

(English version)

**Question for written answer E-002037/26
to the Commission
Luděk Niedermayer (PPE)
(18 May 2026)**

Subject: Child-unfriendly environment on social networks

The United States has recently been flooded with a wave of lawsuits related to the online platform Roblox, which is referred to in this context as a paradise for sexual predators. Gradually, the Roblox platform has created an environment where children can encounter all the negative aspects of online life: gambling, theft, bullying, threats, blackmail, violence and sexually explicit content. However, the problem is broader. The problem of predators also exists on Fortnite, Minecraft, and social networks and communication platforms such as Discord. In addition, it often happens that predators move communication with children to less controlled platforms, typically Discord or Snapchat, where conversations are not subject to the filters used by Roblox, however imperfect those filters may be.

Considering that all these platforms also operate in the EU, where children are exposed to sexual predators similarly to in the United States, I would like to ask:

1. How is a higher level of protection for children ensured in the EU than in the United States, so that cases of sexual predation ending in kidnappings and rapes, as have occurred in the United States, cannot happen in the EU?
2. Does the Commission have an idea of how to increase this protection if it is not efficient and/or sufficient?

Submitted: 18.5.2026

**Answer given by Executive Vice-President Virkkunen on behalf of the European Commission
(20 July 2026)**

The Commission takes the concerns related to grooming and sexual exploitation of minors on online platforms very seriously. The Digital Services Act (DSA) ⁽¹⁾ requires all platforms accessible to minors to ensure them with a high level of privacy, safety and security.

The guidelines on the protection of minors ⁽²⁾ under the DSA set out a non-exhaustive list of measures that platforms can implement to meet this requirement, including measures to tackle online grooming, sextortion and sexual exploitation.

For example, platforms should ensure that minors cannot be contacted by unconnected accounts and automatically hide children's social media posts and activity from unconnected accounts.

The Commission is diligently enforcing the DSA's provisions in this area, and in March 2026 opened proceedings against the provider of Snapchat due to concerns, *inter alia*, relating to the grooming of minors on their services.

Digital Services Coordinators (DSC) in Member States are also enforcing the DSA to ensure a high level of protection for minors. For example, the Dutch DSC has opened an investigation into Roblox, including relating to the grooming of minors on the platform ⁽³⁾.

In addition, the special panel on child safety online ⁽⁴⁾ has examined how to strengthen Europe's toolbox for protecting minors online, including in relation to video games.

The proposed Regulation on preventing and combatting child sexual abuse ⁽⁵⁾ introduces obligations for providers to prevent and if necessary, to detect, report, remove and block such abuse on their services, while ensuring respect of fundamental rights and the general principles of EU law. The Commission will continue to support the co-legislators in reaching an agreement as soon as possible on the proposal.

⁽¹⁾ <https://eur-lex.europa.eu/EN/legal-content/summary/digital-services-act.html>.

⁽²⁾ https://eur-lex.europa.eu/legal-content/EN/TXT/?uri=OJ:C_202505519.

⁽³⁾ <https://www.acm.nl/en/publications/acm-launches-investigation-roblox-connection-risks-minors-are-facing>.

⁽⁴⁾ https://commission.europa.eu/topics/digital-economy-and-society/protecting-children-online/special-panel_en.

⁽⁵⁾ <https://eur-lex.europa.eu/legal-content/EN/TXT/?uri=COM%3A2022%3A209%3AFIN>.