

What Parents Should Know to Protect their Kids and Youth Online

Roblox Online Gaming and Game Creation System

Abstract:

Roblox is a massive online platform and game creation system where users can play millions of different games (called "experiences") created by other users, socialize, and even design their own games using tools like Roblox Studio.

It functions like a virtual universe with user-customizable avatars, offering diverse genres from obstacle courses to role-playing, and serves as a social hub for connecting with friends, available across many devices.

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for the



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ROBLOX – IT'S NOT A GAME!

UNDERSTANDING THE RISKS AND REALITIES OF ROBLOX

<https://www.psychologytoday.com/ca/blog/video-game-health/202511/roblox-isnt-a-game>

ROBLOX: PLATFORM, NOT A GAME

Roblox is often misunderstood as a single game, but in reality, it is a platform that hosts countless user-created games. This distinction is important, as Roblox allows virtually anyone to design and share their own games with minimal oversight. When a young person mentions they're playing Roblox, it's crucial to ask which specific game they are engaging with, as the platform contains a vast array of experiences—some appropriate, some not. The sheer volume of games, with tens of millions available, means that it is nearly impossible to be familiar with all of them, especially the newest or most popular titles among youth.

PERSONAL EXPERIENCE WITH VIDEO GAMES

There are well-documented benefits of video games, including stress reduction, building motivation, creating positive social spaces, and even assisting children in learning to read. Video games are sometimes incorporated into therapeutic settings, and for many, they are a source of enjoyment and growth. Despite this, Roblox presents unique concerns and risks that set it apart from other platforms.

LEGAL AND SAFETY CONCERNS

Roblox is currently facing at least thirty-five lawsuits alleging that the platform has allowed communication between young children and adults who groom, expose them to inappropriate content, and, in some cases, blackmail them—sometimes with tragic outcomes, including suicide. Investigative groups such as Hindenburg Research have set up accounts as minors and explored the games available to younger users. Their findings were alarming; they described Roblox as an environment rife with potential for grooming, exposure to pornography, violent content, and abusive interactions.

ADDICTIVE FEATURES AND MONETIZATION

Roblox offers a variety of features to game developers, including psychological tools that can make games highly habit-forming. Since users can easily discover and switch between games, developers are incentivized to implement creative and sometimes manipulative strategies to retain players. This competition means that even developers with good intentions may feel compelled to introduce addictive elements to avoid losing their audience to more aggressive titles. The most popular games on Roblox can be extremely lucrative, with some reportedly earning tens of millions of dollars. As a result, many games incorporate heavy monetization through microtransactions, such as loot boxes and cosmetic upgrades.

COMMUNICATION RISKS FOR CHILDREN

Like most online multiplayer games, Roblox allows players to communicate with each other, creating social spaces within the platform. However, Roblox's communication settings are limited compared to other games. For example, Fortnite enables players to choose from various privacy options regarding who can contact them, ranging from everyone to just friends or no one at all.

Roblox, in contrast, only allows users to choose between "Everyone" or "No one." This design forces children who wish to chat with friends or family to also expose themselves to messages from strangers, increasing the risk of unwanted or dangerous interactions with predatory adults.

UPDATE

- As of 2026, Roblox parental controls are robust but require active setup, allowing parents to manage content maturity, chat settings (now with mandatory age-verification for chat), screen time, spending, and friend requests, but they aren't foolproof.
- They effectively filter experiences and limit interactions but rely on parent-child communication for true safety, especially as new features like facial recognition for chat age verification enhance security but also raise questions about implementation.
- While the system is designed for high accuracy, several ways kids and users have been observed attempting to work around these processes have surfaced.

RISKS AND DANGERS ASSOCIATED WITH KIDS PLAYING GAMES ON ROBLUX

1. PREDATORY BEHAVIOR AND GROOMING

Predators often use the platform's social features to target children:

GROOMING TACTICS:

- Predators frequently pose as children, using avatars and friendly dialogue to build rapport. They often lure victims with gifts like **Robux** or rare items before attempting to move conversations to less-moderated platforms like Discord or Snapchat.

SAFETY GAPS:

- Despite AI moderation, bad actors can use "veiled" or coded language to bypass filters and request personal information or explicit photos.

LEGAL ACTION:

- By early 2026, Roblox faced over **80 active lawsuits** from parents alleging their children encountered predators on the app. Numerous state attorneys general have also filed lawsuits, claiming the platform has insufficient guardrails to protect children.

2. INAPPROPRIATE AND EXPLICIT CONTENT

The user-generated nature of Roblox means mature content sometimes bypasses filters:

"CONDO GAMES":

- These are user-created spaces designed for sexually explicit roleplay. While Roblox actively removes them, they frequently resurface under different names.

DISTURBING THEMES:

- Researchers in 2025 found games with themes related to sexual violence, disturbing roleplay, and explicit audio.

SOCIAL MEDIA EXPOSURE:

- Some experiences have historically included links to unmoderated external communities, though Roblox began prohibiting creators from posting social media links in most experiences starting in early 2026.

3. FINANCIAL EXPLOITATION AND GAMBLING

Roblox's economy can lead to serious financial risks for minors:

DECEPTIVE MONETIZATION:

- Research from 2025 described some in-game spending features as "child gambling," specifically highlighting **loot boxes** and randomized reward mechanics in popular games like *Adopt Me!*

SCAMS:

- Children are often targeted by "free Robux" generators, which are actually phishing sites designed to steal login credentials or personal data.

ACCOUNT TAKEOVERS:

- "Beaming" refers to a practice where hackers steal valuable virtual items from a child's account to sell on illicit marketplaces for real currency.

4. BEHAVIORAL AND PSYCHOLOGICAL IMPACT

ADDICTION AND COMPULSIVE BEHAVIOR:

- Deceptive design elements, such as intermittent rewards, can lead to compulsive play.
- This has resulted in lawsuits alleging that the platform deliberately exploits child psychology to cause addiction.
- Studies show that children can become so engrossed in games like Roblox that they experience symptoms resembling substance addiction, such as neglecting basic needs, showing irritability when unable to play, and obsessively thinking about the game.

ANXIETY AND EMOTIONAL REGULATION ISSUES

- The fast-paced, high-stakes nature of some games can lead to increased stress, anger, and anxiety, particularly when children face competition or loss, resulting in emotional outbursts.

CYBERBULLYING:

- The anonymous nature of the platform facilitates harassment.
- Over 90% of children report witnessing or experiencing bullying while playing video games.
- The social nature of the platform exposes children to bullying, exclusion, and harassment from other players, which can damage self-esteem and lead to depression.

2026 SAFETY UPDATES FOR PARENTS

To mitigate these risks, Roblox has implemented new mandatory features in January 2026:

MANDATORY AGE CHECKS:

- All users are now required to complete an AI-powered facial scan or government ID check to access chat features.

AGE-BASED CHAT BRACKETS:

- Verified users are sorted into specific age groups to limit communication between adults and minors.

PARENTAL CONTROLS:

- Parents can link their accounts to their children to manage spending limits, content maturity labels (Minimal, Mild, Moderate, or Restricted), and chat permissions

COMMON METHODS USED TO BYPASS VERIFICATION

PARENTAL OVERRIDE:

- Parents can use their own facial scans or IDs on behalf of their children, which often results in the child's account being placed in the **21+ age group**. Roblox has acknowledged this occurs and is working on specific solutions to address it.

VISUAL MANIPULATION:

- Reports have surfaced of users attempting to trick the AI-powered facial age estimation by:
 - Using **avatars** instead of real faces during the selfie scan.
 - Drawing **wrinkles or stubble** with markers to appear older.
 - Holding up **photos of other people** (e.g., celebrities) to the camera.

LINKED PARENT ACCOUNTS:

- Parents with linked accounts can modify a child's birthday through [Parental Controls](#) after completing a facial age estimation themselves, though this is intended as a legitimate correction method rather than a bypass.

ALTERNATE VERIFICATION:

- Users 13 and older can choose to verify via government ID if the facial estimation fails or if they prefer it, which some may attempt to do using a family member's ID.

Roblox offers powerful tools, but they work best when parents actively set them up and talk with their kids about online safety, ensuring children understand the features and risks.

YOUR CHILD IS NOT ALONE. HELP IS AVAILABLE.

CRISIS AND HELP LINES

9-1-1 IMMEDIATE DANGER

- **Call 9-1-1** if you or a family member is in immediate risk or danger.

9-8-8 SUICIDE CRISIS HELPLINE

- **Call or text 9-8-8** if you or someone you know is thinking of suicide.

CYBERTIP.CA

- Canada's national tipline that serves as a central hub for the public to report illegal online activities and materials involving minors (youth).
 - Online Reporting: <https://cybertip.ca/en/report/>
 - Phone: Call the toll-free tipline at **1-800-532-9135**.

NEEDHELPNOW.CA

- Offers guidance for youth (under 18) whose intimate images or videos have been shared without consent.

KIDS HELP PHONE

- Provides 24/7 confidential support for youth via
 - Phone (**1-800-668-6868**)
 - Text (**text CONNECT to 686868**)