

## Chapter 1 Quiz

- 1) Which of the following was *not* part evolution of games that predated video games?
  - a. Bagatelle
  - b. Baffle Ball
  - c. Pinball
  - d. Speedball\*
  
- 2) Often credited for developing the first electronic game called *Tennis for Two* in 1958:
  - a. Nolan Bushnell
  - b. Steve “Slug” Russell
  - c. Willy Higinbotham\*
  - d. Ralph Baer
  
- 3) What type of monitor was *Tennis for Two* originally displayed on?
  - a. CRT television
  - b. Oscilloscope\*
  - c. Movie screen
  - d. Personal computer monitor
  
- 4) MIT student who developed *Spacewar!*:
  - a. Nolan Bushnell
  - b. Steve “Slug” Russell\*
  - c. Willy Higinbotham
  - d. Ralph Baer
  
- 5) The “Father of Video Games” whose Brown Box console game system became the Magnavox Odyssey:
  - a. Ray Kassar
  - b. Ralph Baer\*
  - c. Willy Higinbotham
  - d. Steve Russell
  
- 6) Which product was *not* developed for the original Magnavox Odyssey system?
  - a. Game card
  - b. Joystick\*
  - c. Light gun
  - d. Plastic overlay
  
- 7) These two gentlemen were the original founders of Atari:
  - a. Steve Jobs and Steve Wozniak
  - b. Ray Kassar and Ted Dabney
  - c. Trip Hawkins and Ted Russell
  - d. Nolan Bushnell and Ted Dabney\*
  
- 8) What year was the first *Pong* arcade machine produced?

- a. 1960
- b. 1972\*
- c. 1978
- d. 1987

9) Which of the following was *not* a feature of *Pong* implemented by Al Alorn:

- a. Using less expensive parts
- b. Adding deflection angles to the ball when it hit sections of the paddles
- c. Enhancing the game with ball acceleration
- d. Crowd noises such as applause and boos\*

10) *Pong* led to Atari being sued by \_\_\_\_\_ for copyright infringement.

- a. Syzygy Engineering
- b. Sanders Associates and Magnavox\*
- c. Nutting Associates
- d. Brookhaven National Laboratory

11) Atari's first home version of *Pong* was licensed by retailer \_\_\_\_\_ under the Tele-Games label.

- a. Sears, Roebuck & Company\*
- b. K-Mart
- c. J.C. Penney
- d. None of the above

12) Which of the following was *not* a business Coleco had a hand in before video games?

- a. asphalt roofing\*
- b. leather
- c. plastic molding
- d. swimming pools

13) The first home video game system to use the General Instrument AY-3-8500 chip:

- a. Odyssey
- b. Pong For Your Home TV
- c. Telstar\*
- d. Color TV Game

14) Subsequent consoles such as Ranger, Combat!, and Gemini were developed by:

- a. Magnavox
- b. Atari
- c. Coleco\*
- d. Nintendo

15) Which of the following was not one of the three sections of the Telstar Arcade?

- a. Joysticks\*
- b. Paddles
- c. Light gun

- d. Steering wheel & gear shift
- 16) This company's game systems were sold partially assembled, where the consumer usually had to attach the paddle knobs and apply the decorative stickers onto the console:
- a. Magnavox
  - b. Atari
  - c. Coleco\*
  - d. Nintendo
- 17) The first gen console with removable *cartridges* for different games to be played:
- a. Odyssey
  - b. Super Pong
  - c. Telstar Gemini
  - d. Telstar Arcade\*
- 18) Nintendo produced a successful series of single-game home consoles in Japan called:
- a. Game and Watch
  - b. Color TV-Game\*
  - c. Game for TV
  - d. None of the above
- 19) Which first generation U.S. home console series sold the most units overall?
- a. Odyssey
  - b. Pong
  - c. Super Pong
  - d. Telstar\*
- 20) Systems with the game(s) built in, rather than using removable media are called:
- a. All-in one consoles
  - b. Dedicated consoles\*
  - c. Solid state consoles
  - d. Stand-alone consoles

### **True or False**

- 21) *Spacewar!* by Nolan Bushnell was the first coin operated arcade video game in 1971. \*F
- 22) The original Magnavox Odyssey was not capable of producing sound in its games. \*T
- 23) The sound on the home version of *Pong* was only emitted from a built-in speaker in the center of the console, which could not be sent through the television speaker. \*T
- 24) The name "Coleco" was derived from the words "California Leather Company." \*F
- 25) Fourteen different models of the Telstar were manufactured between 1976 and 1978. \*T

## Chapter 2 Quiz

- 1) Acts like the brain of a computer or game console; makes calculations and processes information that tells other components what to do:
  - a. CPU\*
  - b. GPU
  - c. RAM
  - d. ROM
  
- 2) Is like the short term memory of a computer; allowing data to be read, written, and stored—but only temporarily:
  - a. CPU
  - b. GPU
  - c. RAM\*
  - d. ROM
  
- 3) A network of connected computers in a small area such as in a home or computer lab:
  - a. BIOS
  - b. LAN\*
  - c. WAN
  - d. Internet
  
- 4) Processor speed and TVs/monitor refresh rates are measured in:
  - a. Bytes (b)
  - b. Kilobytes (KB)
  - c. Hertz (Hz)\*
  - d. Frames per second (fps)
  
- 5) The baseline frame rate for standard definition video in the US is:
  - a. 15 fps
  - b. 24 fps
  - c. 25 fps
  - d. 30, or 29.97 fps\*
  
- 6) The three video formats used around the world are:
  - a. NTSC, PAL, and SECAM\*
  - b. NTSC, PAL, and SKYNET
  - c. UNLV, PAL, and SECAM
  - d. NTSC, PAL, and UNLV
  
- 7) What does NTSC stand for?
  - a. North To South Coast
  - b. National Television Stations Collaboration
  - c. National Televisions Standards Committee\*
  - d. National Televised Social Club

- 8) Which television formats use 625 lines at 50 Hz?
- PAL & UNLV
  - PAL & SECAM\*
  - SECAM & NTSC
  - NTSC & UNLV
- 9) Compared to PAL, analog NTSC video format has a:
- Higher resolution
  - Higher frame rate (fps)
  - Faster refresh rate (Hz)
  - Both B and C\*
- 10) Atari's *Asteroids* (1979) and *Battlezone* (1980) are examples of:
- ASCII graphics
  - Vector graphics\*
  - Raster graphics
  - Polygon graphics
- 11) These graphics consist of geometric shapes that are "mapped" onto wireframe models to create 3D graphics.
- ASCII graphics
  - Vector graphics
  - Raster graphics
  - Polygon graphics\*
- 12) In this field of view, the player sees through the perspective of character's eyes:
- First-person\*
  - Second-person
  - Third-person
  - Isometric
- 13) Games like *Super Mario Bros.* that typically scroll from left to right predominantly utilize the:
- X axis\*
  - Y axis
  - Z axis
  - None of the above
- 14) What effect gives 2D games a sense of depth by the illusion of a third dimension?
- Large sprites
  - High resolution pixels
  - Parallax scrolling\*
  - 8-bit sound
- 15) Early consoles output a single channel of audio where there was no difference between the sound output of a left speaker or right speaker in a two-speaker setup. This kind of audio output is called: