# Harnessing Safety and Civility in Immersive Online Spaces

Laura Higgins Senior Director of Community Safety & Civility

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#### **R4** BLOX

# Building a Safe, Civil, and Diverse Community

## What is Roblox?

## **Safety and Civility**



#### VISION

To reimagine the way people come together to create, play, explore, learn, and connect with one another

#### MISSON

**1B** To connect a billion people with civility and optimism



#### Civility

Partnerships



Research





## Roblox is built by a global community of millions of developers and creators



Using Roblox tools and technology, our community is creating new ways for people to connect every day safely and civilly

### We don't make Roblox. You do.

# **Roblox Civility Initiative**

Educate and empower the community to create positive experiences for the themselves and others in the Roblox metaverse.



Research



Partnerships



Awareness & Education

#### **RQBLOX**

## Media & Digital Literacy for All

EQUIPPING OUR KIDS WITH	THE SKILLS TO THRIVE ONLINE		- EDUCATE	D	- EDUCATE - EMPOWER	) GE	
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→ Help set your child up for success online by explaining basic guidelines about keeping personal information private, setting up private social media accounts, and understanding location settings.		nology: Rat nd". Give de om my bos	engy is a great way for then simply exhibiting if have to as on a project due the pack?	) phone or ) that is cl II social m ). Technolo	If them at what age they first social media for and gradual. They ado plottams at ancel age is a pricklepe that are they are comfortable to of the way. Nor	cont they a cost. This is at talk with as mental we rules at	sechnology for the robobly know see o good time to d them obout broo health, body imp out making sure the sole of it good choal adams chail













Family Online Safety Institute





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## Creators Building Civility Elements into Experiences



## Research

### Objective

Gather evidencebased data to support internal teams to build stronger roadmaps.

#### **Research Partners**



Online experiences that support neurodivergent communities



Pulse Surveys targeting teens and their digital lives

## KATOM

South Korea research on parents' concerns and comfort level with metaverse interactions

**Other Partners** 

Yale

USC University of Southern California



Stanford University

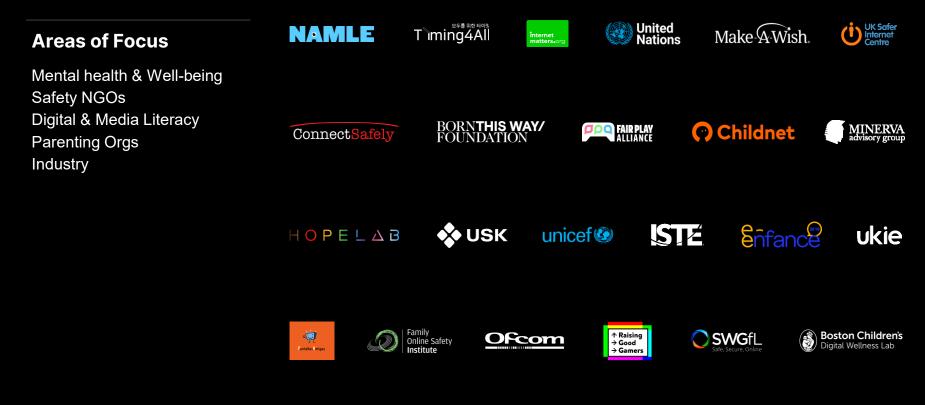




Cornell University

UCI University of California, Irvine

## **Global Partnerships**



## "It Takes a Village"

## **Civility Innovation Workshops**

The hypothesis: "In 5-10 years, online spaces can be more safe and civil than in real life."

What innovations in technology, policy, and education/awareness are needed to achieve this?

In partnership with the **Digital Wellness Lab** (Boston Children's Hospital/Harvard Medical School), facilitated a series of 7 workshops globally, with over 100 thought leaders (academics, researchers, safety experts, NGOs, regulators, industry).

This culminated in an in-person full day event at Harvard to synthesize our learning, and agree our top-level recommendations.



### RQBLOX

## **Civility Innovation Workshops**

	Inno	vation Workshops				
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Download Sign up

Engage

Block Retreat

## Highlight - Civility Innovation Workshops

Pillar I	Pillar II	Pillar III
Technology Innovation	Policy	Education & Awareness
Focused on questions about advancements in technology needed to empower communities and users to initiate positive and constructive experiences	Focused on questions about content policy and community standards that will drive and promote behaviors that make digital spaces positive, productive, and creative	Focused on questions about practices needed to scale these efforts in civility, safety, policy, and community standards globally, reaching across demographics and geographies

## **Key Findings**

#### TECHNOLOGY

- Include youth authentically in the development of new technologies and features.
- Share innovative approaches to promoting positive behaviors.

#### POLICY

- Communicate policies early, clearly, and it a way that is accessible to all.
- Be transparent about how policies are enforced.
- Allow users to have an active voice in the policies that govern them.

#### **EDUCATION & AWARENESS**

- Integrate media literacy education into curricula and community.
- Understand that media literacy education is foundational to increased civility.
- Identify key audiences and where to reach them.





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#### Boston Children's Digital Wellness Lab

### **Creating a Positive Foundation for Greater Civility in Online Spaces**

Expert Ideas for Technology, Policy, and Education Innovations to Build a More Civil Online Ecosystem for and by Youth

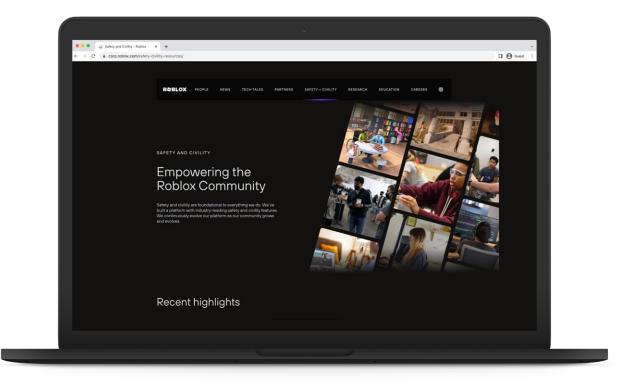
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## For More Information

#### https://corp.roblox.com/safety-civility-resources



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