Video Game Trivia

Use this key to check answers and read the explanations.

1. Which puzzle game did computer programmer Alexey Pajitnov create in 1984?
   - A. Tetris
   - B. Columns
   - C. Puyo Puyo
   - D. Puzzle Bobble

   Correct answer: A. Tetris

   The official Tetris history credits Pajitnov with creating the game in 1984.

2. Bandai Namco's official history credits Toru Iwatani with planning which arcade game first released in 1980?
   - A. Dig Dug
   - B. Galaga
   - C. Pac-Man
   - D. Pole Position

   Correct answer: C. Pac-Man

   Iwatani planned the original Pac-Man, which Namco introduced in 1980.

3. Which handheld game system did Nintendo introduce in 2004 with two separate screens built into the device?
   - A. PlayStation Portable
   - B. Nintendo DS
   - C. Sega Game Gear
   - D. Game Boy Advance

   Correct answer: B. Nintendo DS

   Nintendo announced the DS in 2004 with two built-in displays and touch-screen input.

4. Which Sega home console debuted in Japan in November 1998?
   - A. Master System
   - B. Saturn
   - C. Mega Drive
   - D. Dreamcast

   Correct answer: D. Dreamcast

   Sega's hardware archive records the Dreamcast's Japanese release on November 27, 1998.

5. Which Sony home console launched in 2000 and could play DVD movies as well as games?

A. Original PlayStation
B. PlayStation 2
C. PlayStation 3
D. PlayStation 4

Correct answer: B. PlayStation 2
The PlayStation 2 combined a home game console with DVD movie playback at its 2000 launch.

6. In which year did the original Xbox first go on sale in North America?

A. 2001
B. 1999
C. 2000
D. 2005

Correct answer: A. 2001
Microsoft dates the North American release of its first Xbox console to November 15, 2001.

7. Which inventor developed the Brown Box television game prototype that became the basis for the Magnavox Odyssey?

A. Steve Wozniak
B. Jerry Lawson
C. Nolan Bushnell
D. Ralph Baer

Correct answer: D. Ralph Baer
Ralph Baer and his colleagues developed the Brown Box prototype. Magnavox brought a commercial version to market as the Odyssey in 1972.

8. Which 1976 console used removable cartridges and was developed by the Fairchild team led by Jerry Lawson?

A. Intellivision
B. Atari 2600
C. Channel F
D. ColecoVision

Correct answer: C. Channel F
The Fairchild Channel F let owners change games by inserting a different cartridge. Lawson led the team that developed the system.

9. The original video game The Oregon Trail was created in 1971 to teach schoolchildren in which U.S. state?

A. Minnesota
B. Oregon
C. Missouri
D. Wyoming

Correct answer: A. Minnesota
Three student teachers created the game for Minnesota schoolchildren learning American history.

10. Which brothers developed the original Myst at Cyan?

A. John and Ste Pickford
B. Chris and Tim Stamper
C. Dan and Sam Houser
D. Robyn and Rand Miller

Correct answer: D. Robyn and Rand Miller
The Strong credits Robyn and Rand Miller with developing Myst at their company, Cyan.

11. Which home console reached stores in 1982 with a built-in monitor for vector graphics?

A. ColecoVision
B. Atari 5200
C. Vectrex
D. Intellivision

Correct answer: C. Vectrex
The Vectrex had an integrated monochrome screen that displayed vector graphics.

12. Which field of design is named in the title of the Museum of Modern Art's 2022 Never Alone exhibition about video games and other digital objects?

A. Textile design
B. Interactive design
C. Furniture design
D. Architectural design

Correct answer: B. Interactive design
MoMA's exhibition title names interactive design. Its exhibits explored how people interact with games and other digital systems.

13. The Smithsonian American Art Museum announced two works to begin its video game collection in 2013. Which work was named alongside Flower?

A. Space Invaders
B. Pac-Man
C. Pong
D. Halo 2600

Correct answer: D. Halo 2600
The museum announced Flower and Ed Fries's Halo 2600 together as the first video games in its permanent collection.

14. According to The Strong, what kind of venue in Sunnyvale, California, hosted the first Pong prototype for players to try?

A. A tavern
B. A bowling alley
C. A university computer lab
D. An electronics trade show

Correct answer: A. A tavern
The Strong identifies Andy Capp's Tavern as the venue where the prototype was placed.

15. The Strong describes Will Wright's design notebooks as recording work on SimCity 2000 and The Sims. Which game from 2008 also appears in that account?

A. Braid
B. World of Goo
C. Spore
D. LittleBigPlanet

Correct answer: C. Spore
The Strong's account lists Spore among the projects documented in Wright's donated notebooks.