



Roblox Illegal Gambling Litigation Granted by Judge

A newly released report found that a judge denied a request for dismissal, allowing a class action against the virtual gaming platform.

In December, Roblox, a popular virtual gaming platform, was caught up in a class action lawsuit alleging it facilitated child gambling. The lawsuit was filed by two parents, Rachel Colvin and Danielle Sass, who alleged that their children used Robux, Roblox's in-game currency, to access unauthorized gambling services. The two parents claimed that this eventually led to a financial loss.

The class action filed in the Northern California District Court included several allegations, including one for a previously dismissed RICO violation. Nevertheless, despite Roblox's request to dismiss it, a judge recently allowed the case to proceed.

Defending his position, Roblox said Section 230 of the Communications Decency Act protects "interactive computer services" providers like it from liability for third-party content through its platform. But a judge reviewing the case concluded Section 230 does not apply in this particular case, adding that Roblox is not responsible for the content available on its platform.

Instead, the judge accuses the lawsuit against the virtual gaming platform of "facilitating transactions between minors and online casinos enabling illegal gambling and of failing to do enough to warn minors and their parents about those casinos," as announced by Virgin. [바카라사이트 추천](#)

Virtual gaming platform says Robux allows access to entertainment

Roblox, who asked to be fired, claimed that minors did not lose out on purchasing Robux, which has since been used for online gambling activities. The popular virtual gaming platform likens Robux to tickets to an amusement park or movie theater, adding that in-game currency can be purchased for "entertainment pleasure" rather than "economic gain."

Roblox's position, however, was not convincing enough. The judge in charge of the case said tickets to amusement parks or movie theaters do not lose their value once they are purchased, reiterating the litigation's focus on children's ability to access online casinos using the platform's cryptocurrency.

In response to the company's comparison, the judge wrote that it makes a metaphor like creating a casino just outside an amusement park and attracting children to gamble, losing votes.