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| --- | --- | --- |
| Mise-en-scene elements | Examples from episode one | Effect on audience / Reason of use |
| **Settings / Locations**1. Highly populated city locations
2. Dimly lit and isolated locations
3. Relatable locations
 | 1.
2.
3.
 | 1.
2.
3.
 |
| **Props**1. Weapons
2. Clues
3. Authoritative items
 | 1.
2.
 | 1.
2.
3.
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