

# Australia's Digital Frontier: Social Media Bans, AI Gaming, and Viral Trends Ex

Internet Culture · Answer Key · 10 Questions

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**1. Which social media platforms are currently under investigation by Australian authorities for potential non-compliance with the under-16 social media ban, despite millions of accounts being removed?**

- A) Only TikTok and Instagram
- B) Facebook, Instagram, Snapchat, TikTok, and YouTube**
- C) X (formerly Twitter), Facebook, and Reddit
- D) All major social media platforms including Meta and Snap

**2. What is a significant trend emerging in the Australian gaming market, driven by advancements in technology and infrastructure?**

- A) A decline in mobile gaming due to increased console popularity
- B) The integration of AI for adaptive gameplay and dynamic difficulty adjustment**
- C) A shift towards exclusively offline gaming experiences
- D) The closure of major online gaming platforms due to regulatory pressure

**3. Despite Australia's world-first law banning social media for under-16s, what concern have academics raised regarding youth literacy?**

- A) The ban has significantly improved youth literacy rates
- B) The ban is ineffective as teenagers have found workarounds, potentially stunting youth literacy**
- C) The ban has led to an over-reliance on digital literacy, neglecting traditional reading skills
- D) Youth literacy is unaffected as the ban only targets recreational social media use

**4. Which AI-generated song has recently gone viral, noted for resurrecting internet memes and drawing comparisons to The Beatles' musical style?**

- A) A song focused on Australian wildlife memes
- B) A track created on Deep Dream Generator featuring reanimated 2010s memes**
- C) A satirical song about political events in Australia
- D) A music video solely utilizing AI filters on popular TikTok trends

**5. What is a key driver for the projected growth in the Australian gaming market, reaching an estimated USD 5.0 Billion by 2034?**

- A) A decrease in smartphone penetration
- B) The decline of cloud gaming services
- C) Increased reliance on smartphones for gaming and the integration of AI**
- D) A reduction in in-game purchases and free-to-play models

**6. What is a notable trend in Australian social media usage as of May 2026, particularly concerning how users search for information?**

- A) Users exclusively rely on search engines like Google for product information
- B) TikTok is increasingly being used as a search engine, especially by younger demographics**
- C) Instagram has completely replaced other platforms for brand research
- D) Traditional media outlets are seeing a resurgence in popularity for information gathering

**7. Australia has taken action against Iranian officials and entities. Which of the following entities was sanctioned for its alleged role in recruiting online users to spread disinformation and attack opponents?**

- A) Iranian Ministry of Foreign Affairs
- B) Seraj Cyberspace Organization**
- C) Islamic Republic of Iran Broadcasting (IRIB)
- D) Iranian Cultural Heritage Organization

**8. What concern has the Australian eSafety Commissioner raised regarding the compliance of social media platforms with the under-16 ban?**

- A) Platforms are overly strict, preventing legitimate adult users from accessing content
- B) Many children are still accessing banned platforms because platforms are not adequately verifying ages**
- C) The ban is too effective, leading to a significant drop in online advertising revenue
- D) Platforms are actively encouraging under-16s to use alternative, unmonitored services

**9. In the context of trending TikTok songs in Australia for April 2026, which song is noted for its energetic, playful, and slightly chaotic nature, making it suitable for fast edits and casual storytelling?**

- A) Sakura-lined street - KCNX
- B) NOBLE - F3miii
- C) Love You So - The King Khan & BBQ Show**
- D) Boston - STELLA LEFTY

**10. What is a significant development in the Australian gaming market related to immersive technology and its integration into everyday life?**

- A) A complete move away from VR/AR in favor of traditional consoles
- B) The closure of all retail stores selling gaming hardware
- C) Expanding adoption of VR/AR, with initiatives like IKEA Australia integrating gaming lounges into retail spaces**
- D) A ban on all mobile gaming due to security concerns