

United States Senate

WASHINGTON, DC 20510-2509

August 12, 2026

David Baszucki
Founder, President, CEO, and Chair of the Board of Directors
Roblox Corp.
3150 South Delaware Street
San Mateo, California 94403

Mr. Baszucki:

We write to inform you that the Senate Judiciary Committee Subcommittee on Crime and Counterterrorism has opened an investigation into child safety on the Roblox gaming platform.

You trumpet Roblox as a safe digital playground for children as young as five. But the public record raises serious questions about this promise of safety. Over the past decade, police have arrested numerous individuals for committing serious acts of violence and harm against children they met via Roblox, including grooming, sexual abuse, kidnapping, rape, and even murder.ⁱ Roblox is being used to trade child sexual abuse material, participate in sexually explicit (and often violent) virtual “experiences” with children, bribe and extort children into producing explicit content, and lure children into in-person meetings.ⁱⁱ It is heartbreaking. In 2025, Roblox reported 65,381 instances of suspected child sexual exploitation to the National Center for Missing & Exploited Children—more than double what it reported in 2024.ⁱⁱⁱ

Roblox appears to prioritize revenue and engagement metrics over the safety and well-being of our children, and the alleged criminal activity on Roblox warrants congressional scrutiny. Accordingly, be advised that Roblox is hereby directed to preserve all records, in any format and wherever located, in connection with child safety, child sexual or physical abuse, child bullying, or child financial exploitation. We also attach an annex containing document requests and interrogatories. Please produce all documents and information specified in the annex no later than **August 31, 2026**.

Let us be clear: children on your platform are hurting. Congress will not look the other way. We await your prompt and complete response.

Sincerely,



Josh Hawley
Chairman
Committee on the Judiciary
Subcommittee on Crime and Counterterrorism



Richard J. Durbin
Ranking Member
Committee on the Judiciary
Subcommittee on Crime and Counterterrorism

Annex

DEFINITIONS

1. “**Document**” means any recorded information in any format, medium, or form, whether written, printed, typed, electronically stored, photographed, filmed, or otherwise preserved, including: emails, text messages, ephemeral messages (e.g., Signal, Telegram, etc.), Slack, Microsoft Teams, Discord, any internal Roblox messaging platform, instant messages, source code, application logs, moderation logs, user-report records, dashboards, slide presentations, spreadsheets, financial models, board minutes, board packages, audit reports, legal memoranda, contracts, agreements, regulatory correspondence, engineering specifications, product roadmaps, and design documents, in final and draft form, wherever they may be.
2. “**Roblox**” means Roblox Corporation, including all of its predecessors, successors, subsidiaries, affiliates, divisions, and operating units, and all current and former officers, directors, employees, agents, contractors, consultants, representatives, affiliates, and attorneys acting on its behalf.
3. “**Roblox Platform**” means the online interactive entertainment platform operated by Roblox Corporation under the brand name “Roblox,” including the Roblox client application, the Roblox website (www.roblox.com), Roblox Studio, the Roblox Developer Exchange, the Roblox Marketplace, the Roblox app for all mobile, console, desktop, and VR devices, and all predecessor or successor versions of any of the above.
4. “**Relevant Period**” means January 1, 2016 through the present, unless a specific request states otherwise.
5. “**Robux**” means the virtual currency issued exclusively by Roblox Corporation for use on the Roblox Platform, including all systems, policies, pricing structures, exchange rates, and mechanisms governing its issuance, purchase, use, transfer, or conversion, and any predecessor or successor virtual currency.

INTERROGATORIES

1. Describe, on an annual and quarterly basis during the Relevant Period, Roblox’s gross revenue, net revenue, and Robux bookings attributable to users in each of the following age brackets: 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18–22, 23–27, 28–32, 32–40, 41–50, and 50 and older. Include any internal analyses estimating revenue by age cohort where precise data are unavailable.
2. State how many hours on average per *week* users in each of the following age brackets spend on the Roblox Platform: 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18–22, 23–27, 28–32, 32–40, 41–50, and 50 and older.
3. State how many hours on average per *day* users in each of the following age brackets spend on the Roblox Platform: 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18–22, 23–27, 28–32, 32–40, 41–50, and 50 and older.
4. State what percentage of users of the Roblox Platform in each of the following age brackets have parental oversight enabled on their account: 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, and 18. Do not include any account for which only default parental controls are enabled.
5. Describe in detail what measures Roblox takes to prevent a child from creating a new account that is not supervised by a parent.
6. State how many reports Roblox received in 2023, 2024, and 2025 concerning sexual exploitation, predation, or abuse of users under the age of 18. Describe in detail Roblox’s process for responding to those reports.
7. State how many individual Roblox Platform accounts were reported in connection with alleged sexual exploitation, predation, or abuse of users under the age of 18 in 2023, 2024, and 2025.
 - a. State what percentage of these allegations were investigated by a human.

- b. State what percentage of the reported accounts were then banned.
8. State how many reports Roblox received in 2023, 2024, and 2025, concerning bullying of users under the age of 18.
 - a. State what percentage of these allegations were investigated by a human.
 - b. State what percentage of the reported accounts were then banned.
9. Describe in detail why the Roblox Platform's new age verification settings and tools do not apply to developer-created chat functions.
10. Describe in detail how Roblox identifies and destroys data that are not in compliance with the Children's Online Privacy Protection Act
11. Describe in detail how Roblox prevents an adult from posing as a child on the Roblox Platform to interact with other children.
12. Describe in detail Roblox's expenditures on trust and safety for each fiscal year from 2018 through 2025, expressed in absolute dollars and as a percentage of total operating expense and total revenue.

DOCUMENT REQUESTS

1. All documents concerning each of the above interrogatories.
2. An organizational chart sufficient to identify all officers and employees with responsibility for trust and safety, content moderation, or child-safety policy during the Relevant Period
3. All documents concerning Roblox's analysis of spending patterns by age group, including average Robux purchase amounts, conversion rates, spending frequency, and lifetime value calculations, segmented by user age or estimated age
4. All documents relating to any internal assessment of Roblox's financial exposure if Roblox made any changes that increase friction on the Roblox Platform, such as prohibiting users under 13 from purchasing Robux or making in-platform purchases, requiring parental authorization for all minor purchases, or in connection with age or identity verification.
5. All documents relating to default chat and communication settings applied to user accounts at each age level (under 9, 9–12, 13–15, 16–17, 18+) during the Relevant Period, including all changes to those defaults and the dates on which changes took effect
6. All documents relating to chat and communication features embedded in or enabled by developer-created experiences, including any distinction in Roblox's moderation policies, filtering systems, or safety controls between Roblox-native chat and developer-implemented communication tools.
7. All documents relating to any proposal, evaluation, or decision to apply (or not apply) Roblox's chat-safety systems (including text filters, profanity detection, grooming-pattern detection, and contact-information blocking) to communications occurring within developer-created experiences.
8. All documents relating to likely, probable, suspected, or known exploitation, grooming, solicitation, or criminal conduct occurring through developer-implemented chat or communication features, and any measures considered or implemented in response.
9. All documents showing revenue earned by Roblox from experiences in which exploitation, grooming, or criminal conduct was subsequently identified as having occurred, for the Relevant Period.

10. All documents relating to Roblox’s design of its parental account and parental-controls system, including any user-research, usability testing, or internal analyses assessing the ease, discoverability, or adoption rates of parental accounts and controls.
11. All documents relating to Roblox’s identity verification policies and systems during the Relevant Period, including any analysis of the barriers to a user creating multiple accounts, creating accounts under false ages, or creating accounts anonymously.
12. All documents relating to the use of accounts by individuals identified as predators, bad actors, or previously banned users.
13. All documents relating to the use of multiple accounts by individuals identified as predators, bad actors, or previously banned users, including any analysis of how quickly re-registration occurs following a ban and the effectiveness of ban-evasion countermeasures.
14. All documents relating to any proposal, evaluation, or decision to implement phone-number verification, email verification, government-ID verification, or device fingerprinting as conditions of account creation, including any analysis of the projected effect on user growth.
15. All documents relating to Roblox’s collaboration with Sesame Workshop (Sesame Street), including the scope and terms of the collaboration, the age demographic targeted, any safety commitments made in connection with the collaboration, and any internal or external feedback regarding the appropriateness of using a young children’s brand to attract users to the Roblox Platform.
16. All documents relating to Roblox’s collaboration with the NFL, including the scope and terms of the collaboration, the age demographic targeted, any safety commitments made in connection with the collaboration, and any internal or external feedback regarding the appropriateness of the collaboration.
17. All documents relating to Roblox’s collaboration with FIFA, including the scope and terms of the collaboration, the age demographic targeted, any safety commitments made in connection with the collaboration, and any internal or external feedback regarding the appropriateness of the collaboration.

ⁱ See, e.g., Fox 32 Digital Staff, *Roblox Sued by Chicago-Area Father After Son Groomed by Online Predator: Court Docs*, Fox 32 Chicago (Jan 7, 2026), <https://perma.cc/B426-LHBL/>; Dave Spencer, *Feds: Saline Man Met Girl, 14, Playing Roblox Online Game and Sexually Assaulted Her*, FOX 2 Detroit (Apr. 26, 2023), <https://perma.cc/J5VX-M38C/>; Mason Leib, *Siblings Rescued After Alleged Kidnapping by 19-Year-Old They Met on Roblox*, ABC News (Feb. 3, 2026), <https://perma.cc/955U-FP7Y/>; Joseph Wilkinson, *Man Charged with Raping 12-Year-Old Girl He Met on Roblox: Cops*, San Jose Mercury News (Jan. 13, 2026), <https://perma.cc/E6NU-HJ4Q/>; Ava Boldizar, *Hailey Buzbee’s Death Prompts Lawsuit Against Roblox and Discord*, NBC4 Today (May 12, 2026), <https://perma.cc/C6E2-A7G5/>.

ⁱⁱ See, e.g., WBRZ Staff, *Man arrested on multiple counts of CSAM after allegedly using Roblox and TikTok to target children*, WBRZ 2 (Apr. 27, 2026), <https://perma.cc/T6ZG-V9PR/>; Angela Yang, *Nebraska becomes the latest to sue Roblox alleging child safety failures*, NBC News (March 4, 2026), <https://perma.cc/B5HL-2Z7S/>; Taylor Herzlich, *Florida AG says Roblox used to ‘abuse kids’ as criminal probe sparked*, New York Post (Oct. 20, 2025), <https://perma.cc/32JV-7RP6/>; Alexandra Klausner, *Roblox, Discord Sued over Teen Boy’s Suicide after Alleged Sexual Abuse Online*, New York Post (Sept. 15, 2025), <https://perma.cc/YL9U-ZZCF/>.

ⁱⁱⁱ Compare National Center for Missing & Exploited Children, 2025 CyberTipline Reports By Electronic Service Providers (ESPs) (2026), <https://perma.cc/48RZ-2AEN/> with National Center for Missing & Exploited Children, 2024 CyberTipline Reports By Electronic Service Providers (ESPs) (2025), <https://perma.cc/UN8C-GSFR/>.