

Personal Learning Checklist: Kim Kardashian Hollywood App Close Study Product



	At end of unit		
	R	A	G
Introduction to TV series unit			
I understand why we are studying this app and what it says about our interest in celebrity and fame.			
I have played the game and can describe what the player has to do.			
Historical, Social, Cultural and Political context			
I can explain the cultural importance of Kim Kardashian			
I can describe how Kim Kardashian interacts with her followers and why			
I can describe the target audience for the game and explain how I know this			
Media Language			
I can describe and explain the narrative ingredients of the game (characters, settings, events, etc)			
I can discuss the visual style of the game			
I can describe the semiotic meaning of the game and the values and messages it gives			
Media Representations			
I can describe the stereotypes used in the game (femininity, masculinity, place, class and age)			
I can explain how the representation of society in the game can drive the values and behaviour of the target audience			
I can discuss the way that females are represented in the game			
Media Audiences			
I can describe and explain changes in the gender of game players over time and link to the target audience for KKH			
I can explain why the target audience would enjoy playing this game			
I can describe Uses and Gratification Theory and link to this game			
I can explain why the audience may be influenced negatively by this game (think: values and attitudes)			
I can describe and explain how the game was marketed			
Media Industries			
I can discuss Media Convergence in this game and why media texts do this			
I understand how video games are regulated			
I understand how the game industry has changed over the last 50 years			
I can discuss how females have become a key part of the gaming industry			
I understand how apps make money and can link to Kim Kardashian Hollywood			