

Internet Culture: Historical Milestones

Internet Culture · Practice Test · 20 Questions

1. What significant event in 1998 is widely considered a pivotal moment for internet commerce and search engine dominance?

- A) The launch of Wikipedia
- B) The founding of Google
- C) The release of the first iPhone
- D) The Dot-com bubble burst

2. Which early social networking platform, launched in 1997, allowed users to create profiles and connect with friends, predating MySpace and Facebook?

- A) Friendster
- B) Six Degrees
- C) GeoCities
- D) Classmates.com

3. The ARPANET, a precursor to the internet, was initially developed for what primary purpose?

- A) Commercial data sharing
- B) Academic research collaboration
- C) Military communication and research
- D) Public access to information

4. What year did the World Wide Web become publicly available, marking a significant shift towards user-friendly internet access?

- A) 1983
- B) 1991
- C) 1998
- D) 2004

5. The widespread adoption of dial-up modems in the 1990s facilitated the growth of which online service model?

- A) Streaming video
- B) Instant messaging
- C) Online gaming
- D) Internet Service Providers (ISPs)

6. Which online forum, established in 1979, is one of the oldest digital communities and a precursor to modern message boards?

- A) Usenet
- B) BBS (Bulletin Board System)
- C) IRC (Internet Relay Chat)
- D) FidoNet

7. The term 'meme' in its internet context was popularized by Richard Dawkins' 1976 book, but its digital cultural impact truly exploded with what type of content?

- A) Animated GIFs
- B) Image macros (images with text)
- C) Viral videos
- D) Early internet comics

8. What was the first widely adopted web browser that made the World Wide Web more accessible to the general public?

- A) Internet Explorer
- B) Netscape Navigator
- C) Mosaic
- D) Opera

9. The rise of peer-to-peer file-sharing networks like Napster in the late 1990s significantly impacted which industry?

- A) Film industry
- B) Book publishing
- C) Music industry
- D) Video game industry

10. What online platform, launched in 2005, revolutionized the way people consume and share video content?

- A) Vimeo
- B) DailyMotion
- C) YouTube
- D) Metacafe

11. The early internet was largely text-based. The development of HTML and graphical browsers led to the creation of:

- A) Blogs
- B) Personal websites and homepages
- C) Online encyclopedias
- D) Social media feeds

12. Which online encyclopedia, launched in 2001, became a prime example of collaborative content creation and a dominant source of information?

- A) Britannica Online
- B) Encarta
- C) Wikipedia
- D) World Factbook

13. The concept of 'viral marketing' on the internet gained significant traction with early examples such as:

- A) The Blair Witch Project campaign
- B) The Ice Bucket Challenge
- C) The ALS Association donation drive
- D) The Dancing Baby animation

14. What early internet phenomenon allowed users to create personalized virtual spaces and share them with others, fostering early online communities?

- A) IRC channels
- B) GeoCities and Tripod
- C) Early forums
- D) Chat rooms

15. The introduction of 'Web 2.0' in the early 2000s emphasized user-generated content and interactivity. Which platform exemplifies this shift by allowing users to share short messages?

- A) Facebook
- B) MySpace
- C) Twitter
- D) LiveJournal

16. Which significant event in 1993 is considered a major step in the commercialization and growth of the internet?

- A) The launch of AOL
- B) The release of the Mosaic web browser
- C) The opening of Netscape's IPO
- D) The creation of the first online banner ad

17. The widespread use of ASCII art in early online communication was a direct result of:

- A) Limited graphical capabilities
- B) A desire for artistic expression
- C) The complexity of Unicode
- D) A lack of image file formats

18. The 'Eternal September' refers to a period starting in September 1993 when what occurred on Usenet?

- A) A significant increase in spam
- B) A surge of new, often naive, users
- C) The introduction of encrypted communication
- D) A major security breach

19. What innovation by Tim Berners-Lee in the late 1980s and early 1990s laid the foundation for the World Wide Web?

- A) The development of TCP/IP
- B) The creation of the first email protocol
- C) The invention of HTML, HTTP, and URLs
- D) The establishment of the domain name system (DNS)

20. The early internet culture was heavily influenced by the ethos of:

- A) Commercialization and profit
- B) Openness, sharing, and collaboration
- C) Government control and regulation
- D) Exclusive access and gated communities