Roblox Glossary

Common Terms

- **Experience** - A term for the games, simulations, and worlds found in Roblox.
- **Avatar** - The character representing you in an experience. Avatars can be customized in the Avatar Shop with items that are free or cost Robux.
- **Robux** - The in-game currency system in Roblox. Robux costs real money and can be purchased on Roblox.com or using gift cards. Robux are often used to customize in-game avatars or get bonuses in certain experiences.
- **Roblox Client** - The software used to visit Roblox experiences.
- **Roblox Studio -** The software used to create experiences.
- **Group** - Groups are communities on Roblox, hosted on the Roblox website. Groups have simple social features, such as member lists and a wall to post announcements or messages.
- **Moderation** - All content in a Roblox experience goes through a moderation process to ensure that it is appropriate according to Trust and Safety standards.
- **Private Server** - Some Roblox experiences offer people the ability to create private servers in which only they and their invited friends can visit.
- **Friends**: You can look up player profiles by typing their usernames into the search bar. You can add them to your "friends list." Having someone in your friends list makes it easier to find their profile later, and allows you to admit them into "friends-only" servers.

Roblox Culture and Game Genres

- **Bacon -** Generally a dera
- **Builderman -** The username of Roblox founder and CEO Dave Baszucki. He's viewed as a popular character.
- **Newb, Newbie, or Noob** - A new player. Often can be used in a derogatory way to insult people they think are new to a game.
- **Obby** - Shorthand for "obstacle course," a popular genre on Roblox that requires players to climb, jump and navigate obstacles to reach the end of the course
- **Oof** - The classic Roblox death sound. Students may just say it occasionally for fun.
- **Simulator** - Simulator games allow players to perform simple, repetitive actions in order to make progress. The goal often involves clicking an item in the world until it reaches its maximum level, then turning that object (and all of its progress) in, in exchange for an

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upgraded version with a higher maximum potential. Additionally, there's often a roleplaying aspect, such as managing a factory, restaurant, or even operating a vehicle.

- **Tools and Inventory -** Tools refer to objects players can "wear" or equip. These vary between games but can be an axe to chop down wood, or a potion to recover a player's health. Tools are included in a player's Inventory.
- **Tycoon** - In the Tycoon genre, players collect from "droppers" that produce currency over time, in order to pay to construct parts of buildings (walls, furniture, etc). As each part is constructed, new parts and droppers unlock for purchase. This cycle of collecting, building, and waiting to collect continues until there are no more additions left to build.
- **Scams, Hacking, and Hoaxes** - While Roblox does all it can to ensure player safety, there are some bad actors. For more information, see our [Parents and Safety](#) section.

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