**Questions for Roblox Korea - August 2021**

1. You’ve registered an entity in Korea. When are you planning to launch in Korea? What is the 100M capital for?
2. Do you have a license to operate in the market?
3. Which classification are you applying for/looking to get & why? Will you be classified as a game in Korea? How does this affect your revenue model?
4. How are you operating in Korea without a license?
5. How many users do you have in Korea? Engagement Hours?
6. Are you planning to have people on the ground or open an office in Korea?
7. Who are your top competitors in Korea (i.e. experts think it’s the likes of ZEPETO and Ifland)?
8. Are you planning to be part of the Metaverse Alliance in Korea?
9. What is available from the Roblox platform/products to users and developers in Korea? Mobile app? Roblox studio? Subscription?
10. Which 3rd party app stores is the Roblox app available in Korea?
11. Have you made any adjustments/features to the platform to comply with local regulations? Can you tell us how your built-in regional compliance system works in Korea?
12. How big is your developer community in Korea? Are there any successful games from Korea developers?
13. How are you working with Roblox developers and UGC creators in Korea? Are they able to sell in your global UGC Store or submit their experiences to the global Roblox platform?

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1. How does Robux work in Korea? Are developers able to convert earnings in local currency?
2. How much money have Korean developers earned in 2020/2021?
3. How many moderators do you have covering Korea/monitoring content/chats? 24/7?
4. What safety features do you have for kids/parents in Korea - are they the same or different from the global platform?
5. When are you going to have screen time/in-game spend controls that parents in Korea expect to have?
6. Do you have official Roblox Korean social media channels?
7. How important is the Korean market for Roblox?
8. What age group are you targeting in Korea?
9. What educational opportunities do you see for the platform in Korea?
10. Why aren’t you available on PlayStation?