READ THE TEXT

Much tech, less protection



Roblox has quickly gained popularity but the online gaming platform has also caused concern among parents worldwide. It is now facing multiple lawsuits in the United States for allegedly failing to protect minors from predators and enabling the sexual exploitation of children.

In Indonesia, parents and government officials are worried about the platform's potential to expose children to violent or explicit content and risky online interactions.

Originally perceived as a platform for children, Roblox has evolved. Its unique, often addictive, gameplay and social features now attract users of all ages. According to data from Statista, a Germany-based online statistics firm, Roblox had over 111 million daily active users worldwide in the second quarter of this year—a 41 percent increase from the previous year.

While users aged 13 and under were once the majority, the platform's older demographic has grown over time. In the second quarter of this year, there were 71 million users aged 13 and above, compared to about 40 million younger gamers.

Roblox's appeal lies in its multiplayer gaming universe, which is not a single game but a platform for thousands of mini-games created by its users. The games cover a wide range of genres, from raising virtual pets and solving mysteries to combat-style arenas. Many of the most popular games, such as the town simulation Brookhaven and the virtual pet adoption game Adopt Me!, are role-playing games that combine social interaction with open-world gameplay.

The platform has recently gained traction among children and teenagers in the country, and the government's response, as with many potentially harmful digital services, has been to consider a blanket ban.

Elementary and Secondary Education Minister Abdul Mu'ti labeled Roblox harmful to children, warning that its violent gameplay could trigger real-life violence. State Secretary Prasetyo Hadi echoed this sentiment, stating that the government "would not hesitate" to block digital games with violent elements if necessary. Many Indonesian parents have voiced strong support for a ban.

However, a complete ban may not be effective. As technology evolves, other immersive games with voice and text chat features, such as Minecraft, have also raised similar concerns about children being contacted by strangers. A ban would also deny children the opportunity to explore virtual worlds and socialize.

While Roblox has its own rules and systems for moderation and parental control, some argue that these measures are not enough. The platform has been accused of prioritizing user growth,

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revenue and profit over child safety, and adults can still easily interact with children without proper parental guidance.

Recognizing the need for a balanced approach, Communications and Digital Minister Meutya Hafid recently met with Roblox Asia Pacific representatives. She asked them to restrict communication between children, moderate explicit user-generated content and improve the platform's parental control system.

Efforts to make the virtual world a safer place for children, whether by the government, the platforms or parents, must balance freedom and protection. Roblox can also be a valuable learning tool. Some online extracurricular programs use it to teach children programming, coding and game design. Like other popular games, Roblox requires teamwork and communication, helping children develop social skills, learn to collaborate and build a sense of community.

Ultimately, it is a parent's responsibility to supervise their children's online activities. Parents need to set a family rule that outlines how much time their children can spend gaming each day or week, not only to teach them about discipline but also to prevent them from addiction.



To better protect their children, parents should understand what Roblox is, how to use its safety features and guide their children in the digital universe to ensure it remains a safe place to learn and interact.

Roblox has been accused of prioritizing user growth, revenue and profit over child safety. Editorial board (The Jakarta Post) Jakarta Tue, August 19, 2025 Gift Full Article David Baszucki, founder and CEO of Roblox, presents at the Roblox Developer Conference on Aug. 10, 2019, in Burlingame, California. (-/Ian Tuttle/Getty Images via AFP)

TASK 1. MATCH THOSE WORD/PHRASE IN THEIR DEFINITION BASED ON THE TEXT ABOVE

1. A strategy that considers multiple sides or needs :_____
2. Games where players act out characters and scenarios:_____
3. A shared online space where many players interact:_____
4. A complete and total prohibition:_____
5. Simulated experience of adopting and caring for digital pets :_____
6. Writing instructions for computers to perform tasks :_____
7. Communication and engagement between users :_____
8. Online platforms or tools offered via the internet :_____
9. Game style with free exploration and non-linear objectives :_____
10. Features in games that depict aggression or harm :_____
11. Tools for speaking or typing messages in-game :_____
12. Learning activities conducted outside school via the internet :_____
13. Game mechanics that strongly encourage repeated play :_____
14. Actions that take unfair advantage of others :_____
15. Content created by users, not the platform itself :_____

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16. The process of creating the rules and structure of a game :_____
17. Tools or rules to monitor and control user behavior :_____
18. Settings that help parents manage their child's online activity :_____
19. Games that deeply engage players in realistic environments:_____
20. Physical aggression occurring in the actual world:_____

TASK 2 FILL IN THE GAP

🔤 THESE ARE THE WORD BANK 🔤

Roblox, lawsuits, predators, multiplayer, parental control, blanket ban, role-playing, moderation, virtual pets, addictive, Communications and Digital Minister, programming, social interaction, violent elements, real-life violence, user-generated content, older demographic, open-world gameplay, exploitative behavior, supervision

🖍️🖍️ SENTENCES 🖍️🖍️

1. _____ has been accused of prioritizing profit over child safety.
2. The platform is facing multiple _____ in the United States.
3. Parents are concerned about children being exposed to online _____.
4. Roblox is not a single game, but a _____ gaming universe.
5. Many games on Roblox involve _____, where players act out scenarios.
6. Some games allow users to raise _____, like in Adopt Me!
7. The platform's gameplay is often described as _____, keeping users engaged for hours.
8. Indonesian officials have considered a _____ to protect children.
9. Roblox includes features like _____ and chat, which can be risky without guidance.
10. The platform has a _____ system, but critics say it's not enough.
11. The _____ has met with Roblox representatives to discuss safety improvements.
12. Roblox's appeal includes _____ and teamwork, which can help build community.
13. Some online programs use Roblox to teach _____ and game design.
14. Violent gameplay could potentially trigger _____, according to officials.
15. Roblox allows _____, meaning players create their own games.
16. The platform's _____ has grown, with more users aged 13 and above.
17. Games like Brookhaven feature _____, where players explore freely.
18. Without proper _____, children may be contacted by strangers.
19. Roblox has been criticized for enabling _____ through its chat features.
20. Ultimately, it is a parent's responsibility to provide _____ and set limits.

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TASK 3 TRUE OR FALSE

TRUE OR FALSE QUESTIONS	TRUE	FALSE
Roblox was originally designed for adult users		
Roblox has faced lawsuits in the United States for allegedly enabling child exploitation.		
In Indonesia, the majority of Roblox users are over the age of 18.		
Roblox is a single game developed by one company.		
Indonesian government officials have considered banning Roblox due to concerns over violent content.		
Roblox has no parental control or moderation systems in place.		
Communications and Digital Minister Meutya Hafid met with Roblox representatives to discuss safety improvements.		
Roblox is used in some educational programs to teach coding and game design.		
A complete ban on Roblox is widely seen as the most effective solution to protect children.		
Parents are encouraged to supervise their children's gaming habits and set time limits.		

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