ROBLOX

Guidance for Creating Educational Experiences on Roblox

Purpose of this Guide

This guide is intended for organizations and educators interested in using the Roblox platform to create interactive educational experiences designed specifically for classroom use.

Included in this guide is an introduction to Roblox, the strengths of the platform when used for developing digital learning experiences, and a list of existing experiences to help inspire the creation of new learning opportunities on Roblox.

What is Roblox?

Every day, tens of millions of people come together on Roblox to connect, create, and express themselves through immersive, interactive shared experiences built by a global community.

Many aspects of our platform and community are unique to us and present a compelling starting canvas for designing and developing educational experiences on Roblox. Some of these features include out-of-the-box multiplayer collaboration, competition, and the ability to simulate complex systems or explore academic concepts such as physics and space.

The following pages highlight experiences with mechanics and features that work well on the platform. While many of these examples are not intended to be rigorous, educational experiences, we've included them to demonstrate compelling designs and themes that are prevalent on Roblox.

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Levers of Engagement

1. **Think Multiplayer:** Roblox is inherently social. Our users see Roblox as a destination where they can explore and hang out with friends, so naturally, they want and expect to interact together.

2. **Manipulate Physics and Space:** Roblox includes systems that model real-life forces such as gravity, mass, and acceleration.

3. **Travel Beyond Constraints:** Environments on Roblox can transport students through time, space, and place, whether it be ancient civilizations, far away countries, or even the surface of Mars.

4. **Explore Systems and Simulations:** Complex systems can be abstracted into interactive experiences on Roblox, allowing users to engage with and understand relationships in those systems.

5. **Build and Design:** Roblox offers realistic physics and material systems for students to build environments, objects, and structures in a 3D space.

6. **Building for Learning with Empathy:** Roblox can help build and foster empathy by allowing students to experience life through the vantage point of other humans or animals.

7. **Explore and Practice Skills:** Creating an experience around a skill can be an engaging way of teaching it to students.

8. **Roleplay and Social Skills:** Roleplaying experiences on Roblox often challenge users to assume different personas and jobs as they try to build, navigate, and problem solve. These experiences also use narratives and systems to offer students a canvas for exploration and experimentation.

Think Multiplayer

Roblox is inherently social. Our users see Roblox as a destination where they can explore and hang out with friends, so naturally, they want and expect to interact together.

Applying This Concept for Education:

- Design scenarios where students need to **collaborate to solve an obstacle**. Ideas can include physical challenges, such as protecting a house to withstand a natural disaster, or cognitive challenges where students must share information to solve puzzles.
- Provide situations that spark **socialization**. Examples include allowing for students to discuss or pose questions to the group.

Examples of Collaborative Experiences on Roblox

Note these examples may be entertainment-focused experiences rather than educational. The mechanics may still be relevant reference points for teams developing educational experiences on Roblox.

Escape Room

A collaborative problem-solving experience. Users are trapped in rooms together with puzzles they must solve in order to advance. In this example, users are incentivized to collaborate by sharing information and ideas to find the solutions they need to escape.

Build A Boat For Treasure

Work together as a team to create a boat that can float. Users can collect materials of varying densities to construct boats using a block-based building system. They can also self-organize into teams to collaboratively build and share resources, which increases their chances of success.

Manipulate Physics and Space

Roblox includes systems that model real-life forces such as gravity, mass, and acceleration.

Applying This Concept for Education:

- Explore mechanics that harness the built-in features of the Roblox physics engine to give students **hands-on control** and opportunities for experimentation.
- Students can explore physical forces such as mass and gravity, as well as Newtonian physics. By allowing them to **manipulate physical forces**, they can see how different forces and materials change how objects move and interact.
- Have students directly **conduct experiments**. Many common experiments in the science classroom can be replicated digitally in safe, scalable, and engaging ways.
- **Explore size and scale**. Ideas include giving students the opportunity to physically explore microscopic environments, such as the human body, or see molecular reactions.

Examples of Physics on Roblox

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Tunneler

A physics-based experience where users must utilize portals and manipulate physical objects in the environment to solve puzzles.

Cars Physics Drive

A simulation experience in which users can pick different vehicles, navigate obstacles, and witness physics in action.

Digestive Obby

This experience takes users on an immersive microscopic adventure through the human digestive system.

Travel Beyond Constraints

Environments on Roblox can transport students through time, space, and place, whether it be ancient civilizations, far away countries, or even the surface of Mars.

Applying This Concept for Education:

- Students can go back in time to **meet and interact with historical figures or explore archaeological sites** to discover details they may not ordinarily find in a textbook.
- Transport students to **places that are hard-to-access or impossible for people to navigate**, such as the human body or the surface of another planet. Educators can leverage these 3D environments as a complement to their existing curricular and instructional materials.

Examples of Travel Opportunities on Roblox

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Knossos Palace

A recreation of the palace of Knossos, a major archaeological site that was the political center of the ancient Minoan civilization. Teachers can explore the environment with students on virtual field trips or integrate historical settings like this one into existing world history curriculum.

1867 Historical Role Play

A reconstruction of 1867 Victorian Luxembourg, complete with period costumes, buildings, and quests.

Olympus Mons Climbing Roleplay

This experience features a recreation of Olympus Mons, a mountain on Mars. Students can scale Olympus Mons and feel like they're visiting Mars with their friends.

Explore Systems and Simulations

Complex systems can be abstracted into interactive experiences on Roblox, allowing users to engage with and understand relationships in those systems.

Applying This Concept for Education:

- Create experiences where students can **manipulate variables** while a complex set of calculations about how those variables interact is working in the background.
- **Model systems** that might otherwise be challenging and costly to model in the classroom. Systems like stock markets, government structures, and climate change can be abstracted in ways that are accessible to students and easy for educators to teach without having to be experts in those systems.

Examples of Complex Systems on Roblox

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Yellowstone

Experience a simulation of life as a wolf in Yellowstone National Park. Students can witness and respond to challenges animals in the Yellowstone ecosystem face.

StockRise

A playable simulation of the stock market using imaginary companies and real-time price adjustments. This example takes a classic stock market simulation found in many high school and economics lessons and makes it approachable.

Starscape

An open-world space exploration and combat experience where students can pilot a spaceship. While they focus on flying, there are multiple systems simulating background economics, trade, and political influence.

Build and Design

Roblox offers realistic physics and material systems for students to build environments, objects, and structures in a 3D space.

Applying This Concept for Education:

- Make **creation and constructing** central to an experience's core activities.
- Give students creative confidence by asking them to **build objects that demonstrate their knowledge, skills, and abilities.**

Examples of Building on Roblox

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Build It

A block-based, sandbox building experience. Free-form building is popular on Roblox and can often be used for an educational purpose, such as making historical objects or artifacts for a class project.

Welcome to Bloxburg

A life simulation experience with a very robust building tool, allowing users to build and decorate their own homes.

Building for Learning with Empathy

Roblox can help build and foster empathy by allowing students to experience life through the vantage point of other humans or animals.

Applying This Concept for Education:

- Find opportunities to **teach empathy by using an interactive experience** on Roblox where students either assume caretaking roles or roleplay as an animal.
- Identify parts of your existing **educational programming that include animals**, then create an experience to help students better understand the lives of those animals.

Examples of Learning with Empathy on Roblox

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Untamed Planet

A social experience where users roleplay as park rangers or animals and complete quests to protect the local ecosystem.

Vet Simulator

Users manage a veterinary clinic where they adopt pets and help animals. While made for entertainment, experiences like this can also help students explore careers and empathize with different people and animals.

Explore and Practice Skills

Creating an experience around a skill can be an engaging way of teaching it to students.

Applying This Concept for Education:

- Experiences that **leverage occupations or topics in technical education** can spark an interest in a certain career path and help students see themselves in that field.
- In a **low-stakes digital environment**, students can focus on practicing skills in a safe, casual space, allowing for experimentation and growth.

Examples of Exploring and Practicing Skills on Roblox

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Alo Sanctuary

An experience that teaches visitors common yoga poses and meditation techniques; this is a great example of how even a physical skill like yoga can be communicated digitally. The accessible design also encourages people new to yoga or meditation to try it out in a low-stakes environment.

Piano Visualizations

Experiences like Piano Visualization can spark students' interest in music and reduce barriers to exploring new skills.

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Roleplay and Social Skills

Roleplaying experiences on Roblox often challenge users to assume different personas and jobs as they try to build, navigate, and problem solve. These experiences also use narratives and systems to offer students a canvas for exploration and experimentation.

Applying This Concept for Education:

- Find parts of a curriculum or learning objective where students can roleplay together. A strong example will include an **interesting setting with roles** for students to perform. It can be historical or even include real-life jobs, such as managing a city or business.
- Roleplaying experiences can immerse students in settings that engender empathy, whether they're exploring a day in the life as a refugee, embodying a key historical figure, or discovering what it's like living in a foreign country or a different time period.

Examples of Roleplay on Roblox

Note these examples may be entertainment-focused experiences rather than educational. The mechanics may still be relevant reference points for teams developing educational experiences on Roblox.


Roblox Titanic

Experience the tragedy of the sinking of the Titanic. Here, users assume different job roles on the ship and then try to survive. Roleplaying experiences like this can immerse students as active participants in specific historical events.

Kingdom Life

An expansive medieval roleplaying experience with a strong focus on giving users agency. This shows how an experience can provide users a toolbox, or "playground," in which they can roleplay different stories of their own design.
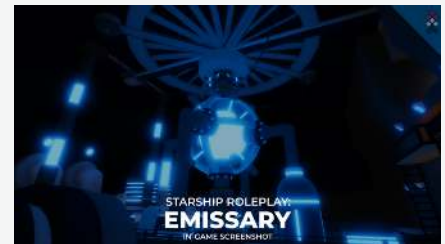
Starship Roleplay: HCR-146 Emissary

Users interact on a spaceship while taking on different jobs and tasks. Instead of offering scripted events, users are free to take on any roles that interest them.

Taking Your Next Steps

We look for educational partners who can leverage our platform to bring their curriculum and instructional materials to life in ways that are meaningful, rigorous, interactive, engaging, and social.

If you're interested in working with us, contact our team today.

CONTACT US →