ROLearn

Decision intelligence for the Roblox Virtual World

Plugin and SDK

Is it safe to add ROLearn to your game? What changes, what we collect, and what stays in your control

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> **Nothing changes in your game until you press Activate.**

Connecting the ROLearn plugin only links it to your ROLearn account. When you press Activate, every change appears in Roblox Studio's undo history, and nothing reaches your live game until you publish it yourself.

1 What changes in your game

A few clearly named additions, and one marked line in your own code.

- **ROLearn scripts:** the plugin adds the ROLearn SDK as a small set of scripts, all named ROLearn, so you can see every one of them in Studio.
- **One line in your purchase script:** if your game sells developer products, the plugin adds a clearly marked ROLearn line so purchases can be counted. Your purchase logic, rewards and decisions are not changed, and purchases still complete if ROLearn is unavailable.
- **Your code stays with you:** the plugin reads your code inside Studio only. It is never uploaded to ROLearn.
- **Nothing else:** the plugin does not edit any other script in your game.

2 What the SDK collects

How your game is played, so you can see it in your workspace.

Data	What it includes
Sessions	When players join, their device type, country, language setting and Premium membership
Purchases	Which item was bought, and its price in Robux
Performance	Frame rate, connection quality and memory use
Errors	Error messages from your server scripts, with email addresses removed

Optional, only if your team turns them on: player progress you choose to track, and Brand Lift survey answers.

Player identity. ROLearn needs to tell players apart to count sessions and retention. When a player's Roblox ID reaches ROLearn, it is replaced with a private code unique to your team, and your analytics are stored under that code. Data is only ever sent by your game servers, never from players' devices.

Never collected. Names, chat messages, email addresses, phone numbers, IP addresses, payment details or account age. Anything that looks like contact or payment details is rejected the moment it arrives.

3 What ROLearn can and cannot do

Every action is taken by a person on your own team.

- **Moderation:** Owners and Admins on your ROLearn team can kick or ban a player in your game, from the ROLearn workspace.
- **Settings you build in:** live settings and commands only affect your game where your own code has been written to use them.
- **Surveys:** a short survey card appears to players only if your team runs a Brand Lift study.
- **Never run new code:** ROLearn cannot download or run code in your game. The SDK only changes when you press Activate again and publish.
- **Never in the way:** if ROLearn is unreachable, your game keeps running normally.

4 You stay in control

Undo it, remove it, or switch it off at any time.

- **Undo:** everything Activate does can be undone in Studio before you publish.
- **Switch it off:** your game's ROLearn key stays on your servers and is never sent to players. Revoke it in your workspace settings and data stops immediately.
- **Remove it:** delete the ROLearn scripts and the marked ROLearn line, then publish.
- **Player data requests:** Owners and Admins can erase a player's stored data from the workspace. Personal data is handled under ROLearn's Data Processing Agreement (rolearn.dev/legal/dpa).