COMPONENT 1 – INDUSTRY - REGULATION

**Q:** What are the key parts of Livingstone and Lunt’s theory?

**A:** *There’s a conflict between…*

1. The **interests of citizens** (by offering protection from harmful/offensive material)

2. The **interests of consumers** (by ensuring choice, value for money, and market competition)

**Research Task 1:**

**Q:** How is the newspaper industry regulated?

Use this article from *The Week* to help you understand what IPSO is and how it came to be formed. <http://www.theweek.co.uk/media/60314/ipso-is-new-newspaper-regulator-a-sham>

* Key here is the idea of self-regulation and the after-effects of Leveson and phone hacking etc.
* Investigate the **IPSO** website. https://www.ipso.co.uk/

Look at the **Editors’ Code and Recent Rulings** section. Is there anything on there that relates to the set products (magazines/newspapers?)

*Using your theory and your research findings…*

**Q1:** Should the newspaper industry be allowed to self-regulate like this?

**Q2:** How does regulation influence *The Times*?

**Research Task 2:**

**Qs:** How was Trinity Mirror Group (now Reach plc) involved in the **phone-hacking scandal** and what was **The Leveson Inquiry**?

Use this article from *The Guardian* as a starting point for your investigation: <https://www.theguardian.com/media/2017/oct/19/trinity-mirror-john-leslie-ralf-little-chantelle-houghton-phone-hacking>

 List 10 key points about the phone hacking scandal:

*Using your theory and your research findings…*

**Q1:** Is IPSO a suitable response to the **Leveson inquiry**?

**Q2:** How can Livingstone & Lunt’s **conflicts** between the **interests of citizens** and the **interests of consumers** be applied here?

**Summary Task:** Written task – ‘How have recent regulatory changes affected the newspaper industry?’ Refer to one or both of the set products.

Why is regulation so important in the video game industry? Is it possible to regulate effectively?