



**BOARD OF STUDIES**  
NEW SOUTH WALES

## **2011 HSC Entertainment Industry Marking Guidelines**

### **Section I**

#### **Multiple-choice Answer Key**

<b>Question</b>	<b>Answer</b>
1	B
2	C
3	B
4	B
5	D
6	C
7	A
8	C
9	B
10	D
11	A
12	D
13	A
14	C
15	B

## Section II

### Question 16 (a)

Criteria	Marks
<ul style="list-style-type: none"><li>• Demonstrates a sound understanding of the specific technical considerations that a director should take into account for a thrust stage</li><li>• Includes appropriate industry terminology</li></ul>	4
<ul style="list-style-type: none"><li>• Demonstrates a basic understanding of the specific technical considerations that a director should take into account for a thrust stage</li><li>• Includes appropriate industry terminology</li></ul>	3
<ul style="list-style-type: none"><li>• Demonstrates a basic understanding of the considerations for a stage</li></ul>	2
<ul style="list-style-type: none"><li>• Demonstrates a limited understanding of the considerations for a stage</li></ul>	1

### Question 16 (b)

Criteria	Marks
<ul style="list-style-type: none"><li>• Demonstrates a sound understanding of the different technical considerations for an in-the-round stage</li><li>• Includes appropriate industry terminology</li></ul>	4
<ul style="list-style-type: none"><li>• Demonstrates a basic understanding of the different technical considerations for an in-the-round stage</li><li>• Includes appropriate industry terminology</li></ul>	3
<ul style="list-style-type: none"><li>• Demonstrates a basic understanding of the considerations for an in-the-round-stage</li></ul>	2
<ul style="list-style-type: none"><li>• Demonstrates a limited understanding of the considerations for a stage</li></ul>	1

**Question 17 (a)**

<b>Criteria</b>	<b>Marks</b>
<ul style="list-style-type: none"> <li>• Demonstrates a detailed understanding by providing characteristics and features of the use of emerging technologies in the marketing and promotion of events</li> <li>• Includes appropriate entertainment industry terminology</li> <li>• May include appropriate workplace examples</li> </ul>	4
<ul style="list-style-type: none"> <li>• Demonstrates a sound understanding by providing some characteristics and features of the use of emerging technologies in the marketing and promotion of events</li> <li>• Includes some appropriate entertainment industry terminology</li> <li>• May include appropriate workplace examples</li> </ul>	3
<ul style="list-style-type: none"> <li>• Demonstrates a basic understanding of the use of emerging technologies in the marketing and promotion of events</li> </ul>	2
<ul style="list-style-type: none"> <li>• Demonstrates a limited understanding of emerging technologies</li> </ul>	1

**Question 17 (b)**

<b>Criteria</b>	<b>Marks</b>
<ul style="list-style-type: none"> <li>• Demonstrates a detailed understanding by providing characteristics and features of the use of emerging technologies for special effects</li> <li>• Includes appropriate entertainment industry terminology</li> <li>• May include appropriate workplace examples</li> </ul>	4
<ul style="list-style-type: none"> <li>• Demonstrates a sound understanding by providing characteristics and features of the use of emerging technologies for special effects</li> <li>• Includes some appropriate entertainment industry terminology</li> <li>• May include appropriate workplace examples</li> </ul>	3
<ul style="list-style-type: none"> <li>• Demonstrates a basic understanding of the use of emerging technologies for special effects</li> </ul>	2
<ul style="list-style-type: none"> <li>• Demonstrates a limited understanding of special effects</li> </ul>	1

**Question 18 (a)**

<b>Criteria</b>	<b>Marks</b>
<ul style="list-style-type: none"> <li>• Demonstrates a sound understanding of the front of house manager's role in dealing with people who arrive late</li> </ul>	2
<ul style="list-style-type: none"> <li>• Demonstrates a limited understanding of the front of house manager's role in dealing with people who arrive late</li> </ul>	1

**Question 18 (b)**

<b>Criteria</b>	<b>Marks</b>
<ul style="list-style-type: none"> <li>• Demonstrates a thorough understanding of the possible implications for customer satisfaction and patron safety of allowing the entry of late patrons</li> <li>• May include appropriate workplace examples</li> </ul>	5
<ul style="list-style-type: none"> <li>• Demonstrates a sound understanding of the possible implications for customer satisfaction and patron safety of allowing the entry of late patrons</li> </ul> <p>OR</p> <ul style="list-style-type: none"> <li>• Demonstrates a detailed understanding of the possible implications for customer satisfaction OR patron safety of allowing the entry of late patrons</li> <li>• May include appropriate workplace examples</li> </ul>	3–4
<ul style="list-style-type: none"> <li>• Demonstrates a limited understanding of the possible implications for customer satisfaction and patron safety of allowing the entry of late patrons</li> </ul> <p>OR</p> <ul style="list-style-type: none"> <li>• Demonstrates a basic understanding of the possible implications for customer satisfaction OR patron safety of allowing the entry of late patrons</li> </ul>	2
<ul style="list-style-type: none"> <li>• Demonstrates a limited understanding of the possible implications of late patrons</li> </ul>	1

**Question 19 (a)**

<b>Criteria</b>	<b>Marks</b>
<ul style="list-style-type: none"> <li>• Demonstrates a sound understanding of why written communication is used by the production team during pre-production</li> <li>• Includes appropriate industry terminology</li> </ul>	3
<ul style="list-style-type: none"> <li>• Demonstrates a basic understanding of why written communication is used by the production team during pre-production</li> <li>• Includes some industry terminology</li> </ul>	2
<ul style="list-style-type: none"> <li>• Demonstrates a limited understanding of why written communication is used effectively</li> </ul>	1

**Question 19 (b)**

Criteria	Marks
<ul style="list-style-type: none"> <li>• Demonstrates a sound understanding of the factors that would affect the selection of communication equipment by the production team during pre-production</li> </ul>	2
<ul style="list-style-type: none"> <li>• Demonstrates a basic understanding of the factors that would affect the selection of communication equipment</li> </ul>	1

**Question 20 (a)**

Criteria	Marks
<ul style="list-style-type: none"> <li>• Demonstrates a detailed understanding of the information a member of the rigging team would use from a lighting plan during the bump in process</li> </ul>	3
<ul style="list-style-type: none"> <li>• Demonstrates a basic understanding of the information a member of the rigging team would use from a lighting plan during the bump in process</li> </ul>	2
<ul style="list-style-type: none"> <li>• Demonstrates a limited understanding of the information a member of the rigging team would use from a lighting plan during the bump in process</li> </ul>	1

**Question 20 (b)**

Criteria	Marks
<ul style="list-style-type: none"> <li>• Demonstrates a sound understanding of the appropriate use of profile, fresnel AND PAR can</li> <li>• Includes appropriate entertainment industry terminology</li> <li>• May include appropriate workplace examples</li> </ul>	4
<ul style="list-style-type: none"> <li>• Demonstrates a basic understanding of the use of profile, fresnel AND PAR can</li> </ul> OR <ul style="list-style-type: none"> <li>• Demonstrates a sound understanding of the use of TWO lanterns (profile, Fresnel, PAR can)</li> <li>• Provides some entertainment industry terminology</li> </ul>	3
<ul style="list-style-type: none"> <li>• Demonstrates a basic understanding of the use of TWO lanterns (profile, Fresnel, PAR can)</li> </ul>	2
<ul style="list-style-type: none"> <li>• Demonstrates a limited understanding of the use of profile, fresnel OR PAR can</li> </ul>	1

## Section III

### Question 21

Criteria	Marks
<ul style="list-style-type: none"> <li>• Demonstrates a comprehensive understanding of the creative, safety AND technical considerations required to fulfil the brief across the range of venues</li> <li>• Provides a logical and cohesive response using entertainment industry terminology and appropriate workplace examples</li> </ul>	13–15
<ul style="list-style-type: none"> <li>• Demonstrates a detailed understanding of the creative, safety AND technical considerations required to fulfil the brief across the range of venues</li> </ul> <p>OR</p> <ul style="list-style-type: none"> <li>• Demonstrates a comprehensive understanding of TWO of the considerations (creative, safety, technical) required to fulfil the brief across the range of venues</li> <li>• Provides a cohesive response using entertainment industry terminology and appropriate workplace examples</li> </ul>	10–12
<ul style="list-style-type: none"> <li>• Demonstrates a sound understanding of the creative, safety AND technical considerations required to fulfil the brief across the range of venues</li> </ul> <p>OR</p> <ul style="list-style-type: none"> <li>• Demonstrates a detailed understanding of TWO of the considerations (creative, safety, technical) required to fulfil the brief across the range of venues</li> </ul> <p>OR</p> <ul style="list-style-type: none"> <li>• Demonstrate a comprehensive understanding of the creative, safety OR technical considerations required to fulfil the brief across the range of venues</li> <li>• Communicates information using some entertainment industry terminology and may use appropriate workplace examples</li> </ul>	7–9
<ul style="list-style-type: none"> <li>• Demonstrates a basic understanding of the creative, safety AND/OR technical considerations required to fulfil the brief</li> </ul> <p>OR</p> <ul style="list-style-type: none"> <li>• Demonstrates a basic understanding of TWO of the considerations (creative, safety, technical) required to fulfil the brief</li> </ul> <p>OR</p> <ul style="list-style-type: none"> <li>• Demonstrates a sound understanding of the creative, safety OR technical considerations required to fulfil the brief</li> <li>• Communicates information using some entertainment industry terminology</li> </ul>	4–6
<ul style="list-style-type: none"> <li>• Provides some relevant information on the considerations required to fulfil the brief</li> </ul>	1–3

## Section IV

### Question 22 (a)

Criteria	Marks
<ul style="list-style-type: none"> <li>Constructs a correct and labelled audio installation diagram with correct positioning of all equipment</li> </ul>	5
<ul style="list-style-type: none"> <li>Constructs a mostly labelled audio installation diagram with correct positioning of all equipment</li> </ul> OR <ul style="list-style-type: none"> <li>Constructs a correctly labelled audio installation diagram with most equipment in correct position</li> </ul>	3–4
<ul style="list-style-type: none"> <li>Constructs an audio installation diagram that includes some labelling and correct positioning of equipment</li> </ul>	2
<ul style="list-style-type: none"> <li>Constructs a basic audio diagram</li> </ul>	1

### Question 22 (b)

Criteria	Marks
<ul style="list-style-type: none"> <li>Provides a comprehensive description of how the sound designer works with both internal AND external customers in satisfying the audio requirements for the concert</li> <li>Provides a logical response using entertainment industry terminology and appropriate workplace examples</li> </ul>	9–10
<ul style="list-style-type: none"> <li>Provides a detailed description of how the sound designer works with either internal OR external customers in satisfying the audio requirements for the concert</li> </ul> OR <ul style="list-style-type: none"> <li>Provides a sound description of how the sound designer works with both internal AND external customers in satisfying the audio requirements for the concert</li> <li>Provides a sound response using entertainment industry terminology and appropriate workplace examples</li> </ul>	6–8
<ul style="list-style-type: none"> <li>Provides a basic description of how the sound designer works with internal AND/OR external customers in satisfying the audio requirements for the concert</li> <li>Provides a basic response using entertainment industry terminology and appropriate workplace examples</li> </ul>	3–5
<ul style="list-style-type: none"> <li>Provides a limited description of how the sound designer works with either internal OR external customers in satisfying the audio requirements for the concert</li> </ul>	1–2

# Entertainment Industry

## 2011 HSC Examination Mapping Grid

### Section I

Question	Marks	Unit of competency/Element of competency
1	1	CUECOR02C – Work with others
2	1	CUFLGT101A – Apply a general knowledge of lighting to work activities
3	1	BSBOHS201A – Participate in OHS processes CUEIND01C – Source and apply entertainment industry knowledge
4	1	CUESOU07B – Apply a general knowledge of audio to work activities
5	1	CUFLGT101A – Apply a general knowledge of lighting to work activities CUESTA05C – Apply a general knowledge of staging to work activities
6	1	CUECOR01C – Manage own work and learning CUECOR02C – Work with others
7	1	CUFLGT101A – Apply a general knowledge of lighting to work activities
8	1	CUEAUD06B – Apply a general knowledge of vision systems to work activities
9	1	CUEIND01C – Source and apply entertainment industry knowledge
10	1	CUESOU07B – Apply a general knowledge of audio to work activities
11	1	CUESTA05C – Apply a general knowledge of staging to work activities
12	1	CUFLGT101A – Apply a general knowledge of lighting to work activities
13	1	CUEIND01C – Source and apply entertainment industry knowledge
14	1	CUESOU07B – Apply a general knowledge of audio to work activities
15	1	CUESTA05C – Apply a general knowledge of staging to work activities

### Section II

Question	Marks	Unit of competency/Element of competency
16 (a)	4	CUESTA05C – Apply a general knowledge of staging to work activities CUFLGT101A – Apply a general knowledge of lighting to work activities CUESOU07B – Apply a general knowledge of audio to work activities CUEAUD06B – Apply a general knowledge of vision systems to work activities
16 (b)	4	CUESTA05C – Apply a general knowledge of staging to work activities CUFLGT101A – Apply a general knowledge of lighting to work activities CUESOU07B – Apply a general knowledge of audio to work activities
17 (a)	4	CUEIND01C – Source and apply entertainment industry knowledge – Technology (employability skills)
17 (b)	4	CUEIND01C – Source and apply entertainment industry knowledge – Technology (employability skills)
18 (a)	2	CUECOR04B – Dealing with conflict and resolve complaints – Communication problem solving (employability skills)
18 (b)	5	CUECOR03C – Provide quality service to customers – Communication, planning and organising (employability skills)
19 (a)	3	BSBCMM201A – Communicate in the workplace – Communication, planning and organising (employability skills)
19 (b)	2	BSBCMM201A – Communicate in the workplace – Communication problem solving (employability skills)



Question	Marks	Unit of competency/Element of competency
20 (a)	3	CUFLGTI01A – Apply a general knowledge of lighting to work activities – Technology, problem solving (employability skills)
20 (b)	4	CUFLGTI01A – Apply a general knowledge of lighting to work activities – Technology (employability skills)

**Section III**

Question	Marks	Unit of competency/Element of competency
21	15	CUEAUD06B – Apply a general knowledge of vision systems to work activities CUESOU07B – Apply a general knowledge of audio systems to work activities CUFLGT101A – Apply a general knowledge of lighting to work activities CUESTA05C – Apply a general knowledge of staging to work activities BSBOHS201A – Participate in OHS processes CUECOR02C – Work with others – Technology, problems solving, planning and organising (employability skills)

**Section IV**

Question	Marks	Unit of competency/Element of competency
22 (a)	5	CUESOU07B – Apply a general knowledge of audio to work activities – Technology (employability skills)
22 (b)	10	CUESOU07B – Apply a general knowledge of audio to work activities CUECOR02C – Work with others – Technology (employability skills) – Communication, teamwork, problem solving, initiative and enterprise planning and organising (employability skills)