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Platforma Roblox używa plików cookie, aby zapewniać lepsze wrażenia. Jeżeli chcesz uzyskać więcej informacji, m.in. na temat wycofania zgody i zarządzania sposobem wykorzystania plików cookie na platformie Roblox, zapoznaj się z naszą Polityką prywatności i plików cookie. Zaznacz opcję Zawsze otwieraj linki z adresem URL: Protokół platformy Roblox i kliknij Otwórz adres URL: Protokół platformy Roblox w powyższym oknie dialogowym, aby w przyszłości szybciej dołączać do projektów! Roblox to wyjątkowe, wirtualne uniwersum, dzięki któremu możesz tworzyć doświadczenia, dzielić się nimi ze znajomymi i wcielić się w najbardziej fantastyczne role. Dołącz do milionów innych i odkryj niekończącą się różnorodność wciągających światów stworzonych przez członków globalnej społeczności! Masz już konto? Zaloguj się na swoje istniejące konto Roblox i poznawaj nieskończone metawersum Roblox! MILIONY ŚWIATÓW DO ODKRYCIA Chcesz rozpocząć niesamowitą przygodę? Zmierzyć się z rywalami z całego świata? A może wolisz spotykać się i rozmawiać ze znajomymi online? Coraz bogatsza biblioteka światów tworzonych przez społeczność gwarantuje codzienną porcję nowych, emocjonujących doświadczeń. POZNAWAJ NOWE ŚWIATY Z INNYMI W DOWOLNYM MIEJSCU I CZASIE Baw się dobrze, gdziekolwiek jesteś. Roblox oferuje pełną obsługę multiplatformowości, pozwalając ci dołączać do znajomych i milionów innych użytkowników komputerów, urządzeń mobilnych, Xboxów One i zestawów VR. WCIEL SIĘ W DOWOLNĄ ROLĘ Wyzwól w sobie kreatywność i popisz się unikalnym stylem! Zmień swój awatar, korzystając z niezliczonej liczby czapek, koszułek, twarzy, sprzętu i nie tylko. Katalog przedmiotów jest stale poszerzany, więc nic nie ogranicza twojej kreatywności! ROZMAWIAJ ZE ZNAJOMYMI Komunikuj się ze znajomymi z całego świata za pomocą czatu, wiadomości prywatnych i grup. TWÓRZ WŁASNE ŚWIATY: WSPARCIE: KONTAKT: POLITYKA PRYWATNOŚCI: PORADNIK DLA RODZICÓW: UWAGA: Dołączenie wymaga połączenia internetowego. Roblox działa najlepiej przez Wi-Fi. OZNACZENIE WIEKOWE ROBLOX DOTYCZY TYLKO APLIKACJI ROBLOX, A NIE JAKIMKOLWIEK TREŚCIOM UTWORZONYM PRZEZ UŻYTKOWNIKÓW I DOSTĘPNYM W APLIKACJI, KTÓRE NIE PODLEGAJĄ KLASYFIKACJI. Platforma Roblox używa plików cookie, aby zapewniać lepsze wrażenia. Jeżeli chcesz uzyskać więcej informacji, m.in. na temat wycofania zgody i zarządzania sposobem wykorzystania plików cookie na platformie Roblox, zapoznaj się z naszą Polityką prywatności i plików cookie. Zaznacz opcję Zawsze otwieraj linki z adresem URL: Protokół platformy Roblox i kliknij Otwórz adres URL: Protokół platformy Roblox w powyższym oknie dialogowym, aby w przyszłości szybciej dołączać do projektów! Roblox uses cookies to offer you a better experience. For further information, including information on how to withdraw consent and how to manage the use of cookies on Roblox, please refer to our Privacy and Cookie Policy. Check Always open links for URL: Roblox Protocol and click Open URL: Roblox Protocol in the dialog box above to join experiences faster in the future! The Roblox installer should download shortly. If it doesn't, start the download now. Windows, macOS, iOS, Android, Xbox One, Xbox Series X/S, PS4, PS5, VR PCiOSAndroidAmazon AppstoreMicrosoft StoreXbox OneOculus RiftHTC ViveValve IndexMeta QuestPlayStation 4/5 Game-creation system, massively multiplayer online, user-generated Multi-player, single-player David BaszuckiErik Cassel For other pages with similar titles, see Roblox (disambiguation). Reimagining the way people come together. Roblox is an immersive gaming and creation platform created by Roblox Corporation that allows users to create and publish multiplayer games, referred to as experiences on the platform, and join experiences created by other users that allow people of all ages to socialize. It is the primary product of Roblox Corporation. Its concept began on September 30, 2003, when a project named "eBlocks" appeared on David Baszucki's website. It was founded by David Baszucki and Erik Cassel on December 2, 2003, under Goblocks, and later Dynablocks on December 12, 2003. On January 30, 2004, Dynablocks was renamed to Roblox. Roblox was released in 2006; the platform hosts user-created experiences of multiple genres, coded in the programming language Lua. For most of Roblox's history, it was relatively small, both as a platform and a company, partially due to co-founder Baszucki's lack of interest in press coverage, however, Roblox began to grow rapidly in the second half of the 2010s, and this growth was accentuated by the COVID-19 pandemic in the early 2020s, it is still one of the most popular games. Roblox is free to use, with in-experience purchases available through Roblox's virtual currency "Robux". As of April 2021, Roblox has over 202 million monthly active users, with 67% of its users being under the age of 16.[11] Roblox has received generally positive reviews from critics. History[] Main article: Timeline of Roblox history Roblox in early development. (2005) From December 2003 to January 2004, Roblox went through multiple different names, such as GoBlocks and DynaBlocks, with their domain changing respectively multiple times in the short time frame. On January 30, 2004, the name was changed to Roblox, which is the name that remains today. From 2004 to February 2005, Roblox underwent alpha testing. Following that, Roblox went into beta testing until September 2006. Roblox was then fully released to everyone with multiple experiences, and would gradually receive new updates and features over the years to shape it into what the platform is today. Features[] See also: Getting started Roblox is available on Windows, macOS, iOS, Android, Xbox One, Xbox Series X | S, Microsoft Store, and PlayStation 4/5. Users can create their unique username; formerly one could also use Roblox as a Guest which did not require account registration, however, this feature was removed in October 2017. Users can create their own experiences. Users also have their avatar, which can be customized via Marketplace purchases, and they can participate in social aspects of Roblox such as community walls, and the Parties feature. Places[] A place is an interactive experience on Roblox where users can play with each other. Places can utilize models and scripts to create unique gameplay. Premium Membership[] Main article: Roblox Premium Subscribing to Roblox Premium gives one a monthly Robux stipend and a 10% bonus when buying Robux. Premium members can resell their in-game items and earn additional Robux from sales, called a Premium Payout. They are also presented with the opportunity to trade their items with other Premium members on the platform. Marketplace[] Main article: Marketplace The Marketplace (formerly known as the Catalog until 2019 and the Avatar Shop until 2023) is a place where users can purchase accessories, animations, clothing and more to customize their avatar. Before Tickets were removed from Roblox, any user could accumulate tickets to buy items or even convert them into Robux. However, after its removal on April 14, 2016, there was no other form of daily benefits to users besides users that purchased Builders Club membership - before its removal - or Roblox Premium. Clothing is the only feature on Roblox that is primarily community-driven. Clothing could have previously been sold for free, and all clothing that was free before the change is still free. Creator Store[] Main article: Creator Store Similarly to the Marketplace, the Creator Store is used by users and developers to publish models, scripts, audio, decals, meshes and plugins for other Roblox users to view or use. All available items in it can be purchased for free except plugins, and any user may take such purchased items to place in their inventory for their use. Newsroom[] Main article: Roblox Newsroom Roblox runs a blog called "Newsroom", where they post about released updates and showcase creations by developers and staff. Roblox "News", or blog entries were formerly hosted on blog.roblox.com, however, are now hosted on corp.roblox.com/newsroom. Communities[] There are many communities on Roblox. All users can join them, and all users can create a community if they have at least 100 Robux on their account[1]. Users can join up to 100 communities. VR[] Roblox is officially supported in VR mode on the Oculus Rift, Meta Quest, HTC Vive, and Valve Index. Gallery[] Roblox first logo form January 2004 to Mid 2004Roblox logo form Mid 2004 to Early 2005The Roblox favicon. 2006-2015The Roblox favicon. 2015-2017The Roblox favicon. 2017-2018The Roblox favicon. 2018-2022The Roblox favicon. 2022-2025The Roblox favicon. 2025-presentThe old Roblox home page.Beta roblox website (2005)Sketches of the Roblox logo, March 2006[12]Sketches of the Roblox logo, March 2006[12]2005 Roblox logo concepts shown at ROBLOX Rally 2011[13] Videos[] History[] Celebrating 15 years of RobloxRoblox's video celebrating its 15th birthday Trailers[] ROBLOX - Available Now for Xbox OneRoblox's Xbox launch trailer.Roblox Mobile-Official GameRoblox's 2016-2018 mobile trailer.Roblox - Official Trailer (2019)Roblox - Official Trailer (2020) A Roblox Story[] A Roblox Story- Zoe BasilA Roblox Story featuring Zoe BasilA Roblox Story featuring CJ Oyer.A Roblox Story - TerabriteA Roblox Story featuring SabrinaBrite SabrinaBrite is a notable creator or influencer verified by Roblox Corporation. Learn more..A Roblox Story - The Clemens FamilyA Roblox Story featuring The Clemens Family.A Roblox Story - Samuel JordanA Roblox Story featuring Samuel Jordan. Trivia[] This section is a trivia section. Please relocate any relevant information into other sections of the article. "gooblox.com", "goblocks.com", and "goblox.com" all redirect to the Roblox home page. This also happens with roedblocks.com, roblocks.com, rogueblocks.com and roqueblox.com. This also formerly used to work with "Dynablocks.com", "Dynablock.com" and "DynaBlox.com", but these now lead to a 404 error, since the Dynablocks name is no longer registered. As an April Fools joke, John Shedletsy posted a blog post on April 1, 2007, on the Roblox Blog stating that Roblox had been sold to Google for \$380 million.[14] On September 27, 2018, Roblox's favicon was changed from red to grey. Their logo was officially changed in February 2019. Roblox's tagline is "Reimagining the way people come together", from 2015 to 2022, the slogan was "Powering Imagination". References[] 1 1 Bromley, Dylan (2012, December 11). "ROBLOX Mobile Is Out of Beta: Download and Play Today!". From Roblox Blog. Archived from the original on October 1, 2024. 1 Haak, Andrew (2014, July 16). "ROBLOX Arrives on Android". From Roblox Blog. Archived from the original on October 1, 2024. 1 ROBLOX's Date first listed on Amazon appstore website 1 1 Healy, Dan (2015, December 23). "An Update on ROBLOX on Xbox One". From Roblox Blog. Archived from the original on October 1, 2024. 1 jackintheblox (2014, October 30). "ROBLOX Enters the VR Space with Launch on Oculus Rift". From Roblox Blog. Archived from the original on October 1, 2024. 1 1 1 (2023, March 27). "Roblox User and Growth Stats 2023". From Backlinko. Archived from the original on June 4, 2023. 1 12.0 12.1 1 1 Shedletsky, John (2007, April 1). "Roblox Bought by Google". From Roblox Blog. 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