

# Why is Johnny Getting Groomed in Roblox:

## Supplementary Document

This document provides tables created from the analysis of crimes covered in *Why is Johnny Getting Groomed in Roblox*. These crimes were analysed using crime script analysis, which borrows the concept of a “script” from cognitive psychology to model the process of committing a crime. The universal script developed by Cornish [4] has nine standardised script scenes, as described in the following table:

Preparation	Acquiring the resources, information, or skills required to commit the crime. Often done outside of the crime setting, this also includes planning.
Entry	A specific action which provides the actor with access to the crime setting.
Precondition	Awaiting or establishing conditions under which the crime in question can be committed.
Instrumental precondition(s)	Actions which “set up” the commission of the crime, such as selecting a victim.
Instrumental initialisation	Initiating the process or interaction that leads to the “doing” phase.
Instrumental actualisation	Carrying out the actions leading up to the main action of the crime.
Doing	The main action of the crime, that gets the actor what they want.
Postcondition(s)	Further actions associated with the aftermath of the main action.
Exit	Leaving the crime scene.

As the crimes we studied don't all map well onto the universal script, we use these scenes as a loose guideline, with substitutions and omissions where appropriate.

## Money laundering script

Scene	Script stage
Preparation	<ul style="list-style-type: none"> <li>- Create a successful Roblox project</li> <li>- Successfully apply for DevEx</li> </ul>
Instrumental precondition	Establish trust with potential customers
Instrumental initiation	Draw up a contract
Instrumental actualisation	Receive payment in cryptocurrency
Doing	Either send fiat currency or the Roblox project back

## Carding script

Scene	Script stage	Potential interventions
Preparations	Either of: <ul style="list-style-type: none"> <li>• Locate credit card details e.g. in a breach dump</li> <li>• Set up a way to get credit card details, e.g. via phishing</li> </ul>	<ul style="list-style-type: none"> <li>• Take down dumps</li> <li>• Prevent dumps from happening in the first place</li> <li>• Anti-phishing measures</li> </ul>
Entry	Obtain credit card details	
Instrumental preconditions	<ul style="list-style-type: none"> <li>• The details must be correct and “fresh”</li> <li>• The actor must have access to a game which has a trading or gifting system</li> <li>• The actor must know how to bypass the payment processor’s anti-fraud measures, provided it has any</li> </ul>	<ul style="list-style-type: none"> <li>• Freeze cards faster</li> <li>• Saturate with false details</li> <li>• Update the anti-fraud measures</li> <li>• Change the trading system</li> </ul>
Instrumental initiation	Purchase virtual items using the stolen credit card details	
Instrumental actualisation	Find buyers for the virtual items	<ul style="list-style-type: none"> <li>• Promote distrust in sellers</li> <li>• Take down grey and black marketplaces</li> </ul>
Doing	Finalise transactions	

## Condo game script

Scene	Script stage
Entry	Create a condo game, complete with sexual morphs and animations
Precondition	Have a community ready to play the game, and have means of notifying them when it goes up
Doing	Publish the game and notify your community
Postconditions	Optionally: identify minors and take them to third-party sites (usually Discord) to groom them

## Malware spread via YouTube video script

Scene	Script stage	Potential interventions
Preparation	Obtain a video by either: <ul style="list-style-type: none"> <li>- Creating one</li> <li>- Stealing one</li> </ul>	Detect stolen videos
Entry	Obtain malware by either: <ul style="list-style-type: none"> <li>- Purchasing it</li> <li>- Writing it yourself</li> <li>- Finding a publically available repository</li> </ul>	Take down publicly available repositories which contain hacking materials
Precondition	Set the malware up so that it activates when downloaded, and upload it to a file sharing service (e.g. Mediafire or Mega)	
Doing	Upload the video with a download link to the malware in the description	<ul style="list-style-type: none"> <li>- Encourage users not to download links</li> <li>- Investigate what is so alluring about hacks and condo games</li> <li>- Have browsers ask for permission to download by default</li> </ul>

## General beaming script

Scene	Script stage	Potential interventions
Preparation	Find beaming tutorial	Remove beaming tutorials
Instrumental actualisation	Follow beaming tutorial	Create countermeasures based on tutorials
Doing	Obtain items	<ul style="list-style-type: none"> <li>• Detect self-trading</li> </ul> Existing mitigations: <ul style="list-style-type: none"> <li>• Multi-factor authentication</li> </ul>
Exit	Sell the stolen items as quickly as possible	Existing mitigations: <ul style="list-style-type: none"> <li>• Item “poisoning”</li> </ul>

## E-girl scam script

Scene	Script stage	Potential interventions
Preparation	<ul style="list-style-type: none"> <li>• Obtain or be in possession of Roblox-related Twitter accounts</li> <li>• Have some means of fraudulently logging into a victim’s Roblox account</li> </ul>	
Entry	<ul style="list-style-type: none"> <li>• Create a website that extracts the flat textures of Roblox avatars but also steals Roblox session cookies</li> <li>• Create a YouTube tutorial on how to use the website and moderate the comments very well</li> </ul>	
Instrumental precondition	Scout an individual with valuable items in their inventory	Disallow viewing of other players’ inventories
Instrumental initiation	Message victim	
Instrumental actualisation	Get victim to watch the YouTube video and use the website under some pretence	
Doing	Log into Roblox as the victim and trade the items to your account	
Exit	Sell the stolen items as quickly as possible	

### “Compromised” account scam script

A scam not covered in the main document, in which the actor fraudulently sells a customer a “compromised” Roblox account, only to steal it back from the customer using the security codes to the account. It is included here as it is an interesting misuse of an existing anti-account theft intervention, an excellent illustration as to why cybercrime is so difficult to stamp out.

Additionally, it is interesting to consider that these scams may even be beneficial, as they act as a deterrent to buying compromised Roblox accounts, the acquisition of which is another crime.

Scene	Script stage
Preparation	Have an attractive Roblox account, and the security codes to it
Entry	Advertise the account as “compromised”
Instrumental initiation	Find a buyer and agree on a price
Doing	Make the transaction, receive funds
Postcondition	Reclaim the account using security codes.

### Grooming script

Scene	Script stage	Potential interventions
Entry	Locate a Roblox experience containing vulnerable individuals	
Precondition	Optional: create an alias and personality	
Instrumental initiation	Initiate interaction with a vulnerable individual (usually a child).	Make it impossible for adults to interact with children
Instrumental actualisation	Befriend the victim, and invite them to chat in a different, private client. Manipulate and groom them into distrusting those who would stop you.	Educate children on the ulterior motives of offenders
Doing	Ask for “favours”.	