) Now create and record two Foley sounds that could play at some point during your short video. Two rules: 1) you cannot use your mouth to make the sounds, and 2) you cannot produce footsteps Foley. Next, use no more than 350 words, including terminology from the [“Understanding Media”](https://bright.uvic.ca/d2l/le/lessons/365831/topics/3191119) and [“Audio”](https://bright.uvic.ca/d2l/le/lessons/365831/topics/3191633) handouts, to 1) describe your two Foley sounds, 2) explain how you made them, 3) provide timestamps for when they would play in your short video, and 4) tell me what you learned about audio from this exercise. Don’t forget to attach your two audio files and your video file to your submission.

**YOUR RESPONSE:**

**Prompt 4**. Watch [*Biidaaban*](https://www.spottedfawnproductions.com/biidaaban/) a few times and take notes as you do. Now, review your notes and identify three important shots in the video. Then use no more than 350 words, including terminology from the [“Understanding Media”](https://bright.uvic.ca/d2l/le/lessons/365831/topics/3191119) and [“Video”](https://bright.uvic.ca/d2l/le/lessons/365831/topics/3195421) handouts, to 1) provide the following information for each shot: a) timestamp, b) shot type (e.g., ECU, MS, LS, or LA), c) brief shot description (the action and the shot’s content), and d) why you selected it, and 2) tell me what you learned about *Biidaaban* and video from this exercise. Try to cover a variety of shot types. The [“Video”](https://bright.uvic.ca/d2l/le/lessons/365831/topics/3195421) handout includes a list of them.

**YOUR RESPONSE:**

**Prompt 5**. Take a photo of a scene from your everyday life and then use whichever technique you prefer to draw a [heads-up display (HUD)](https://en.wikipedia.org/wiki/HUD_%28video_games%29) over it. (I recommend consulting the [Game UI Database](https://www.gameuidatabase.com/index.php) or [Interface in Game](https://interfaceingame.com/) for ideas.) You are welcome to stage the photograph as if it’s a scene in a game and add images and other “assets” to it during the editing process. Then use no more than 350 words, including terminology from the [“Understanding Media”](https://bright.uvic.ca/d2l/le/lessons/365831/topics/3191119) and [“Interfaces”](https://bright.uvic.ca/d2l/le/lessons/365831/topics/3195519) handouts, to 1) describe your HUD, 2) identify its genre, 3) explain how you made it, and 4) tell me what you learned about interfaces from this exercise. Don’t forget to attach your image file to your submission.

**YOUR RESPONSE:**

## References

**ADD YOUR REFERENCES HERE. VERY IMPORTANT. YOUR REFERENCES.**