DAVAO ORIENTAL DSPC DIVISION SCHOOLS PRESS CONFERENCE 2024

Unique Reference Code: 015

Event & Medium: Editorial Writing - English

Level (Elem/Sec): Elementary

Digital Parasite

Social media is slowly becoming an issue in our society, bringing issues like addiction, cyberbullying, and depression, which children are especially victims of these. And a game by itself has all those problems and possibly even more, the game is Roblox, which has 85 million daily users, most of them were found under the age of 13 which with such young age, they'll be early victims of alot of issues. The platform primarily attacks the children's minds like a parasite, making them addicted to a game that has visible and severe flaws which can ruin the innocence and thinking of a kid's brain, making them "learn" to be irritable and rebelding.

Roblox is known for the wide variety of experiences it has, letting creative creators make their own games which lets users play on various virtual enviroments, but the game is also known for it's multiplayer feature which has the flaw of letting people chat with random and completely unknown strangers which can quickly result to issues like cyberbullying. Competetive games are one genre that can result to bullying from the winning side known as "trash talking", and that harmful talk can lead to depression which may result to suicide in severe cases. The issue of open communication is it lets individuals talk to strangers about anything, it does have filters with AI moderating disallowing swearing for children, but it is not a consistent and effective moderation. Users should know when to talk, as bad chat can lead to bad issues, and victims of cyberbullying should know how to deal with it so no lives would be lost.

Furthermore, Roblox is attempting to improve safety for the platform but those trials are merely not enough, as more popular games are rising, users are also rising which means more victims to the issues Roblox has. Matt Kaufman, the chief safety officer, personally said that trust and safety is their priority but users still has found themselves addicted which some say Roblox is becoming greedy with transaction for their in-game currency "Robux" which will lead to children spending cash for virtual cash that parents probably won't know. The "trust" Roblox wants to build is simply for greed to their community which can make real-life money wasted on digital items. Roblox should be honest and keep their word, the trust should be used to improve not to worsen as they could become a corrupt online platform.

DAVAO ORIENTAL DSPC DIVISION SCHOOLS PRESS CONFERENCE 2024

Unique Reference Code: 006

Event & Medium: EDITORIAL WRITING ENGLISH

Level (Elem/Sec): ELEMENTARY.

Hidden Truths

What we saw as an innocent game that entertains our children, actualy hides a disturbing truth. A game by the name of roblox quickly gained the attention of children all around the world, parents would allow their child to download and play with it not knowing how easy it is for their child to encounter adults with inappropriate agendas.

Roblox is a virtual world with millions of different games, it allows you to create games of your own, it also allows you to interact with your friends and even create new friends. Seems perfect right, but not everything is always as it appears to be. Parents shared their thoughts about it and nearly all said the same things, they said that children are experiencing addiction, seeing traumatising content, but one thing they have in common is the fact that full grown adults are approaching the kids online.

Furthermore, the digital-behaviour experts Revealing Reality, found that accounts owned by 10 year olds and younger could access "highly suggestive enviornments". These include games that allow children to see a female avatar in inappropriate attire, the avatar is laying on the bed and other individuals seemingly on top of each other in a sexual pose. showing just how much this game corrupts the innocent mind of a child.

Aside from inappropriate behaviour, the app also features violent actions, such as horror, gore, and murder. It influences the children to be violent in real life. A prime example is the shooting incident in zamboanga, as it is believed that mobile games are what led the student to do what he did.

DAVAO ORIENTAL DSPC DIVISION SCHOOLS PRESS CONFERENCE 2024

Unique Reference Code: 005

Event & Medium: Editorial Writing English

Level (Elem/Sec): Elementary

Click With Caution

Utilizing technological benefits without responsibility and accountability harms society, better to use it with limitation in the best possible and positive way. In recent news according to Philippine Statistics Authority (PSA) that Canada and Australia banned gadgets to humans under 16 years old because roblox is very addicting. In breaking this cycle, the government must implement laws to stop or ban roblox, and citizens must also join hands and work collectively because lasting change is built by a united nation.

From the flashing news children became very addicted to roblox due to the quality and entertaining videos, and for childrens it is good but if has something to do with your body. Roblox worldwide are made to entertain younger generations and mate them happy.

Adding fuel to the fire, quality health care services must be a top priority of the government because public health is public duty. Childrens mental health is going to be affected by roblox as it is very addicting to younger generations and it is full of violence, this is against the Republic Act 1223 that childrens must be healthy and sustainable.

Diving deeper to its core, quality education delivers future-ready and competent learners and builds lasting progress which is a national obligation of high ranking officials that needs utmost financial and technical support. The Republic Act 9155 is the childrens have the right to go to school and learn and if roblox prevented parents can be demanded for not enough care and responsibility.

However, prioritizing public welfare over personal interest defines best leadership coupled with bridging difficult decision for long-term progress in impacting growth as judge of management competence. Parents have the right to discipline their children yet, they thought it is just a game but it is silently damaging their health, which is against the Republic Act 6713 that parents have lack of discipline.

Ergo, the goverment must implement laws to stop or ban roblox and citizens must also join hands and work collectively because lasting change is built by a united nation. Be reminded a safer environment a safer future.

DAVAO ORIENTAL DSPC DIVISION SCHOOLS PRESS CONFERENCE 2024

Unique Reference Code: 007

Event & Medium: Editorial Writing English

Level (Elem/Sec): Elementary

Disgused Drug

Rising gaming platform makes joyful experiences for the younger generation but drives them into addiction. The popular game "roblox" has proven itself addictive because of parents pointing out children have been spending too much time on the game. The platform is an invisible drug for kids getting closer and closer into losing theirs minds.

Roblox is although disturbing for others it's seen as the ultimate gaming universe. The game stated that it sees itself as the game for children having endless simulations. With infinite virtulalities kids' joy mainly come from here. the addiction's reason may come from happiness kids get from here.

Additionally, others show comfortability in the game due to bright colors and endless experience. Some individuals show complete safety estimating to be tens of milions to go through this. Others are negative to roblox but some are positive displaying confidence to the game. safety and bright colors can change to mood completely.

However, being alone online can pose risk to the player especially with many strangers. Unknown People online can approach you at anytime caution rising. Even Mysthery can be weapon kiling mentally. Childrens no matter what always wants to play roblox diriganding any potential risk.

Furthurmore, the children will do so much even faking their identity just to get access. Players faked their age inorder to obtain access to games they an not aplicable to play. Pesparation to play inappnote experiences can ultimately defeat sanity.

DAVAO ORIENTAL DSPC DIVISION SCHOOLS PRESS CONFERENCE 2024

Unique Reference Code: 013

Event & Medium: Editorial Writing (Engl)

Level (Elem/Sec): Elementary

Technology: Predatory Addiction

Dozens of parents stated that their children have been on gaming platforms lately, causing major "addiction", because of this matter parents would get stressed, worried or even concerned. Yet still, ~~H~~hundreds of kids would still continously play this virtual universe or more known as Roblox.

Children can learn to be friendly by playing roblox. Having long distance friendships with multiple people, play with them, or even learn to be independent.

Yet consequences may appear, children would sometimes experience sexual contents from these platforms. safety should be maintained, some parents have given children screen limitations yet none would work.

Old individuals could also dress up their avatars as young people, which could cause harmful sexuality contents to children.

Roblox launched safety controls yet it can also risk significantly to the children on these platforms. Parents reported that they would sometimes caught their children doing nudity and sexual doings.