

Roblox allows content creators to keep all the revenue

Roblox will allow creators who sell their assets and tools to other content creators on its marketplace to keep all of the revenue from the sale of their products after taxes and deductions. Payment Fees.

The company announced this event at the recent Roblox developer conference (RDC) 2023. It is expected that this change will take effect starting next year.

This is considered a big change, although it only applies to sales on Creator Marketplace. Available to creators selling to other creators, not applicable to sales on Marketplace (formerly Avatar Shop), where any creator can sell items related to their avatar .



Currently, creators who sell anything on Creator Marketplace get 70% off, and the only thing they can sell on Marketplace is plugins. But starting next year, developers will also be able to sell 3D models, meaning that in the near future, developers will sell 3D models to other creators and put most of it into their own treasury. sale amount.

There is another change coming to Creator Marketplace, which is that the company will allow people to buy and sell products for dollars instead of Robux. This means that Roblox will not collect platform fees from any transactions that do not involve Robux.



"We're starting small, but our hope is to build a rich economy of content creator-to-content creator transactions" Roblox Principal Product Manager Manuel Bronstein and Chief Technology Officer Daniel Sturman said in a blog post. "We want to help content creators of all sizes diversify the ways they can make money, and communicate cost efficiencies in the form of savings or higher payments where we can."

In addition, Roblox is also planning to allow developers to provide service packages when experiencing in the near future, this feature was previously mentioned by the company last year. (Roblox will charge 30% from these service packages). In their blog post, Bronstein and Sturman suggest the feature could be used for things like *"a subscription service for digital avatars where subscribers regularly receive curated outfits, or a private fan club."*

You finished reading the article "**Roblox allows content creators to keep all the revenue**" edited by the [TipsMake](#) team. We hope this article has provided you with many useful tech tips and tricks. You can search for similar articles on tips and guides. Thank you for reading and for following us regularly.