

Parents' Ultimate Guide to Roblox (2024)

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Parents Need to Know

What is Roblox?

Key Concerns and Solutions

Age-by-Age Guide

Parents Need to Know

- Roblox doesn't have strict age restrictions, so kids under 13 can play alongside teens and adults. With so many players and an endless number of games, not all games are suitable for young children, and some inappropriate content can get through the age filters.
- Following safety concerns, Roblox is rolling out new protections for under-13 users in November and December 2024. These updates include mandatory age ratings for games, limits on social spaces, and restrictions on unmoderated content. Since these changes are new and won't be fully enforced until 2025, we're not sure what their impact will be.
- Roblox has social features like text chat and voice chat in some games. While these features encourage social interaction, they also open the door to kids talking to people they don't know and

possibly cyberbullying.

- Roblox encourages spending on its virtual currency, "Robux," through limited-time events, exclusive items, and social pressure. Many platforms like this use "freemium" features, where spending money enhances the experience, so it's important to set boundaries early on.
 - With the right supervision and guidance, Roblox can be a positive experience for kids. It offers creative opportunities through game design, coding, and teamwork. Parents can make the most of these features by managing safety settings and keeping an open dialogue about online behavior.
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What is Roblox?

Roblox isn't a singular game— it's a huge online platform where users play, create, and share hundreds of thousands of games. It's like a virtual playground where players use Lego-style characters (called *avatars*) to explore millions of games created by other users. These games range from adopting pets to solving mysteries to running a pizza shop. With over 70 million daily players—including 32 million under age 13—Roblox has become a big part of kids' digital lives.

Is it free?

Yes, the basic platform is free to download and play. But keep in mind, Roblox uses a virtual currency called "Robux," which costs real money. Many players, especially impressionable kids, can feel pressure to buy Robux for avatar upgrades, special abilities, and premium features in games.

Where do kids play it?

Kids can play Roblox on almost any device, including phones, tablets, computers, Xbox and PlayStation consoles, and VR headsets, making it easy to access anywhere.

Is there an age requirement?

Roblox doesn't have a strict age minimum, but it does use different ratings for game content:

- **All Ages:** Mild content, light fantasy violence.
- **9+:** May include more fantasy violence.
- **13+:** Contains more intense content and social interactions.
- **17+:** Mature content, requiring age verification.

While these Roblox experience ratings aim to guide users toward age-appropriate games, it's possible for inappropriate content to slip through. The ratings primarily focus on violence and may not fully cover other areas like sexual content, drug use, or crude humor.

Key Concerns and Solutions

What are Robux, and How Do I Manage In-Game Spending?

Robux is Roblox's virtual currency, and it's at the heart of most parent-child conflicts on the platform. While Roblox is free to download, the platform heavily promotes Robux purchases for everything from virtual clothing to special game features. Kids face constant pressure to buy items, especially during limited-time events or when their friends have premium items.

Kids can get Robux in a few ways:

- **Direct purchase:** Robux can be bought online through Roblox with a credit card or PayPal.
- **Gift cards:** Roblox gift cards are available at most major retailers and provide a set amount of Robux.
- **Roblox Premium:** This monthly subscription gives users a Robux allowance and extra perks.
- **Earning:** Older users can earn Robux by creating games or items that other players buy.

What You Can Do:

- **Set spending rules:** Establish clear monthly limits on Robux, or tie purchases to chores or an allowance.
- **Avoid linking credit cards:** Use Roblox gift cards instead of linking a payment method to avoid surprise charges.
- **Watch for scams:** Let your child know that any offer of "free Robux" is a scam.
- **Track spending together:** Check the purchase history regularly and talk to your child about smart spending choices.
- **Use in-game parental controls: You can set monthly spending restrictions, receive spend notifications, and set up a parent pin.**

How Do I Keep My Kid Safe from Inappropriate Content?

Because Roblox is user-generated, kids may still run into inappropriate content despite the platform's safety filters. This includes "condo games" (which usually feature adult themes and sexual content), violent games, gambling-style play, and even games that may have bullying or hate speech.

Roblox offers experience ratings (All Ages, 9+, 13+, and 17+), but they aren't perfect. Even "All Ages" games can have user-generated elements that slip through moderation. Starting in December 2024, Roblox will require stricter age labels for games and will restrict certain free-form content for younger users. It's still unclear how effective these updates will be.

What You Can Do:

- **Use safety features as a starting point:** Enable account restrictions and set filters for age-appropriate games. You don't want to rely on these restrictions alone, but you do want to talk to

- kids about why you're setting restrictions, reminding them it's for protection and not punishment.
- **Review games together:** Check the games your child has recently played and talk about any content that doesn't seem age-appropriate.
 - **Build digital literacy:** Help your child think critically about what they see, discussing why some content is inappropriate and how to spot warning signs.
 - **Encourage open communication:** Let your kid know they can talk to you about anything uncomfortable that they experience. (It may help to reassure them that you won't stop them from playing Roblox altogether.)
 - **Make reporting a habit:** Show them how to use Roblox's Report Abuse feature and explain that reporting helps keep the community safer for everyone.

Is It Safe for My Kid to Chat with Other Players on Roblox?

Roblox's chat features make it easy for kids to connect with friends, but they also allow interactions with strangers. While Roblox uses filters to block inappropriate language in text and voice conversations, some users find ways around these filters, and this moderation may even encourage kids to continue conversations on other platforms where monitoring is limited. Starting November 18, 2024, Roblox will stop kids under 13 from entering "Social Hangouts"—spaces designed for chatting—with the goal of reducing unmonitored interactions. Parents should be mindful that cyberbullying can still occur in these spaces, whether it's directed at your child or comes from your child, so it's important to stay involved and aware by having conversations with kids about their online behavior and how to react to others.

What You Can Do:

- **Adjust chat settings:** Chat and privacy filters are your best friend. For younger kids and even tweens and teens, consider setting chat to "friends only" or turning it off completely. This helps ensure that only trusted people can reach them.
- **Teach kids to spot red flags:** Explain to your child that if someone asks to chat on another app or platform, or if they request personal details, these are red flags. Remind them that they can always come to you or another trusted adult if they feel unsure or uncomfortable.
- **Review their friends list together:** Regularly check who your child is connected with on Roblox, and talk to them about only adding people they know in real life. You can also talk to them about having access to their account so you can see who they're interacting with.
- **Discuss why privacy matters:** Help your child understand why we don't share personal information like full names, school details, or phone numbers. Remind them that keeping certain information private helps keep them safe.

Age-by-Age Guide

Younger Kids (5–7)

Kids this age are excited by Roblox's creative and imaginative play, but they need hands-on guidance to keep their experience safe and fun.

What to Expect:

- Fascination with games and pets, but limited understanding of online risks.
- Strong reactions to wins/losses and first attempts at social play.

Safety Steps:

- **Ensure that their account is set up as under age 13.** Many of the platform's safety features won't work otherwise.
- **Use strict settings:** Disable chat, or limit it to approved friends.
- **Make sure kids play in family spaces** where you can keep an eye on them.
- **Manage all friend requests** for your child.

Conversation Starters & Activities:

- Invite them to share their excitement while you learn what they enjoy most. *"What's the most fun part of playing with your Roblox pet?"*
- Play together to show interest and build trust. *"Can you teach me how to play your favorite game?"*
- **Activity:** Ask them to show you how they play, or try creating a character together. This lets them guide the experience while you stay involved.

Tweens (8–12)

Tweens are more socially aware and often focus on connecting with friends and building a unique digital identity on Roblox.

What to Expect:

- Interest in group play and peer influence over in-game purchases.
- Desire for more independence in choosing games and spending Robux.

Safety Steps:

- **Ensure that their account is set up as under age 13.** Many of the platform's safety features won't work otherwise.
- **Review game ratings and set spending limits.**
- **Check friend connections** and discuss online safety.

Conversation Starters & Activities:

- Give them a chance to share their judgment process, which you can help build upon. *"How do you decide which games are worth playing?"*
- Let them proudly share something they're excited about. (This can open the door to safety discussions if needed.) *"Show me the coolest thing you've made or done on Roblox lately!"*
- **Activity:** Ask them to walk you through how they pick games or to show you how they customize their avatar. Showing interest in their creative choices lets them know you care about what they

enjoy.

Teens (13+)

Teens are exploring more complex features, and are often interested in developing their own games or further shaping their digital identities. They may want to make their own decisions, but they will still benefit from your guidance on healthy digital habits.

Safety Steps:

- **Discuss digital citizenship and online reputation.**
- **Review privacy settings** and set screen time/spending boundaries.

Conversation Starters & Activities:

- Give insight into their creativity and goals. This allows you to support and guide them. *"What would you create if you made your own Roblox game?"*
- Start a natural conversation about trust, online safety, and personal boundaries—without making it feel like a lecture. *"What's something you've learned about other players online?"*
- **Activity:** Ask them to walk you through their game creation process or a project they're proud of. Being a sounding board for their ideas can help build a deeper connection and show them you're genuinely interested.



As Common Sense's executive editor, and head of digital media and family, Laura spearheads our family advice program, as well as our podcast, games, and YouTube coverage and curation. Before joining Common Sense, Laura spent 10 years as a communications specialist in the health and wellness space and then followed her passion for writing and storytelling into the world of journalism. She fell in love with investigative reporting and sports writing while getting her bachelor's in journalism from San Francisco State University and went on to cover the Golden State Warriors as a reporter and editor, earning several awards for her coverage, including the 2017 Oakland A's Bill King Scholarship and Associated Press Sports Editors Award. More recently, Laura was a podcast host and producer for a Bay Area startup, working to create a platform to help parents gain knowledge and confidence in raising their children. As a social justice warrior and mental health advocate, she spearheaded DEI efforts to create more diverse content relatable to a broader audience. She's currently working on launching her own podcast focused on helping intersectional feminists support their mental, emotional, and physical health while standing in their power. She also enjoys Muay Thai, cuddling with her dog, trying to get her teenage son to think she's "not a regular mom" but a "cool mom," and meditating over tarot cards while dissecting her horoscope. Follow her on Twitter.

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