

## Here Are The 19 Questions We Asked Facebook About Moderating The Metaverse. They Answered None:

Meta's [Conduct in VR Policy](#) incorporates the Facebook Community Standards and applies them to Meta's VR offerings. It states: "If we find that you have violated the Community Standards or this Conduct in VR Policy across Facebook or Oculus products, we may take action on your account, including temporarily restricting or suspending your account."

Facebook's [Community Standards](#) forbid, among other things, praise and support for terrorist organizations, the sexualization of minors, the use of racial slurs, and misrepresentation of key voting information. I have the following questions about enforcement of the Community Standards (and related Meta content moderation policies) in VR:

1. What content moderation efforts, beyond user controls like blocking and reporting, does Meta currently employ to detect and action against content or behavior in VR that violates the above policies?
  - a. If a user in Horizon Workrooms expresses praise and support for ISIS or Atomwaffen, but no other user reports the behavior, will Meta be made aware of the incident? If so, how?
  - b. If a user repeatedly uses language and behavior to sexualize minors in Meta's VR offerings, but no other user reports the behavior, will Meta be made aware of the incident? If so, how?
  - c. If a VR user gives a speech containing false information about voting in a public area of Horizon Worlds, and no other user reports the behavior, will Meta be made aware of the incident? If so, how?
2. Does Meta run any of the proactive detection models used by Facebook or Instagram today over text of users' speech in its VR offerings? If yes, which models?
3. Does Oculus use any proactive detection models to detect grooming behavior? If yes, which ones?
4. Are there limits on how adult users can approach and engage with child users in Meta's VR offerings?
5. Does Meta run proactive detection models on files uploaded, stored, and shared through the [Oculus Files App](#)? Does Meta run files in this app against image banks for CSAM and terrorist content (either internal banks or those maintained by outside orgs like NCMEC and GIFCT)?

6. Are recommendations in Meta's VR offerings subject to Meta's [Recommendations Guidelines](#)?
7. Is content in Meta's VR offerings subject to the Facebook [Content Distribution Guidelines](#)?
8. Is there such a thing as a 'demotion' in Meta's VR offerings?
9. Has any content in Meta's VR offerings ever been fact-checked by a 3PFC?
10. Has Meta ever submitted a piece of content from its VR offerings to a 3PFC for a fact check?
11. To whom are reports of abuse in VR sent?
12. What percentage of those reports are seen by a human? Adjudicated by a human?
13. What is the average turnaround time for an abuse report in VR today?
14. If a user navigates in the Oculus web browser to The Daily Stormer, or to a website expressly endorsing Islamic terrorism, and engages with content on those sites, does that behavior constitute a violation of the Conduct in VR Policy? If so, what if any proactive detection does Meta use to find and action on violations of this type?
15. If a user navigates in the Oculus web browser to [kink.com](#) or [wankzvr.com](#) and engages with pornographic content on those sites, does that behavior constitute a violation of the Conduct in VR Policy? If so, what if any proactive detection does Meta use to find and action on violations of this type?
16. For how long is memory of a user's behavior in Oculus retained on-device? When is it written over?