



2023 H1

TRANSPARENCY REPORT



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EXECUTIVE SUMMARY



EXECUTIVE SUMMARY

At Xbox, our mission is to bring the joy and community of gaming to everyone on the planet.

When you come to play, you deserve the opportunity to experience a place free from fear and intimidation, safe within the boundaries that you set.



Community safety at Xbox is a unique and challenging area that requires constant innovation. Our team continues to focus on how we safeguard players from inappropriate content, build welcoming and positive experiences, and help players learn more about what we can do together to uphold our [Community Standards](#).

New advances in AI, such as models to detect toxic imagery and improve contextual understanding of language use, are quickly evolving. We see incredible opportunity to further our existing AI-powered and human-insight driven tools to improve the speed, scale, and precision at which we operate. We're continuing to evolve these systems to accelerate our progress towards creating more inclusive, approachable, and safer gaming experiences all players.

We're partnering closely with other Microsoft teams, and continue to work in tandem with industry partners, associations, regulators, and community members to improve our multifaceted safety strategy. As we bring new technologies and features online, we'll cover their impact in future editions of this report. We remain committed to learning, iterating, and being transparent about our approach.

USING INNOVATION TO CREATE SAFER EXPERIENCES

Advancing content moderation and platform safety with AI

As the gaming industry continues to grow, all safety systems require even more depth, speed, and agility to protect players from potential toxicity. AI is becoming increasingly important in the acceleration of content moderation around the world, and here at Xbox. Our efforts are aimed at combining the importance of human oversight with the evolving capabilities of AI to build on the foundation of our safety work to date. We're innovating on the application of AI in the safety space in the pursuit of creating safer player experiences that can be utilized across the industry.

In our current safety suite, we use a range of existing AI models to detect toxic content such as:

- Community Sift, an AI-powered and human-insights driven content moderation platform that classifies and filters **billions of human interactions per year**, powering many of our Safety systems on Xbox. It also performed **over 36 million evaluations on Xbox player reports in the last year** to augment and help scale the work of our human content moderators. Community Sift's technology is developed by native language speakers and supports more than **22 digital languages worldwide**, including emojis, to capture evolving cultural nuance in real time.
- The use of Turing Bletchley v3, a multilingual vision-language foundational model that scans user generated imagery to ensure only appropriate content is shown. This model contributed to the total **4.7M pieces of content blocked** in this last period.

Our team is actively developing ways in which our safety systems can be further enhanced by AI and Community Sift to classify and take action with better understanding of the context of interactions. These solutions enable us to achieve greater scale, elevate the capabilities of our human moderators, and reduce exposure to sensitive content.

We don't take this technology or responsibility lightly. We are committed to creating responsible AI by design, and our work is guided by Microsoft's Responsible AI Standard. AI must be coupled with human oversight to ensure accuracy, nuance and cultural context of the content evaluated.

EXECUTIVE SUMMARY

Key takeaways from the report

01 New insights into blocked content volumes

Preventing toxicity before it reaches our players is a crucial component of our proactive efforts towards providing a welcoming and inclusive experience for all. Our team combines responsible AI with human supervision to review and prevent harmful content from being published on our platform. To better measure our success, we're now including a new metric covering our work in this space called Toxicity Prevented. In this last period, over **4.7M** pieces of content were blocked before reaching players, including a 135k increase (**+39%** from the last period) in imagery thanks to investments in utilizing the new Turing Bletchley v3 foundation model.

02 Increased emphasis on addressing harassment

We are committed to creating a safe and inclusive environment for all players. We actively work toward identifying and addressing any abusive behavior, including hate speech, bullying, and harassment. With that goal in mind, we've made improvements to our internal processes to increase our proactive enforcement efforts in this past period by issuing 84k harassment/bullying proactive enforcements (**+95%** from the last period). We also launched our new voice reporting feature to capture and report in-game voice harassment. Our safety team continues to take proactive steps to ensure that all players are aware that abusive behavior of any kind is unacceptable on our platform, and we take this behavior seriously.

03 Understanding player behavior after enforcement

We are always taking the opportunity to learn more about how we can drive a better understanding of the Community Standards with our players. To that end, we've been analyzing how players behave after an enforcement. Early insights indicate that the majority of players do not violate the Community Standards after receiving an enforcement and engage positively with the community. To further support players in understanding what is and is not acceptable behavior, we recently launched our Enforcement Strike System, which is designed to better help players understand enforcement severity, the cumulative effect of multiple enforcements, and total impact on their record. Additional FAQ are available.

H1 2023 High Level Safety Data Summary (Jan – Jul 2023)

Player Reports

27.31M

13.71M (50%) Communications

10.54M (39%) Conduct

3.07M (11%) User Generated Content

Enforcements Issued

19.56M

17.09M (87%) Proactive¹

2.47M (13%) Reactive² (From Player Reports)

NCMEC³ Reports

766

Crisis Text Line Referrals

2,225

Appeals (Case Review)

280.15k

268.55k (96%) Non-Reinstatements

11.60k (4%) Reinstatements

¹Proactive Enforcement – When we action on inappropriate content or conduct before a player brings it to our attention

²Reactive Enforcement – When we action on inappropriate content or conduct via a player bringing it to our attention

³NCMEC – National Center for Missing & Exploited Children

OUR VISION



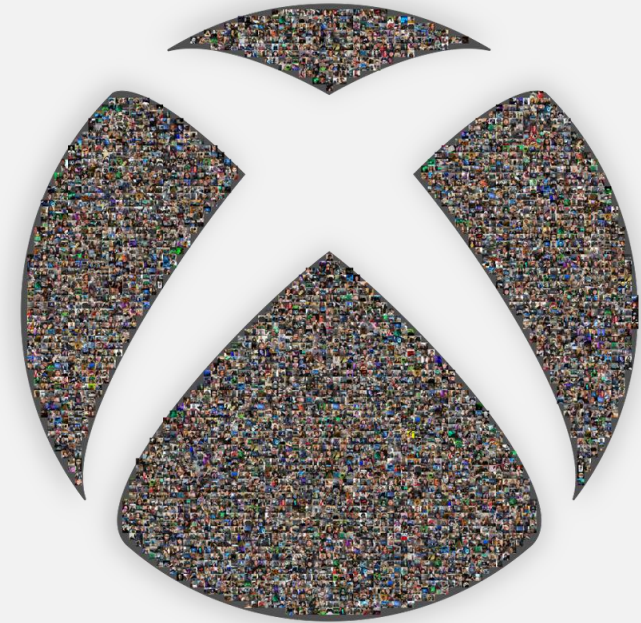
OUR VISION

The Xbox community is yours.

We all bring something unique, and that uniqueness is worth protecting.

Whether you are new to gaming or have been playing for decades, you are stewards of this place, protecting each other even as you compete.

Because when everyone plays, we all win.



OUR VISION

Our [Xbox Community Standards](#) outline the conduct and content that are acceptable within our community. We acknowledge that negative activity can and has taken place. This conduct is not okay and goes against the community we strive to create – a place that is vibrant, safe, and welcoming.

We want you to feel confident that we are listening and acting upon your feedback – we use that feedback to test and implement new features, and better understand the activity and conduct of our players. One way to help us deliver the best gaming experience possible is to [provide feedback](#) and by taking part in our [Xbox Insider Program](#).



OUR APPROACH



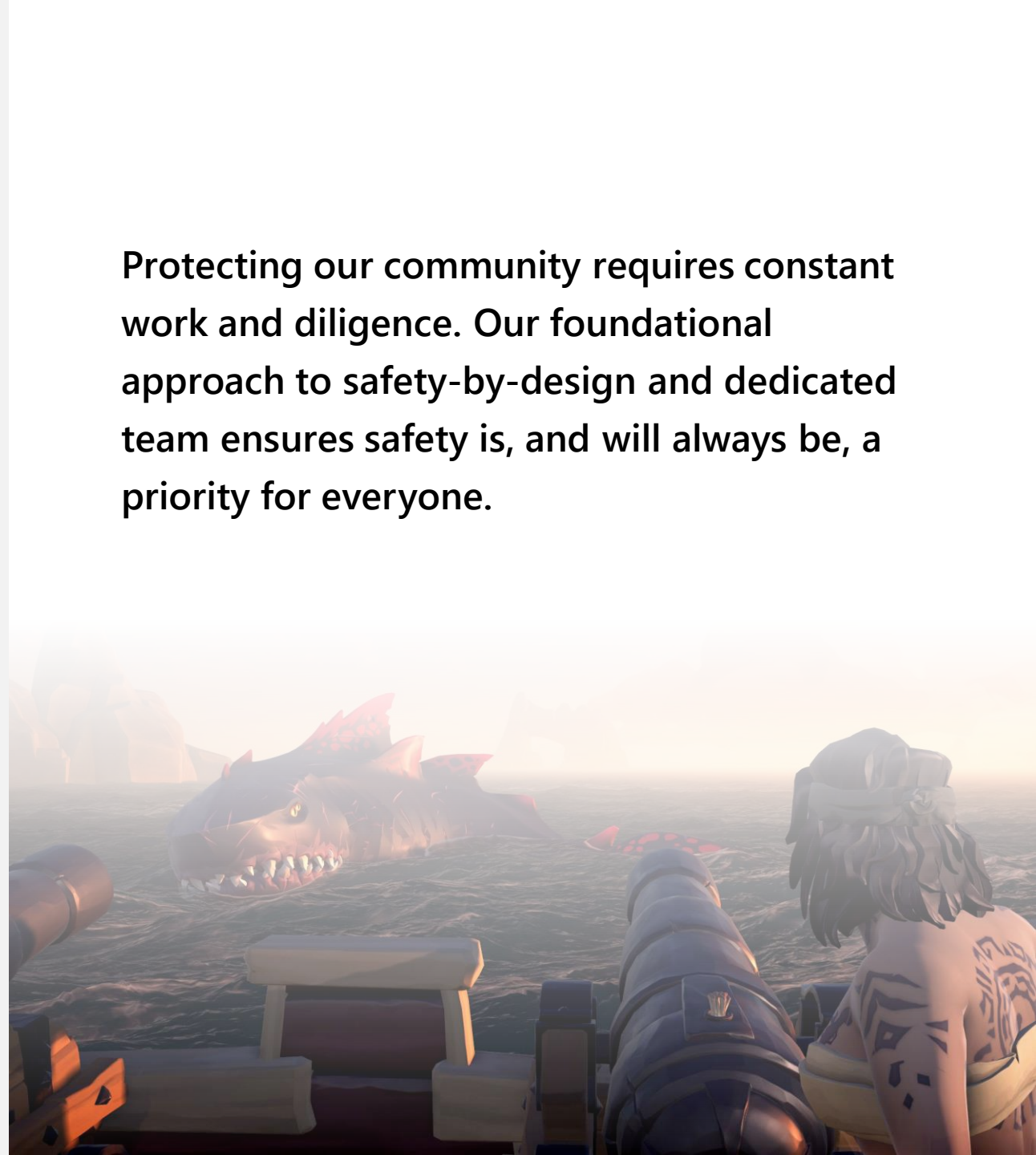
OUR APPROACH

Our multifaceted approach

- Working to create a strong community of gamers who are thoughtful about their conduct and guided by comprehensive [Community Standards](#)
- Giving players controls to customize their settings across the entire Xbox ecosystem from console to PC to Xbox Cloud Gaming (Beta), including comprehensive [parental controls](#) so children can engage in safer experiences that are appropriate for them
- Using proactive technology and tools to detect and remove problematic content before it is seen and to reduce conduct that runs counter to our Community Standards
- Enabling useful [reporting tools](#) for our players to identify issues
- An [Appeals](#) process to educate our users about the Community Standards
- A new [Enforcement Strike System](#) to help players better understand their enforcements and prevent them from repeating
- Continued learning and investment in our safety measures

↔ [Learn about our shared commitment to safer gaming](#)

Protecting our community requires constant work and diligence. Our foundational approach to safety-by-design and dedicated team ensures safety is, and will always be, a priority for everyone.



OUR APPROACH



Community Standards

The [Microsoft Services Agreement's](#) Code of Conduct section applies to Xbox and its players. Our [Xbox Community Standards](#) offers an additional level of explanation, providing specifics on our expectations for player conduct on our network. They also reflect the policies we have in place to moderate conduct and, when necessary, impose consequences for players that violate our policies.

⇒ [Learn about the Xbox Community Standards](#)

OUR APPROACH

Player Choice via Settings

We know that when it comes to preferences on content and experiences, it is not one-size-fits-all. Content or language that is fine for one player may not be suitable for others.

We offer our players choices about the types of content they want to see and experience on our network, which include:

- [Automated text, media and web link filtration](#) so you can decide what text-based messages you would be comfortable receiving
- [Filter flexibility](#), allowing players to configure safety settings along a spectrum from most filtered to least so you can choose what is best for you
- Customizable [parental controls](#), including a convenient [Xbox Family Settings App](#) on mobile devices
- [Mute and block](#) other players and their messages
- [Real name sharing](#) if players want to share their real name with friends

Every player has the opportunity to adjust and select their privacy and safety settings at any time, with those settings being effective across all the ways players access Xbox.

↔ [Learn about safety settings for Xbox messages](#)

↔ [Learn about managing Xbox safety and privacy settings](#)

OUR APPROACH



Parental Controls

Xbox offers a robust set of [parental controls](#) that help children on our platform have safer experiences on our services, including a convenient [Xbox Family Settings App](#) for mobile devices. Child accounts on Xbox come with default settings that prevent children from viewing or playing games that have mature ratings and require parental permission for other actions such as playing multiplayer games, chatting with other players, and making purchases. Parents can also receive [weekly activity reports](#) about their children's time on Xbox, including games played, time spent on each game, and purchases made.

We care deeply about what our Xbox Community wants. That is why we've continued to add to our capabilities since the debut of our Xbox Family Settings App. Because of direct feedback from parents of gamers, we've added more options to [prevent unauthorized purchases](#) and the ability for caregivers to [set good screen time habits](#). These options also help spark conversation between parents and children to help younger players build stronger digital skills and safely navigate their online presence.

⇒ [Download the Xbox Family Settings app](#)

⇒ [Learn more about Parental Controls](#)

⇒ [Learn more about the Xbox Family Settings App](#)

OUR APPROACH

Enforcement

When a player's conduct or content has been found to violate our policies, the content moderation agents or systems will take action - we call this an enforcement. Most often this comes in the form of removing the offending content from the service and issuing the associated account a suspension.

The length of suspension is primarily based on the type of offending conduct or content while taking into consideration the account's previous history. Repeated violations of the policies result in lengthier suspensions and can culminate in a 12-month suspension of social features. Particularly egregious violations can result in permanent account suspensions or device bans.

We recently introduced a [new strike system](#) to our Enforcement approach designed to better educate players about enforcements and to further empower players to engage positively and appropriately on Xbox and with the community.

↔ [Learn about types of enforcements](#)

↔ [Enforcement strike system FAQ](#)

↔ [Enforcement action FAQ](#)

Microsoft Digital Safety Content Report

For several years, Microsoft has published a bi-annual [Digital Safety Content Report \(DSCR\)](#), which covers actions Microsoft has taken against terrorist and violent extremist content ([TVEC](#)), non-consensual intimate imagery ([NCII](#)), child sexual exploitation and abuse imagery ([CSEAI](#)), and grooming of children for sexual purposes across its consumer services, including Xbox.

At Xbox, violations of our CSEAI, grooming of children for sexual purposes, or TVEC policies will result in removal of the content and a permanent suspension to the account, even if it is a first offense. These types of cases, along with threats to life (self, others, public) and other imminent harms are immediately investigated and escalated to law enforcement, as necessary.

↔ [Learn about the Digital Safety Content Report \(DSCR\)](#)

OUR APPROACH

Proactive Moderation

To reduce the risk of toxicity and prevent our players from being exposed to inappropriate content, we use proactive measures that identify and stop harmful content before it impacts players. For example, [proactive moderation](#) allows us to find and remove inauthentic accounts so we can improve the experiences of real players.

For years at Xbox, we've been using a set of content moderation technologies to proactively help us address policy-violating text, images, and video shared by players on Xbox. With the help of these common moderation methods, we've been able to automate some of our processes. This automation enables us to achieve greater scale, elevate the capabilities of our human moderators, and reduce exposure to sensitive content. If content that violates our policies is detected, it can be proactively blocked or removed.

Reactive Moderation

Proactive blocking and filtering are only one part of the process in reducing toxicity on our service. Xbox offers robust reporting features, in addition to [privacy and safety controls](#) and the ability to [mute and block](#) other players; however, inappropriate content can make it through the systems and to a player.

Reactive moderation is any moderation and review of content that a [player reports to Xbox](#). When a player reports another player, a message, or other content on the service, the report is logged and sent to our moderation platform for review by content moderation technologies and human agents. These reactive reports are reviewed and acted upon according to the relevant policies that apply. We see players as partners in our journey, and we want to work with the community to meet our [vision](#).

OUR APPROACH

Help When Players Need It

We also look to help our players when they need it. If a player's communications are flagged as concerning (including content associated with suicide ideation or self-harm), either by our system or by other players, we may provide Crisis Text Line information to the player so they can reach out to resources who can help.

Crisis Text Line is a US-based nonprofit organization that [Xbox has been partnering with since 2018](#), which provides free, text-based 24/7 support.



OUR APPROACH



Appeals / Case Reviews

Our [appeals](#) process enables a player to get more information about any enforcements they have received including account suspensions or content removals. A player can launch an appeal, otherwise known as a case review, to provide us with more information if they disagree with our determination that a policy was violated. Based on the appeal, the original decision may be confirmed, modified, or overturned and the account reinstated.

⇒ [How to file a case review](#)

⇒ [Learn about types of enforcements](#)

⇒ [Enforcement action FAQ](#)

⇒ [Enforcement Strike System FAQ](#)

SHARING OUR SAFETY DATA



The data that we'll be sharing below covers the time period between Jan 1 – Jun 30, 2023 and was collected in accordance with [Microsoft's commitment to privacy](#).

SHARING OUR SAFETY DATA

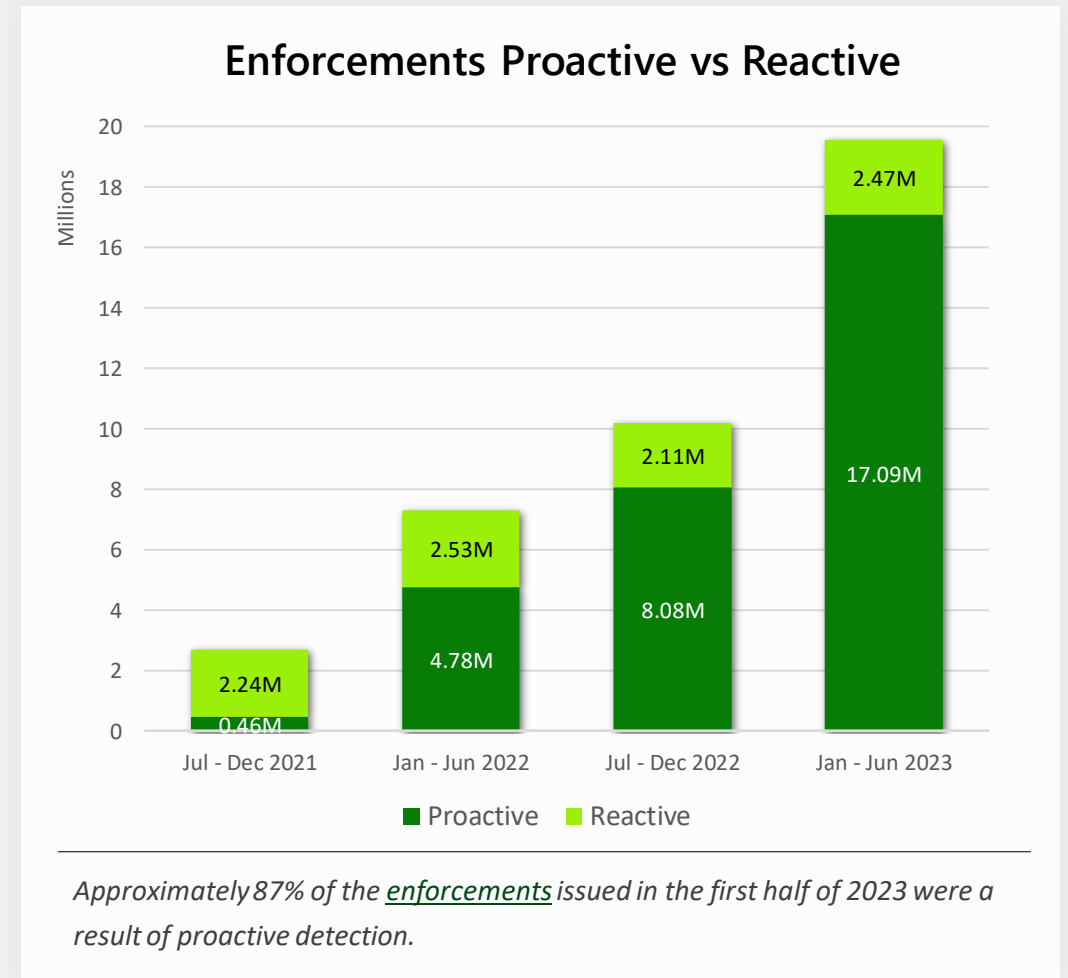
Proactive Moderation Data

Proactive enforcements are when we use our portfolio of protective technologies and processes to find and manage an issue before it is brought to our attention by a player. In this reporting period, we saw over a **2x increase** from the previous report for proactive enforcements.

In looking at our [proactive work](#) over the last period, 16.3M of 17.09M enforcements (**95%**) were centered around detecting accounts that have been tampered with or are being used in inauthentic ways. This is the result of our continued investment in proactive detection and removal of inauthentic accounts.

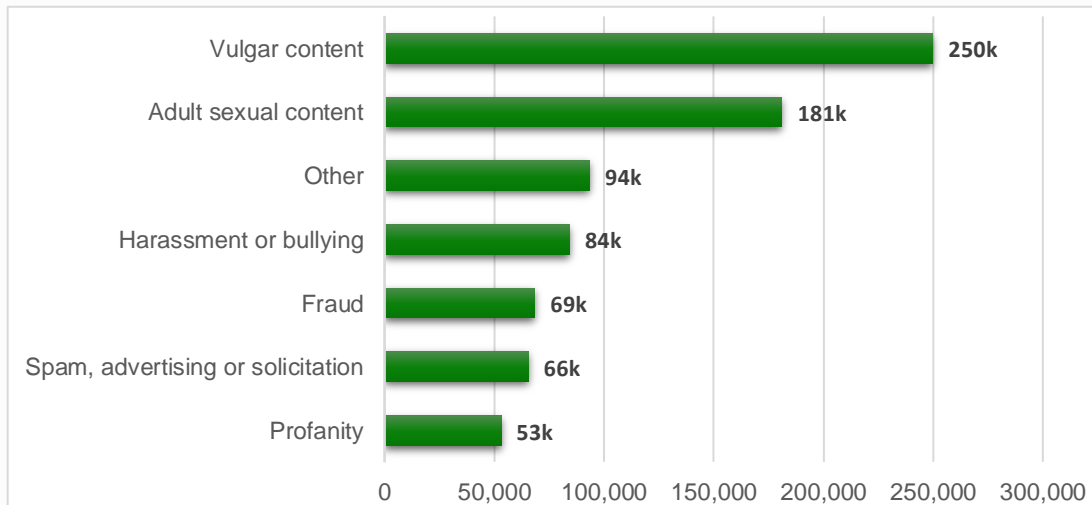
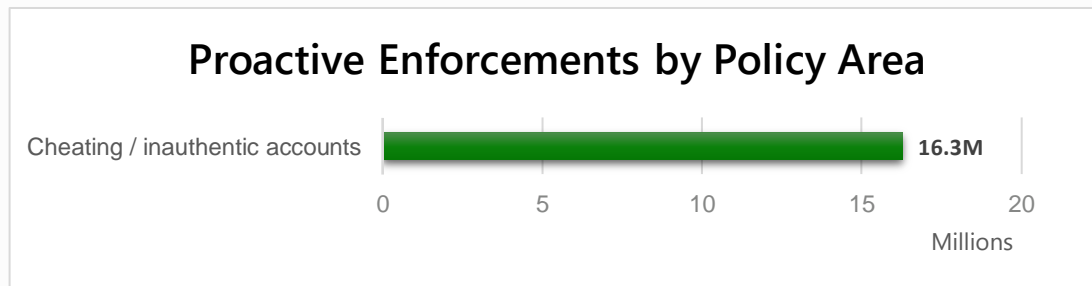
These accounts impact players in a myriad of ways including the production of unsolicited messages (spam), facilitation of cheating activities that disrupt play, improper inflation of friend/follower numbers, and other actions that ultimately create an unlevel playing field for our players or detract from their experiences.

Below is a breakdown of proactive vs. reactive enforcements over time:



SHARING OUR SAFETY DATA

We can break our proactive enforcements down into policy areas for the previous 6-month period:



Beyond our focus on stopping inauthentic accounts as soon as they're created, the other areas that see high numbers of proactive enforcements include vulgar content, adult sexual content, harassment or bullying, fraud, spam, and profanity. The Other category includes smaller volume areas such as piracy, account tampering, drugs, and hate speech in aggregate.

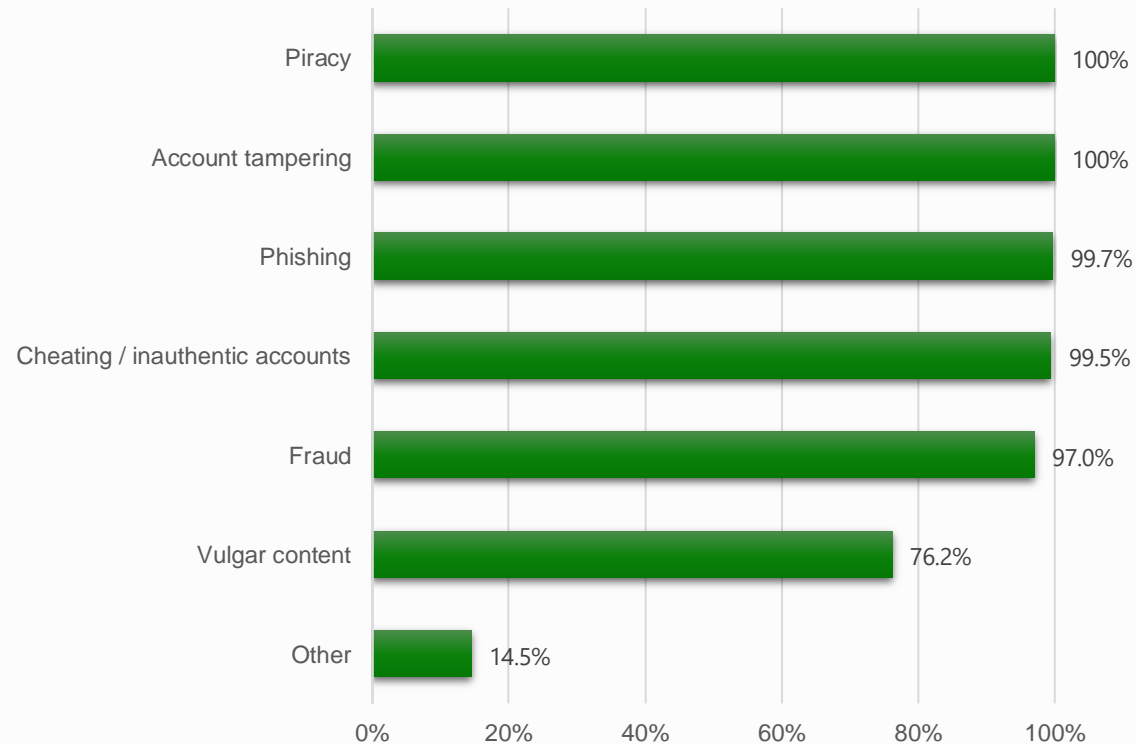
We saw a 95% increase in harassment or bullying proactive enforcements due to internal process improvements for addressing this type of behavior. Building on our expanded definition of vulgar from last period, we have continuously updated our methodologies of detection and evaluation which resulted in the 184% increase in vulgar content proactive enforcements.

We must consider several factors when examining the number of proactive enforcements per policy area including the amount of that type of content on the platform, the efficacy of our proactive technologies at detecting that content, and whether we offer users personalized controls to self-govern their experiences in those areas (which produces reactive enforcements).

SHARING OUR SAFETY DATA

We can continue to examine enforcements by looking at the % that were issued proactively (before a player brought the issue to our attention) by policy area for the previous 6-month period:

% of Proactive Enforcements by Policy Area



Dealing with inappropriate conduct and content before it is reported to us by players is an important element to creating a healthy and competitive gaming environment.

In addition to our focus on stopping inauthentic accounts, the other areas that see high percentages of proactive enforcements include account tampering, piracy, phishing, and vulgar content. The Other category includes areas such as drugs, profanity, hate speech, harassment or bullying, spam, advertising, or solicitation.

SHARING OUR SAFETY DATA

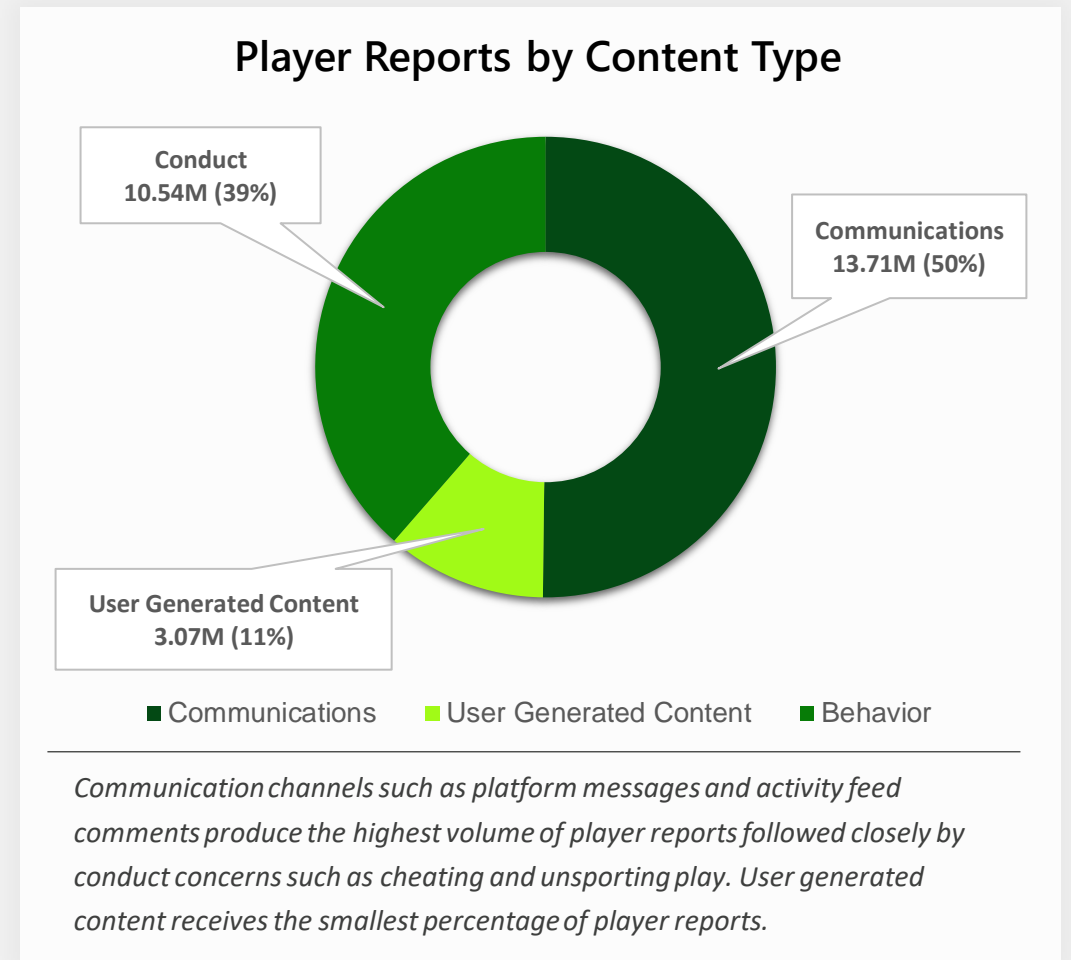
Reactive Moderation Data (Player Reported)

When a player brings something to our attention instead of being detected by our system, we consider that report to be reactive.

We classify player reported content in three main categories:

- 01** **Conduct** – The ways in which a player acts on Xbox including cheating, unsporting conduct such as griefing, teamkilling, etc.
- 02** **User Generated Content (UGC)** – Any content created by a player that isn't messaging related, such as a gamertag, club logo, or an uploaded screenshot or video clip.
- 03** **Communications** – Content related to communicating with other players such as a platform message or comment left on an activity feed post.

Below is a view of player reports based on the category of report:



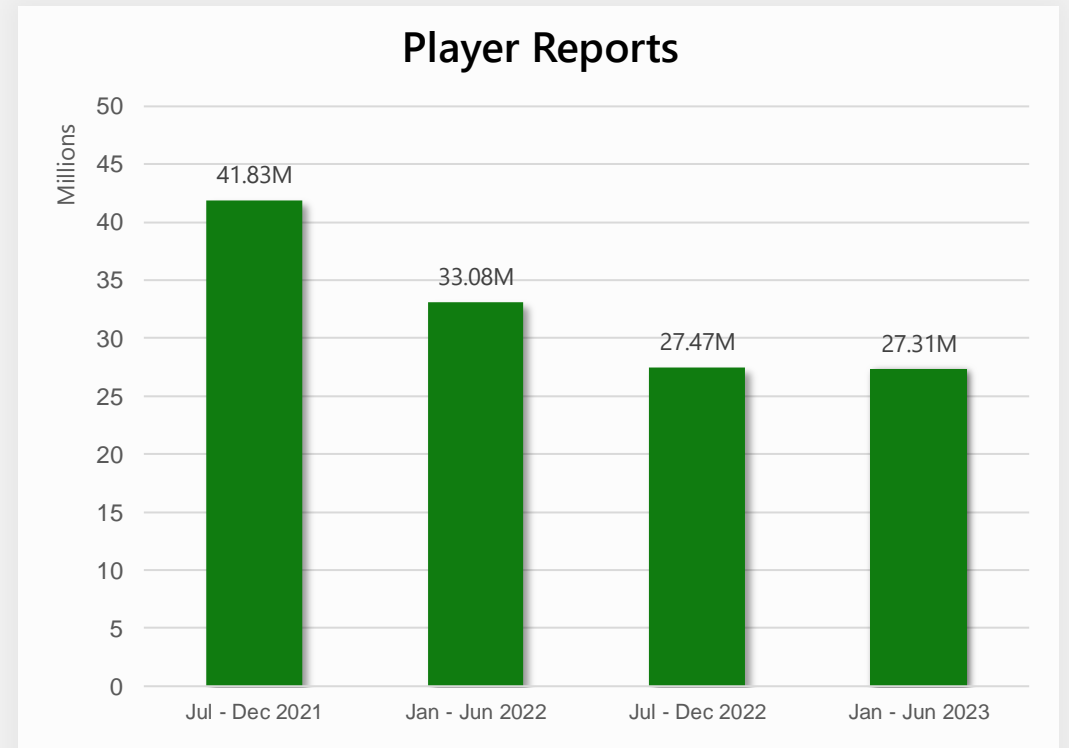
SHARING OUR SAFETY DATA

Player Reports

As player reports enter the system, they are often first evaluated by content moderation technologies to see if a violation can be determined, with the remainder reviewed by human content moderation agents for decision-making.

Content moderation agents are on-staff 24 hours a day, 7 days a week, 365 days a year to make sure the content and conduct found on our platform adheres to our [Community Standards](#).

Below you can find the number of reports submitted by players:



The rate at which players file reports on the Xbox platform has been declining over the last several years.

SHARING OUR SAFETY DATA

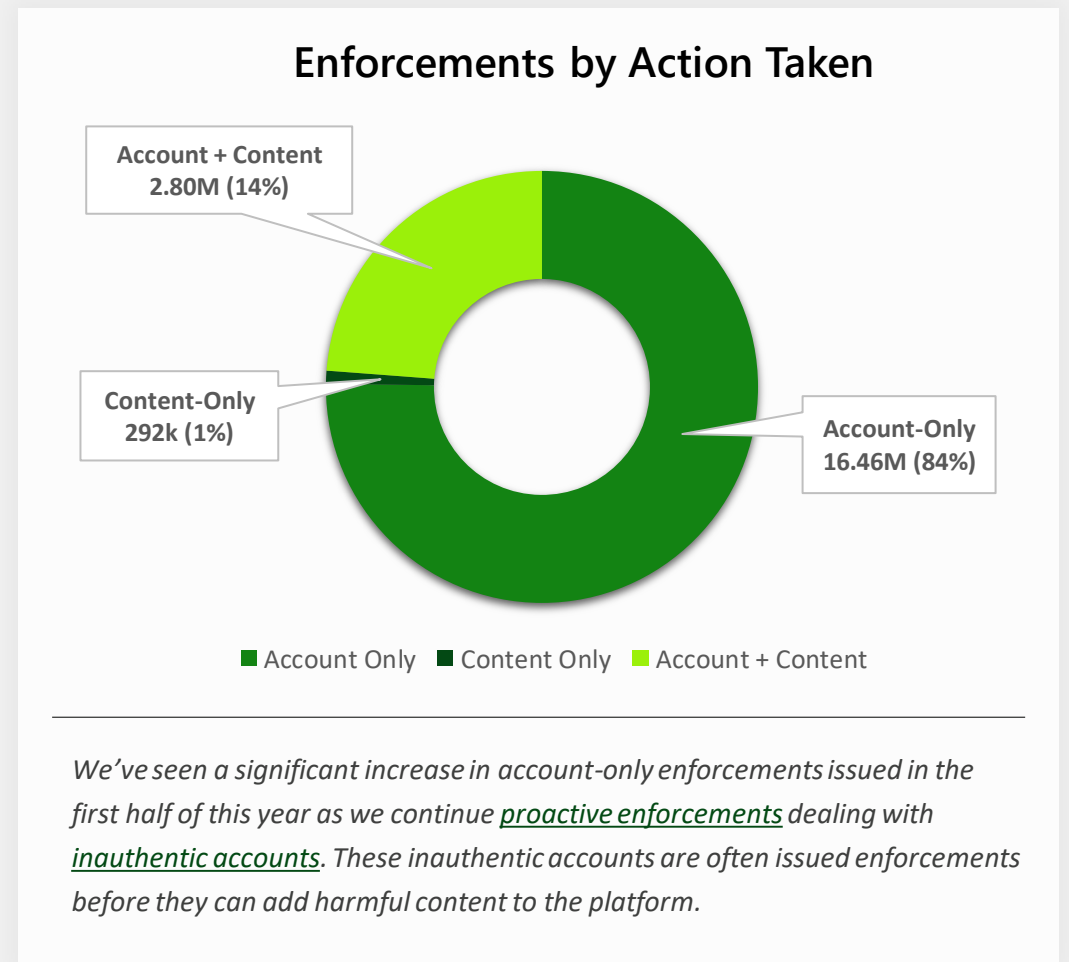
Enforcements Data

When a violation of our Community Standards is determined to have taken place, one of three things happens:

- 01** The content is removed (Content-Only Enforcement)
- 02** The player account is suspended (Account-Only Enforcement)
- 03** A combination of the two occurs (Account + Content Enforcement)

These actions are referred to as an enforcement.

Here we look at the types of enforcement actions taken during the first six months of 2023:

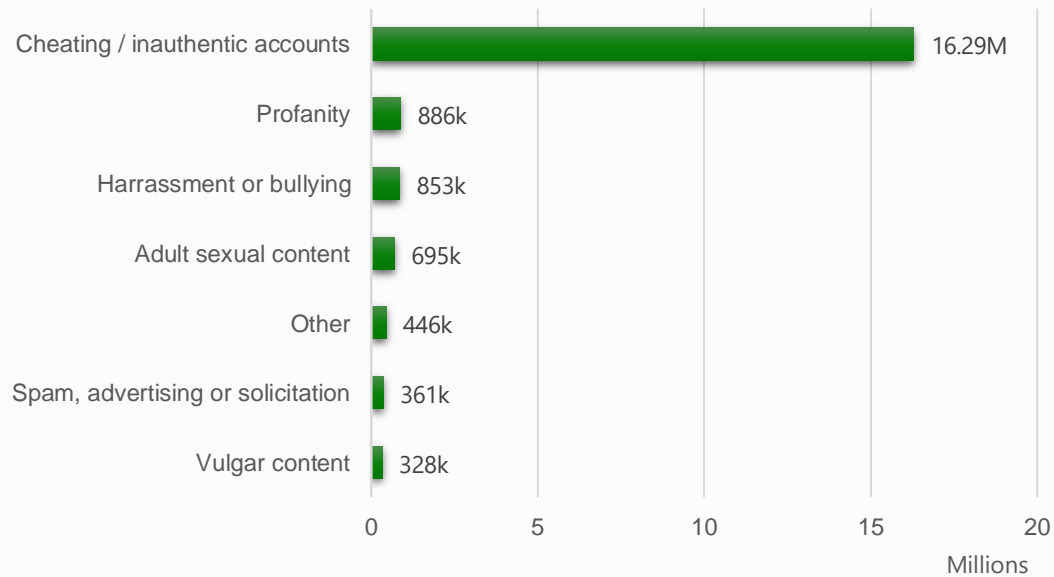


SHARING OUR SAFETY DATA

Most enforcements are categorized by the policy area where the violation occurred.

A breakdown of the most common areas of policy violation (from both proactive and reactive sources) can be seen below:

Total Enforcements by Policy Area



Cheating / inauthentic accounts is our area with the largest number of enforcements, with profanity, harassment or bullying, adult sexual content, and spam being the other policy types that round out our top five. The Other category includes smaller volume areas such as piracy, phishing, account tampering, vulgar content, or drugs.

SHARING OUR SAFETY DATA

Microsoft Digital Safety Content Report Data

As a US-based company, Microsoft reports all apparent Child Sexual Exploitation or Abuse Imagery ([CSEAI](#)) or grooming of children for sexual purposes to the National Center for Missing and Exploited Children ([NCMEC](#)) via the [CyberTipline](#), as required by US law.

In the period covered by this report, **766** of Microsoft's reports were from Xbox.

More information on Microsoft's efforts regarding CSEAI, grooming of children for sexual purposes, and terrorist and violent extremist content ([TVEC](#)) can be found in the [Digital Safety Content Report](#).

Crisis Text Line Data

The most common real-world concerns that we see on the platform have to do with threats of self-harm, which are handled with a referral to counseling services via the [Crisis Text Line](#).

In the period covered by this report, we sent **2,225** Crisis Text Line messages to players.

SHARING OUR SAFETY DATA

Appeals (Case Review) Data

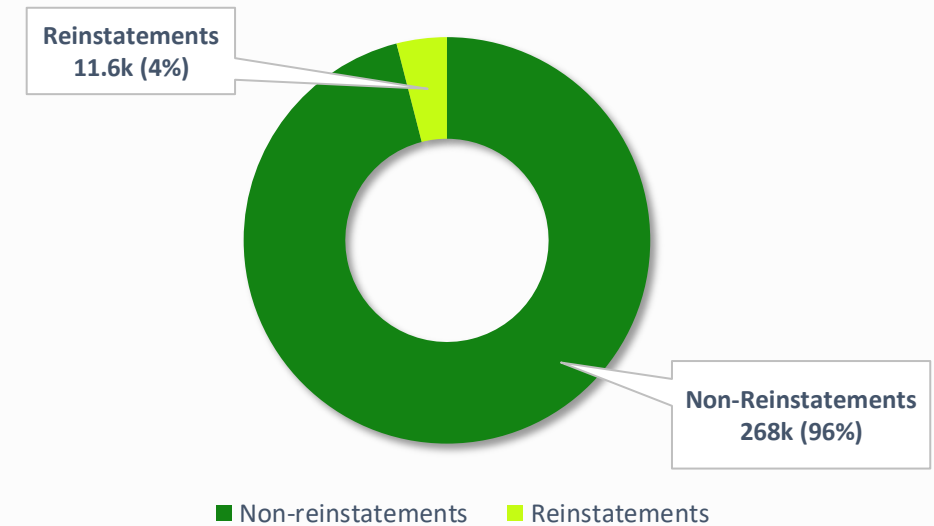
When a player receives an enforcement beyond a certain length of time, they can dispute or ask for clarification through an appeal, otherwise known as a case review.

When filing a case review, the player can explain their actions and a moderation agent will review the case to see if an error was made or if special reconsideration is warranted.

During the last period, we handled over **280k** Appeal cases, up **22%** from the previous time period.

Here we look at the volume of appeals handled and the associated percentage of accounts that were reinstated:

Appeals (Case Review) Volume & Reinstatement %



We handled over 280k appeals (case reviews) during this last period, with a reinstatement rate of approximately 4.1%. Reinstatements are issued when an error is uncovered or if the player deserves reconsideration specific to their enforcement. A non-reinstatement is when the original enforcement action was found to be warranted and upheld after review.

Data shown above covers the time period of Jan-Jun 2023

SHARING OUR SAFETY DATA

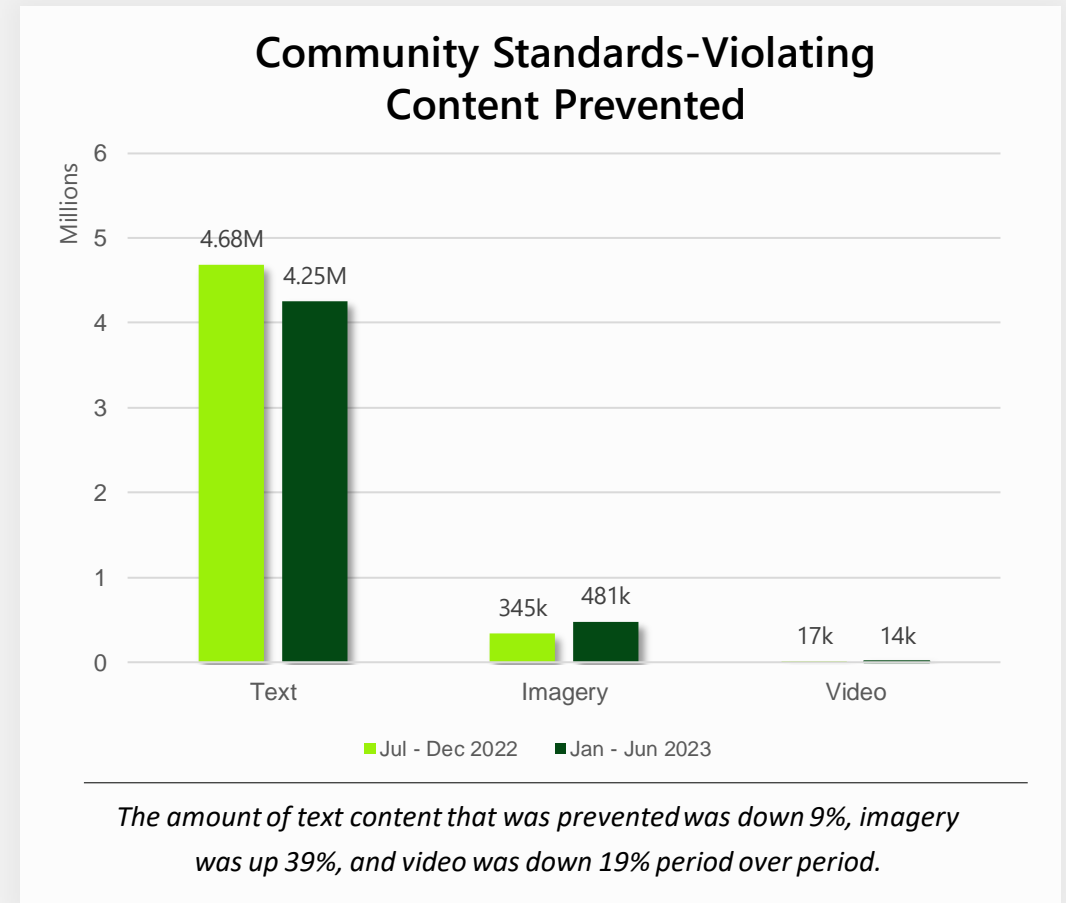
Toxicity Prevented

As we focus on creating safer experiences for our players, measuring the impact of the safety technologies we bring to bear becomes an important consideration. Keeping track of the amount of content that we prevent from entering or proliferating on our platform is one of the better indicators of the performance of the technologies we use in the safety space.

- **Text** – The amount of text, such as an inappropriate comment on someone’s activity feed, that we prevented
- **Imagery** – The amount of imagery, such as an inappropriate gamerpic that was uploaded, that we prevented
- **Video** – The amount of video, such as an inappropriate GameDVR clip, that we prevented

The **39% increase** in preventing inappropriate imagery is the result of investments in advanced technology such as [Turing Bletchley v3](#) foundation model.

Below you can find the amount of violating content that was prevented from entering or proliferating on our platform, broken down by content type:



POLICIES AND PRACTICES



POLICIES AND PRACTICES

Here is some supplemental information that may help you better understand the content of this report:



Policy & Standards

- [Xbox Community Standards](#)
- [Microsoft Services Agreement](#)



Reporting Process

- [How to report a player](#)



Appeals Process (Case Review)

- [How to submit a case review](#)



Glossary of Definitions

- [Definitions](#)



Additional Resources

- [Family & Online Safety](#)
- [Privacy & Online Safety](#)
- [Parental Controls](#)
- [Family Hub](#)
- [Responsible Gaming for All](#)
- [Learn about the Xbox Family Settings app](#)
- [Learn about safety settings for Xbox messaging](#)
- [Xbox Family Settings app](#)
- [Xbox Insiders Program](#)
- [Privacy dashboard](#)
- [Enforcement Strike System FAQ](#)
- [Reactive Voice Reporting](#)

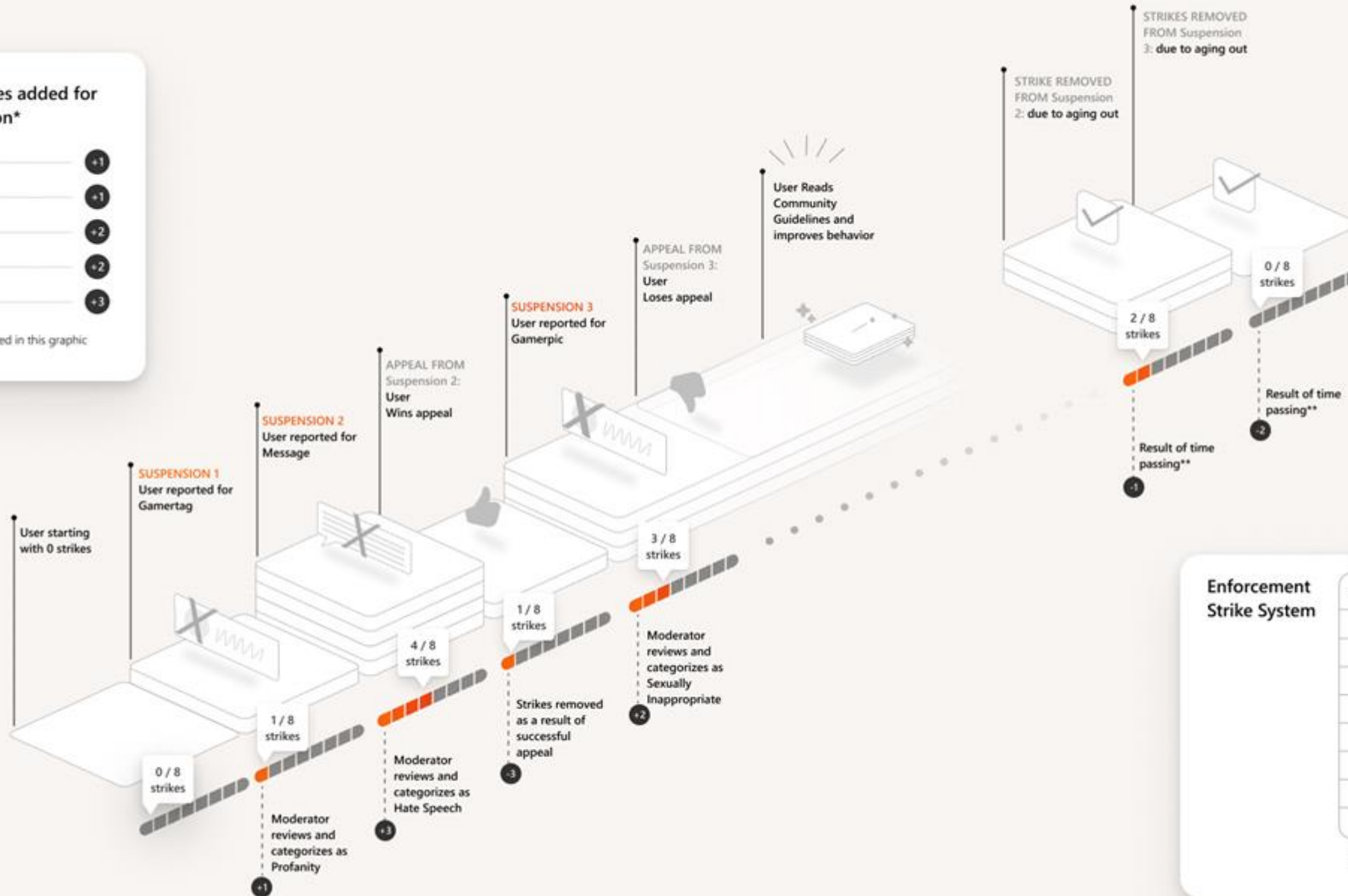
ENFORCEMENT STRIKE SYSTEM | USER JOURNEY INFOGRAPHIC



Examples of strikes added for each type of action*

- Profanity +1
- Cheating +1
- Sexually Inappropriate +2
- Harassment or Bullying +2
- Hate Speech +3

*not all actions are represented in this graphic



Enforcement Strike System

Strike	Suspension Length
1	1-day
2	1-day
3	3-days
4	7-days
5	14-days
6	21-days
7	60-days
8	365-days

**All strikes stay on record for 6 months

ENFORCEMENT STRIKE SYSTEM | Q&A

To improve our safety measures and empower players to respectfully interact with each other, we have introduced a new [Enforcement Strike System](#). The new system applies a variable number of strikes to every enforcement based on the severity of the inappropriate activity. The accumulation of strikes results in longer lengths of enforcement. When a player's total strike count reaches eight, they will be suspended from Xbox's social features for one year from the enforcement date. More information can be found on the [FAQ on Xbox Support](#).

So, you give seven warnings and then an enforcement?

Certain actions have more harmful impact and these receive more strikes. Depending on the severity, a player could very quickly reach eight strikes in a smaller number of enforcements. For example, if a player received an enforcement for hate speech, that would be three strikes and a three-day enforcement. If the player chose to not improve their behavior and received a second enforcement for hate speech, they would then have six strikes and receive an enforcement for 21 days.

Are all reports just reviewed by an AI automated process?

Our content moderation system employs both automated and human moderators to ensure that our enforcement actions are accurate and fair. Our human moderators play a crucial role making enforcement decisions. We are constantly working to improve the accuracy and efficiency of our evaluations to provide the best possible experience and outcome for our players.

If I receive a strike, will this follow my account forever?

All strikes received stay on a player's record for six months.

Can someone get me suspended simply by having other players file reports against me?

No. We investigate player reports and take each report and the associated evidence into consideration when making an enforcement decision. Frequency or volume of reports doesn't mean you'll receive an enforcement action.

GLOSSARY OF TERMS



GLOSSARY OF TERMS

Appeals (Case Review) – A mechanism through which a player that received an enforcement can find out more information as to the circumstances and appeal to have the enforcement removed or shortened

Case Review – See Appeals

CSEAI – Child Sexual Exploitation or Abuse Imagery

CyberTipline – The nation’s centralized reporting system for the online exploitation of children

DSCR (Digital Safety Content Report) – A half yearly report published by Microsoft that covers digital safety concerns. Found [here](#)

Enforcement – Action taken against a player, usually in the form of a temporary suspension which prevents the player from using certain features of the Xbox service

Inauthentic accounts – Throwing away accounts that are commonly used for purposes such as spam, fraud, cheating, or other actions that ultimately create an unlevel playing field for our players or detract from their experiences

NCII – Non-consensual intimate imagery

NCMEC – National Center for Missing & Exploited Children

Non-reinstatement – When a player appeals an enforcement action on their account and the original enforcement was found to be warranted

Player Report – When a player files a complaint or brings a policy violation to the attention of the Safety Team

Proactive Enforcement – When we action on inappropriate content or conduct before a player brings it to our attention

Reactive Enforcement – When we action on inappropriate content or conduct via a player bringing it to our attention

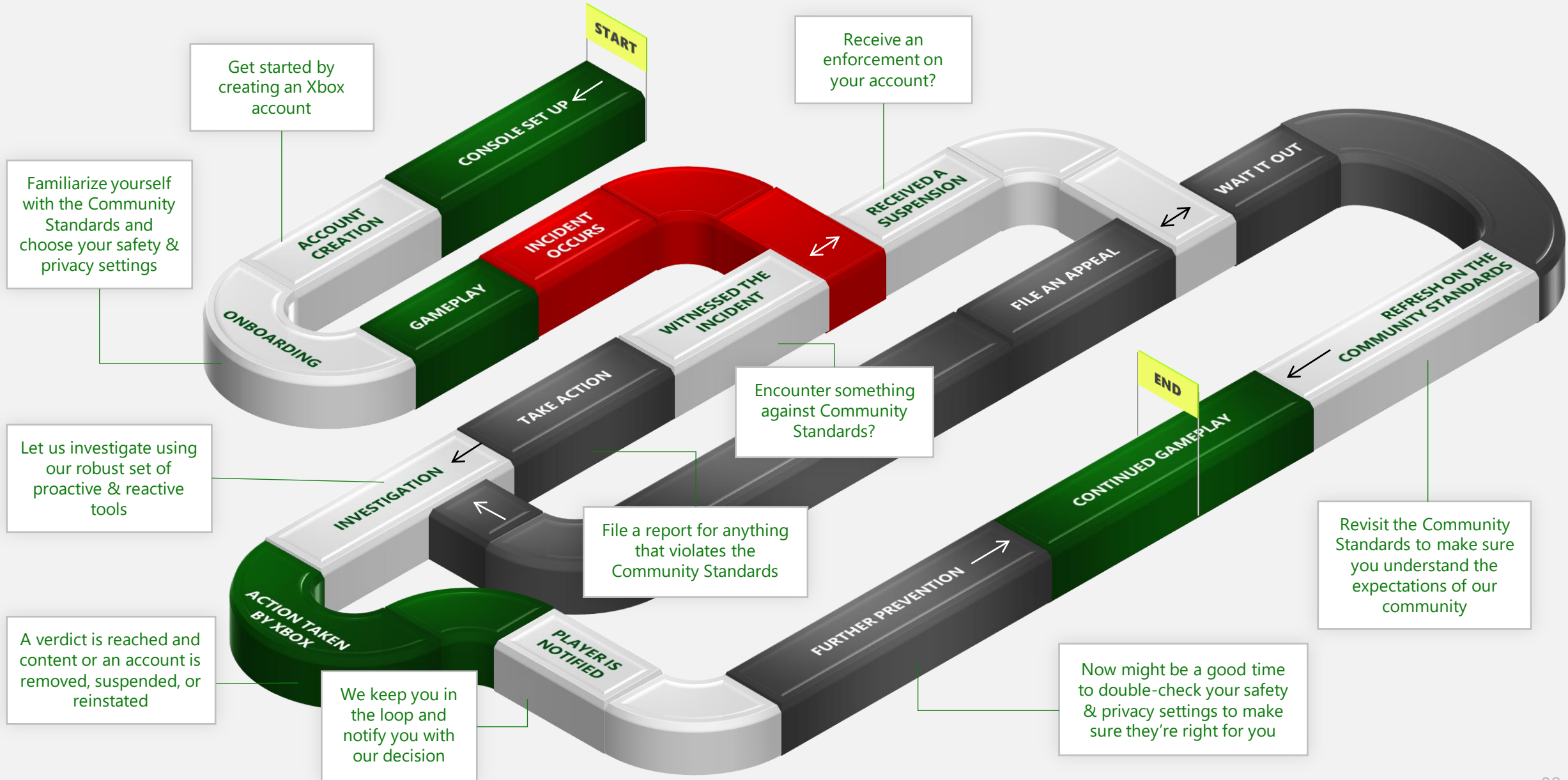
Reinstatement – When a player appeals a received enforcement and their account is reinstated (enforcement is removed). This usually occurs due to an error, extenuating circumstances, or when compassion is shown

TVEC – Terrorist and Violent Extremist Content

APPENDIX



Player Journey Infographic



PLAYER IMAGE UPLOAD INFOGRAPHIC

