

David Baszucki

INVENTOR OF ROBLOX

David Baszucki was born on January 20, 1963, in Canada. When he was a little boy, he loved building things and playing with blocks. He would create his own imaginary worlds with building blocks.

He always loved technology and games and studied computers at university. Along with his brother, he created a computer program to help people learn about physics in a fun way. This became very popular.

David saw how much people loved using games to learn. So in 2004 he started a new gaming platform called Roblox. The name is a mixture of the words 'robot' and 'blocks'. He wanted to create a platform where anyone could build and play games, like he loved to do.

Roblox has become one of the most popular gaming platforms. Millions of people around the world play, create and connect with each other using Roblox. David, also known by his Roblox username 'builderman', has given lots of the money he made from his success to charities.



1. When and where was David Baszucki born?
2. What is the name of the gaming platform David started in 2004?
3. The text says David gave money from his "success" to charity" What does "success" mean here?
 - a. how well he has done
 - b. his business
 - c. his family
4. Why do you think David combined the words 'robot' and 'blocks' to name his platform?
5. In your own words, explain why David Baszucki is a STEM Hero.