



Moderating Illicit Online Image Promotion for Unsafe User Generated Content Games Using large Vision-Language Models

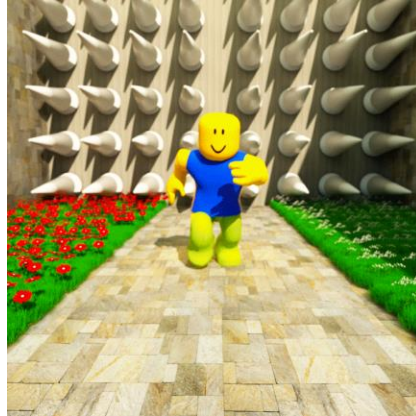
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Disclaimer: This presentation contains sensitive images that could be disturbing to some members of the audience

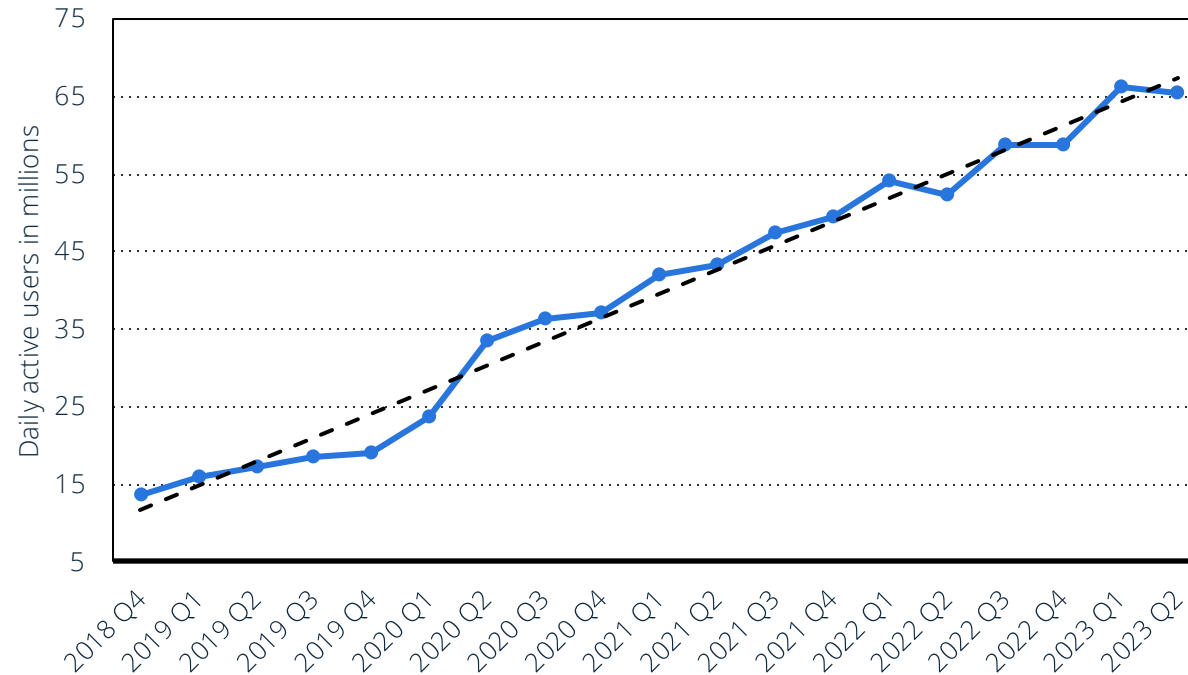
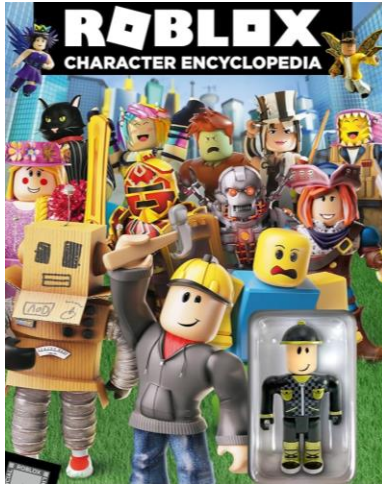
User Generated Content Games (UGCGs)

- UGCGs are video games that allow players to create, modify, and share their own content within the games



Growth of UGCGs

- **Roblox**, as one of the most popular UGCG platforms, has experienced continuous growth in its online user base

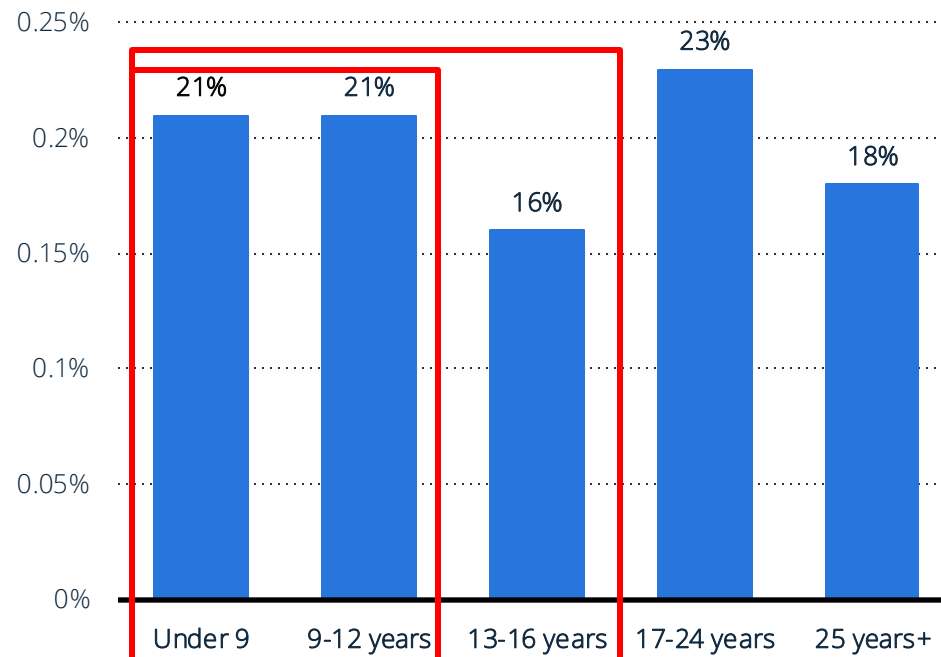


DAU of Roblox games worldwide from 4th quarter 2018 to 2nd quarter 2023

<https://www.statista.com/statistics/1192573/daily-active-users-global-roblox/>

UGCG Among Children

- UGCGs on Roblox are predominantly used by **children** and **adolescents**



- **58%** of its user base is under 16 years old
- with a substantial **42%** comprising children who are **under 13 years old**

Distribution of Roblox audiences worldwide as of December 2023, by age group

<https://www.statista.com/statistics/1190869/roblox-games-users-global-distribution-age/>

The Dark Side of UGCGs

- Sex, Violence, Scams, and bullying...

The screenshot shows the top of a BBC News article. The navigation bar includes 'Home', 'News', 'Sport', 'Earth', 'Reel', and 'Worklife'. The article title is 'Roblox: The children's game with a sex problem', dated 15 February 2022. Below the title is a red 'Tech' tag and a small image of a Roblox character in a virtual environment.

The screenshot shows a social media post by Sapna M. The title is 'The Dark Side of the Online Game Roblox Most Parents are Unaware of'. It was published in ILLUMINATION on June 16, 2021. The post has 655 likes and 7 comments.

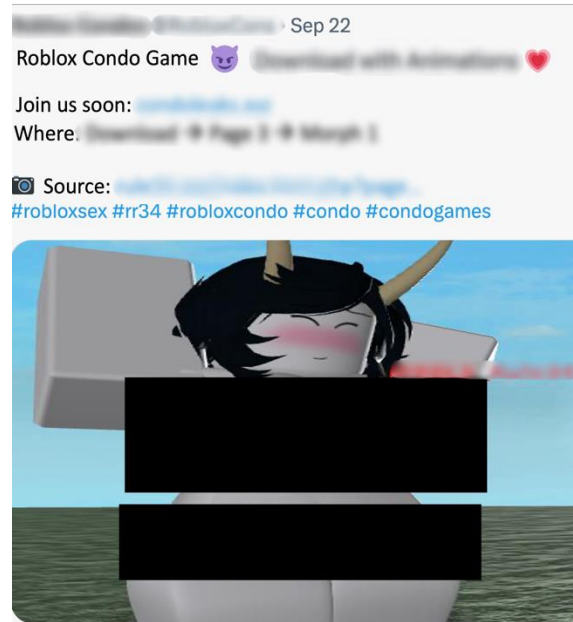
The article title is 'Sex, lies, and video games: Inside Roblox's war on porn'. The sub-headline reads: 'Roblox presents itself to parents as a safe space for kids. Behind the scenes, it's waging a technological shadow war against condo games: digital sex parties where kids are flirting with danger.' The image shows a Roblox character in a virtual space with large red 'X' marks overlaid on the scene, suggesting a warning or prohibition.

The article title is 'Is Roblox Safe for Kids? Here's What You Need To Know'. The text states: 'Roblox is one of the most popular games in the world, with 70.2 million average daily users as of November 2023. But is Roblox safe for kids? The unfortunate truth is: not always.' A quote follows: 'Roblox allows players to create their own experiences — which means that secreted within the popular gaming platform is also inappropriate adult content, cyberbullies, scammers, hackers, and online predators.'

The screenshot shows a Reddit post from the subreddit r/roblox. The user is Proper_Living_2498. The title is 'I do not recommend that parents let their children play Roblox anymore.' The post is categorized as 'Opinion' and contains the following text: 'Without talking about all the slop that is marketed towards children inside Roblox, simply made for them to waste their time and parent's money on it, i know theres some cool stuff for kids inside of it, but when i think about all the time parents would have to spend monitoring their kids on the platform just so they dont run into a bad path, it makes me think if Roblox should really be marketed as a safe place for kids and if we should let them near the platform in the first place, with that said, as of today, i dont recommend to let younger audiences access Roblox.'

The article title is 'Teens are turning a children's game into an outlet for bullying'. The author is Sofia Davis, Staff Writer, and the date is December 8, 2022. The text reads: 'Roblox is a video game typically played by kids. Over the last couple of years, there has been a rise in teenagers joining the platform due to promotion on social media. Roblox is a hub for a variety of games developed by creators, some of which are regular players on the platform. Some of these games, such as "Adopt Me" and "Meep City" are tailored to a younger audience, but teenagers have started to join in order to troll and bully little kids that are just trying to have fun.' An image of Roblox avatars is shown at the bottom right.

Illicit Promotion of Unsafe UGCGs



- Being prevalent on **social media platforms** such as X, Reddit, Discord, etc
- Using **unsafe** with **benign** Many children were recruited in unsafe UGCGs by viewing such illicit online image promotions
- **Rarely moderated or even warned**

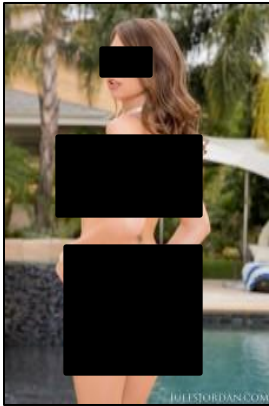
Illicit Promotion of Unsafe UGCGs

- UGCG Image Dataset
 - Used hashtags identified in self-reported stories gathered from **Common Sense Media**
 - Collected from X since 01/01/2020 to 12/31/2022
 - 38,182 tweets with images
 - **2,924** valid UGCG images in 4,000 randomly picked images
 - **1,621** Sexually explicit images
 - **202** violent images
 - **1,101** Safe images

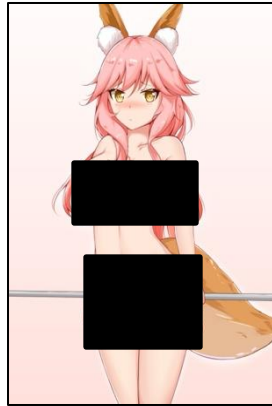


Can We Use Existing Unsafe Image Detectors?

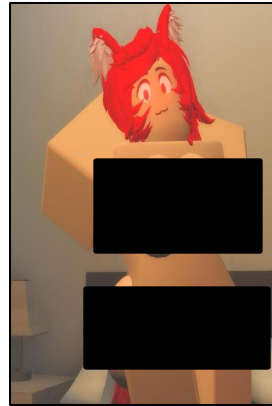
- Comparison of **three** different unsafe image datasets with the **five** state-of-the-art unsafe image detectors



Sexually-explicit-human



Sexually-explicit-anime

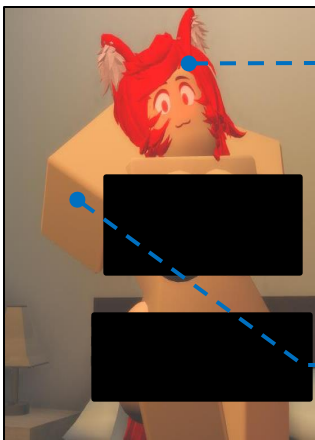


Sexually-explicit-UGCG

Image Type	State-of-the-Art Unsafe Image Detectors				
	Clarify	Yahoo Open NSFW	Amazon Rekognition	Microsoft Azure	Google Vision AI
Sexually-explicit-human	88%	92%	98%	92%	98%
Sexually-explicit-anime	89%	81%	91%	90%	99%
Sexually-explicit-UGCG	13%	13%	17%	15%	67%

Challenges in Detecting Unsafe UGCG Images

- Challenge 1: Limited Training Data
 - **No** large-scale training dataset of unsafe UGCG images that can be used by existing detectors
- Challenge 2: Complex Context
 - Unsafe UGCG images are very **different** from traditional unsafe images



Artificially rendered 3D avatars with variant features

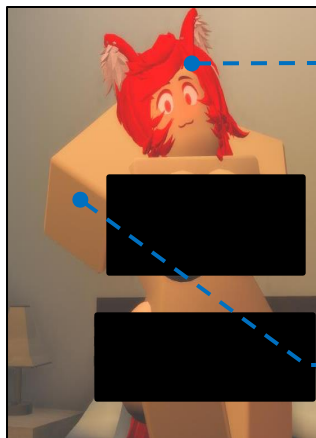
Abstract geometrical representations

Using Large Vision-Language Models (VLMs)

- Challenge 1: Limited Training Data
 - **No** large-scale training dataset of unsafe UGCG images that can be used by existing detectors
- Challenge 2: Complex Context
 - Unsafe UGCG images are very **different** from traditional unsafe images

Zero-/few-shot learning capabilities

Reasoning capabilities



Artificially rendered 3D avatars with variant features

Abstract geometrical representations

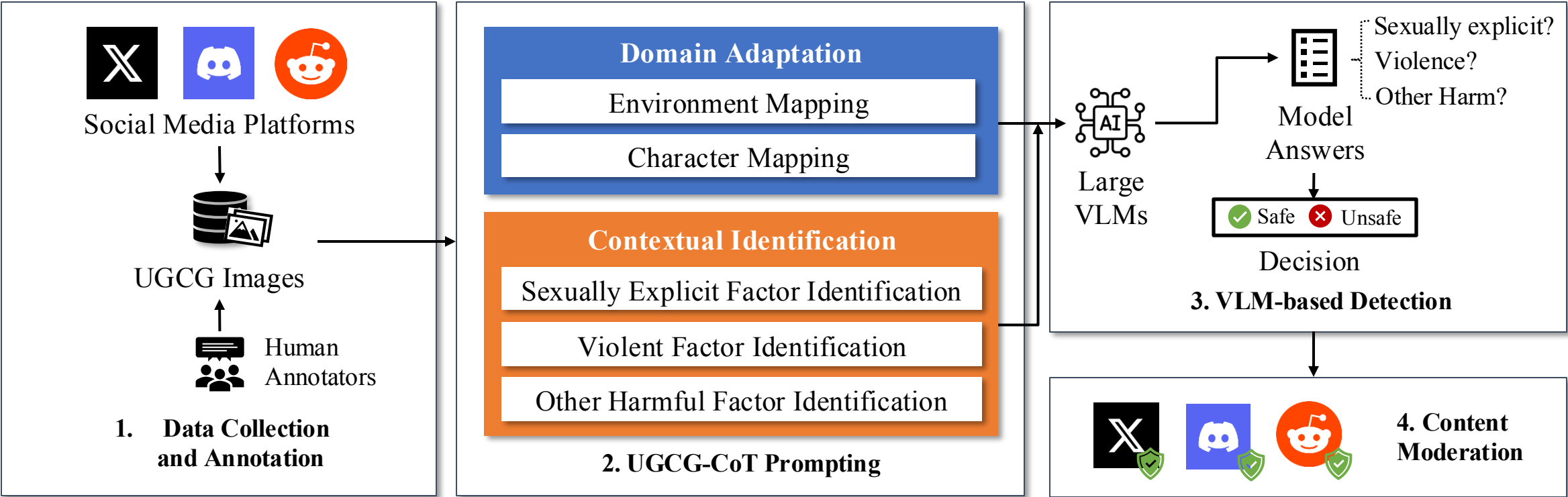
InstructBLIP



GPT-4V

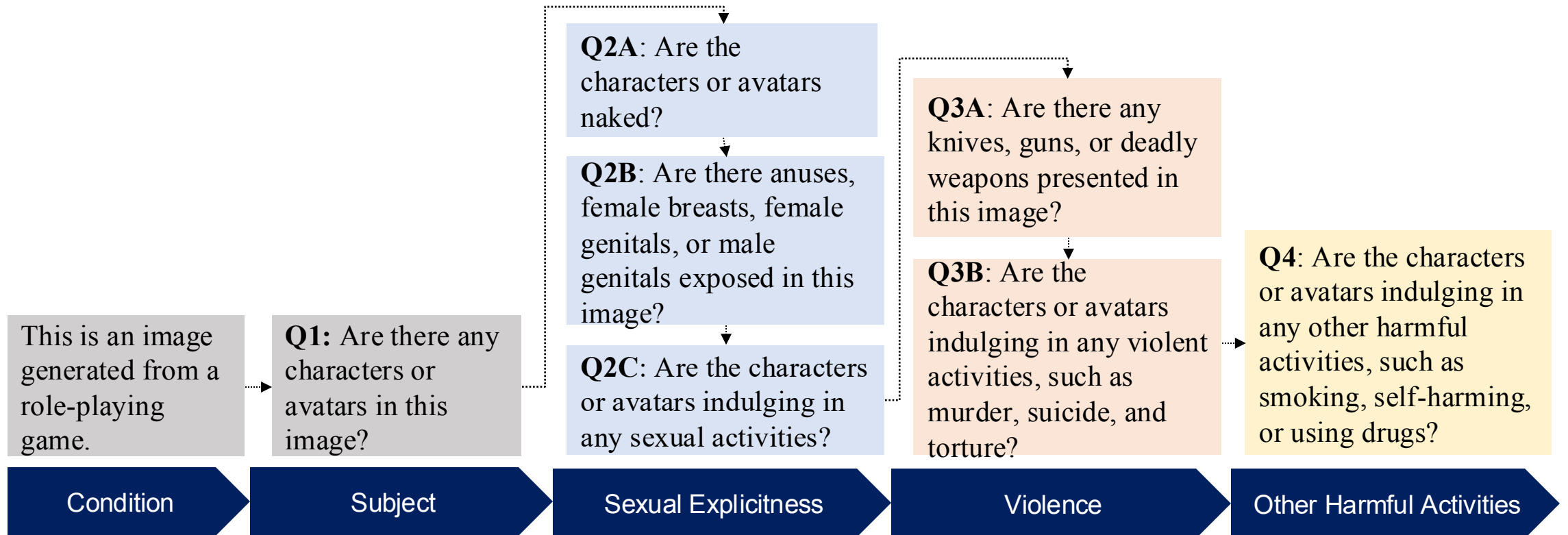


UGCG-GUARD



UGCG-CoT

- A Chain-of-Thought (CoT) reasoning-based prompting strategy

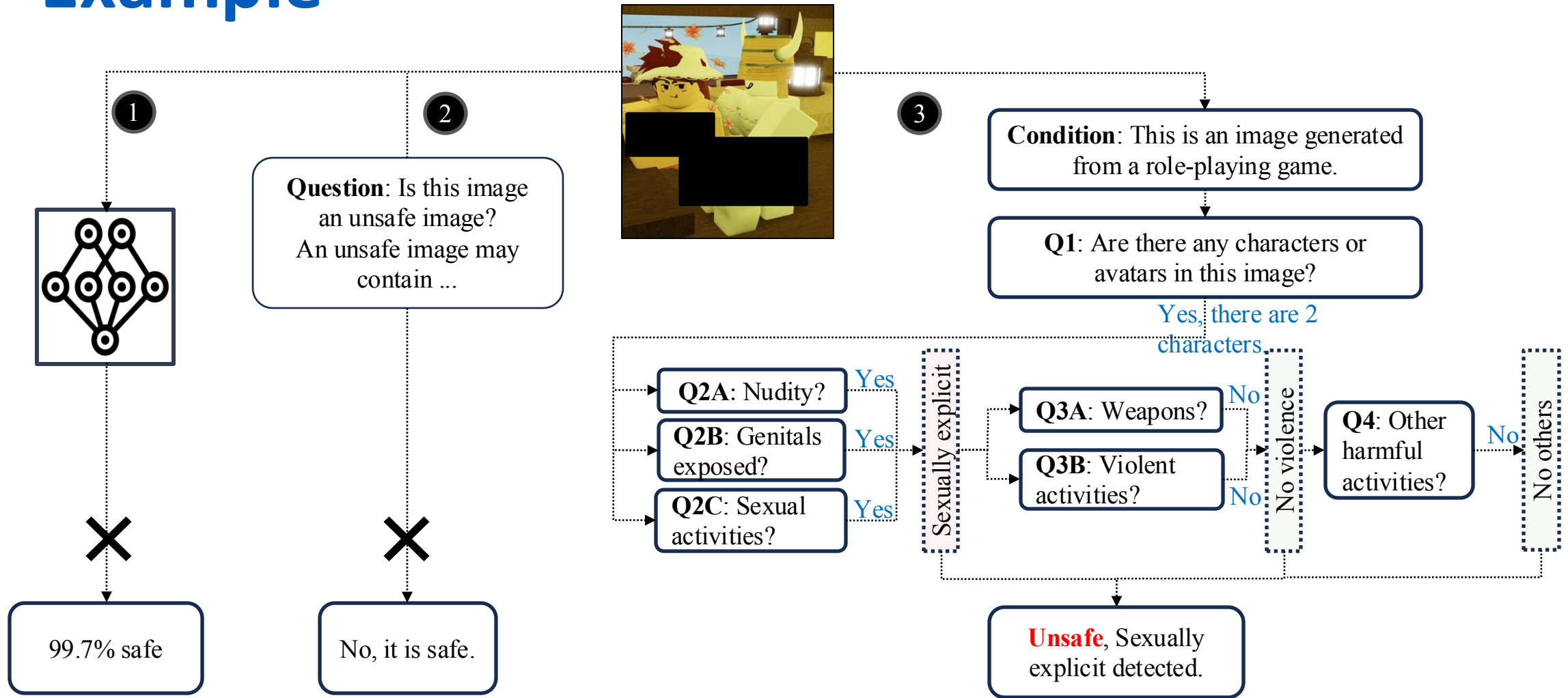


Evaluation

- UGCG-Guard vs. Baselines

Defenses	Accuracy	Precision	Recall	F1-Score
Google Vision AI	0.68	0.79	0.68	0.65
NSFW-CNN	0.5	0.63	0.57	0.47
InstructBLIP (General prompt)	0.6	0.88	0.42	0.57
UGCG-GUARD	0.94	0.98	0.91	0.94

Example



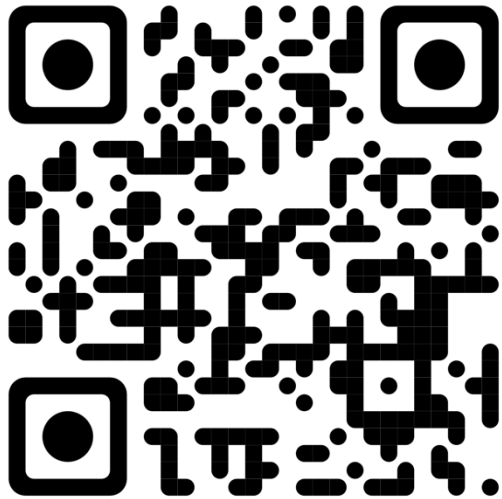
UGCG-CoT for unsafe UGCG image decision-making (3) compared to traditional unsafe image detection model (1) and LLM with general prompting (2)

Evaluation

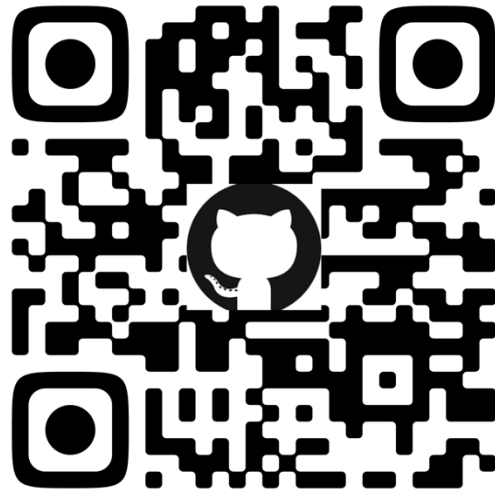
- “In-the-Wild”

Detectors	Accuracy		Precision		Recall		F1-Score	
	Reddit	Discord	Reddit	Discord	Reddit	Discord	Reddit	Discord
Clarifai	0.44	0.73	1	1	0.22	0.27	0.36	0.43
NSFW-CNN	0.57	0.78	1	1	0.4	0.41	0.57	0.58
Google Vision AI	0.71	0.87	0.98	0.96	0.59	0.74	0.74	0.83
UGCG-GUARD (InstructBLIP)	0.91	0.93	0.96	0.88	0.92	0.98	0.94	0.92
UGCG-GUARD (GPT-4V)	<u>0.88</u>	<u>0.9</u>	1	<u>0.97</u>	0.93	<u>0.79</u>	<u>0.91</u>	<u>0.88</u>

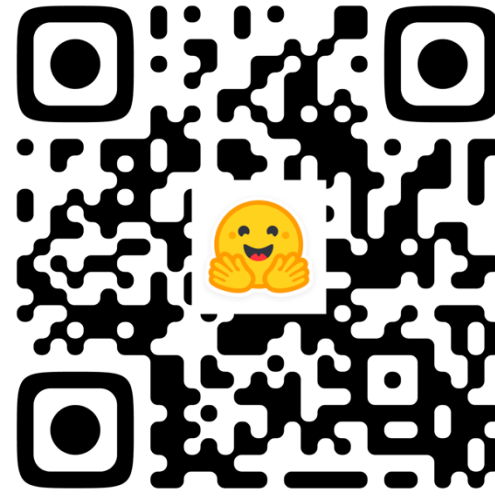
Available Online!



Paper



Code



Dataset

Conclusion and Future Work

- Conclusion
 - [A comprehensive study](#) to understand the threat of illicit image promotion for unsafe UGCs
 - [Examining](#) the capabilities of the existing detection tools
 - [A novel framework](#) to address the problem of illicit image promotion for unsafe UGCs
- Future work
 - [Multi-platform](#) UGCs
 - [In-game](#) unsafe content moderation
 - Unsafe UGCs in [Virtual Reality \(VR\)](#) environment

Thank you !



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