

Nordic Tech Landscape: AI Ethics, Green Tech, and Gaming Culture Shifts

Nordic Tech · Practice Test · 17 Questions

1. Which Nordic country was the first to adopt a national AI strategy, launching it in 2017?

- A) Norway
- B) Sweden
- C) Finland
- D) Denmark

2. In the Nordic healthcare sector, which country is noted for having legislative measures or provisions for governance and oversight of AI, as of late 2025?

- A) Sweden
- B) Denmark
- C) Finland
- D) Norway

3. Sweden's national AI strategy, released in May 2018, emphasizes AI's contribution to financial growth and also to tackling which other critical societal challenges?

- A) Healthcare and education
- B) Environmental and social challenges
- C) Infrastructure and transportation
- D) Cultural heritage and tourism

4. The Nordic gaming industry has seen global success with titles like Minecraft and Angry Birds. Which Swedish company, known for its deep strategy games, is also a notable success in this sector?

- A) Remedy Entertainment
- B) IO Interactive
- C) Mojang Studios
- D) Paradox Interactive

5. Which Nordic country is pioneering offshore wind energy, having installed the world's first offshore wind farm in 1991 and aiming for 30 GW of capacity by 2040?

- A) Norway
- B) Sweden
- C) Finland
- D) Denmark

6. Norway has a significant goal to achieve 30 GW of offshore wind capacity by 2040. What other green technology is Norway heavily investing in, with around 90% of new passenger cars sold being fully electric?

- A) Green hydrogen production
- B) Sustainable aviation fuels
- C) Electric vehicles
- D) Carbon capture and storage

7. In the context of digital entertainment habits, which Nordic countries have seen online gambling now dominate their gambling markets, with Sweden's online gambling generating roughly two-thirds of total revenue?

- A) Finland and Norway
- B) Sweden and Denmark
- C) Norway and Iceland
- D) Denmark and Finland

8. The Nordic Ethical AI Expert Group aims to position the region as a leader in ethical AI and responsible data use by 2030. This initiative aligns with which broader Nordic commitment?

- A) Digital Sovereignty Pact
- B) Vision2030: Most Sustainable and Integrated Region
- C) Nordic Innovation Hub Initiative
- D) Cross-border Data Exchange Agreement

9. Finland's national AI strategy, initially launched in 2017, emphasizes trust, transparency, and accountability as foundations for innovation. What public AI initiative, co-launched with Amsterdam, aims to provide a transparent window into AI systems cities use?

- A) AuroraAI Programme
- B) Finnish AI Register
- C) National AI Workshop
- D) AI for Change Foundation

10. Which Nordic country is implementing a 'totalförsvar' (total defence) concept, placing responsibility not just on military forces but on the whole of society, including civilians, to enhance national resilience against hybrid threats?

- A) Finland
- B) Denmark
- C) Iceland
- D) Sweden

11. Despite high digitalization, the Nordic-Baltic paradox highlights a risk of deepening the digital divide. Which demographic groups are identified as facing heightened risks of digital exclusion?

- A) Young professionals and tech entrepreneurs
- B) Older adults, immigrants, and residents in rural areas
- C) High-income individuals and urban dwellers
- D) Students and retired military personnel

12. In Norway, the 'Longship' project is a significant initiative in which area of green technology?

- A) Offshore wind energy
- B) Carbon capture and storage
- C) Green hydrogen production
- D) Sustainable aviation fuels

13. Sweden's digital transformation is supported by advanced infrastructure and a culture valuing change. Stockholm is often referred to as the 'Silicon Valley of Europe' due to its concentration of technology firms, entrepreneurs, and financiers in sectors like fintech, healthtech, and what other key area?

- A) Biotechnology
- B) Sustainable energy
- C) Aerospace
- D) Advanced manufacturing

14. The Nordic gaming industry's success is partly attributed to a strong tradition of education in technology and design. Which Finnish company is known for creating critically acclaimed titles such as Max Payne and Alan Wake?

- A) Mojang Studios
- B) IO Interactive
- C) Rovio Entertainment
- D) Remedy Entertainment

15. Regarding AI in healthcare, research from AI Policy Lab Sweden suggests that barriers to adoption are rarely technical, but rather structural and organizational. What is identified as the central operational challenge facing Nordic healthcare over the next decade, reframing AI scaling as an operational and workforce strategy?

- A) Limited data availability
- B) Lack of regulatory frameworks
- C) Workforce capacity
- D) Public distrust in AI

16. In Finland, the Artificial Intelligence 4.0 Programme, launched in November 2020, specifically aims to accelerate AI adoption among which types of enterprises?

- A) Large multinational corporations
- B) Small and medium-sized enterprises (SMEs)
- C) Public sector organizations
- D) Research and development institutions

17. To maintain digital sovereignty and protect democratic values, the development of large language models (LLMs) for Nordic languages is imperative. These models should reflect the unique linguistic and cultural diversity of the Nordics. This initiative is part of the broader goals of which expert group?

- A) Nordic Council of Ministers
- B) Nordic Ethical AI Expert Group
- C) Nordic Digitalization Forum
- D) Arctic Council Working Group