

Global Perspectives in Video Game History

Video Game History · Practice Test · 10 Questions

1. Which Japanese city hosted the headquarters of Nintendo during the launch of the Famicom in 1983?

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

2. Before moving its main operations to the United States, in which European country did the developer Crytek initially establish its headquarters?

- A) Germany
- B) Poland
- C) United Kingdom
- D) Sweden

3. In 1972, the Magnavox Odyssey was released. In which US state was the prototype 'Brown Box' originally developed by Ralph Baer?

- A) California
- B) New York
- C) New Hampshire
- D) Massachusetts

4. Which company, known for the 'Pang' series and 'Captain Commando', was headquartered in the Osaka Prefecture of Japan?

- A) Capcom
- B) Konami
- C) SNK
- D) Taito

5. The video game 'Tetris' was created by Alexey Pajitnov while he worked at a research center in which specific city?

- A) St. Petersburg
- B) Moscow
- C) Kiev
- D) Minsk

6. Which Scandinavian country is home to the studios that developed the 'Battlefield' series and 'Minecraft'?

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

7. The arcade game 'Space Invaders' triggered a national coin shortage in which country upon its 1978 release?

- A) Japan
- B) United States
- C) United Kingdom
- D) South Korea

8. The company Ubisoft was founded in 1986 in which specific region of France?

- A) Paris
- B) Brittany
- C) Lyon
- D) Provence

9. In the history of the console wars, which country was the first to implement a complete ban on the sale of foreign-made game consoles between 2000 and 2014?

- A) Brazil
- B) China
- C) Vietnam
- D) India

10. The developers of the 'Gothic' series, Piranha Bytes, are historically associated with which major industrial region in Germany?

- A) Bavaria
- B) North Rhine-Westphalia
- C) Saxony
- D) Lower Saxony