

## **Please find below the Children Protection Measures taken for Art Leap by Belvedere Museum**

Roblox has implemented a comprehensive suite of safety measures to protect its young users, particularly those under 13. These measures include both built-in protections and features that parents can customize to suit their child's needs.

### **Built-in Safety Measures:**

- **Chat Filtering:** All text communication on Roblox is filtered to block inappropriate content, personal information, and certain slang. Filters are more stringent for users under 13, preventing the sharing of potentially identifiable information.

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- **Content Restrictions:** By default, users under 13 are restricted from accessing experiences labeled beyond their age appropriateness. For instance, users under 9 can only access experiences with "Minimal" or "Mild" content labels unless parental permission is provided. On Belvedere Art Leap we got certified with the "Minimal" Label.

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- **Communication Limits:** Users under 13 are restricted from sending private messages outside of experiences. Within experiences, they need parental permission to access certain chat features.

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### **Parental Control Features:**

- **Remote Account Management:** Parents can link their accounts to their child's, allowing them to manage settings remotely, including screen time limits, content accessibility, and monitoring of the child's friends list.

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- **Content Labels and Maturity Settings:** Roblox provides content labels to help parents understand the nature of experiences. Parents can set maturity levels to restrict their child's access to content that aligns with their family's preferences.

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- **Screen Time Limits:** Parents can set daily screen time limits to manage how long their child spends on Roblox, promoting balanced online activity.

## SWGFL

### **Additional elements in Art Leap to increase safety:**

- **Voice chat has been disabled :** To avoid any bypassing Roblox rules orally.
- **Private servers has been set for free:** Players could therefore create a private server where only them and their invited friends can play together (no way to join if you're not friend with the players inside).

### **General Roblox Features (Can't be disabled):**

- **Avatar Customization:** All users can customize their avatars with various clothing and accessories. While parents can guide their children's choices, the feature itself cannot be disabled.
- **In-Game Purchases:** Roblox allows in-game purchases using its virtual currency, Robux. Parents can monitor and set spending limits but cannot entirely disable the purchasing feature.
- **Social Interaction:** Roblox is designed as a social platform where users can interact within experiences. While communication can be limited through settings, the social aspect is integral and cannot be completely turned off.

### **Face Age Estimation to Create Age-Appropriate Experiences**

- **Age verification for chat:** Since December 2025, Roblox has required face age estimation or ID verification to use chat features — a new safety standard in the industry.
- **Age-based chat:** Users are assigned to fixed age groups (e.g., under 9, 9–12, 13–15, 16–17, 18+) and can only chat with users of the same or similar age groups.
- **Restrictions between minors and adults:** Direct communication between children and adults is heavily restricted, except for Trusted Connections (e.g., family).
- **Enhanced protection for younger children:**
  - Under 9 years: chat is disabled by default (only available with parental consent).
  - Under 13 years: chat outside of games remains restricted.
- **Data protection:** Images and videos used for face verification are deleted immediately after evaluation.

- **Expansion to creator tools:** Age verification will also be required in the future for collaboration in Roblox Studio (Team Create).