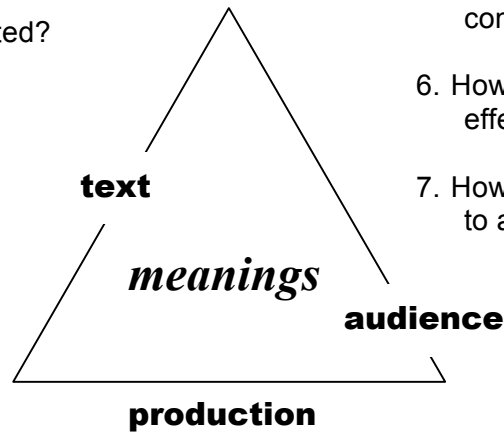


Triangled Questions - Secondary

1. What kind of media experience is this?
(e.g., tweet, magazine, video, T-shirt, poster, website)
2. Does it follow a formula or pattern?
3. What are the codes and conventions used?
4. Are there any stereotypes?
5. What might be its (implicit and explicit) messages?
6. What values are being promoted?
7. Whose point of view do the values represent?
8. Are my values represented?
9. Why or why not?



1. Who is the target audience for this media experience?
2. How and why does it appeal to its target audience?
3. How does it (not) appeal to me?
4. How might it include some people while excluding other people?
5. In what different ways might people use or consume it?
6. How might I change it to make it more effective?
7. How might I change it to make it attractive to a different target audience?
8. How might it be changing society?

1. Who produced this media experience?
2. For what purpose(s) was it produced?
3. How might knowing the producer and purpose change the meaning?
4. How might I influence the production of this media experience?
5. How is it distributed or sold to the public?
6. Who owns it (copyright)?
7. Who profits from the consumption of this media experience?
8. What rules and laws affect the production of the media experience
(e.g. copyright, running time, trademarks)?
9. How might I create a similar media experience (or be prevented from doing so)?

