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North Carolina Family Sues Roblox Over Child Exploitation

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A North Carolina family has filed a civil lawsuit against Roblox Corporation, accusing the gaming platform of enabling the sexual exploitation of their 10-year-old daughter. The case was submitted on Thursday in Guilford County Superior Court, raising serious questions about online safety for children using one of the most popular gaming apps in the world.

According to the complaint, a predator allegedly used Roblox to contact the child, gain her trust, and pressure her into sending explicit images in exchange for Robux, the platform's virtual currency. The lawsuit states that the girl, who began playing Roblox at the age of six, believed she was interacting with a peer before the communication shifted to text messages.

Court documents describe the resulting harm as severe. The child reportedly suffered depression, anxiety, suicidal thoughts, and self-harm following the exploitation. Her mother, referred to as Jane Doe, said Roblox promoted itself as a safe online community for children but failed to prevent predators from using the platform.

The lawsuit accuses Roblox of negligence, inadequate safety controls, and misleading marketing toward parents. Specific allegations include failure to verify user ages, lack of effective monitoring to block predators, and weak parental controls.

The complaint also points to the existence of "condo games" and other sexually explicit simulations accessible through the platform, which it claims exposed children to further risk.

Dolman Law Group, representing the family, said in a statement, "We intend to hold the corporation accountable for enabling the sexual exploitation of children and misleading parents into believing the app was safe."

The lawsuit further cites internal documents, reportedly showing that Roblox prioritized growth and investor interests over child protection.

The complaint lists several causes of action, including fraudulent concealment, negligent misrepresentation, design defects, failure to warn users, and general negligence. It references other cases of child exploitation tied to Roblox, including kidnapping and trafficking.

The family is seeking more than \$25,000 in compensatory and punitive damages. While the alleged predator has not been named and no criminal charges have been filed, the attorneys said this lawsuit could mark "the first of many" against Roblox in North Carolina.

Roblox, founded in 2006, now has over 300 million monthly users, many of them children and teenagers. Its popularity surged during the pandemic as a social and creative outlet for young people. However, with its growth, the platform has faced increasing scrutiny over safety concerns and reports of predators exploiting loopholes in its moderation system.

Legal experts note that cases such as this one could set important precedents for holding technology companies responsible when child exploitation occurs on their platforms. The outcome in Guilford County could influence future litigation across the United States.

For now, the lawsuit underscores a growing debate over the responsibilities of tech corporations in safeguarding minors online, a debate that may only intensify as more families step forward with similar allegations.