

Global Video Game History

Video Game History · Answer Key · 20 Questions

1. Which Japanese city served as the headquarters for Nintendo when it was founded as a playing card company in 1889?

- A) Tokyo
- B) Kyoto**
- C) Osaka
- D) Sapporo

2. In 1972, Magnavox released the Odyssey, the first commercial home console, which was developed by Ralph Baer while working in which U.S. state?

- A) California
- B) New York
- C) New Hampshire**
- D) Texas

3. Which European country is the birthplace of the popular 1980s computer game 'Tetris', designed by Alexey Pajitnov?

- A) Poland
- B) Hungary
- C) Soviet Union**
- D) East Germany

4. The 1983 video game crash, often attributed to the market saturation of the Atari 2600, primarily impacted the economy of which country?

- A) Japan
- B) United States**
- C) United Kingdom
- D) France

5. Which city in the United Kingdom is widely considered the hub of the 'British Bedroom Coder' scene in the 1980s, hosting companies like Rare and Codemasters?

- A) London
- B) Manchester
- C) Birmingham
- D) Twycross**

6. The company Ubisoft was founded in 1986 in which French village before growing into an international gaming conglomerate?

- A) Montreuil
- B) Carentoir**
- C) Paris
- D) Lyon

7. In the late 1990s, the video game developer GSC Game World, known for the S.T.A.L.K.E.R. series, was founded in which city?

- A) Kyiv**
- B) Moscow
- C) Warsaw
- D) Prague

8. The 'Demoscene', a computer art subculture that influenced early European game development, gained significant prominence in which Scandinavian country during the 1980s?

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

9. Which company, known for the development of the Unreal Engine, is headquartered in Cary, North Carolina, a state with a rapidly growing tech corridor?

- A) Epic Games**
- B) Crytek
- C) Unity Technologies
- D) Valve

10. The game 'Angry Birds', which became a global phenomenon in 2009, was developed by Rovio Entertainment, based in which Nordic country?

- A) Sweden
- B) Norway
- C) Finland**
- D) Iceland

11. Which South American country hosted the first official 'Electronic Sports World Cup' event held outside of Europe or North America in 2008?

- A) Brazil**
- B) Argentina
- C) Chile
- D) Colombia

12. The 'Golden Age of Arcade Video Games' saw the rise of Namco, which established its primary research and development facilities in which Japanese prefecture?

A) Kanagawa

B) Tokyo

C) Aichi

D) Osaka

13. Which company, creator of the 'Grand Theft Auto' series, maintains its headquarters in New York City, though its primary development studio, Rockstar North, is in Edinburgh, Scotland?

A) Take-Two Interactive

B) Electronic Arts

C) Activision

D) Ubisoft

14. The 'Cyberpunk 2077' developer CD Projekt Red is headquartered in which Polish city?

A) Kraków

B) Warsaw

C) Wrocław

D) Gdańsk

15. Which country passed the 'Game Content Rating Law' in 2006, significantly influencing the global digital distribution of games in that region?

A) China

B) South Korea

C) Japan

D) Singapore

16. The indie game 'Minecraft' was created by Markus Persson in which country, leading to the formation of Mojang Studios?

A) Sweden

B) Norway

C) Denmark

D) Netherlands

17. Which city is historically associated with the development of the 'Zork' text adventure game at MIT?

A) Boston

B) Cambridge

C) Palo Alto

D) Seattle

18. The 'CryEngine' game engine was developed by Crytek, a company founded by the Yerli brothers in which country?

A) Germany

B) Turkey

C) Austria

D) Switzerland

19. In the early 2000s, the MMORPG 'Lineage' became an unprecedented cultural phenomenon in which nation?

A) South Korea

B) Japan

C) Taiwan

D) Vietnam

20. Which city in British Columbia, Canada, is home to a massive cluster of game development studios including EA Vancouver and The Coalition?

A) Burnaby

B) Vancouver

C) Victoria

D) Surrey