

Global Video Game History

Video Game History · Practice Test · 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