

Name: _____ Date: _____

Level Up College Gaming History Quiz

Examine the evolution of industry-defining mechanics and social ecosystems from the arcade boom to mobile disruption.

1. Which 1972 arcade title is widely credited with establishing the commercial viability of the video game industry?

- A. Space Invaders
- B. Pong
- C. Asteroids
- D. Pac-Man

2. The 'Indie Game' movement gained significant mainstream traction in the late 2000s through digital distribution platforms like Steam and Xbox Live Arcade.

- A. True
- B. False

3. In the context of game design, the term _____ refers to the rules and mechanics that dictate how a player interacts with the game world.

- A. Narrative
- B. Gameplay
- C. Graphics
- D. Interface

4. Which console is credited with revitalizing the North American home console market after the video game crash of 1983?

- A. Sega Genesis
- B. Atari 2600
- C. Nintendo Entertainment System (NES)
- D. Commodore 64

5. The concept of 'Permadeath,' where a character cannot be revived after dying, is a defining characteristic of the _____ genre.

- A. Sandbox
- B. Roguelike
- C. Platformer
- D. Simulation

6. The term 'Esports' refers exclusively to professional fighting game tournaments.

- A. True
- B. False

Name: _____ Date: _____

7. What technological shift in the mid-1990s allowed for the transition from 2D sprites to 3D polygons in home gaming?

- A. The introduction of CD-ROM storage
- B. The invention of the joystick
- C. The creation of the Internet
- D. The use of 8-bit processors

8. A _____ game is one where players are given a high degree of creativity to complete tasks, often with no set linear path.

- A. Rail
- B. Sandbox
- C. Arcade
- D. Text-based

9. Microtransactions are a monetization strategy primarily found in 'Free-to-Play' games to support ongoing development.

- A. True
- B. False

10. Which of the following best describes 'Ludonarrative Dissonance'?

- A. A game with no sound effects
- B. A conflict between a game's story and its gameplay mechanics
- C. The use of virtual reality to simulate real life
- D. A style of highly realistic art in games