

Clubhouse Trivia: Questions, Answers, and Facts Printable Trivia Pack

Clubhouse trivia highlights the fast rise of the American social audio platform developed by Alpha Exploration Co. for iOS and Android. Known for real-time, audio-only conversations in virtual rooms, the app became a widely discussed example of how voice chat could shape online communities and internet culture.

HARD CLUBHOUSE TRIVIA

1. Before Clubhouse, what app had Paul Davison previously co-founded?

Answer: Highlight

2. Which major tech company did Rohan Seth work at before co-founding Clubhouse?

Answer: Google

3. What was the name of Clubhouse's earliest prototype?

Answer: Talkshow

4. In January 2021, Clubhouse closed what funding round?

Answer: Series B

5. What was the name of Clubhouse's creator support initiative?

Answer: Creator First

6. Which company processed transactions when Clubhouse launched Payments?

Answer: Stripe

7. Clubhouse's first Android rollout was in what form rather than a full open launch?

Answer: beta release

8. When Clubhouse began expanding Android access, which country got the initial rollout before the app spread internationally?

Answer: United States

9. According to Clubhouse in 2021, users were creating roughly what volume of rooms each day?

Answer: hundreds of thousands of rooms each day

10. Which feature did Clubhouse introduce specifically to improve audio quality for musical performances?

Answer: music mode

11. What was the name of the feature Clubhouse added for inviting friends into live conversations?

Answer: wave

12. In its 2023 restructuring announcement, Clubhouse said it would cut what proportion of its staff?

Answer: more than half

13. After the 2023 reset, what two-pronged product focus did Clubhouse say it was reorganizing around?

Answer: messaging and smaller groups

14. Clubhouse started voice-first, but later tested and expanded what additional communication tools?

Answer: text chat tools

FUNNY CLUBHOUSE TRIVIA

1. Clubhouse sounded like a real estate listing, but what kind of rooms did it actually use?

Answer: Virtual rooms.

2. True or false: To join Clubhouse, users had to locate an actual clubhouse somewhere in the real world.?

Answer: False

3. On Clubhouse, a room could have a full "stage" even though what was missing?

Answer: Nobody was physically on stage.

4. Instead of waving like you were hailing a parade float, what did Clubhouse users raise to ask to speak?

Answer: A digital hand.

5. Clubhouse let people spend hours in rooms doing what shockingly low-key thing?

Answer: Listening without typing a single post.

6. Which video-era obligation did Clubhouse happily let users skip the entire time?

Answer: Being on camera.

7. If a Clubhouse user wanted the social equivalent of tiptoeing out the back door, which button did they press?

Answer: "Leave quietly."

8. Clubhouse normalized a room full of strangers doing what for hours?

Answer: Listening to one person talk.

9. The app was built for talking, but what kind of users also helped make it famous?

Answer: Silent listeners.

10. Which set of building-style words did Clubhouse borrow for its audio app?

Answer: Clubs, rooms, stages, and hallways.

11. At its peak, getting into Clubhouse sometimes felt like winning what because access was invite-only?

Answer: A golden ticket.

12. Clubhouse conversations could resemble what older medium made by whoever happened to open the app?

Answer: Live radio.

13. On Clubhouse, a user could join a room dressed in what famously invisible outfit?

Answer: Pajamas.

FUN CLUBHOUSE TRIVIA

1. What kind of service does Clubhouse describe itself as?

Answer: An audio-based social networking service.

2. Clubhouse became especially well known for centering around what kind of live experience?

Answer: Live drop-in audio rooms.

3. In early 2021, Clubhouse's sudden fame helped ignite what broader tech trend?

Answer: A social-audio boom.

4. Which rival product did Twitter launch to answer the live-audio craze?

Answer: Twitter Spaces.

5. After Clubhouse surged, Spotify jumped into live audio with what product name first?

Answer: Greenroom.

6. As the live-audio wave spread, which platform also added social audio features?

Answer: Discord.

7. To help people find friends quickly in its early days, what did Clubhouse originally rely on users syncing?

Answer: Their phone contacts.

8. Early Clubhouse had a velvet-rope vibe because new members received only what to hand out?

Answer: A limited number of invites.

9. Clubhouse rooms often felt less like polished podcasts and more like live panels, town halls, or what kind of show?

Answer: Call-in shows.

10. What did Clubhouse let users start without needing to produce edited audio first?

Answer: Spontaneous conversations.

11. Which phrase did Clubhouse help push into mainstream tech coverage?

Answer: Social audio.

12. If you wanted your future chat to have a proper date with destiny, what could Clubhouse users create in advance?

Answer: Scheduled rooms.

13. On Clubhouse, clubs were useful for hosting what kind of conversations around shared interests?

Answer: Recurring conversations.

CLUBHOUSE FAMILY TRIVIA

1. In what year did Clubhouse launch?

Answer: Clubhouse launched in 2020.

2. Alpha Exploration Co., the company behind Clubhouse, is based in which California city?

Answer: San Francisco, California.

3. Which investment firm led an early funding round for Clubhouse in 2020?

Answer: Andreessen Horowitz.

4. A January 2021 funding round reportedly put Clubhouse at roughly what value?

Answer: About \$1 billion.

5. Later in 2021, Clubhouse reportedly reached about what valuation?

Answer: About \$4 billion.

6. Early in 2021, Clubhouse said it had reached how many weekly active users?

Answer: 10 million weekly active users.

7. Which set lists the three room types Clubhouse could use?

Answer: Open, social, or closed.

8. What was the name of Clubhouse's direct messaging feature added in July 2021?

Answer: Backchannel.

9. Clubhouse launched a creator payment feature in April 2021. What was it called?

Answer: Payments.

10. What audio enhancement did Clubhouse introduce in 2021 to make voices sound more placed in space?

Answer: Spatial audio.

11. Which Clubhouse feature lets users share short audio highlights from a conversation?

Answer: Clips.

12. If a room creator wanted people to listen later instead of only live, which feature could they turn on?

Answer: Replay.

EASY CLUBHOUSE TRIVIA

1. What kind of app is Clubhouse?

Answer: An American social audio app

2. Which company developed Clubhouse?

Answer: Alpha Exploration Co.

3. Clubhouse is mainly built around live audio conversations rather than what kind of posts?

Answer: Text posts

4. In Clubhouse, live conversations take place inside virtual spaces called what?

Answer: Rooms

5. Clubhouse first launched on which platform?

Answer: iOS

6. In what year did Clubhouse later release an Android app?

Answer: 2021

7. Name one co-founder of Clubhouse: Paul Davison or Rohan Seth?

Answer: Paul Davison

8. Which co-founder of Clubhouse has the first name Rohan?

Answer: Rohan Seth

9. When Clubhouse first started, could anyone join right away?

Answer: No, it began as an invite-only app.

10. Inside a Clubhouse room, what two main roles can people have?

Answer: Speakers or listeners

11. What can users do on Clubhouse to get notified about live talks from people they like?

Answer: Follow people

12. What are Clubhouse's interest-based groups called?

Answer: Clubs

13. What is the name of Clubhouse's main activity feed?

Answer: The hallway

Source: <https://triviagong.com/trivia/clubhouse-trivia>