

## News Values

### **Galtung and Ruge**

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- F1 – frequency
- F2 – threshold (F2.1 – absolute threshold, F2.2 – intensity increase)
- F3 – unambiguity
- F4 – meaningfulness (F4.1 – cultural proximity, F4.2 – relevance)
- F5 – consonance (F5.1 – predictability, F5.2 – demand)
- F6 – unexpectedness (F6.1 – unpredictability, F6.2 – scarcity)
- F7 – continuity
- F8 – composition
- F9 – reference to elite nations
- F10 – reference to elite persons
- F11 – reference to persons
- F12 – reference to something negative

### **Harcup and O'Neill**

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Research suggests that potential items must generally fall into one or more of these categories to be selected as news stories (Harcup and O'Neill, 2001: 279):

- The power elite  
Stories concerning powerful individuals, organisations or institutions.
- Celebrity  
Stories concerning people who are already famous.
- Entertainment  
Stories concerning sex, show-business, human interest, animals, an unfolding drama, or offering opportunities for humorous treatment, entertaining photographs or witty headlines.
- Surprise  
Stories with an element of surprise and/or contrast.
- Bad news  
Stories with negative overtones such as conflict or tragedy.
- Good news  
Stories with positive overtones such as rescues and cures.
- Magnitude  
Stories perceived as sufficiently significant either in the numbers of people involved or in potential impact.
- Relevance  
Stories about issues, groups and nations perceived to be relevant to the audience.
- Follow-ups  
Stories about subjects already in the news.
- Media agenda  
Stories that set or fit the news organisation's own agenda.