## **Bespoke Market Intelligence**



**Roblox Survey Research | September 2021** 

## BACKGROUND:

- □ Survey of 1,492 8-18 year-old respondents who play video games (856 of whom play Roblox regularly or occasionally).
- □ \*Parental permission was obtained for each respondent before they took the survey.

## Key Takeaways:

#### Strengths

- Roblox is popular among all ages within the 8-18 cohort, but the younger half of this cohort are especially likely to be players.
- Roblox customers are very enthusiastic about the platform, offer a very strong NPS, and indicate a very high likelihood of continuing to play going forward. To wit, 80% of players said they do not expect to stop playing at any age.
- Roblox players indicated in multiple sections of the survey that they feel the game is improving over time. That, and the fact that they are constantly faced with new challenges, are key reasons they keep coming back.
- Roblox players show a high degree of interest in metaverse type activities and a plurality feel Roblox would be the best platform for servicing metaverse type activities.

#### Points of Tension

- □ Some lapsed players indicate that they stopped playing or expect to reduce playing to play other games instead. Minecraft, Fortnite, and Call of Duty were called out as alternatives they have taken to.
- Roblox competes with social media and with other video games more at the older end of the 8-18 year-old spectrum. 8-12 year-olds indicate that fewer alternatives are vying for their time/attention. Among social media platforms, TikTok is the most significant time sponge.



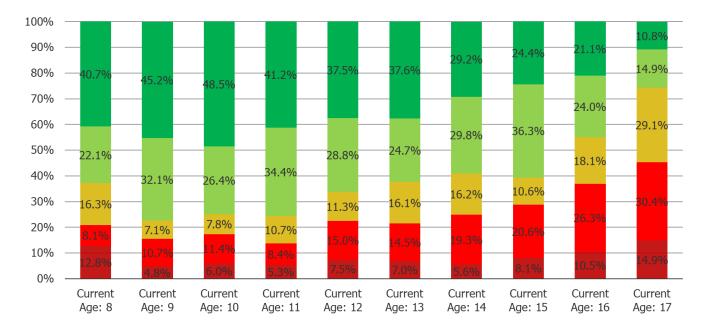
RRIX

**Experience With Roblox** 

#### Which of the following best describes your experience with Roblox?

Posed to all respondents who play video games (N = 1,492).

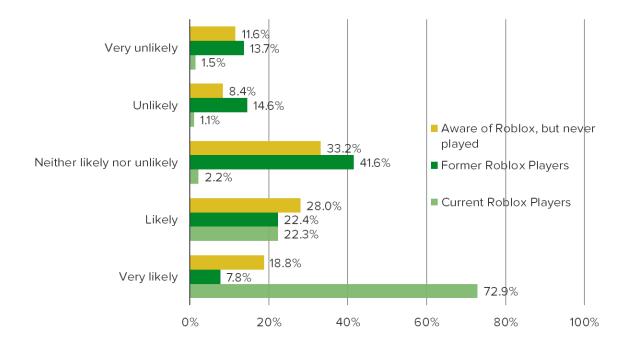




- I currently play Roblox often
- I currently play Roblox occasionally
- I have played Roblox in the past, but I don't ever play it anymore
- I have heard of Roblox, but I have never played it
- I have never heard of Roblox

#### How likely are you to play Roblox in the future?

Current Roblox players, vs. former players, vs. aware but never played Roblox.



N = 856 Roblox Players

N = 220 Former Roblox Players

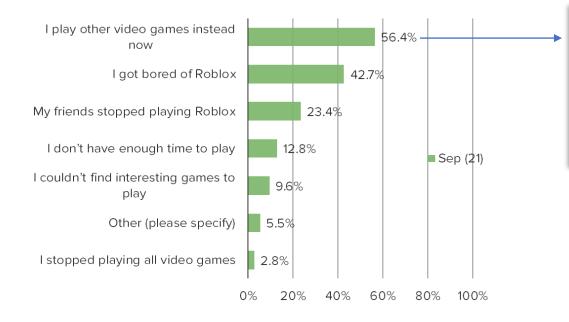
N = 256 Aware, But Never Played Roblox

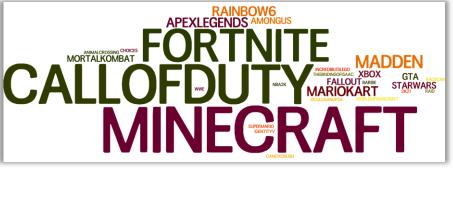
Source: 🛞 Bespoke Market Intelligence Survey

Former and Non Roblox Players

#### Why did you stop playing Roblox? (Select ALL that apply)

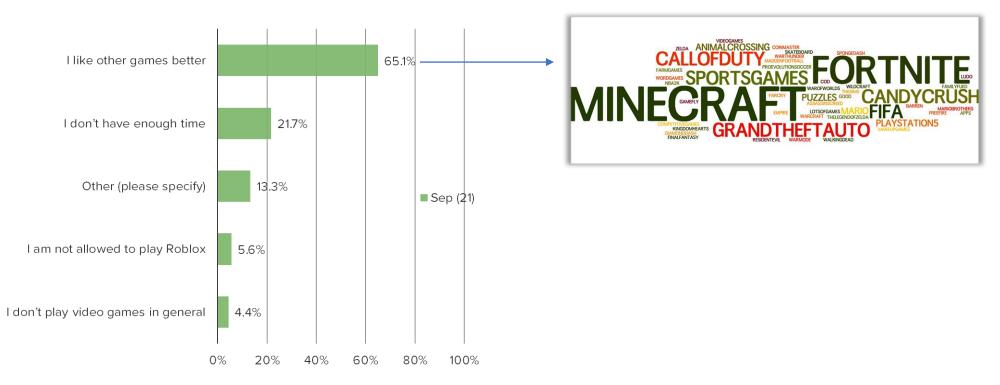
Posed to all respondents who have played Roblox in the past, but have stopped (N = 218).





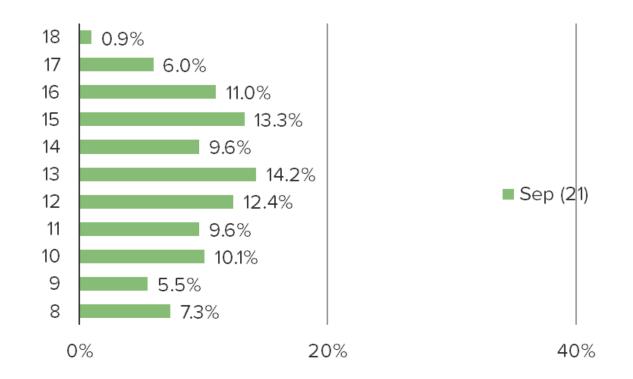
#### Why don't you play Roblox? (Select ALL that apply)

Posed to all respondents who have heard of Roblox, but never played it (N = 249).



#### At what age did you stop playing Roblox?

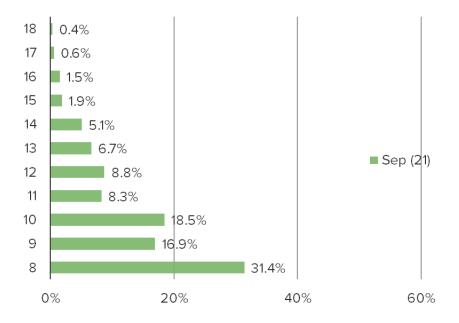
Posed to all respondents who have played Roblox, but have stopped (N = 218).



**Active Roblox Players Deep Dive** 

### At what age did you start playing Roblox?

Posed to all respondents who currently play Roblox (N = 856).



	Age They Started Playing Roblox:										
	At 8 Years	At 9 Years	At 10 Years	At 11 Years	At 12 Years	At 13 Years	At 14 Years	At 15 Years	At 16 Years	At 17 Years	At 18 Years
	Old	Old	Old	Old	Old	Old	Old	Old	Old	Old	Old
Current Age: 8	100.0%										
Current Age: 9	89.2%	10.8%									
Current Age: 10	54.1%	40.2%	5.7%								
Current Age: 11	35.4%	34.4%	22.9%	7.3%							
Current Age: 12	30.6%	21.4%	37.8%	7.1%	3.1%						
Current Age: 13	10.7%	13.4%	34.8%	21.4%	14.3%	5.4%					
Current Age: 14	7.9%	11.2%	19.1%	14.6%	25.8%	18.0%	3.4%				
Current Age: 15	5.3%	8.4%	20.0%	8.4%	19.0%	22.1%	12.6%	4.2%			
Current Age: 16	2.7%	4.0%	17.3%	10.7%	14.7%	14.7%	24.0%	9.3%	2.7%		
Current Age: 17	8.8%	2.9%	11.8%	8.8%	11.8%	5.9%	14.7%	14.7%	14.7%	5.9%	
Current Age: 18	11.1%	5.6%	0.0%	5.6%	5.6%	11.1%	16.7%	5.6%	27.8%	5.6%	5.5%

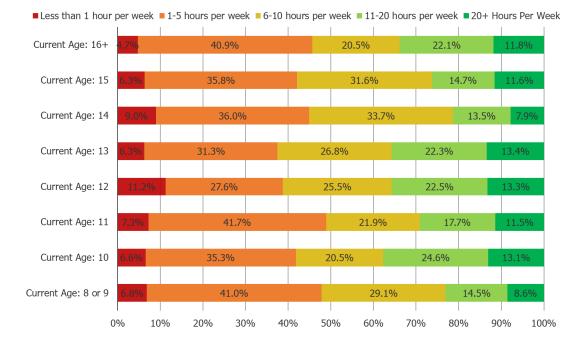
#### If you had to use one word to describe Roblox to someone, what would it be?



#### How often do you play Roblox?

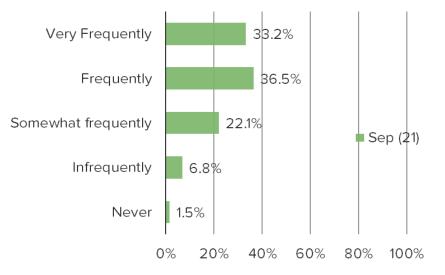
Posed to all respondents who currently play Roblox (N = 856).

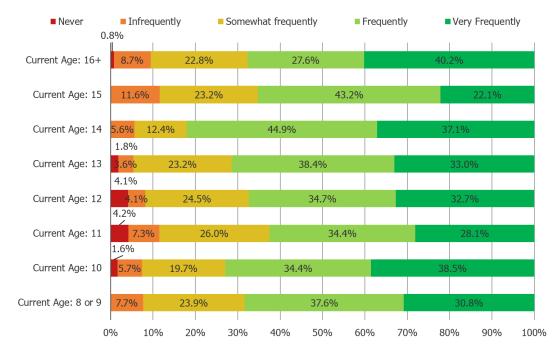




#### How often do you play activities in Roblox with your friends?

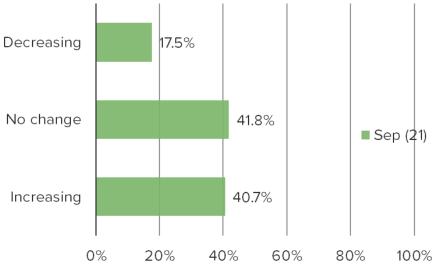
Posed to all respondents who currently play Roblox (N = 856).

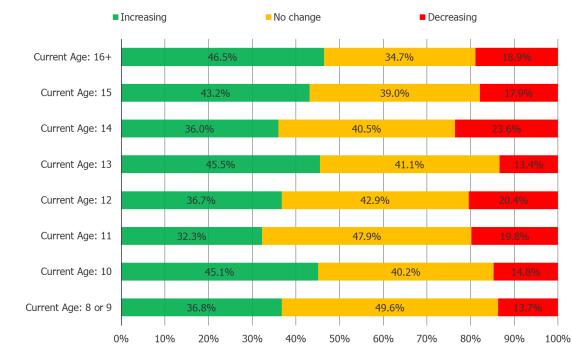




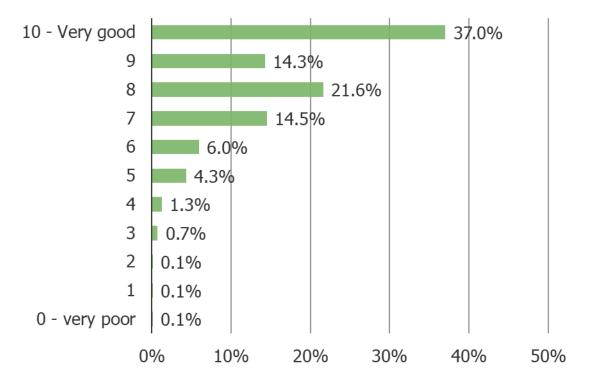
### Have you been increasing or decreasing the time you spend on Roblox recently?

Posed to all respondents who currently play Roblox (N = 856).

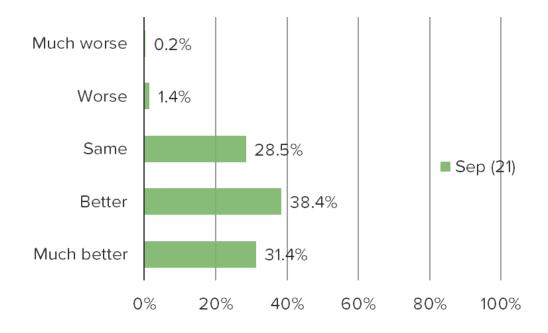




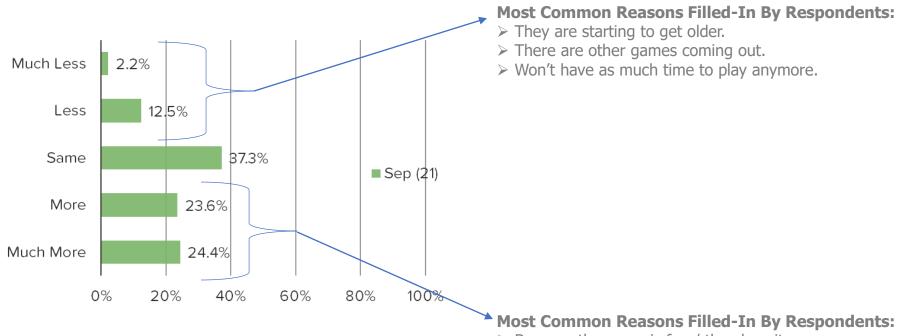
### How would you rate Roblox's graphics?



#### In your opinion, is Roblox's graphics getting better or worse over time?

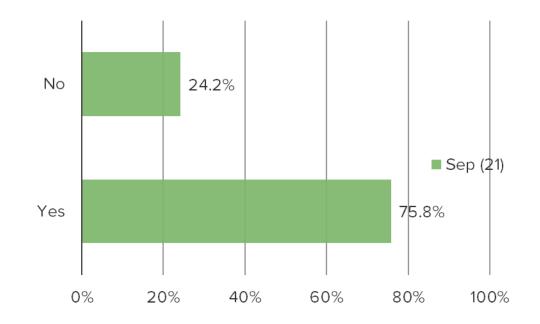


# How do you think the amount of time you play on Roblox will compare one year from now to the amount of time you spend play Roblox now?

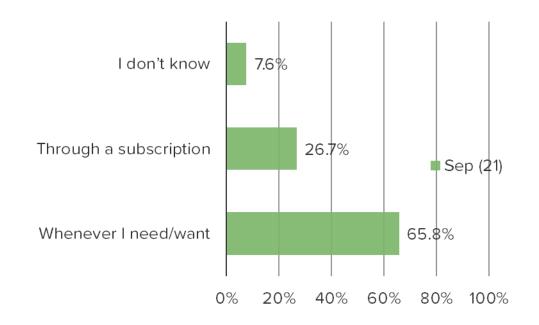


- > Because the game is fun / they love it.
- > Because the game is improving / getting more interesting.
- > The game is unique and there is always a new challenge.
- > More of their friends are playing.

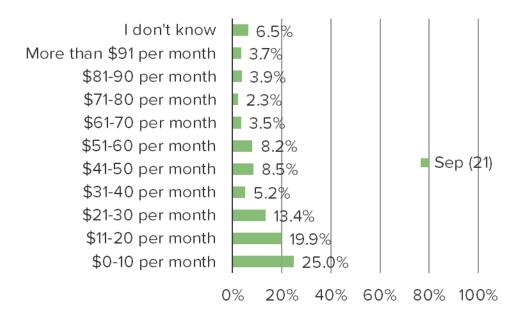
#### Have you or your parents purchased Robux for you to use while playing Roblox?



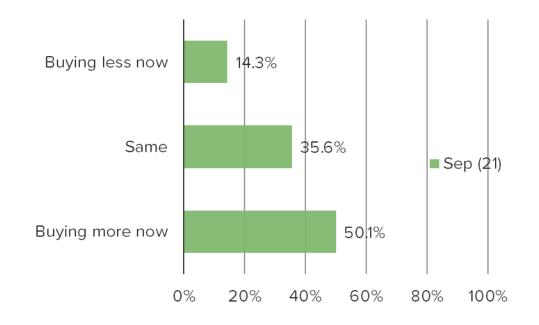
#### How do you typically purchase Robux?



#### How much do you/your parents spend on Robux per month?

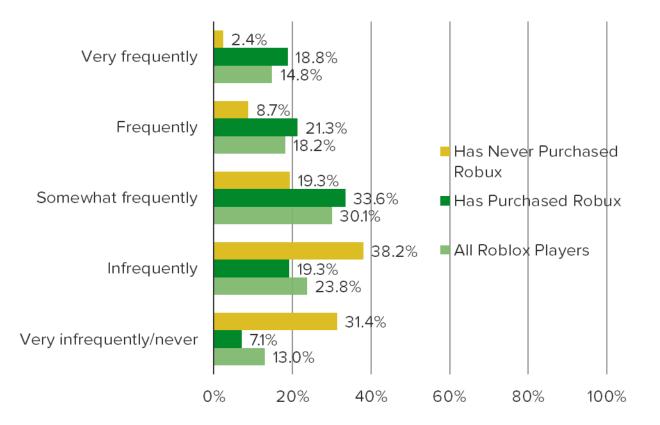


#### How much Robux do you/your parents buy now compared to when you first started playing Roblox?



#### How often do you think you/your parents will buy Robux going forward?

Current Roblox players, vs. former players, vs. aware but never played Roblox.



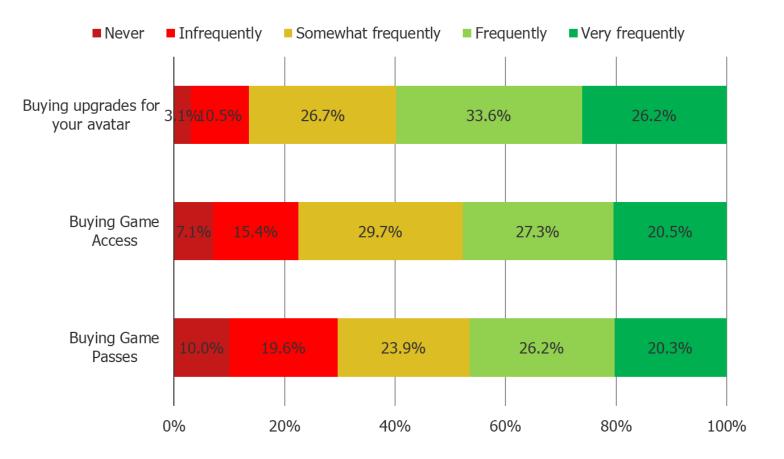
N = 649 Respondents who play Roblox and have purchased Robux

N = 856 Respondents who play Roblox regularly or occasionally

N = 207 Respondents who play Roblox and have NOT purchased Robux

Source: 🛞 Bespoke Market Intelligence Survey

#### How often do you use Robux for the following?



#### How likely is it that you would recommend Roblox to a friend or colleague?

Posed to all respondents who currently play Roblox (N = 856).

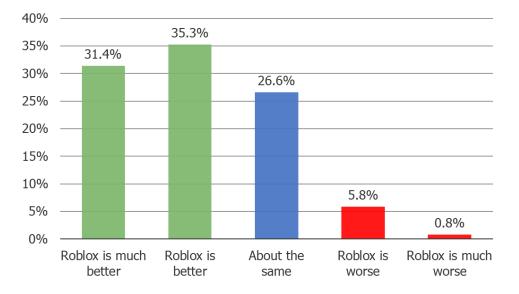


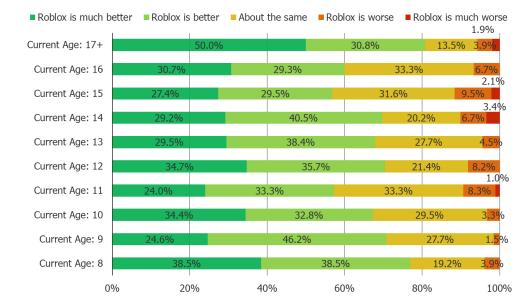
#### Cross-Tabbing NPS:

Filter:	NPS
Plays Roblox Regularly	72
Plays Roblox Occasionally	33
Age:	
8 or 9	56
10	61
11	46
12	60
13	54
14	53
15	38
16+	57

#### In your opinion, how does Roblox compare to other video games you play outside of Roblox?

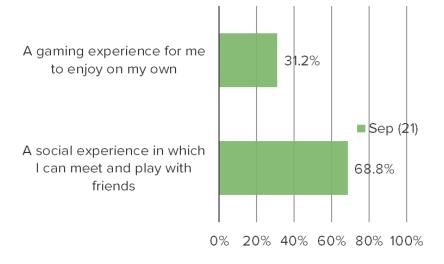
Posed to all respondents who currently play Roblox (N = 856).





#### Which of the following best describes how you view Roblox?

Posed to all respondents who currently play Roblox (N = 856).



Data above cross-tabbed by age:

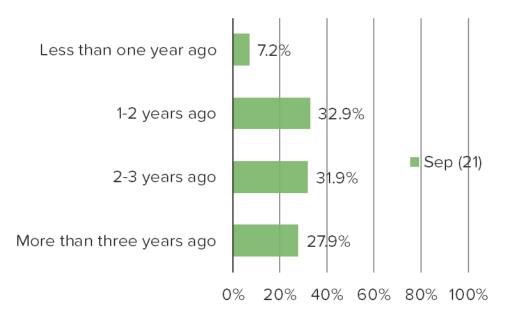
A social experience in which I can meet and play with friends



A gaming experience for me to enjoy on my own

#### When did you start playing Roblox for the first time?

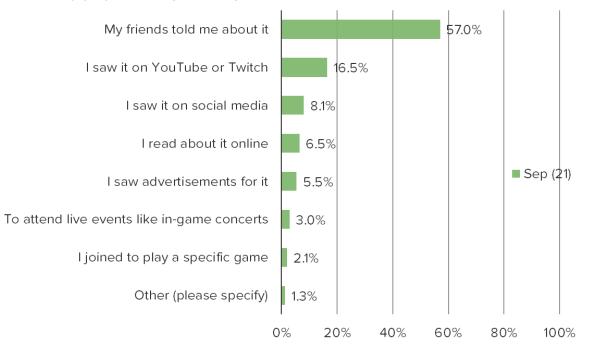
Posed to all respondents who currently play Roblox (N = 856).



	More than three years ago	2-3 years ago	1-2 years ago	Less than one year ago	N =
Current Age: 8	7.7%	11.5%	48.1%	32.7%	52
Current Age: 9	4.6%	18.5%	69.2%	7.7%	65
Current Age: 10	10.7%	27.9%	50.0%	11.5%	122
Current Age: 11	20.8%	35.4%	38.5%	5.2%	96
Current Age: 12	36.7%	38.8%	21.4%	3.1%	98
Current Age: 13	31.3%	44.6%	21.4%	2.7%	112
Current Age: 14	36.0%	36.0%	22.5%	5.6%	89
Current Age: 15	41.1%	31.6%	21.1%	6.3%	95
Current Age: 16	42.7%	37.3%	14.7%	5.3%	75
Current Age: 17	52.9%	14.7%	32.4%	0.0%	34
Current Age: 18	38.9%	22.2%	38.9%	0.0%	18

#### How did you first get introduced to Roblox?

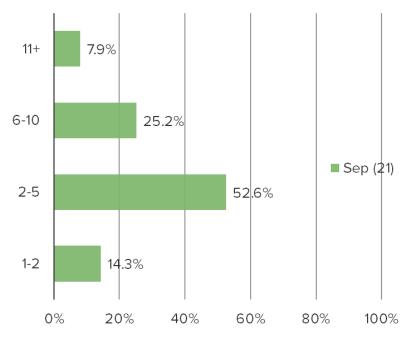
Posed to all respondents who currently play Roblox (N = 856).



	l saw it on social media	My friends told me about it	l saw it on YouTube or	l read about it online	l saw advertisements	To attend live events like in-	I joined to play a specific game	Other (please specify)	N =
Current Age: 8	3.9%	53.9%	26.9%	1.9%	3.9%	1.9%	3.9%	3.9%	52
Current Age: 9	3.1%	61.5%	20.0%	3.1%	9.2%	0.0%	3.1%	0.0%	65
Current Age: 10	4.9%	54.9%	19.7%	8.2%	6.6%	2.5%	2.5%	0.8%	122
Current Age: 11	8.3%	63.5%	18.8%	2.1%	2.1%	2.1%	2.1%	1.0%	96
Current Age: 12	12.2%	57.1%	12.2%	7.1%	5.1%	1.0%	1.0%	4.1%	98
Current Age: 13	8.0%	60.7%	14.3%	5.4%	6.3%	4.5%	0.9%	0.0%	112
Current Age: 14	10.1%	61.8%	18.0%	3.4%	4.5%	1.1%	1.1%	0.0%	89
Current Age: 15	12.6%	52.6%	9.5%	11.6%	8.4%	2.1%	1.1%	2.1%	95
Current Age: 16	4.0%	54.7%	16.0%	14.7%	0.0%	6.7%	2.7%	1.3%	75
Current Age: 17	8.8%	50.0%	11.8%	5.9%	14.7%	5.9%	2.9%	0.0%	34
Current Age: 18	16.7%	27.8%	16.7%	5.6%	0.0%	22.2%	11.1%	0.0%	18

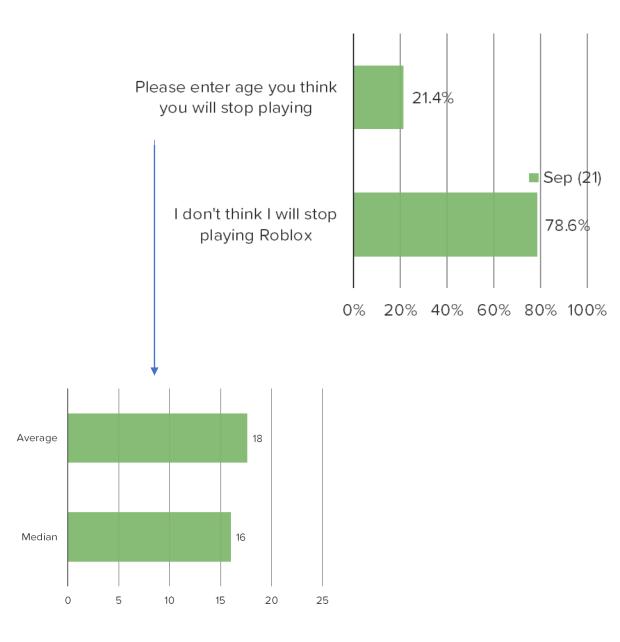
### How many unique Roblox games do you play on average per month?

Posed to all respondents who currently play Roblox (N = 856).

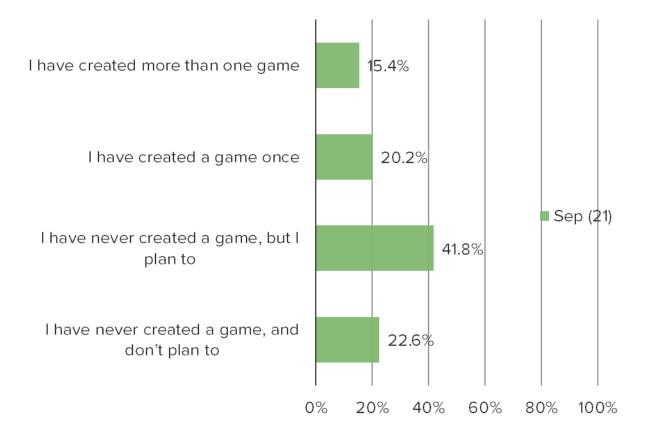


	1.2	2 5	C 10	44.	<b>N</b> I
	1-2	2-5	6-10	11+	N =
Current Age: 8	21.2%	51.9%	19.2%	7.7%	52
Current Age: 9	10.8%	52.3%	<b>2</b> 4.6%	12.3%	65
Current Age: 10	13.1%	49.2%	31.2%	6.6%	122
Current Age: 11	18.8%	50.0%	21.9%	9.4%	96
Current Age: 12	12.2%	53.1%	25.5%	9.2%	98
Current Age: 13	16.1%	48.2%	27.7%	8.0%	112
Current Age: 14	11.2%	64.0%	21.4%	3.4%	89
Current Age: 15	20.0%	53.7%	19.0%	7.4%	95
Current Age: 16	5.3%	65.3%	25.3%	4.0%	75
Current Age: 17	17.7%	29.4%	38.2%	14.7%	34
Current Age: 18	5.6%	44.4%	33.3%	16.7%	18

#### At what age do you think you will STOP playing Roblox?

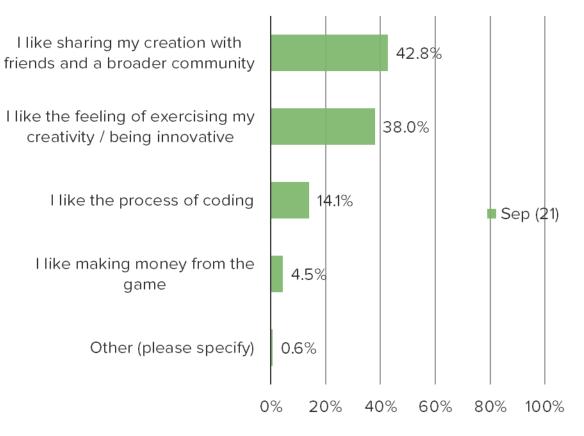


#### Have you ever created a game on Roblox?



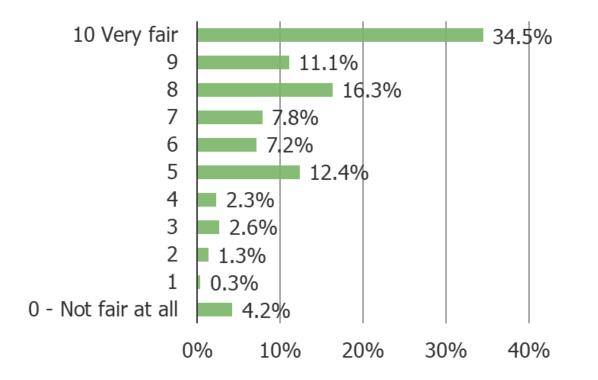
### Of the choices below, what is the #1 reason why you create games on Roblox?

Posed to all respondents who currently play Roblox and have created a game (N = 305).



#### How do you feel the compensation is that you get for the game you created?

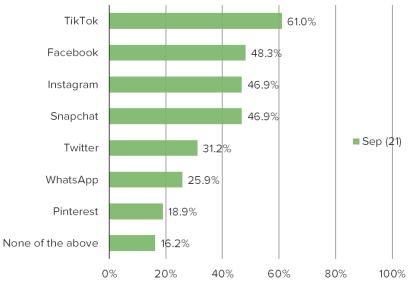
Posed to all respondents who currently play Roblox and have created a game (N = 305).



#### **Notes** | Cross-tabs show that Roblox is competing with social media platforms for attention more with older respondents relative to younger respondents.

#### Do you regularly or occasionally use the following apps/platforms? (Select all that apply)

Posed to all respondents who currently play Roblox (N = 856).



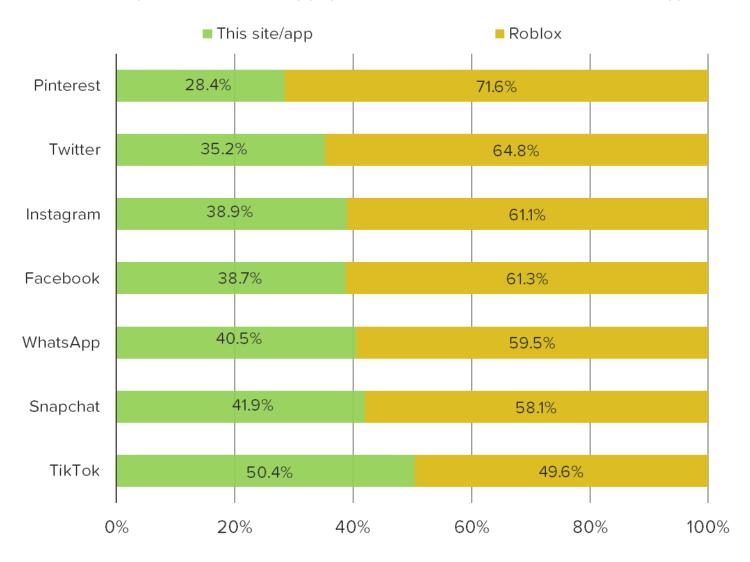
above cross-ta	bbed by age:								
	None	Facebook	Snapchat	Twitter	TikTok	Instagram	WhatsApp	Pinterest	N =
Current Age: 8	36.5%	23.1%	25.0%	9.6%	42.3%	21.2%	11.5%	9.6%	52
Current Age: 9	30.8%	33.9%	24.6%	12.3%	50.8%	24.6%	13.9%	9.2%	65
Current Age: 10	25.4%	39.3%	36.9%	22.1%	51.6%	31.2%	19.7%	13.9%	122
Current Age: 11	30.2%	34.4%	34.4%	10.4%	<b>57.3</b> %	22.9%	14.6%	11.5%	96
Current Age: 12	14.3%	41.8%	57.1 <mark>%</mark>	28.6%	72.5%	40.8%	28.6%	18.4%	98
Current Age: 13	8.9%	47.3%	43.8%	36.6%	66.1%	57.1%	28.6%	21.4%	112
Current Age: 14	6.7%	67.4%	56.2%	43.8%	65.2%	56.2%	28.1%	25.8%	89
Current Age: 15	7.4%	62.1%	61.1%	44.2%	61.1%	65.3%	32.6%	19.0%	95
Current Age: 16	2.7%	60.0%	60.0%	45.3%	66.7%	76.0%	32.0%	24.0%	75
urrent Age: 17	2.9%	73.5%	55.9%	52.9%	64.7%	67.7%	50.0%	32.4%	34
Current Age: 18	0.0%	83.3%	94.4%	83.3%	88.9%	100.0%	66.7%	61.1%	18

#### Data ab

Notes: Cross-tabs show that Roblox is competing with social media platforms for attention more with older respondents relative to younger respondents.

#### Which do you spend more time on?

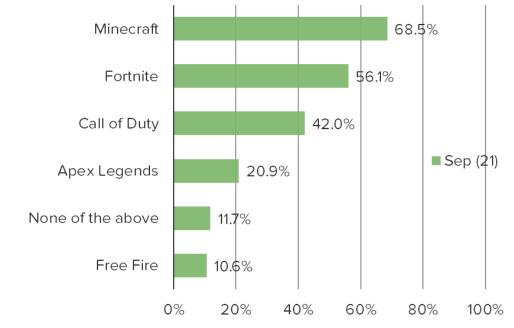
Posed to all respondents who currently play Roblox and use the below social media sites/apps.



	N =
Facebook	413
Snapchat	401
Twitter	267
TikTok	522
Instagram	401
WhatsApp	222
Pinterest	162

## **Notes** | Cross-tabs show that Roblox is competing with other games for attention more with older respondents compared to younger respondents.

### Do you regularly or occasionally play the following games?

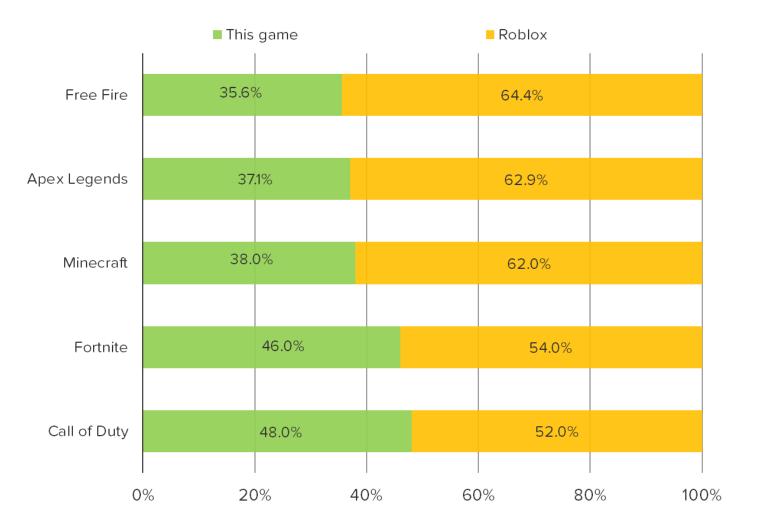


Posed to all respondents who currently play Roblox (N = 856).

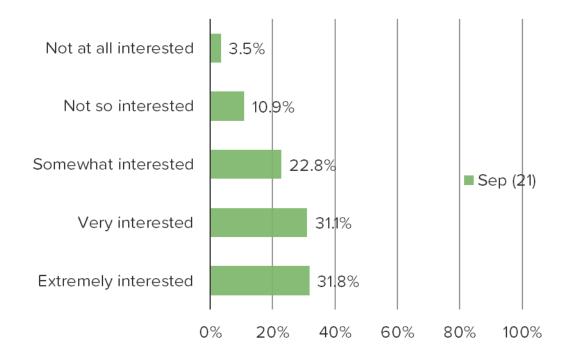
	None of the above	Fortnite	Minecraft	Call of Duty	Apex Legends	Free Fire	N =
Current Age: 8	12.9%	51.6%	64.5%	19.4%	16.1%	3.2%	31
Current Age: 9	20.0%	45.0%	67.5%	32.5%	15.0%	5.0%	40
Current Age: 10	14.8%	59.0%	62.3%	39.3%	23.0%	9.8%	61
Current Age: 11	8.3%	52.1%	75.0%	29.2%	6.3%	4.2%	48
Current Age: 12	6.4%	53.2%	78.7%	46.8%	21.3%	12.8%	47
Current Age: 13	10.2%	62.7%	66.1%	37.3%	20.3%	11.9%	59
Current Age: 14	9.8%	58.5%	70.7%	61.0%	26.8%	9.8%	41
Current Age: 15	10.0%	64.0%	62.0%	52.0%	22.0%	18.0%	50
Current Age: 16+	14.3%	53.1%	71.4%	55.1%	34.7%	16.3%	49

#### Which do you spend more time on?

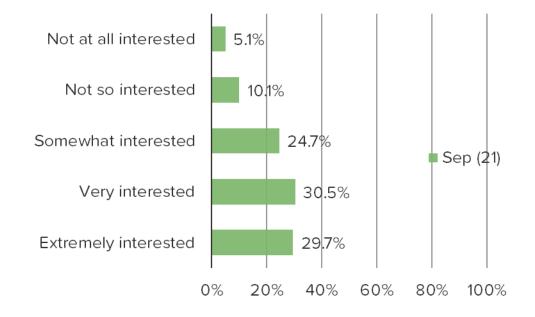
Posed to all respondents who currently play Roblox and play the below games.



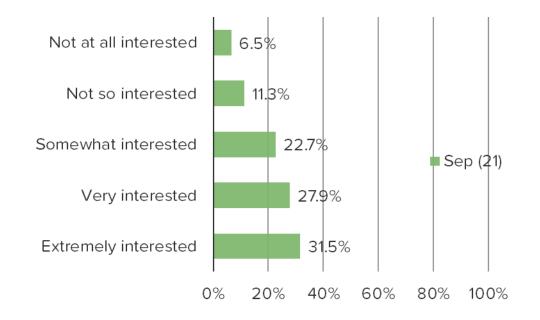
## How much interest would you have in existing in immersive, shared virtual spaces in which you could attend concerts with friends?



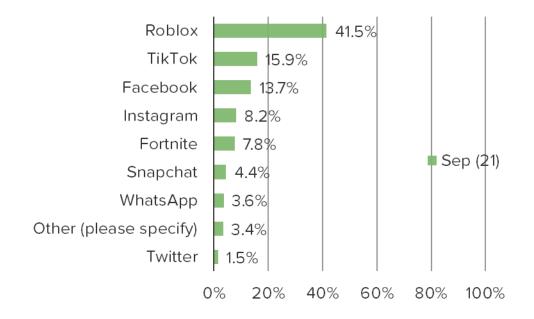
## How much interest would you have in existing in immersive, shared virtual spaces in which you could try on items available in-stores?



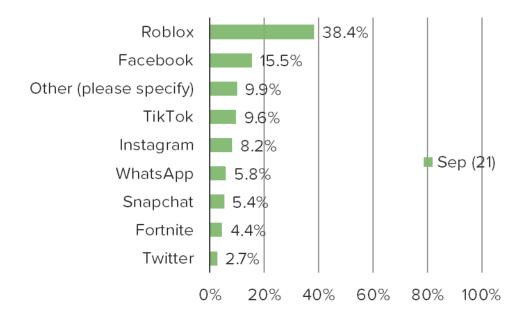
# How much interest would you have in existing in immersive, shared virtual spaces in which you could attend school/work virtually?



# In your opinion, which would be best if they offered a virtual environment for attending virtual concerts with your friends?

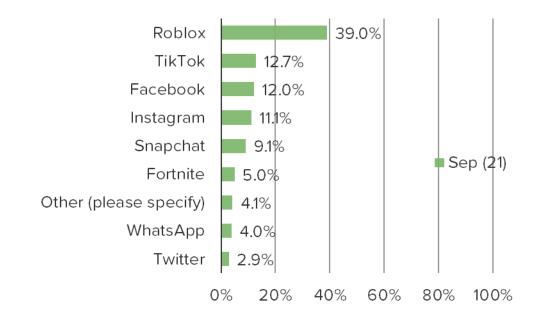


# In your opinion, which would be best if they offered a virtual environment for attending school virtually?



## In your opinion, which would be best if they offered a virtual environment for trying on items in stores virtually?

Posed to all respondents who currently play Roblox.



N = 856

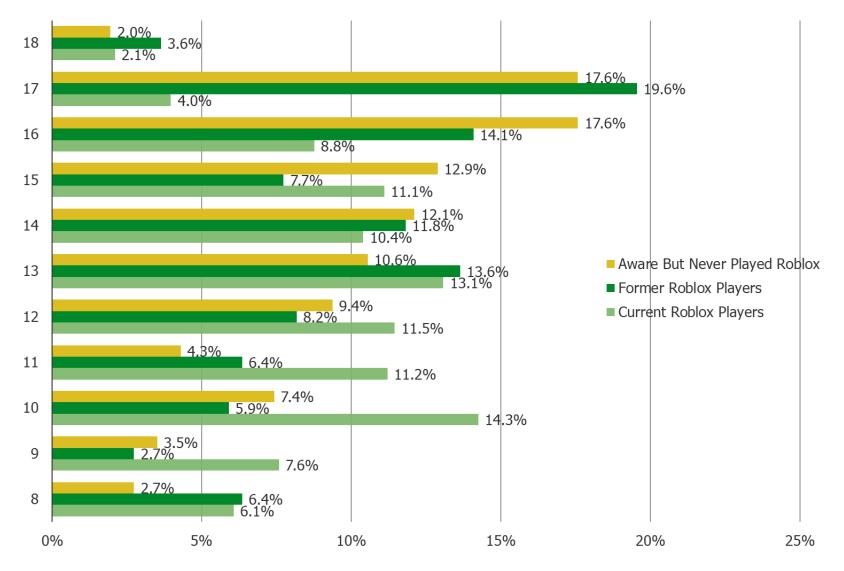
Demographics

Source: 🛞 Bespoke Market Intelligence Survey

**Notes** | Among the range of ages surveyed, Roblox players skew younger relative to those who don't play Roblox.

#### What is your age?

Current Roblox players, vs. former players, vs. aware but never played Roblox.



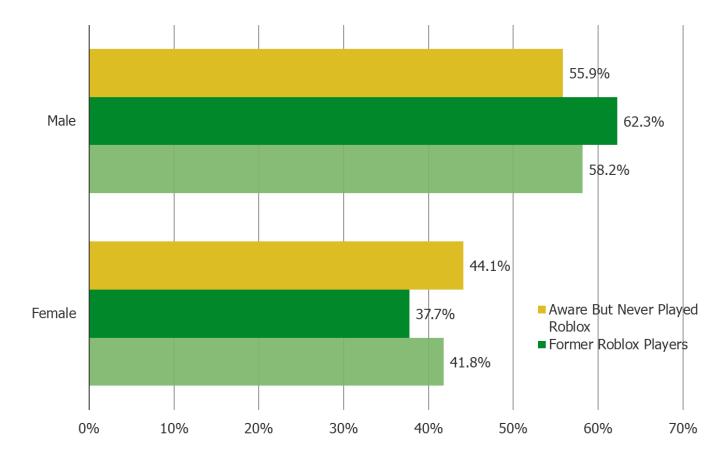
N = 856 Roblox Players

N = 220 Former Roblox Players

N = 256 Aware, But Never Played Roblox

#### What is your gender?

Current Roblox players, vs. former players, vs. aware but never played Roblox.



N = 856 Roblox Players

N = 220 Former Roblox Players

N = 256 Aware, But Never Played Roblox

Source: 🛞 Bespoke Market Intelligence Survey