Research Questions:

RQ1: What concerns and issues do parents express about Roblox in online communities?

RQ2: What role does the Roblox website play in the parental search for solutions?

RQ3: How do the solutions that parents lean on to address their concerns compare to the information provided by Roblox?

What we have accomplished:
- Through web scraping Reddit and performing both quantitative and qualitative analysis, we have found that some common concerns that parents express about Roblox in online communities are: children seeing inappropriate content in the app, children spending too much time on the app, children chatting with adults, and children falling for financial scams
- We found that although Roblox has some resources for parents, their resources do not seem to be the first place many parents decide to go.
- We also found that parents seem to prefer communicating with someone from Roblox for help as opposed to consulting the resources that Roblox has set up.
- Established a baseline on how to investigate parental concerns on online games for children, where our approach can be applied to other games

The larger goal of our research project is to reduce the challenges to report and resolve concerns, as well as making parents more informed about the risks of Roblox so that parents could effectively protect their kids digitally. Our work fits into this goal because it achieves the first step, which is highlighting the gap between what parents with children who play Roblox can lean on to address their concerns and what Roblox has provided for them.

Some research questions we would look into if we had more time:

- How does the news affect the way that parents think about their children gaming on Roblox?
  - To answer this question, we would use Time Series Analysis to see how parents' opinions change as more articles come out speaking against safety in Roblox.
- How can this research be applied to other games?
  - This research can generally be applied to other games using the same methods, but each game may differ (we haven't looked into that part)