

Note to Instructors:

The questions below are for your use in conjunction with Jan Roberts-Breslin's Making Media, third edition. None of these questions are included in the student self-test exercises on the companion website, although similar topics may appear in both sets of questions. All questions below indicate the correct answers. Multiple choice question answers are indicated with an asterisk to the left of the correct letter.

We hope you find this test bank useful in your classes!

MAKING MEDIA TESTBANK

CHAPTER 1: Content and Preproduction

MULTIPLE CHOICE

The term, *the convergence of media*, refers to

- a. the fact that all media flows eventually into a “stream” that reaches an audience either visually, aurally, or both.
- b. the way all media is becoming digital.
- *c. the way types of programming, production methods, and distribution means of media overlap.
- d. the way different media evolve to rely on each other.

When planning a media production, some categories can be helpful. The text suggests the most basic is whether a production is

- a. for profit or not for profit.
- * b. fiction or nonfiction.
- c. professional or amateur.
- d. foreign or domestic.

Nonnarrative productions

- a. make no money for investors.
- b. are typically recorded musical events.
- c. are preferred by students who often lack a strong sense of narrative.
- * d. don't tell a story in a conventional sense.

Aristotle's book, *Poetics*, is known for its systematic look at

- * a. the narrative form.
- b. the origins of mythology.
- c. the actor's preparation for performing.
- d. the philosophy of artistic seeing.

The following all add power to a story, except

- a. diction.
- b. thought.

- c. spectacle.
- * d. none of the above.

The terms *linear* and *nonlinear* refers to

- a. the difference between traditional video editing and editing on a computer.
- b. two different forms of media.
- * c. both a. and b.
- d. none of the above.

A nonlinear story is one that

- a. has a clear beginning, middle, and end.
- * b. might present events out of order, jumping through time and space.
- c. gives clues to the narrative climax through foreshadowing.
- d. none of the above.

The process of media production is usually divided into

- * a. preproduction, production, and postproduction.
- b. money-raising, recording and editing, marketing and promotion.
- c. filming and editing.
- d. none of the above.

With the traditional three-act structure

- a. key characters are introduced early in the first act.
- b. the second act includes both a turning point and rising action.
- c. the resolution comes at the end of the third act.
- * d. all of the above.

The preproduction stage will often include

- a. taking lunch orders for actors and crew.
- * b. a written proposal, which can be used for talking with investors.
- c. editing the final product.
- d. none of the above.

A run-down sheet is used in the production of

- a. first-person shooter video games.
- * b. talk shows.
- c. websites.
- d. sitcoms.

Shot-by-shot sketches of a production's visual component is called the

- a. cartoon.
- b. sketch pad.
- * c. storyboard.
- d. film strip.

A needle drop fee is charged when