Advanced Video Game History

Video Game History · Practice Test · 10 Questions

1. Which 1971 arcade game, developed by Bill Pitts and Hugh Tuck, is widely recognized as the first coin-operated video game?

A) Computer Space
B) Pong
C) Galaxy Game
D) Spacewar!

2. In 1976, Fairchild Semiconductor released the Fairchild Channel F, which was the first console to feature what major technological advancement?

A) Color graphics
B) Programmable ROM cartridges
C) Analog joystick input
D) Integrated stereo sound

3. What was the first video game to be inducted into the United States Library of Congress's National Film Registry in 2015?

A) Super Mario Bros.
B) Pac-Man
C) Pong
D) Space Invaders

4. The 'North American Video Game Crash of 1983' was primarily triggered by the market failure of which specific console?

A) Atari 2600
B) Magnavox Odyssey 2
C) ColecoVision
D) Atari 5200

5. Which game developer created 'Tennis for Two' in 1958 using an oscilloscope and an analog computer at Brookhaven National Laboratory?

A) Ralph Baer
B) William Higinbotham
C) Nolan Bushnell
D) Steve Russell

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6. Before Nintendo pivoted to video games, which of these was a primary business venture for the company in the 1960s?

A) Instant rice production
B) Taxi service operation
C) Love hotel management
D) Toy train manufacturing

7. Which console holds the record for being the first to utilize a CD-ROM drive as its primary storage medium via the PC Engine CD-ROM² peripheral?

A) Sega Genesis
B) TurboGrafx-16
C) Neo Geo AES
D) 3DO

8. Who is credited with creating 'Spacewar!' at MIT in 1962 on a DEC PDP-1 computer?

A) Steve Russell
B) Alan Turing
C) Ken Thompson
D) Ed Logg

9. What was the original internal development codename for the Nintendo 64?

A) Project Reality
B) Ultra 64
C) Project Dolphin
D) Revolution

10. In 1980, which game became the first to be featured in a copyright infringement lawsuit against a game developer, specifically targeting the game 'K.C. Munchkin!'?

A) Donkey Kong
B) Pac-Man
C) Defender
D) Asteroids

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