



## **Enhancing Employability of Youth in Cultural and Creative Industries**

Project Ref: 2022-1-CY02-KA220-YOU-000086328

### **Definition of knowledge validation**

WP2/A6

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### Referenced Documents

ID	Reference	Author	Title
1.	KA220-YOU-E5F8B9DD	HESO	EPICURIOUS PROPOSAL
2.	WP2/A5	EPICURIOUS CONSORTIUM	ENTREPRENEURSHIP SKILLS MANUAL

### Applicable Documents

ID	Reference	Author	Title
1.	WP2/A5	EPICURIOUS CONSORTIUM	ENTREPRENEURSHIP SKILLS MANUAL



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## 1. Introduction

The EPICURIOUS Skills Enhancement Framework consists of 6 topics in the areas of the Cultural Creative Industries (CCI). Each topic contains a skills manual comprised of theory and an assessment, as well as a tips and tricks manual with assessments, and proposals for workshops' implementation to allow youth users to expand upon the skills they acquired in the CCI.

In the following document, we analyse the methodologies for assessing and attributing Knowledge acquisition to those who followed the EPICURIOUS Skills Enhancement Framework.

The training content can be implemented in physical training by Youth educators. It can be hosted online in several e-learning platforms since it is developed as Open Educational Resources.

For this reason, under the Entrepreneurship Skills Manual can be found different materials to support both ways of training.

Another important element is the validation of the interests of those trainees who are going to get involved in the course.

## 2. Knowledge Validation in Physical Training

During the physical implementation trainees will be assessed on the knowledge gained under each topic that they followed, and a certificate will be attributed to them by the youth educator/trainer. Trainers are encouraged to use the Youth Pass platform to attribute electronically their certificates. <https://www.youthpass.eu/en/>

Under each developed topic of the EPICURIOUS Skills Manual, there is the assessment section. Youth educators and trainers must:

- Instruct the topic in the physical training.
- Perform the 2 workshops indicated.
- Make a briefing session after the workshop.
- Student performed the exercises indicated.
- Collect the responses of the trainees Using the Open questions and considering the instructions or the True/False Multiple-choice questions.

The Certificate for validation of the acquired knowledge is given once the trainee has reached a grade of 60% in each topic instructed.

## 3. Knowledge Validation Online

The developed educational content will be hosted in the EPICURIOUS Skills Wheel to provide online training based on the users' preferences. The assessment will be performed through quizzes using the True False and Multiple-Choice questions. For the student to receive the badge per unit completed, they will need to achieve 80% or better in the assessment quizzes. If a student fails to achieve 80%, they are allowed to retake the assessment.

For the highest chance of success, students should be encouraged to study all of the materials within their topic.

## 4. EPICURIOUS Skills Wheel-Interests Assessment

The EPICURIOUS Skills Wheel will provide the users with online training based on their preferences by completing the Assessment questions below. The users must choose the answers from 1 to 5 based on their interests. The answers from 1 to 5 correspond to the following responses:

1. **Not at all**
2. **A little**
3. **Moderately**
4. **Very**
5. **Extremely**

### 4.1 Topic Music:

1. I enjoy listening to music and exploring different musical styles.
2. I am interested in exploring sites and platforms to listen to music or to create music.
3. I like to express myself by listening to music or composing a song.

### 4.2 → Topic Writing:

1. I enjoy expressing my thoughts and ideas through written words.
2. I often find myself captivated by the power of persuasive writing when I am reading a book.
3. Playing with language and words to create vivid imagery in my writing is a skill I want to develop.

### 4.3 → Topic Handcrafts:

1. I appreciate the uniqueness and personal touch that handmade items bring to everyday life.
2. I am curious about the stories and cultural traditions behind handmade objects and crafts.
3. I am attracted to creative activities that allow me to express myself through hands-on creations.

### 4.4 → Topic Visual arts:

1. I am eager to explore and learn about various art techniques, from traditional painting to modern digital art creation.
2. I find critically analyzing and interpreting artworks deeply enriching.
3. I value the importance of knowing legal and ethical considerations in the art world, especially regarding copyright and the sale of art.

#### 4.5 → Topic Digital skills and technologies:

1. I am keen on mastering productivity software for work and personal use.
2. Online security and safe browsing practices matter to me.
3. I find learning about SEO (Search Engine Optimization) and PPC (Pay-Per-Click) advertising valuable.

#### 4.6 → Topic Films and media:

1. I wish to better understand the different elements necessary to create a movie
2. I often pay attention to story-telling choices made in different movies
3. I appreciate the way cinematic elements such as framing, lighting, sound engineering, and editing are applied in movies to better tell the story

## 5. Grading Instructions

Here is analysis of the grading and attribution of certificates in Physical and Online training.

### 5.1 Face to Face training

**Physical attendance** in face-to-face training will give **10 points** to the students who have attended all the training sessions and performed the exercises requested by the youth educator/trainer.

#### Workshop Attendance in Physical Training

We propose that will be at least 2 workshops per topic. Each workshop attendance will give 10 points to each trainee.

- Topic 1 Music: 20 points max
- Topic 2 Writing: 20 points max
- Topic 3 Handcraft: 20 points max
- Topic 4 Visual Arts: 20 points max
- Topic 5 Digital Skills & Technologies: 20 points max
- Topic 6 Film & Media: 20 points max

#### Assessment Questions

Assessment Via Open Questions: 10 points max **OR** Assessment Via True False or Multiple-Choice Questions: 10 points max

#### Total Grading 40 points per Topic.

Counting the **60% success rate** the user will have to gather **24 points out of 40** to succeed and receive the certificate. This grading applies to each thematic module developed and implemented by the trainer.

### 5.1.1 Topic Music

#### True False & Multiple Choice (Total points 10)

1. True or **False**: Musicality refers solely to the ability to play a musical instrument proficiently. **(1 point)**
  
2. Which of the following steps is an essential part of composing music? **(2 points)**
  - A) Creating an elaborate stage presence for live performances.
  - B) Focusing exclusively on the lyrics and melody without considering harmony or rhythm.
  - C) Embracing experimentation and adaptation based on feedback.**
  - D) Ignoring copyright and licensing considerations when releasing music commercially.
  
3. What term refers to the speed at which a piece of music is played? **(2 points)**
  - A) Timbre
  - B) Tempo**
  - C) Dynamics
  - D) Rhythm
  
4. Which of the following terms describes the loudness or softness of a musical passage? **(2 points)**
  - A) Pitch
  - B) Harmony
  - C) Dynamics**
  - D) Melody
  
5. **True** or **False**: The term "counterpoint" refers to the technique of combining two or more melodic lines in such a way that they establish a harmonic relationship while retaining their individuality. **(1point)**
  
6. True or **False**: Perfect pitch and relative pitch are two different skills used in music, with perfect pitch being more common among musicians. **(1 point)**
  
7. True or **False**: The term "staccato" in music refers to a smooth and connected style of playing notes, with each note flowing into the next seamlessly. **(1 point)**

**Open Questions Total points (Total 10 points)**

Write a short description of the differences between classical music and jazz music. Explain how they have each been influential. **Student answers should include a brief definition of classical music and jazz music as well as something along the lines of: They have each been influential in inspiring new genres and types of music (4 points)**

Discuss the musicality in a piece of music of your choice. What emotions does the music display? Is this impacted by the person playing the piece? **Students should reference a piece of music. They should identify how the rhythm and melody influence the piece. For the second part of the question, students should answer “yes” and add additional details related to player skill, emotions of the player and/or the amount of time spent rehearsing the piece. (4 points)**

What challenges have you faced in your musical development and career? **Students should focus on specific challenges that they have faced. These can include: finding style, promotion and advertising, practice, availability, and finding an audience. Ect. (2 points)**

**5.1.2 Topic 2 Writing****True False & Multiple Choice (Total points 10)**

1. True or **False**: Creative writing is solely about self-expression and doesn't require any understanding of literary techniques. **(1 point)**
2. **True** or False: In scriptwriting, the three-act structure includes setup, confrontation, and resolution. **(1 point)**
3. True or **False**: Poetry primarily focuses on straightforward language and narrative storytelling. **(1 point)**
4. True or **False**: The third-person narration provides a narrow view of events, limiting the reader's understanding of the story. **(1 point)**
5. What is the primary purpose of setting in creative writing? **(2 points)**
  - A) To establish the time and date of the story.
  - B) To provide a detailed description of the main characters.
  - C) To create a sense of atmosphere, mood, and place.**
  - D) To introduce the central conflict of the narrative.
6. What does non-fiction writing primarily involve? **(2 points)**
  - A) Creating fictional stories.
  - B) Sharing real experiences, insights, and knowledge.**
  - C) Crafting mythical and fantastical worlds.
  - D) Building tension and suspense.





7. What is the primary focus of science fiction and fantasy genres? **(2 points)**

- A) Realistic portrayals of everyday life.
- B) Exploring intricate human relationships
- C) Unbounded worlds with futuristic technologies and mythical creatures.**
- D) Historical events.

### Open Questions

Describe how the writing style differs between a mystery novel and a romance novel. Provide specific examples from each genre to support your explanation.

Discuss the importance of character development in creative writing. How does it impact the reader's engagement with the story? Provide an example of a character transformation from a well-known book or movie.

Share your insights on the advantages and challenges of using social media as a platform for promoting creative writing. How can writers effectively navigate these challenges while engaging with their audience?

### 5.1.3 Topic 3 Handcraft

#### True False & Multiple Choice (Total points 10)

Please write True or False in every question:

**True** or False: Handcrafts are now inspired by culture and history of every country **(2 points)**

**True** or False: Handcrafts can be better for the environment than other alternatives **(2 points)**

True or **False**: Handcrafts increase the waste of energy and have a higher carbon footprint **(2 points)**

**True** or False: Wool textile products tend to be washed less frequently at lower temperatures which has a lower impact on the environment **(2 points)**

True or **False**: Wooden utensils in the kitchen are toxic like plastic **(2 points)**

### Open Questions

Is woodworking good for the environment? Please explain your answer **(3,5 points)**

What is sustainable clothes and how you could describe a business like that? **(3,5 points)**

What homemade food you could produce to start a business? Please explain your answer **(3 points)**

### 5.1.4 Topic 4 Visual Arts

#### True False & Multiple Choice (Total points 10)

1. Which principle of design is most directly associated with guiding the viewer's eye through the artwork and creating a sense of motion? **(2 points)**

- A) Balance
- B) Emphasis
- C) Movement**
- D) Variety

2. What characterizes performance art? **(2 points)**

- A) The creation of three-dimensional forms using materials like clay or metal
- B) Capturing visual scenes using a camera or photographic equipment
- C) Transferring ink from a prepared surface onto paper or other materials
- D) Artists using their bodies or actions to create live, often visual, performances**

3. In the context of art critique, which aspect is crucial in determining how the viewer emotionally responds to a piece of art and is tied to the use of colour within the artwork? **(2 points)**

- A) Technical Proficiency
- B) Emotional Impact**
- C) Contextual Analysis
- D) Innovation in Technique

4. What factor is NOT typically considered when valuing artwork in the visual art market? **(2 points)**

- A) The colour palette used in the artwork**
- B) The historical and cultural significance of the piece
- C) The rarity and condition of the artwork
- D) The artist's prominence and the artwork's provenance

5. Which of the following is NOT typically included in the legal agreements commonly found in the visual art business? **(2 points)**

- A) Consignment agreements between artists and galleries
- B) Copyright registration procedures
- C) Sales contracts and commission agreements
- D) Guidelines for sustainable material use in artwork production**

### 6.2.2 Answers

1:C - Movement is the principle that leads the viewer's eye around the art piece, creating a visual flow and a sense of motion, which is directly stated in the provided text.

2:D - Performance art is characterized by artists using their bodies or actions to create live performances, often incorporating visual elements and possibly other media like video or sound.

3:B - The emotional impact of an artwork, which can be significantly influenced by the use of colour, is a key aspect of art critique. This emotional response is subjective but essential in understanding how an artwork affects its viewers.

4:A - While the rarity, condition, historical and cultural significance, artist's prominence, and provenance are crucial in valuing artwork, the specific color palette used is generally not a primary factor in determining its market value.

5:D - While consignment agreements, copyright registration, and sales contracts are standard legal agreements in the visual art business, guidelines for sustainable material use, though important, are generally not part of these legal contracts. They pertain more to ethical considerations and environmental practices.

## 5.1.5 Topic 5 Digital Skills & Technologies

### True False & Multiple Choice (Total points 10)

1. True or **False**: Search Engine Optimization (SEO) is only relevant for large businesses and not for individual content creators. **(0,5 points)**
2. True or **False**: Using the same password for multiple online accounts is a good practice for easy memory recall. **(0,5 points)**
3. True or **False**: Social media platforms like Facebook and Twitter are only useful for personal use and have no role in professional branding. **(0,5 points)**
4. **True** or False: Two-factor authentication provides an extra layer of security beyond just a password. **(0,5 points)**
5. **True** or False: Pay-per-click (PPC) advertising costs are incurred every time someone clicks on your ad, regardless of whether they make a purchase. **(0,5 points)**

## Multiple-Choice Questions

1. **Which of the following is NOT a common productivity tool? (1 point)**
  - A. Microsoft Word
  - B. Google Sheets
  - C. Spotify**
  - D. Slack
  
2. **What is the primary objective of email marketing? (2 points)**
  - A. To send as many emails as possible
  - B. To engage with an audience and drive conversions**
  - C. To collect email addresses
  - D. To test the spam filter
  
3. **Which of the following is a common online security threat? (1,5 points)**
  - A. Phishing**
  - B. Fishing
  - C. Wishful thinking
  - D. Safe browsing
  
4. **What does the term 'digital literacy' encompass? (2 points)**
  - A. Only the ability to use Microsoft Office tools
  - B. The ability to find, evaluate, and create information using digital technology**
  - C. The ability to write code
  - D. The ability to repair hardware
  
5. **Which of the following platforms is primarily used for professional networking? (1 point)**
  - A. Instagram
  - B. LinkedIn**
  - C. Snapchat
  - D. TikTok

## 5.1.6 Topic 6 Film & Media

### True False & Multiple Choice (Total points 10)

**True** or False: The Lumière brothers' invention of the Cinématographe marked the birth of cinema as a mass medium. **(0,5 point)**

**True** or False: Science fiction explores futuristic concepts, often examining scientific and social questions and surpassing the limits of reality. **(0,5 point)**

**True** or False: Media often serves as a reflection of the values and concerns of the society from which it emerges. **(0,5 point)**

True or **False**: The representation of gender roles in film and media has remained unchanged throughout the years. **(0,5 point)**

True or **False**: Film and media have little or no impact on public opinion or societal values. **(0,5 point)**

### Multiple Questions

What is the primary focus of the post-production phase in filmmaking? **(2 points)**

- a) Scriptwriting
- b) Capturing visuals during filming
- c) Editing and refining the footage**
- d) Casting actors

What genre typically explores futuristic concepts and often pushes the boundaries of imagination? **(1,5 points)**

- a) Drama
- b) Science fiction**
- c) Romantic comedy
- d) Mystery

Which genre of film is known for its humorous and exaggerated physical comedy, often characterised by slapstick elements? **(1,5 points)**

- a) Horror
- b) Comedy**
- c) Science fiction
- d) Action-adventure



Which of the following is a technique used in cinematography to create different moods, reveal character traits, and direct the audience's focus? **(2,5 points)**

- a) Dialogue
- b) Camera angles and movements**
- c) Music composition
- d) Lighting techniques

### Open Questions

1. What are the three steps of the Production Process in Film and Media? Provide a short analysis **(3 points)**
  - Pre-Production
  - Production
  - Post-Production
  
2. In your opinion, how has the representation of gender, race, and diversity in film and media evolved, and what impact has it had on societal attitudes and values? **(3 points)**

Example: In my opinion the representation of gender, race, and diversity in film and media has evolved significantly over time, reflecting and influencing societal attitudes and values in several ways.

e.g. Gender Representation, Changes in Racial and Ethnic Representation, Diversity Behind the Camera, Challenges and Ongoing Issues

3. Can you provide examples of films or media content that you believe have had a significant influence on public opinion or political discourse? How did they achieve this influence? **(4 points)**

## 5.2 Online Training Grading

The requirement for each thematic module developed is the reading of the Theory and the execution of the online assessment via True/False or Multiple-choice questions.

**Once the User reads the theory, this part is automatically marked as Done. Having finalized the online training, we count an 80% success rate for each assessment quiz.**

**The user must achieve 8 out of 10 in the quiz.**

### 5.2.1 Topic Music

#### True False & Multiple Choice (Total points 10)

1. True or **False**: Musicality refers solely to the ability to play a musical instrument proficiently. **(1 point)**
2. Which of the following steps is an essential part of composing music? **(2 points)**
  - A) Creating an elaborate stage presence for live performances.
  - B) Focusing exclusively on the lyrics and melody without considering harmony or rhythm.
  - C) Embracing experimentation and adaptation based on feedback.**
  - D) Ignoring copyright and licensing considerations when releasing music commercially.
3. What term refers to the speed at which a piece of music is played? **(2 points)**
  - A) Timbre
  - B) Tempo**
  - C) Dynamics
  - D) Rhythm
4. Which of the following terms describes the loudness or softness of a musical passage? **(2 points)**
  - A) Pitch
  - B) Harmony
  - C) Dynamics**
  - D) Melody
5. **True/False**: The term "counterpoint" refers to the technique of combining two or more melodic lines in such a way that they establish a harmonic relationship while retaining their individuality. **(1point)**
6. **True/False**: Perfect pitch and relative pitch are two different skills used in music, with perfect pitch being more common among musicians. **(1 point)**
7. **True/False**: The term "staccato" in music refers to a smooth and connected style of playing notes, with each note flowing into the next seamlessly. **(1 point)**

### 5.2.2 Topic 2 Writing

#### True False & Multiple Choice (Total points 10)

1. True or **False**: Creative writing is solely about self-expression and doesn't require any understanding of literary techniques. **(1 point)**
  
2. **True** or False: In scriptwriting, the three-act structure includes setup, confrontation, and resolution. **(1 point)**
  
3. True or **False**: Poetry primarily focuses on straightforward language and narrative storytelling. **(1 point)**
  
4. True or **False**: The third-person narration provides a narrow view of events, limiting the reader's understanding of the story. **(1 point)**
  
5. What is the primary purpose of setting in creative writing? **(2 points)**
  - A) To establish the time and date of the story.
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  - D) To introduce the central conflict of the narrative.
  
6. What does non-fiction writing primarily involve? **(2 points)**
  - A) Creating fictional stories.
  - B) Sharing real experiences, insights, and knowledge.**
  - C) Crafting mythical and fantastical worlds.
  - D) Building tension and suspense.
  
7. What is the primary focus of science fiction and fantasy genres? **(2 points)**
  - A) Realistic portrayals of everyday life.
  - B) Exploring intricate human relationships
  - C) Unbounded worlds with futuristic technologies and mythical creatures.**
  - D) Historical events.



### 5.2.3 Topic 3 Handcraft

#### True False & Multiple Choice (Total points 10)

1. **True/False:** Handcrafts are now inspired by culture and history of every country **(2 points)**
2. **True/False:** Handcrafts can be better for the environment than other alternatives **(2 points)**
3. True or **False:** Handcrafts increase the waste of energy and have a higher carbon footprint **(2 points)**
4. **True/False:** Wool textile products tend to be washed less frequently at lower temperatures which has a lower impact on the environment **(2 points)**
5. True or **False:** Wooden utensils in the kitchen are toxic like plastic **(2 points)**

### 5.2.4 Topic 4 Visual Arts

#### True False & Multiple Choice (Total points 10)

1. Which principle of design is most directly associated with guiding the viewer's eye through the artwork and creating a sense of motion? **(2 points)**
  - A) Balance
  - B) Emphasis
  - C) Movement**
  - D) Variety
2. What characterizes performance art? **(2 points)**
  - A) The creation of three-dimensional forms using materials like clay or metal
  - B) Capturing visual scenes using a camera or photographic equipment
  - C) Transferring ink from a prepared surface onto paper or other materials
  - D) Artists using their bodies or actions to create live, often visual, performances**
3. In the context of art critique, which aspect is crucial in determining how the viewer emotionally responds to a piece of art and is tied to the use of colour within the artwork? **(2 points)**
  - A) Technical Proficiency
  - B) Emotional Impact**
  - C) Contextual Analysis
  - D) Innovation in Technique

4. What factor is NOT typically considered when valuing artwork in the visual art market? (2 points)

- A) **The colour palette used in the artwork**
- B) The historical and cultural significance of the piece
- C) The rarity and condition of the artwork
- D) The artist's prominence and the artwork's provenance

5. Which of the following is NOT typically included in the legal agreements commonly found in the visual art business? (2 points)

- A) Consignment agreements between artists and galleries
- B) Copyright registration procedures
- C) Sales contracts and commission agreements
- D) **Guidelines for sustainable material use in artwork production**

#### 6.2.2 Answers

1:C - Movement is the principle that leads the viewer's eye around the art piece, creating a visual flow and a sense of motion, which is directly stated in the provided text.

2:D - Performance art is characterized by artists using their bodies or actions to create live performances, often incorporating visual elements and possibly other media like video or sound.

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## 5.2.5 Topic 5 Digital Skills & Technologies

### True False & Multiple Choice (Total points 10)

1. True or **False**: Search Engine Optimization (SEO) is only relevant for large businesses and not for individual content creators. **(0,5 points)**
2. True or **False**: Using the same password for multiple online accounts is a good practice for easy memory recall. **(0,5 points)**
3. True or **False**: Social media platforms like Facebook and Twitter are only useful for personal use and have no role in professional branding. **(0,5 points)**
4. **True** or False: Two-factor authentication provides an extra layer of security beyond just a password. **(0,5 points)**
5. **True** or False: Pay-per-click (PPC) advertising costs are incurred every time someone clicks on your ad, regardless of whether they make a purchase. **(0,5 points)**

### Multiple-Choice Questions

8. **Which of the following is NOT a common productivity tool? (1 point)**
  - A. Microsoft Word
  - B. Google Sheets
  - C. Spotify**
  - D. Slack
9. **What is the primary objective of email marketing? (2 points)**
  - A. To send as many emails as possible
  - B. To engage with an audience and drive conversions**
  - C. To collect email addresses
  - D. To test the spam filter
10. **Which of the following is a common online security threat? (1,5 points)**
  - A. Phishing**
  - B. Fishing
  - C. Wishful thinking
  - D. Safe browsing

11. What does the term 'digital literacy' encompass? (2 points)

A. Only the ability to use Microsoft Office tools

**B. The ability to find, evaluate, and create information using digital technology**

C. The ability to write code

D. The ability to repair hardware

12. Which of the following platforms is primarily used for professional networking? (1 point)

A. Instagram

**B. LinkedIn**

C. Snapchat

D. TikTok

### 5.2.6 Topic 6 Film & Media

#### True False & Multiple Choice (Total points 10)

**True** or False: The Lumière brothers' invention of the Cinématographe marked the birth of cinema as a mass medium. **(0,5 point)**

**True** or False: Science fiction explores futuristic concepts, often examining scientific and social questions and surpassing the limits of reality. **(0,5 point)**

**True** or False: Media often serves as a reflection of the values and concerns of the society from which it emerges. **(0,5 point)**

True or **False**: The representation of gender roles in film and media has remained unchanged throughout the years. **(0,5 point)**

True or **False**: Film and media have little or no impact on public opinion or societal values. **(0,5 point)**

## Multiple Questions

What is the primary focus of the post-production phase in filmmaking? **(2 points)**

- A) Scriptwriting
- B) Capturing visuals during filming
- C) Editing and refining the footage**
- D) Casting actors

What genre typically explores futuristic concepts and often pushes the boundaries of imagination? **(1,5 points)**

- A) Drama
- B) Science fiction**
- C) Romantic comedy
- D) Mystery

Which genre of film is known for its humorous and exaggerated physical comedy, often characterised by slapstick elements? **(1,5 points)**

- A) Horror
- B) Comedy**
- C) Science fiction
- D) Action-adventure

Which of the following is a technique used in cinematography to create different moods, reveal character traits, and direct the audience's focus? **(2,5 points)**

- A) Dialogue
- B) Camera angles and movements**
- C) Music composition
- D) Lighting techniques