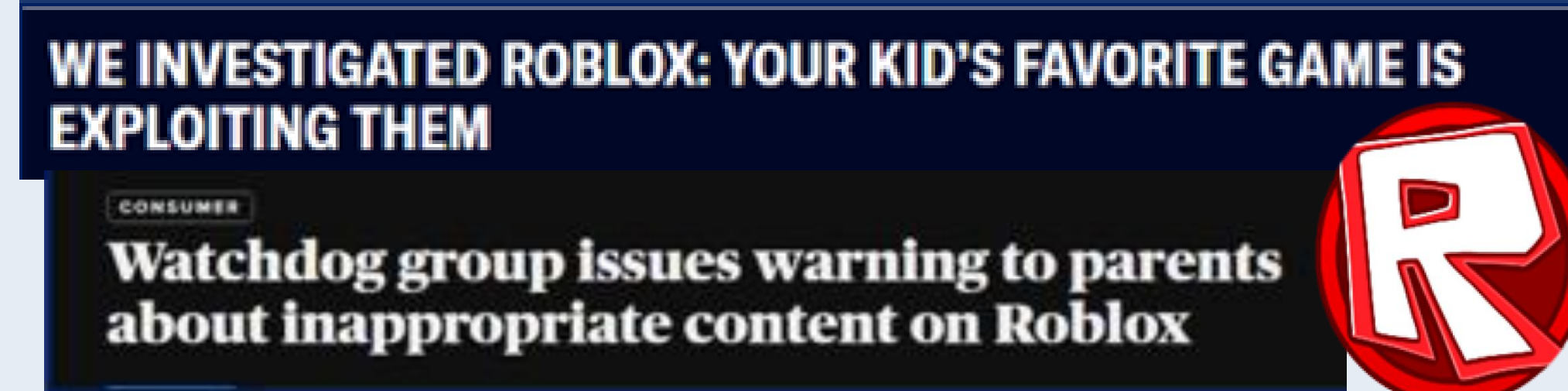


## Research Questions

- 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?

## Motivation & Background

- Roblox is criticized with claims about child developers being exploited, scams targeted towards children, and more, concerning parents as Roblox popularity grows.
- Previous work on child safety in gaming uses traditional methods (surveys & interviews), not automated methods.



- During our Roblox session, our group encountered what we deemed as inappropriate chatting within the initial 10 minutes of gameplay.

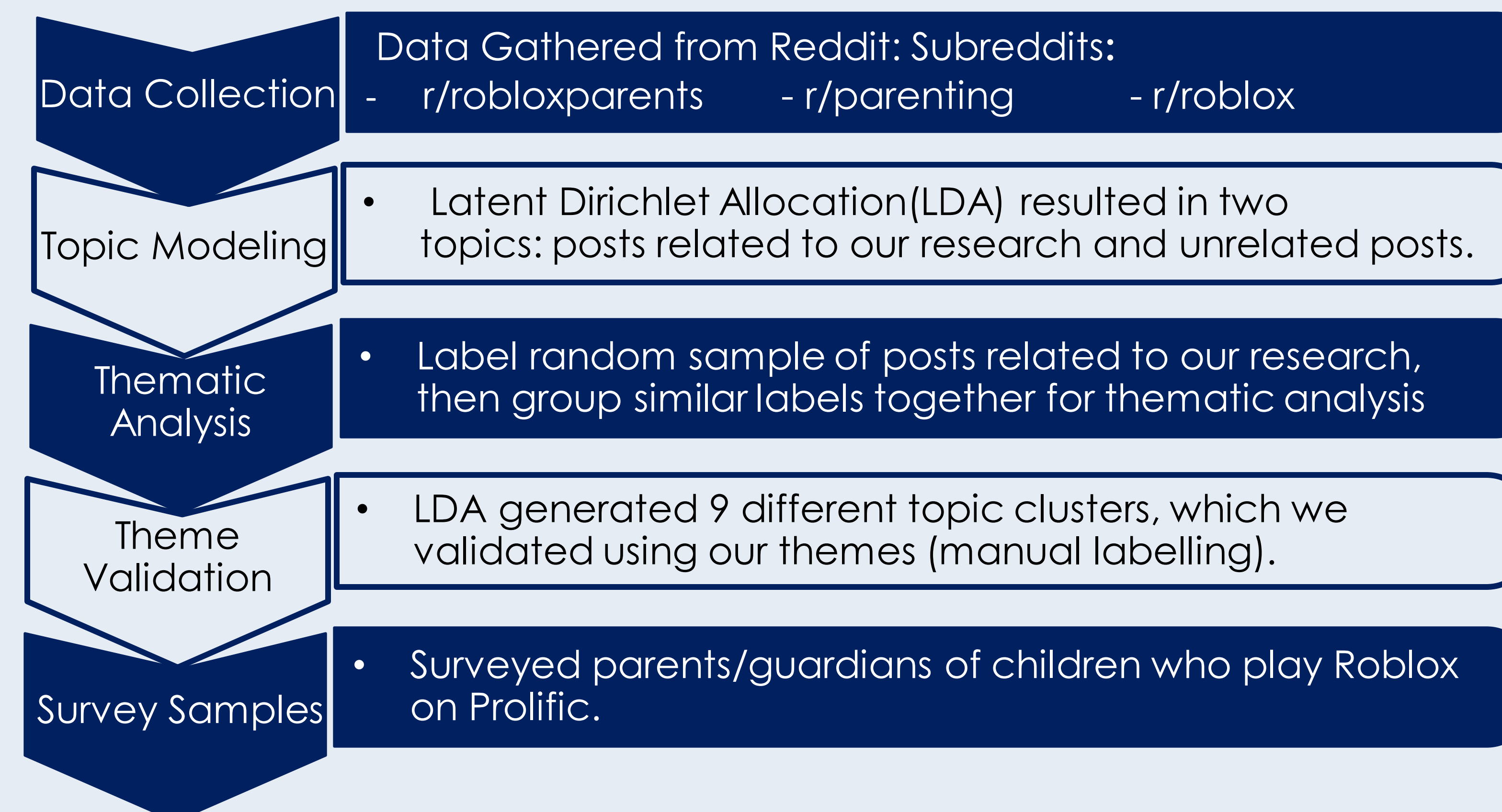
Games in Roblox are largely multi-player.



Definitions:

- Web Scraping:** Extracting large amounts of data from the web
- Topic Modeling:** Using statistics to group reddit posts into distinct collections.
- Roblox:** An online multiplayer gaming platform with live chat and monetization
- Reddit:** An online forum consisting of different communities, known as subreddits, where users can share and discuss posts.

## Methodology



In our 5<sup>th</sup> step, we surveyed parents of Roblox users to validate our discovered concerns. They were asked to agree or disagree with four statements and seek online solutions.

**Q132:** After reviewing the website, I believe Roblox provides a solution to help prevent children from seeing inappropriate content within the game?

**Q138:** After reviewing the website, I believe Roblox provides a solution to help prevent children spending excessive time on the game?

**Q124:** After reviewing the website, I believe Roblox provides a solution to help prevent children from chatting with adults?

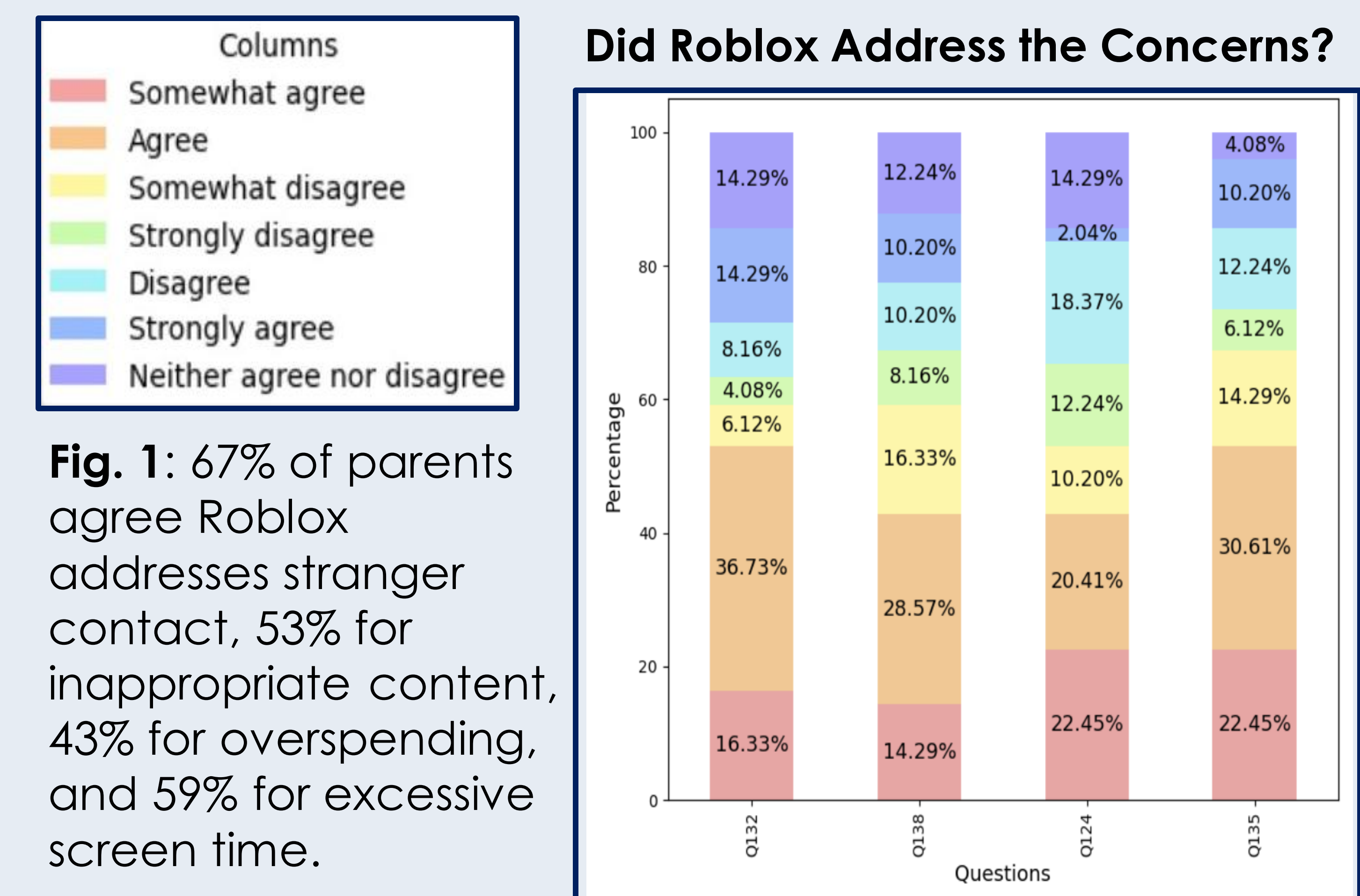
**Q135:** After reviewing the website, I believe Roblox provides a solution to help prevent children from falling for financial scams within the game?

**Results are shown in Figure 1: Did Roblox Address the Concerns?**

## Results & Conclusion

We generated six themes. Our themes are:

- Roblox-related Concerns:** issues like inappropriate content, and chatting with adults.
- Adverse Effects of Roblox Outside of Roblox:** i.e. increased screen time, reduced social skills, aggressive behavior, and increased requests for spending money.
- Parenting Tactics and Techniques as a Solution:** i.e. restricting access to Roblox
- Solutions from Roblox:** i.e. account restrictions.
- Inquiry:** questions related to parental concerns
- General Conversation:** unrelated to child security



Concerns	SEQ Score
Talking to Strangers	4.3
Inappropriate Content	4.5
Excessive Spending	4.0
Excessive Screen time	4.2

Despite majority of the parents agree that Roblox does provide solutions to these concerns, we found that parents are finding it hard to seek solutions.

We employed a SEQ scale, ranging from 1 (most difficult) to 7 (easiest), with the average threshold for adequacy set at 5.4, to assess the difficulty of finding solutions to concerns. The chart indicates parents struggle to find resolutions for Roblox issues.

## Future Work

- Include data & survey Roblox Forum (need Terms and Conditions)
- Latent Semantic Analysis (LSA) as an addition to LDA
- Time Series & Sentiment Analysis to analyze how news changes parental concerns and sentiment toward Roblox over time.

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