

**Genre**  
**The Repertoire of Elements**

<i>Generic Feature</i>	<i>Description</i>	<i>Link to other macro concepts</i>
<b><i>Story</i></b>	<i>Similar (predictable) plots and narrative structures, situations, conflicts and resolutions.</i>	<b><i>Narrative</i></b>
<b><i>Themes</i></b>	<i>Core ideas being explored, topics, subject matter, conflicts and underlying ideologies.</i>	
<b><i>Characters</i></b>	<i>Similar types of characters who have similar roles, personal qualities, motivations, goals, flaws and behaviours.</i>	<b><i>Representation</i></b>
<b><i>Setting</i></b>	<i>Geographical and historical, and how those times and places are represented.</i>	
<b><i>Mise-en-scene (Iconography)</i></b>	<i>A familiar stock of images the connotations of which have become fixed; including setting, costume, props, characters...</i>	<b><i>Film Language</i></b>
<b><i>Production Techniques</i></b>	<i>Stylistic or formal conventions of camerawork, lighting, sound-recording, use of colour, editing etc.</i>	

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<b>Generic Feature</b>	<b>Your analysis of The Horror Genre</b>
<b>Story</b>	<i>Someone is minding their own business and then something goes wrong. Their curiosity gets the better of them and they go and check it out. Then the monster follows them until the final moment when either the monster gets them or the protagonist kills the monster.</i>
<b>Themes</b>	<i>People fear(irrational). Justice, retribution , sex and death. Corrupted morality</i>
<b>Characters</b>	<i>Typical horror movies (80's) highschool clics. The monster (our fear of death and has a corrupt morality). The protagonist. Side character who gets hurt first.</i>
<b>Setting</b>	<i>Somewhere abandoned where no one can help them or somewhere far away from help</i>
<b>Mise-en-scene (Iconography)</b>	<i>Flashlight. A tool (hammer, crowbar. Typically held by the protagonist for protection). Improvised weapons</i>
<b>Production Techniques</b>	<i>Low key lighting, dull colours. depth of field( shift focus) . Sounds tend to be the main focus in particular slight sounds (eg. cigarette or buttons) which are used to build tension. False jumpscares. Negative space- used to show isolation. Music - strings high pitch and whiney</i>