

EU Internet Culture Shifts: AI Regulation, Online Learning Surge, and Creator

EU Internet Culture · Practice Test · 18 Questions

1. What percentage of EU internet users reported engaging in online courses or using online learning materials in 2024, marking an increase from the previous year?

- A) 25%
- B) 33%
- C) 40%
- D) 18%

2. Which EU country recorded the highest share of internet users engaged in online learning in 2024?

- A) Germany
- B) France
- C) Ireland
- D) Spain

3. As of September 2024, which social media platform remained the most popular in Europe by market share?

- A) TikTok
- B) Instagram
- C) Facebook
- D) X (formerly Twitter)

4. When is the EU Artificial Intelligence (AI) Act set to take full effect, introducing new regulations for AI-generated content?

- A) August 2025
- B) January 2026
- C) August 2026
- D) December 2025

5. According to a 2024 survey, what was the most common cultural activity Europeans engaged in online?

- A) Playing online games
- B) Reading online news
- C) Listening to music online
- D) Watching TV or videos online

6. In 2024, what percentage of EU internet users purchased some kind of cultural goods and services online?

- A) 15%
- B) 21%
- C) 36%
- D) 50%

7. Which social media platform is noted for dominating youth and creative engagement in Europe as of Q1 2025?

- A) Facebook
- B) LinkedIn
- C) TikTok and Instagram
- D) X (formerly Twitter)

8. In 2024, what percentage of internet users in the EU used cloud gaming platforms?

- A) Approximately 25%
- B) Over 60 million users
- C) Less than 10 million users
- D) Around 10%

9. What share of EU internet users reported listening to or downloading music in 2024?

- A) 79%
- B) 70%
- C) 65%
- D) 34%

10. As of 2024, what percentage of EU internet users did an online course?

- A) 29%
- B) 18%
- C) 33%
- D) 40%

11. In 2025, what percentage of young Europeans (aged 16-29) reported engaging in online activism on civic or political issues?

- A) 20.2%
- B) 24.3%
- C) 31.3%
- D) 49.4%

12. Which country had the highest percentage of internet users engaged in online learning in 2024, at 61%?

- A) Netherlands
- B) Finland
- C) Ireland
- D) Sweden

13. In 2024, what was the primary device used by Europeans for internet access, with nearly 9 in 10 users connecting via these devices?

- A) Desktop computers
- B) Laptops
- C) Smartphones
- D) Tablets

14. As of 2024, what percentage of EU internet users used online learning materials?

- A) 18%
- B) 29%
- C) 33%
- D) 46%

15. Which of these platforms is considered the undisputed leader for B2B marketing and recruitment in Europe?

- A) Instagram
- B) TikTok
- C) YouTube
- D) LinkedIn

16. In 2024, what was the most popular online cultural activity in the EU, reported by 79% of internet users?

- A) Reading online news
- B) Listening to music
- C) Playing games
- D) Watching TV or videos online

17. According to the EU AI Act, what is required for AI-generated images, audio, or video that appear to depict real people, places, or events?

- A) They must be removed from public platforms.
- B) They must be clearly labeled as artificially generated.
- C) They require special user permission to view.
- D) They are exempt from any special labeling requirements.

18. In terms of social media usage in Eastern Europe, which platform is noted as being popular?

- A) Instagram
- B) VKontakte (VK)
- C) Snapchat
- D) Telegram