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Supplemental Meta Platforms Technologies Privacy Policy

Effective March 31, 2025

This Supplemental Privacy Policy supplements the [Meta Privacy Policy](#) and applies to your and your child's use of a Meta account and access to [Meta Platforms Technologies Products](#).

If you are a parent or guardian of a child between the ages of 10 and 12 (age may vary by region) and wish to create a Meta account for your child, please review the [Parent Privacy Disclosure](#) that describes how Meta collects, uses, and discloses your child's personal information. After you create a Meta account for your child, we will collect, use, and disclose your child's information much like any other Meta account. This Supplemental Privacy Policy applies in full to both adults and children. To the extent there are privacy practices specific to your child's Meta account, those differences are outlined in the Children's Privacy Highlight at the top of each relevant section of this Supplemental Privacy Policy. Note, the Meta Privacy Policy does not apply to the processing of your child's personal information.

Meta offers a variety of hardware and software products and services related to or in connection with those products as part of Meta Platforms Technologies. The hardware, services, features, apps, technologies and software products described in the [Supplemental Meta Platforms Technologies Terms of Service](#), and subject to this policy, include Meta VR Products, Meta View, and other Meta Platforms Technologies Products listed [here](#), any of which may be updated from time to time (collectively, "MPT Products").

We encourage you to read our [Meta Privacy Policy](#) and this Supplemental Meta Platforms Technologies Privacy Policy ("Supplemental Privacy Policy") because we want you to

understand what information we collect, and how we use and share it.

In the Meta Privacy Policy, we describe the information we process to support [Meta Products](#).

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process that information. Below you will find an overview of the ways in which we collect, use, and share information.

Meta Accounts

I. What information do we collect for Meta accounts?

Children's Privacy Highlights

- When you create a Meta account for your child, we will ask you to provide credit card information to confirm that you're a parent or guardian and obtain your consent to the collection of personal information from your child.

In addition to the information detailed in the [Meta Privacy Policy](#) under “What information do we collect?”, we collect the following information when you create a [Meta account](#):

- Name
- Contact information
- Password
- Date of birth

II. How do we use your information for Meta accounts?

Children's Privacy Highlights

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- A child between the ages of 10 and 12 (age may vary by region) cannot access Accounts Center and cannot have a Facebook or Instagram account.

When you use your Meta account to access MPT Products, we process your information as described in the [Meta Privacy Policy](#) under “How do we use your information?” and as described below for each MPT Product.

If you choose to add your Meta account to the same Accounts Center as your other Meta Product accounts, please see [here](#) for details on how we use and share your information across accounts.

III. How do we share information for Meta accounts?

When you use your Meta account to access MPT Products, we share information we collect as described in the [Meta Privacy Policy](#) under “[How is your information shared on Meta Products or with Integrated Partners?](#)”, “[How do we share information with Partners, vendors, service providers and third parties?](#)”, and “[How do we respond to legal requests, comply with applicable law and prevent harm?](#)”. We also use and share your information as described below with respect to each MPT Product.

If your Meta account is managed by an organization (i.e., a “Managed Meta Account”), we share with that organization certain information about your account, to promote safety, integrity and security; to comply with applicable laws and regulations; and in accordance with Meta’s terms and policies, including the applicable [Acceptable Use Policy](#). This may include information such as the status of your account, the approximate location of your managed headset, and information about applications you install and how you use them.

Meta VR Products

I. What information do we collect on Meta VR Products?

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- We collect information about your child's connections to other users, such as whom your child follows, whom you have added as an approved contact for your child, and when the same parent or guardian manages your child's account.
- You as a parent or guardian may choose to enable certain features and experiences in Meta VR Products for your child's Meta account, like hand and body tracking, voice services, and mixed reality experiences. If you do, we will process your child's personal information as described below. Note, you cannot enable the eye tracking, fit adjustment or Natural Facial Expressions feature for your child's Meta account.
- You as a parent or legal guardian may choose to share additional information about how your child uses their Meta Quest device to help us better personalize your child's experiences in virtual reality and improve Meta VR Products for everyone.
- We collect information about your child's age (excluding birth date) from partners and third parties including app developers.
- When Location Services are on, we only collect your child's headset location via WiFi and IP signals to determine general location.

In addition to the information described in the Meta Privacy Policy under "What information do we collect?", we collect the following categories of information depending on your use of Meta VR Products:

- **Meta Horizon profile:** If your use of a Meta VR Product requires you to create a [Meta Horizon Profile](#), then we collect information related to your profile, including your:
 - Profile name
 - Profile picture
 - Username
 - Avatar
 - List of followers
 - Interactions with games and apps

We also collect information regarding when you are online and when you interact with a virtual reality app.

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- The position and orientation of the headset and controls to determine body pose and make your avatar's movements more realistic.
- The position of your headset, the speed of your controller movement, and changes in your orientation (such as when you duck while playing a game) to provide an immersive and realistic virtual experience.
- Your audio data, when your microphone preferences are enabled, to animate your avatar's lip and face movement.
- **Hand and Body Tracking.** For hand and body tracking in Meta VR Products, we process abstracted hand and body data to allow you to switch between hands and controllers to interact with your surroundings and have a more seamless or immersive experience. Hand and body tracking also helps make your avatar's movements look more realistic. Raw image data of your hands and body is processed on your device.

We also collect and retain certain data about your interactions with hand and body tracking (such as tracking quality and the amount of time it takes to detect your hands and body), to provide the feature and ensure it works properly. Learn more in our [Hand and Body Privacy Notice](#).

- **Eye Tracking.** For eye tracking in Meta Quest Pro, we process abstracted gaze data to improve your image quality, help you interact with virtual content in an app, and to animate your avatar's eye and facial movements. Raw image data of your eyes is processed on your device.

We also collect and retain certain data about your interactions with eye tracking (such as tracking quality and the amount of time it takes to detect your eyes), to provide the feature and ensure it works properly. Learn more in our [Eye Tracking Privacy Notice](#).

- **Natural Facial Expressions.** For Natural Facial Expressions in Meta Quest Pro, we process abstracted facial expressions data so that your avatar's expressions look more

natural. Raw image data of your face is processed on your device.

We also collect and retain certain data about your interactions with Natural Facial

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[Privacy Notice.](#)

- **Fit Adjustment.** For fit adjustment in Meta Quest Pro, we process abstracted fit adjustment data to check whether your headset is aligned optimally and provide headset adjustment tips. Raw image data of your eyes and lower face is stored on your device.

We also collect and retain certain data about your interactions with fit adjustment (such as whether a user completed the setup process or how long the setup process took) to provide the feature and ensure it works properly. Learn more in our [Fit Adjustment Privacy Notice](#).

- **Meta VR Product activity:** We collect information about your Meta VR Product activity, such as your activity in virtual reality (including your use of Meta Quest devices and apps), including:
 - Payment credentials you provide to us
 - The virtual reality events you attend
 - The purchases you make
 - Apps you download
 - The time, frequency, and duration of your activities on our Meta VR Products. For example, we collect information about your [Meta Quest browser](#) usage, such as interactions with recommended WebVR experiences, which browser features you use, and other statistics.
- **Content:** We collect content you create on Meta VR Products, such as a picture you post or an object you build. We also collect information about this content, such as the date and time you created it.
- **Gameplay and statistics:** We collect information about your gameplay activity and statistics, such as how successfully you play a game, actions in the game, and associated metadata created when you use Meta VR Products.

- **Environmental information and dimensions:** We collect information about your physical environment and its dimensions when you use a Meta VR Product. For example, we may collect information about the size of walls, surfaces, and objects in your room and the
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- **Camera and audio information:** When cameras and microphones are on in Meta VR Products, we collect:
 - Camera information, including photo and video. For example, the sensors on Meta Quest process raw images of your surroundings and enable the headset to both process your movement and help orient you in your designated virtual reality areas. Raw images of your surroundings are processed on your device.
 - When you choose to turn on your microphone in Horizon Worlds, we may collect recorded audio.
 - Video or audio content you create and information about this content, such as the date and time you created it.

Additionally, when you use Horizon Worlds, the last few minutes of your and other users' most recent audio, video and other interactions in Horizon Worlds are recorded in case you want to report anything you've encountered. These recordings may be stored on our servers. We do not review these recordings unless you submit a report. If you don't submit a report, the recordings are deleted on a rolling basis. These recordings enable you to report abuse, combat harmful conduct, and protect and support our community. Other users in close proximity to you in Horizon Worlds may submit recordings of the same event. If you submit a report, we use the attached recordings to investigate and fully resolve the report, and to help train our systems to better combat harmful behavior, after which time the recordings are deleted. In some cases, we may need to retain the recordings for longer, where it is necessary in order to comply with applicable law.

- **Voice Interactions:** Voice interactions, including conversations with AI-powered features, for example Meta AI and generative AI powered non-player characters (NPCs), are the commands and dictations you say, including if you mistakenly invoke our voice services, as well as any background sound that happens when you use those services. When you use our voice services, we process:
 - Audio recordings
 - Transcripts

- Related data about your voice conversations with Meta AI and other AI-powered features such as the hardware version of your device and the length of the audio related to your conversation

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service to you, and, depending on your settings, improve our voice services. Learn more in our [Voice Dictation Privacy Notice](#) and our [Meta AI on Meta Quest Privacy Notice](#).

Please note that third-party services may offer their own app voice experiences. When you use those services, information collected by these third-party services is subject to their own terms and privacy policies, not this policy. You can learn more about how we collect and use information from other features you interact with on Meta Quest in our [Privacy FAQ](#).

- **Device information:** We collect technical system information about the devices you use and information about how you use Meta VR Products, including:
 - Performance and device attributes
 - System logs and settings
 - Success or failure of specific functions
 - Third-party service usage
 - Crash reports

When a Meta VR Product experiences a crash, a log about the crash is sent to Meta. This log includes, among other things, the date and time of the crash, your user ID, device ID, IP address, and very small fragments of information from any camera or microphone in use at the time of the crash. These crash logs are only retained and used to diagnose and fix problems with Meta VR Products or other apps and services used on Meta VR Products.

You can choose to share additional data with Meta about how you use your device to help us personalize your experiences and improve Meta VR Products. [Learn more](#).

- **Information from partners and third parties:** When you use a third party service on Meta VR Products, we collect information about the use of the service, including:
 - How often and for how long it's used
 - Crash log information if it crashes

- An authorization token if it requires a login

We also receive information about you from partners and third parties, including:

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- Developers
- Other online content providers
- Marketing partners
- Platforms not controlled by Meta on which you may access or use Meta VR Products without a Meta Account or Horizon Profile. If you are accessing a Meta VR Product on a platform not controlled by Meta, that platform's terms and policies also apply.

For example, in Meta Quest, we receive information from developers about your achievements in their apps and about what features you can use in their app. To learn about how a third-party service processes or shares your information, please refer to their terms and privacy policies.

II. How do we use your information for Meta VR Products?

Children's Privacy Highlights

- To provide social features
 - Your child's Meta Horizon profile will be set to private by default, which means all followers will have to be approved by you or your child. You can opt in to manage who your child follows and who follows your child in [Family Center](#).
 - Your child's display name, username, and profile picture will always be visible to other Meta Quest users who can search for your child and send your child a follow request.
 - You can add users as approved contacts that your child can call and chat with. These users can also send or receive invites from your child to join them in an app or experience. You can remove approved contacts in [Family Center](#). Your child can remove approved contacts in the Meta Horizon mobile app and in virtual reality.
 - Your child's Active Status will be defaulted to "offline," which means their followers won't be able to see if they are online or were recently online unless you change these default privacy settings in [Family Center](#).
 - Irrespective of any default privacy settings, users who are using an app or experience at the same time as your child may be able to see your child's presence

in that app or experience.

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child is connected with, so that we can provide your child with additional product functionalities and safe, age-appropriate experiences, such as enabling them to invite people to specific apps and worlds and placing them in apps and worlds with people they know and/or contacts you have approved.

- Users you add as approved contacts, your child's followers, and those they follow may appear higher in your child's search results.
- We also offer optional personalization to help your child find relevant experiences, for example, to recommend apps based on their interests or worlds that they or people they know have visited.

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in the [Meta Privacy Policy](#) under "How do we use your information?", including (i) to provide measurement, analytics, and other promotional services (including ads and commercial content); (ii) to promote safety, security, and integrity; (iii) to communicate with you; and (iv) to research and innovate for social good.

We also use the information we collect when you use Meta VR Products in the following ways:

- **To power social features and personalize and promote content:** We use your profile name, picture, and information about your Meta VR Product activity (including your use of Meta Quest devices and apps):
 - To send personalized commercial content
 - To provide personalized content suggestions
 - To display ads, offers and sponsored content in Meta VR Products

For example, depending on your [privacy settings](#), we use information about your use of Meta Quest devices and apps to help you connect with your followers, or to encourage your followers to join you in using Meta VR Products:

- To recommend products, content, and experiences to others

- To help tailor a user's experience by helping them understand which communities or content may be most relevant to them.

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This includes identifying and connecting you with your followers, or people you recently interacted with in an experience, through Meta VR Products. If your Meta account is a Managed Meta Account, those privacy settings may be set or changed by your organization.

- **To provide and improve our Meta VR Products:** We use information we collect, including device performance and reliability data, to improve and develop Meta VR Products. By analyzing device performance and reliability, we can improve the hardware and software that powers your experiences with Meta VR Products. We also use your device performance and reliability information to offer and improve aspects of our services, such as voice services, hand and body tracking, eye tracking, Natural Facial Expressions, and fit adjustment.
 - If you use our voice services on Meta VR Products, depending on your settings, we analyze and review information about your stored voice conversations with Meta AI and other AI-powered features using human review and machine processes to improve, troubleshoot, and train our speech recognition systems.
 - When you use the hand and body tracking feature in Meta Quest devices, we collect technical information, like tracking quality, the amount of time it takes to detect your hands and body, and the number of gestures you make to improve and troubleshoot this feature.
 - When you use the eye tracking feature in Meta Quest Pro, we collect certain data about your interactions with the feature, such as tracking quality and the amount of time it takes to detect your eyes.
 - When you use the Natural Facial Expressions feature in Meta Quest Pro, we collect certain data about your interactions with the feature, such as how the headset fit affects the quality of detected facial movements and how much time it takes to detect expressions.
 - When you use the fit adjustment feature in Meta Quest Pro, we collect and retain data about your interactions with the feature, such as whether the setup process has been

completed or how long the setup process took.

III. How is your information shared with others for Meta VR Products?

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Children's Privacy Highlights —

- We may share information about your child's age category (excluding birth date) with third parties such as app developers.
- We may share certain information about your child and/or teen, such as the fact that they have a parent-managed Meta account and the apps they have, with other users who are managed or supervised by the same parent or guardian.
- When you approve your child's app purchases and downloads, we will share certain information about your child such as Meta Horizon profile data, followers, blocked users, subscriptions, personal identifiers, app invites, and in-app purchases and destinations with app developers.
- Your child's activity, such as apps your child has used and achievements in those apps, will be visible to their followers.
- The [advertising ID](#) is not available for a parent-managed Meta account.

In addition to the sharing of information described in the Meta Privacy Policy, we share the information we collect when you use the Meta VR Products in the following ways:

- **Information you make public:** Your Meta Horizon Profile information will be public and visible to people on and off the Meta VR Products. This includes your profile name, username, picture, and avatar.

For example, if you enter a public virtual space in Meta Quest, others can see your avatar just as they see you in a real-world public space. This means your avatar can appear in pictures, recordings, or live streams that users around you take and share. Information that you post to public areas on the Meta VR Products, such as a forum, blog, or other community tool, will also be visible to people on and off Meta VR Products, along with certain information associated with your public posts, such as the time of your post.

- **Third-party services & applications:** You can interact with applications and third-party services, including content, games, apps, and other experiences, through many Meta VR Products. If you use services from a third party, we share information about you with the
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For example, we share the following Meta Horizon profile information with apps you use so you can appear as your Meta Horizon profile in those apps:

- Avatar
- Username
- Profile name and picture
- List of the people you follow and those who follow you
- Your interactions with the app or third-party service, such as how long you've interacted with their content
- Any other information you choose to share with the app or third-party service

If you use third-party services on Meta VR Products, the third-party services may collect information from you directly through the experiences they provide.

However, you can also choose to share information with third-party services from Meta VR Products, for example:

- If you enable eye tracking or Natural Facial Expressions in Meta Quest Pro, apps can access your abstracted gaze or abstracted facial expressions data. Please note that information you share with these (or other) third-party services will be subject to their own terms and privacy policies, not this policy.
- Depending on your ad preferences, third party apps that are permitted to run ads may access your advertising ID - a unique device identifier used to show you more relevant ads. [Learn More](#).
- **Information that you provide when playing online:** When you use online multi-user apps in Meta Quest, your activity and other information you provide are visible to all within the app, including your:
 - Avatar
 - In-app profile information

- In-app activity

This information (including your voice or audio) can be collected, copied, recorded, and live-

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[more](#). Please consider carefully who you interact with and how you conduct yourself, and make sure your available privacy settings reflect your preferences.

- **Third party access to voice conversations with Meta AI:** Depending on your settings, we share recordings, transcripts, and related data about your voice conversations with Meta AI with vendors and service providers who assist us in improving, troubleshooting, and training our speech recognition systems.
- If your Meta account is managed by an organization (i.e, a “Managed Meta Account”), we also share with that organization certain information about your account, to promote safety, integrity and security; to comply with applicable laws and regulations; and in accordance with Meta’s terms and policies, including the applicable Acceptable Use Policy. This may include information such as the status of your account, the approximate location of your managed headset, and information about applications you install and how you use them. Please review your organization’s policies or contact your organization’s administrator to learn more about the information shared with your organization and the settings and access controls established by your organization.

Meta View

Children's Privacy Highlights

- As described in the [Supplemental Meta Platforms Technologies Terms of Service](#), children below the age of 13 are not permitted to use Meta View. Therefore, a Meta account for a child between the ages of 10 and 12 (age may vary by region) cannot be used to log into the Meta View companion app (the “App”).

Meta View is a wearable experience that lets you interact with your environment in new and innovative ways. The Meta View companion app (the “App”) pairs with AI glasses made and

distributed by Luxottica, including any Ray-Ban | Meta AI glasses within the Ray-Ban | Meta collection and the Ray-Ban Stories (collectively, the “AI Glasses”). Meta software powers the features on the AI Glasses. This Supplemental Privacy Policy applies to “Meta View,” which

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I. What information do we collect for Meta View?

In addition to the information described in the Meta Privacy Policy under "[What information do we collect?](#)", and in this Supplemental Privacy Policy under “What information do we collect for Meta Accounts?”, we collect the following categories of information when you use Meta View:

- **Photo, video, and audio information:** When you use the AI Glasses to take a photo or video, the cameras and microphones on the AI Glasses are activated and the following information is collected:
 - **Photos, videos, and audio.** You can use the AI Glasses to take photos and video recordings with audio. This media is stored on your AI Glasses, until it’s uploaded to your App. We will access and process your media when you turn on Meta View’s cloud processing on your AI Glasses, turn on and interact with Meta AI on your Ray-Ban | Meta AI glasses, or upload your media to certain services provided by Meta (i.e., Facebook or Instagram). You can change your choices about cloud processing of your media at any time in Settings. You can also choose to disable camera use with Meta AI on your Ray-Ban | Meta AI glasses at any time in Settings.

If you choose to live stream on your Ray-Ban | Meta AI glasses, video and audio content from your live stream will be processed through the Meta Company Product you live stream from (i.e., Facebook or Instagram). The video and audio content from your live stream will not be stored on your Ray-Ban | Meta AI glasses after you finish a live streaming session or in the App. Your use of a Meta Company Product to live stream will be subject to the terms and policies of that Meta Company Product.

If available, you can use the Ray-Ban | Meta AI glasses to translate live conversations into a different language. The audio recordings and the transcripts generated when you use the feature are processed on your Ray-Ban | Meta AI glasses and in the App. The audio recordings and transcripts are deleted after you are done using the feature.

- **Metadata.** We collect metadata, such as the date and time you created content, whether it’s a photo or a video recording, and technical information about your camera

or other AI Glasses sensors related to content.

- **Location-related information:** When you choose to share your mobile device's location

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you used your Ray-Ban | Meta AI glasses to take photos and video recordings for the geotagging feature. Location-related information includes your general location or precise location that you choose and control through your mobile device settings. You can change your preferences about collecting location-related information at any time in your mobile device settings.

If you choose to turn on and interact with Meta AI on your Ray-Ban | Meta AI glasses, Meta AI may process media in connection with requests to understand what you are looking at, which may include understanding your general location, to provide you with a more relevant and useful service. You can disable camera use with Meta AI at any time in Settings.

- **Device information:** In addition to the information described in the Meta Privacy Policy under the [“App, browser and device”](#) section, we collect and use "Essential Data" about your AI Glasses when you use them. You can also choose to share "Additional Data" about your use of your AI Glasses as explained below. Essential and Additional Data are associated with other information, like your User ID, Device ID, and information about your device model and operating system.
 - **Essential Data** is information needed to ensure the AI Glasses work as expected, meet user expectations, and provide the service outlined in the Terms of Service. For example, we collect information to perform certain actions on the AI Glasses and to see whether the AI Glasses are working correctly, like if the bluetooth is functioning. In addition, similar to other devices, if the AI Glasses crash or malfunction, a log is sent to Meta that includes information from the time of the crash event, such as the date and time of the crash and how you were using your AI Glasses immediately before the crash event. These crash logs are only retained and used to diagnose and fix problems with you AI Glasses. Essential Data is automatically shared with Meta.
 - **Additional Data** is information we collect when you use your AI Glasses that helps Meta improve and personalize your user experience and develop and improve Meta Products. Additional Data includes information like analytics about AI Glasses usage to help us develop new features and products to provide a better user experience. Meta will use Additional Data for these purposes if you choose to share Additional Data with

Meta during your initial setup, and you can change your choice at any time in Settings. [Learn more](#) about how you can control sharing Additional Data from your AI Glasses with Meta.

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player, depending on how the service works, we may collect information about how you use it. This includes how often and for how long you use it, crash log information if it crashes, and an authorization token if it requires a log-in. Third-party services may share information with us when their service is used on the AI Glasses. To learn about how third-party services process your information, please refer to their terms and privacy policies.

II. How do we use your information for Meta View?

In addition to the purposes described in the Meta Privacy Policy under "[How do we use your information?](#)", including (i) to provide measurement, analytics and other promotional services (including ads and commercial content); (ii) to promote safety, security, and integrity; (iii) to communicate with you; and (iv) to research and innovate for social good, we use the information we collect in the following ways:

- **Provide our services.** We use your information in accordance with the [Meta Privacy Policy](#). This includes providing our services and the features of the AI Glasses to help make the AI Glasses and the App work properly and to maintain safety, security, and integrity. For example, we collect information to see whether Meta View is working correctly, like whether the AI Glasses and App are pairing properly. We also collect information to make sure it's you, like when you sign into the App with your Meta account or perform certain actions on the AI Glasses and App, like send a message or start a call. If you choose to turn on cloud processing on your AI Glasses, your photos and videos will be sent from the App to Meta servers to support additional photo and video features. If you choose to turn on Meta AI on your Ray-Ban | Meta AI glasses, your information, like photos you take to ask Meta AI a question, voice recordings, or how you interact with the App, will be sent from the App to Meta servers to provide Meta AI features.
- **Improve Meta Products.** We use Additional Data (subject to the choice you make) to improve and develop [Meta Products](#), including tailoring your experience with your AI Glasses. For example, we use this information to create new products and features. Additional Data is used by Meta for these purposes only if you choose to opt in. You can choose to opt in for us to use data for product improvement purposes during your initial

setup, and you can change your choice at any time in Settings. [Learn more](#) about how you can control information that you share with Meta.

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Product will be subject to the terms and policies of that Meta Company Product.

III. How is your information shared with others for Meta View?

We share information we collect when you use Meta View as described in the Meta Privacy Policy under “[How is your information shared on Meta Products or with Integrated Partners?](#)” and “[How do we share information with Partners, vendors, service providers and third parties?](#)” and as described in the following sections of this Supplemental Privacy Policy. We may also access, preserve, use and share your information as described in the Meta Privacy Policy under “[How do we respond to legal requests, comply with applicable law and prevent harm?](#)”

If you choose to turn on Meta AI on your Ray-Ban | Meta AI glasses, we may share your information, like the prompt you use when you ask Meta AI a question, or a photo you take to ask Meta AI a question, with third parties as described in Meta’s [AI Terms](#). You can view a list of these third parties and links to their privacy policies by visiting our [Privacy Center](#).

When you use a third-party service on the AI Glasses, like a music player, we may share information with the third-party service to complete your requests, like when you ask your Ray-Ban | Meta AI glasses to play a song or a meditation. We may also share information related to how and when you use the third-party service, and an authorization token if it requires a login.

We also exchange certain information with Luxottica Group S.p.A. (“Luxottica”), the manufacturer and distributor of the AI Glasses. We exchange information with Luxottica to fulfill our contractual obligations to Luxottica and to manage your customer service requests. For example, Luxottica shares with us your name, email address and information if you contact them about an issue you are experiencing. Then we share with Luxottica information to help resolve the issue, such as steps to resolve a problem with your Meta account. We also share with Luxottica information about AI Glasses purchased through their own channels, such as when they are activated, and we exchange aggregated information and insights with Luxottica relating to marketing, usage, sales, and post-sale activities. Luxottica does not collect any information directly from your use of the AI Glasses and/or the App such as your photos and/or videos. Any information you provide to Luxottica in connection with your purchase of the AI Glasses is subject to Luxottica’s terms and policies.

IV. How do we process information when you use our voice services for Meta View?

This Section applies when our voice services, like voice controls or Meta AI, are available on

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- When you use our voice services, we process information about your voice interactions to respond to your requests. Voice interactions are things you say when using our voice services, including when voice services are invoked by mistake, as well as any background sound that can be heard once voice services are enabled. Voice interactions include both things you say when you use a wake-word (for example, if your AI Glasses are playing music, and you say “Hey Meta, pause the music”) and also when you don’t use a wake-word for certain interactions (saying “pause music”). The information we process for our voice services includes audio recordings and transcripts of your voice interactions, as well as data related to your voice interactions, like the hardware version of your AI Glasses and how long your interaction took.
- For users with voice controls enabled: Depending on your preferences in Settings, we may also store and process information about your voice interactions to improve our voice controls and other Meta products. For example, this information can help our voice controls to better understand and respond more accurately to a wide range of speech patterns and phrases over time. You can manage voice storage to improve our voice controls and other Meta products in your Settings. When voice storage and processing for product improvement is turned on, we use machine learning and trained reviewers to process information about your voice interactions to improve, troubleshoot, and train our voice controls and other Meta products. We share that information with third party vendors and service providers to improve our products. Even with voice recording storage off, you can still use voice controls. You can access and delete stored voice information in your Settings.
- For users with Meta AI enabled: Text transcripts are stored by default to help improve Meta’s products, including training and refining Meta AI services and features. You can choose to store your voice recordings to help improve Meta’s products, including model training. When storage is enabled, audio recordings are used to help Meta’s products better understand and respond more accurately to a wide range of speech patterns and phrases over time. You can manage voice recording storage to improve Meta’s products in your Settings. When voice recording storage for product improvement is turned on, we use machine learning and trained reviewers to process this data to improve, troubleshoot, and train our voice services. We share that information with third party vendors and service providers to improve our products. Even with voice recording storage turned off, you can

still use Meta AI. You can access and delete recordings and related transcripts in your Voice Activity Log.

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process that information, in the [Voice Controls Privacy Notice](#) and the [Voice Services FAQ](#).

Cookies and similar technologies

We receive information collected on MPT Products, including cookies, pixels, advertising IDs, local storage, and similar technologies. Learn more about how we use these technologies on our websites and mobile apps in [Meta's Privacy Policy](#), [Meta's Cookie Policy](#), and our Privacy FAQ.

Privacy notice for United States residents

You can learn more about the consumer privacy rights that may be available to you by reviewing the [United States Regional Privacy Notice](#). As a parent or guardian of your child's Meta account, you can exercise these rights as well.

How to contact Meta

You can learn more about how privacy works for MPT Products in each MPT Product as well as the Meta Privacy Policy. You can also find out more about how privacy works and how to exercise your ability to access, rectify, port, and erase the information collected through MPT Products in the [Privacy Center](#).

If you have questions about this Supplemental Privacy Policy, or have questions, complaints, or requests regarding your information, you can contact us as described below.

You can contact us [online](#) or by mail at:

Meta Platforms, Inc.
ATTN: Privacy Operations

1601 Willow Road
Menlo Park, CA 94025

[Back to Legal Home](#)

LEVEL UP WITH EXCLUSIVE NEWS FROM META

Be the first to get updates on Meta products, limited-time promotions, new game drops and more.

Sign up

By signing up you agree to receive updates and marketing messages (e.g. email, social, etc.) from Meta about Meta’s existing and future products and services.

You may withdraw your consent and unsubscribe at any time by clicking the unsubscribe link included in our messages.

Your subscription is subject to the [Terms](#) and [Privacy Policy](#).



- Meta Store
- Ray-Ban Meta glasses
- Meta Quest
- Accessories
- Apps and games
- Meta Quest gift cards

Refurbished Meta Quest 3

Refurbished Ray-Ban Meta glasses

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Meta Warranty Plus

Meta for Work

Meta for Education

Meta Quest referrals

Education discount

Store support and legal 

Community 

Our actions 

About us 

Site terms and policies 

App support 

[United States \(English\)](#)

META QUEST

Meta Quest: *Parents:* Important guidance & safety warnings for children’s use [here](#). Using Meta Quest requires an account and is subject to requirements that include a minimum age of 10 (requirements may vary by country). See [meta.com/quest/terms](#) and the parent’s info page at [meta.com/quest/parent-info](#). Certain apps, games and experiences may be suitable for a more mature audience. META QUEST FEATURES, FUNCTIONALITY, AND CONTENT NOTICE:

Features, functionality and content are subject to change or withdrawal at any time, may not be available in all areas or languages or may be restricted; may require enabled software or service activation, and additional terms, conditions and/or charges may apply.

META QUEST IMPORTANT SAFETY NOTICE <https://www.meta.com/quest/quest-2-facial-interface-recall/>.

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RAY-BAN META

Meta AI and voice commands only in select countries and languages. Please check local availability. Meta account and Meta View App required. For ages 13+ only. Requires compatible phone with Android or iOS operating system plus wireless internet access. Features, functionality and content are subject to change or withdrawal at any time. Additional account registration, terms and fees may apply. Software updates may be required. Performance may vary based on user location, device battery, temperature, internet connectivity and interference from other devices, plus other factors. User must comply with all applicable local laws and regulations, especially relating to privacy. May interfere with personal medical devices. Check manufacturer [Safety & Warranty Guide](#) and [FAQs](#) for more product information, including [battery life](#).

OPTIONAL FINANCING

Optional financing is available through third party providers, is subject to an eligibility check by the lender, and may not be available everywhere. See <https://www.meta.com/legal/financing-offers/> for additional details. Other restrictions and taxes may apply in accordance with each lender's terms.

©2025 Meta.

Privacy Policy

What is the Privacy Policy and what does it cover?

Effective November 14, 2024 | [View printable version](#) | [See previous versions](#)

Read the [United States Regional Privacy Notice](#)  for more details about how we handle Personal Information and how to exercise your rights.

Highlights

We at Meta want you to understand what information we collect, and how we use and share it. That’s why we encourage you to read our Privacy Policy. This helps you use [Meta Products](#) in the way that’s right for you.

In the Privacy Policy, we explain how we collect, use, share, retain and transfer information. We also let you know your rights. Each section of this Policy includes helpful examples and simpler language to make our practices easier to understand. We’ve also added links to resources where you can learn more about the privacy topics that interest you.

It's important to us that you know how to control your privacy, so we also show you where you can manage your information in the settings of the Meta Products you use. You can [update these settings](#) to shape your experience.

Read the full Policy below.

What Products does this Policy cover?



Learn more in Privacy Center about managing your privacy



What information do we collect?

Highlights

0:00 / 1:43

The information we collect and process about you depends on how you use our **Products**. For example, we collect different information if you sell furniture on Marketplace than if you post a reel on Instagram. When you use our Products, we collect some information about you **even if you don't have an account**.

Here's the information we collect:

Your activity and information you provide >

Friends, followers and other connections >

App, browser and device information >

Information from partners, vendors and other third parties >

What if you don't let us collect certain information?

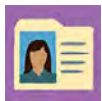
Some information is required for our Products to work. Other information is optional, but without it, the quality of your experience might be affected.

[Learn more >](#)

What if the information we collect doesn't identify individuals?

In some cases information is de-identified, aggregated, or anonymized by third parties so that it no longer identifies individuals before it's made available to us. We use this information as described below without trying to re-identify individuals.

Take control



Manage the information we collect about you
Privacy Center



How do we use your information?

Highlights



0:00 / 1:34

We use [information we collect](#) to provide a personalized experience to you, including ads, along with the other purposes we explain in detail below.

For some of these purposes, we use information [across our Products](#) and [across your devices](#). The information we use for these purposes is automatically processed by our systems. But in some cases, we also use [manual review](#) to access and review your information.

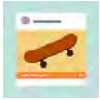
To use less information that's connected to individual users, in some cases we de-identify or aggregate information or anonymize it so that it no longer identifies you. We use this information in the same ways we use your information as described in this section.

Here are the ways we use your information:

To provide, personalize and improve our Products

We use information we have to provide and improve our [Products](#). This includes personalizing features, content and [recommendations](#) , such as your [Facebook Feed](#), [Instagram Feed](#) , Stories and ads. We use [information with special protections](#) you choose to provide for these purposes, but not to show you ads.

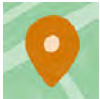
Read more about how we use information to provide, personalize and improve our Products:



How we show ads and other sponsored or commercial content



How we use information to improve our Products



How we use location-related information



To promote safety, security and integrity

We use information we collect to help protect people from harm and provide safe, secure Products.

[Learn more](#) >

To provide measurement, analytics and business services

Lots of people rely on our Products to run or promote their businesses or share content. We help them measure how well their ads and other content, products and services are working.

[Learn more](#) >

To communicate with you

We communicate with you using information you've given us, like contact information you've entered on your profile.

[Learn more](#) >

To research and innovate for social good

We use information we have, information from researchers and datasets from publicly available sources, professional groups and non-profit groups to conduct and support research.

[Learn more](#) >

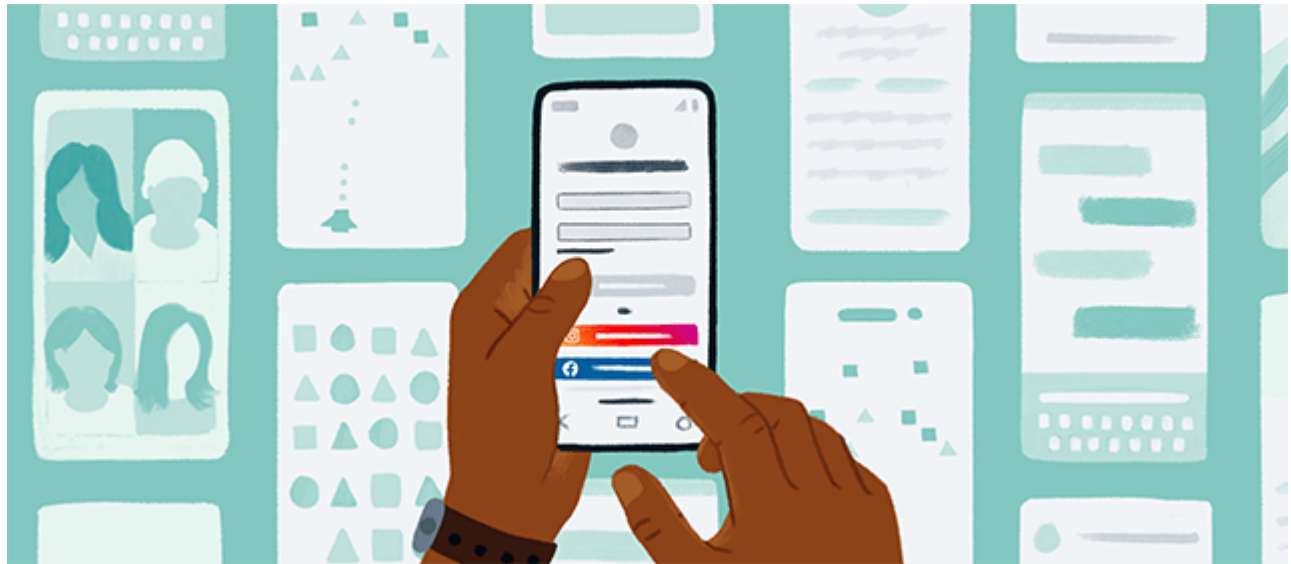
More in the Privacy Policy

Why and how we process your information



How is your information shared on Meta Products or with integrated partners?

Highlights



On Meta Products

Learn more about the different cases when your information can be shared on our [Products](#):

People and accounts you share and communicate with



Content others share or reshare about you



Public content



With integrated partners

You can choose to connect with [integrated partners](#)  who use our Products. If you do, these integrated partners receive information about you and your activity.

These integrated partners can always access information that's public on our Products. Learn more about other information they receive and how they handle your information:

When you use an integrated partner's product or service



When you interact with someone else's content on an integrated partner's product or service



How integrated partners handle your information



Take control



Learn more about audiences
Privacy Center



Manage apps and websites

How do we share information with third parties?

Highlights



We don't sell any of your information to anyone, and we never will. We also require [partners](#) and other [third parties](#) to follow rules about how they can and cannot use and disclose the information we provide.

Here's more detail about who we share information with:

Partners

Advertisers and Audience Network publishers



Partners who use our analytics services



Partners who offer goods or services on our Products and commerce services platforms



Integrated partners



Vendors

Measurement vendors



Marketing vendors



Service providers

Service providers



Third parties

External researchers



AI integrations



Other third parties

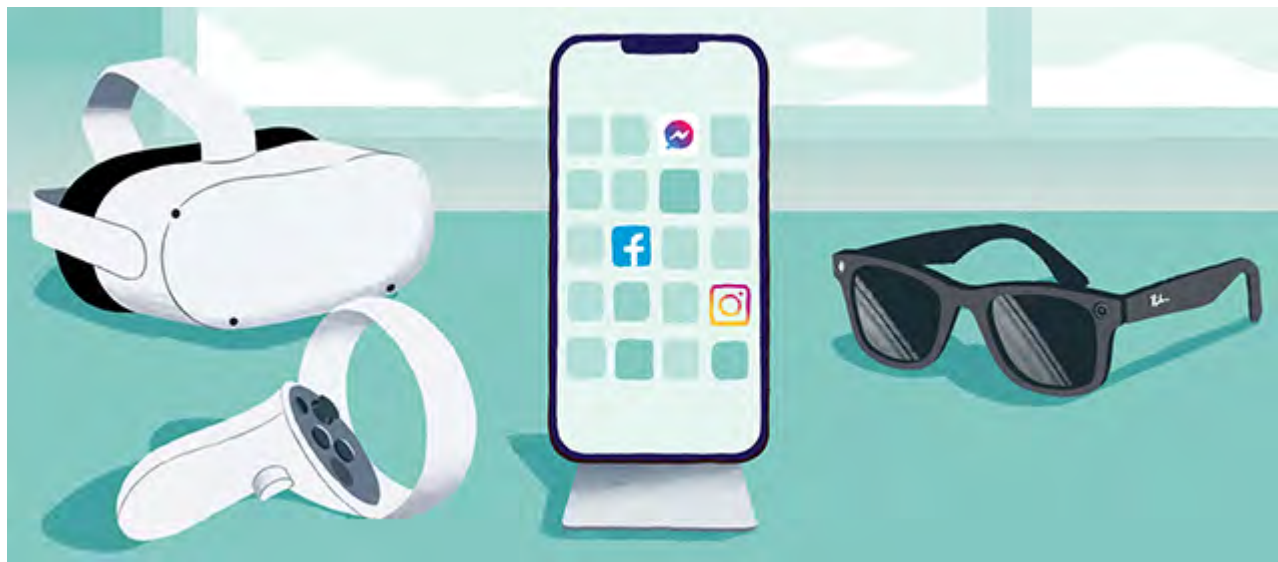
We also share information with other [third parties](#)  in response to legal requests, to comply with applicable law or to prevent harm. [Read the Policy](#).

And if we sell or transfer all or part of our business to someone else, in some cases we'll give the new owner your information as part of that transaction, but only as the law allows.

How do the Meta Companies work together?

Highlights





We are part of the [Meta Companies](#)  that provide Meta Company Products. [Meta Company Products](#)  include all the [Meta Products](#) covered by this Policy, plus other products like WhatsApp and more.

We share information we collect, infrastructure, systems and technology with the other Meta Companies. [Learn more](#) about how we transfer information to other countries.

We also process information that we receive about you from other Meta Companies, according to their terms and policies and as permitted by applicable law. In some cases, Meta acts as a [service provider](#)  for other Meta Companies. We act on their behalf and in accordance with their instructions and terms.

Why we share across the Meta Companies

Meta Products share information with other Meta Companies:

- To promote safety, security and integrity and comply with applicable laws
- To personalize offers, ads and other sponsored or commercial content
- To develop and provide features and integrations
- To understand how people use and interact with Meta Company Products

[See some examples](#) of why we share.

More resources

Review the privacy policies of the other Meta Companies
Facebook Help Center



How can you manage or delete your information and exercise your rights?

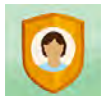
Highlights



We offer you a variety of tools to view, manage, download and delete your information below. You can also manage your information by visiting the settings of the Products you use. You may also have other privacy rights under applicable laws.

To exercise your rights, visit our Help Centers, your settings for Facebook and Instagram and your device-based settings.

Take a privacy checkup



Take a privacy checkup

Be guided through Facebook privacy settings



View and manage your information



Access your information



Off-Meta activity



Ad preferences



Manage your data



Port, download or delete your information



Port your information



Download your information



Delete your information or account



You can learn more about how privacy works on [Facebook](#) and on [Instagram](#) , and in the [Facebook Help Center](#) . If you have questions about this policy, you can [contact us](#)  as described below. In some countries, you may also be able to contact the Data Protection Officer for Meta Platforms, Inc., and depending on your jurisdiction, you may also contact your local Data Protection Authority (“DPA”) directly.

How long do we keep your information?

Highlights



We keep information as long as we need it to provide our Products, comply with legal obligations or protect our or other's interests. We decide how long we need information on a case-by-case basis. Here's what we consider when we decide:

- If we need it to operate or provide our Products. For example, we need to keep some of your information to maintain your account. [Learn more](#).
- The feature we use it for, and how that feature works. For example, messages sent using Messenger's vanish mode are retained for less time than regular messages. [Learn more](#).
- How long we need to retain the information to comply with certain legal obligations. [See some examples](#).
- If we need it for other legitimate purposes, such as to prevent harm; investigate possible violations of our terms or policies; promote safety, security and integrity; or protect ourselves, including our rights, property or products

In some instances and for specific reasons, we'll keep information for an extended period of time. [Read our Policy](#) about when we may preserve your information.

How do we transfer information?

Highlights



Why is information transferred to other countries?



Where is information transferred?



How do we safeguard your information?



How do we respond to legal requests, comply with applicable law and prevent harm?

Highlights



We access, preserve, use and share your information:

- In response to legal requests, like search warrants, court orders, production orders or subpoenas. These requests come from [third parties](#)  such as civil litigants, law enforcement and other government authorities. [Learn more](#) about when we respond to legal requests.
- In accordance with applicable law

- To promote the safety, security and integrity of **Meta Products**, users, employees, property and the public. [Learn more](#).

We may access or preserve your information for an extended amount of time. [Learn more](#).

How will you know the Policy has changed?

We'll notify you before we make material changes to this Policy. You'll have the opportunity to review the revised Policy before you choose to continue using our Products.

Privacy notice for United States residents

You can learn more about the consumer privacy rights that may be available to you by reviewing the [United States Regional Privacy Notice](#) [↗](#).

How to contact Meta with questions

You can learn more about how privacy works on [Facebook](#) [↗](#) and on [Instagram](#) [↗](#) and in the [Facebook Help Center](#) [↗](#). If you have questions about this Policy or have questions, complaints or requests regarding your information, you can contact us as described below.

You can contact us [online](#) [↗](#) or by mail at:

Meta Platforms, Inc.
ATTN: Privacy Operations
1601 Willow Road
Menlo Park, CA 94025

Why and how we process your information

The categories of information we use, and why and how information is processed, are set out below:

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
Personalizing the Meta Products (other than ads, see below): Our systems automatically process information we collect and store associated with you and	Your activity and information you provide: • Content you create, like posts, comments or audio

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
others to assess and understand your interests and your preferences and provide you personalized experiences across the Meta Products in accordance with our terms. This is how we: • Personalize features and content (such as your Facebook Feed , Instagram Feed  and Stories); • Make suggestions for you (such as people you may know, groups or events that you may be interested in or topics that you may want to follow) on and off our products. Learn more  about how we use information about you to personalize your experience on and across Meta Products and how we choose the ads that you see.	• Content you provide through our camera feature or your camera roll settings, or through our voice-enabled features • Metadata  about content • Types of content you view or interact with, and how you interact with it • Apps and features you use, and what actions you take in them • Purchases or other transactions you make • Hashtags you use • The time, frequency and duration of your activities on our Products Friends, followers and other connections App, browser and device information: • Device  characteristics and device software • What you're doing on your device, like whether our app is in the foreground or if your mouse is moving (which can help tell humans from bots) • Identifiers that tell your device apart from other users' • Device signals • Information you've shared through your device settings (like GPS location) • Location-related information • Information about the network you connect your device to

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
	• Reports about our products' performance on your device • Information from cookies and similar technologies Information from partners, vendors and third parties
Providing ads on the Meta Products: Our ads system automatically processes information that we've collected and stored associated with you. Our ads system uses this information to understand your interests and your preferences and personalize your ads across the Meta Products. Our ads system prioritizes what ad to show you based on what audience advertisers want to reach. Then we match the ad to people who might be interested. Learn more about how our ads system works	Your activity and information you provide: • Age • The gender you provide • Information about ads we show you and how you engage with those ads App, browser and device information: • Location information • Device characteristics and device software
Providing and improving our Meta Products: The provision of the Meta Products includes collecting, storing, and, where relevant, sharing, profiling, reviewing and curating, and in some instances not only automated processing but also manual (human) reviewing, to: • Create and maintain your account and profile, • Connect your Meta Products account, including your public profile information, to an integrated partner to sign in or share your information,	Your activity and information you provide: • Content you create, like posts, comments or audio • Your public profile information (including your name, username and profile picture) • Content you provide through our camera feature or your camera roll settings, or through our voice-enabled features • Messages you send and receive, including their content, subject to applicable law

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
• Facilitate the sharing of content and status, • Provide and curate features, • Provide messaging services, the ability to make voice and video calls and connect with others, • Provide advertising products, • Understand and enable creation of content like text, audio, images and videos, including through artificial intelligence technology  we provide, • Undertake analytics, and • Facilitate your purchases and payments on Meta Pay or other Meta checkout experiences. We also use information to develop, research and test improvements to our Products. We use information we have to: • See if a product is working correctly, • Troubleshoot and fix it when it's not, • Test out new products and features to see if they work, • Get feedback on our ideas for products or features, and • Conduct surveys and other research about what you like about our Products and brands and what we can do better.	• Metadata about content and messages, subject to applicable law • Types of content you view or interact with, and how you interact with it • Apps and features you use, and what actions you take in them • Purchases or other transactions you make, including truncated credit card information • Hashtags you use • The time, frequency and duration of your activities on our Products • Your photo or video selfie if you provide it when you contact us for account support Friends, followers and other connections App, browser and device information: • Device characteristics and device software • What you're doing on your device, like whether our app is in the foreground or if your mouse is moving (which can help tell humans from bots) • Identifiers that tell your device apart from other users' • Device signals • Information you've shared through your device settings • Location-related information • Information about the network you connect your device to, including

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
	your IP address  Information from cookies and similar technologies Information from partners, vendors and third parties
Promoting safety, integrity and security on and across the Meta Products: The Meta Products are designed to research and help ensure the safety, integrity and security of those services and those people who enjoy them, on and off Meta Products. We process information we have associated with you and apply automated processing techniques and, in some instances, conduct manual (human) review to: - Verify accounts and activity, - Find and address violations of our terms or policies. In some cases, the decisions we make about violations are reviewed by the Oversight Board , - Investigate suspicious activity, - Detect, prevent and combat harmful or unlawful behavior, such as to review and, in some cases, remove content reported to us, - Identify and combat disparities and racial bias against historically marginalized communities, - Protect the life, physical or mental health, well-being or integrity of our users or others, - Detect and prevent spam, other security matters and other bad experiences,	Your activity and information you provide:: - Content you create, like posts, comments or audio - Content you provide through our camera feature or your camera roll settings, or through our voice-enabled features - Messages you send and receive, including their content, subject to applicable law - Metadata about content and messages, subject to applicable law - Types of content you view or interact with, and how you interact with it - Apps and features you use, and what actions you take in them - Purchases or other transactions you make, including truncated credit card information - Hashtags you use - The time, frequency and duration of your activities on our Products - Your photo or video selfie if you provide it when you contact us for account support

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
• Detect and stop threats to our personnel and property, and • Maintain the integrity of our Products. For more information on safety, integrity and security generally on Meta Products, visit the Facebook Security Help Center  and Instagram Security Tips .	Friends, followers and other connections App, browser and device information: • Device characteristics and device software • What you're doing on your device, like whether our app is in the foreground or if your mouse is moving (which can help tell humans from bots) • Identifiers that tell your device apart from other users' • Device signals • Information you've shared through your device settings • Location-related information • Information about the network you connect your device to, including your IP address • Information from cookies and similar technologies Information from partners, vendors and third parties
To communicate with you: We use information you've given us (like contact information on your profile) to send you a communication, like an e-mail or in-product notice, for example: • We'll contact you via email or in-product notifications in relation to the Meta Products, product-related issues, research or to let you know about our terms and policies.	Your activity and information you provide: • Contact information on your profile and your communications with us • Content you create, like posts, comments or audio • Content you provide through our camera feature or your camera roll settings, or through our voice-enabled features

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
We also use contact information like your email address to respond when you contact us.	App, browser and device information: • Device characteristics and device software • What you're doing on your device, like whether our app is in the foreground or if your mouse is moving (which can help tell humans from bots) • Identifiers that tell your device apart from other users' • Device signals • Information you've shared through your device settings • Location-related information • Information about the network you connect your device to, including your IP address • Information from cookies and similar technologies.
Transferring, storing or processing your information across borders, including from and to the United States and other countries: We share information we collect globally, both internally across our offices and data centers and externally with our partners , third parties  and service providers . Because Meta is global, with users, partners, vendors and employees around the world, transfers are necessary: • To operate and provide the services described in the terms that apply to the Meta Product(s) you are using. This includes allowing you to share information and connect with your family and friends around the globe; and	Your activity and information you provide: • Content you create, like posts, comments or audio • Content you provide through our camera feature or your camera roll settings, or through our voice-enabled features • Metadata about content and messages, subject to applicable law • Types of content you view or interact with, and how you interact with it • Apps and features you use, and what actions you take in them

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
• To fix, analyze and improve our Products. For more information, see the "How do we transfer information?" section of the Meta Privacy Policy.	• Purchases or other transactions you make, including truncated credit card information • Hashtags you use • The time, frequency and duration of your activities on our Products • Your photo or video selfie if you provide it when you contact us for account support Friends, followers and other connections App, browser and device information: • Device characteristics and device software • What you're doing on your device, like whether our app is in the foreground or if your mouse is moving (which can help tell humans from bots) • Identifiers that tell your device apart from other users' • Device signals • Information you've shared through your device settings • Location-related information • Information about the network you connect your device to, including your IP address • Information from cookies and similar technologies Information from partners, vendors and third parties

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
Processing information subject to special protections under applicable laws that you provide so we can share it with those you choose, to provide, personalize and improve our Products and to undertake analytics. We'll collect, store, publish and apply automated, or sometimes manual (human), processing for these purposes.	Your activity and information you provide: Any information with special protections that you choose to provide, such as your religious views, your sexual orientation, political views, health, racial or ethnic origin, philosophical beliefs or trade union membership, or as part of surveys you choose to participate in, and where you have given your explicit consent
Receiving and using information from third parties to tailor the ads you see: We'll use information that advertisers, businesses and other partners provide us about activity off Meta Products that we have associated with you to personalize ads that we show you on Meta Products, and on websites, apps and devices that use our advertising services. We receive this information whether or not you're logged in or have an account on our Products. See the Cookies Policy for more information.	Your activity and information you provide: Information and content you provide, such as your name or email address Information from partners, vendors and third parties
Sharing your contact, profile or other information with third parties upon your request: The type of third party and categories of information shared depend on the circumstances of what you ask us to share. For example: We share your email (or other contact information) or other information you might choose when you direct us to share it with an advertiser so they can contact you with additional information about a promoted product, and	Your activity and information you provide: - Information such as your contact or profile information - Content you create, like posts or comments

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
• If you choose to integrate other apps, games or websites with Meta Products and log in, we'll share your information with the app, game or website to log you in.	
Providing measurement, analytics and business services: Our systems automatically, as well as with some manual (human) processing, process information we have collected and stored about you and others. We use this information to: • Provide insights and measurement reports to businesses, advertisers and other partners to help them measure the effectiveness and distribution of their or their clients' ads, content and services, to understand the kinds of people who are seeing their content and ads, and how their content and ads are performing on and off Meta Products, and • Provide aggregated user analytics and insights reports that help users, businesses, advertisers and other partners better understand the audiences with whom they may want to connect, as well as the types of people who use their services and how people interact with their content, websites, apps and services.	Your activity and information you provide: • Content you create, like posts, comments or audio • Content you provide through our camera feature or your camera roll settings, or through our voice-enabled features • Types of content you view or interact with, and how you interact with it • Apps and features you use, and what actions you take in them • Purchases or other transactions you make • Hashtags you use • The time, frequency and duration of your activities on our Products Friends, followers and other connections App, browser and device information: • Device characteristics and device software • What you're doing on your device, like whether our app is in the foreground or if your mouse is moving (which can help tell humans from bots)

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
	• Identifiers that tell your device apart from other users • Device signals • Information you've shared through your device settings • Location-related information • Information about the network you connect your device to, including your IP address • Information from cookies and similar technologies
Sharing of information across the Meta Companies: • To provide a seamless, consistent and richer, innovative experience across the Meta Company Products to enable cross app interactions, sharing, viewing and engaging with content, including posts and videos.	Your activity and information you provide: • Content you create, like posts, comments or audio • Content you provide through our camera feature or your camera roll settings, or through our voice-enabled features • Metadata about content • Types of content you view or interact with, and how you interact with it • Apps and features you use, and what actions you take in them • Purchases or other transactions you make • Hashtags you use • The time, frequency and duration of your activities on our Products Friends, followers and other connections

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
	App, browser and device information: • Device characteristics and device software • What you're doing on your device, like whether our app is in the foreground or if your mouse is moving (which can help tell humans from bots) • Identifiers that tell your device apart from other users' • Device signals • Information you've shared through your device settings • Location-related information • Information about the network you connect your device to, including your IP address • Information from cookies and similar technologies
Business intelligence and analytics: • To understand, in aggregate, your usage of and across our Products, to accurately count people and businesses; and • To validate metrics directly related to these, in order to inform and improve product direction and development and to adhere to (shareholder/earning) reporting obligations.	Your activity and information you provide: • Content you create, like posts, comments or audio • Content you provide through our camera feature or your camera roll settings, or through our voice-enabled features • Metadata about content and messages, subject to applicable law • Types of content you view or interact with, and how you interact with it • Apps and features you use, and what actions you take in them

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
	• Purchases or other transactions you make • Hashtags you use • The time, frequency and duration of your activities on our Products Friends, followers and other connections App, browser and device information: • Device characteristics and device software • What you're doing on your device, like whether our app is in the foreground or if your mouse is moving (which can help tell humans from bots) • Identifiers that tell your device apart from other users' • Device signals • Information you've shared through your device settings • Location-related information • Information about the network you connect your device to, including your IP address • Information from cookies and similar technologies Information from partners, vendors and third parties
Identifying you as a Meta Product user and personalizing the ads we show you through Meta Audience Network when you visit other apps:	Your activity and information you provide: • Information you provide

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
When we show you ads through Meta Audience Network  when you visit other apps, our systems automatically process the information we have collected and stored about you and others to identify you as a Meta Product user and tailor the ads you see.	- Content you create, like posts, comments or audio - Content you provide through our camera feature or your camera roll settings, or through our voice-enabled features - Metadata about content - Types of content you view or interact with, and how you interact with it - Apps and features you use, and what actions you take in them - Purchases or other transactions you make - Hashtags you use - The time, frequency and duration of your activities on our Products Friends, followers and other connections App, browser and device information: - Device characteristics and device software - What you're doing on your device, like whether our app is in the foreground or if your mouse is moving (which can help tell humans from bots) - Identifiers that tell your device apart from other users' - Device signals - Information you've shared through your device settings - Information about the network you connect your device to, including

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
	your IP address Information from cookies and similar technologies
Providing marketing communications to you: - Depending on your settings and subject to applicable law, we'll share marketing communications with you. - We'll collect and store your information and use it to send marketing communications to you, like an email, subject to applicable laws.	Your activity and information you provide: - Information and content you provide, including your contact information like email address App, browser and device information: - Device identifiers
Research and innovate for social good: - We carry out surveys and use information (including from researchers we collaborate with) to conduct and support research and innovation on topics of general social welfare, technological advancement, public interest, health and well-being. - For example, we analyze information that we have about migration patterns during crises. This helps relief organizations get aid to the right places. - We collect, store, combine, analyze and apply automatic processing techniques like aggregation of information as well as manual (human) review, and share information, as necessary to research and innovate for social good in this way. - We support research in areas like artificial intelligence and machine learning.	Your activity and information you provide: - Content you create, like posts, comments or audio - Content you provide through our camera feature or your camera roll settings, or through our voice-enabled features - Metadata about content and messages, subject to applicable law - Types of content you view or interact with, and how you interact with it - Apps and features you use, and what actions you take in them - Purchases or other transactions you make - Hashtags you use - The time, frequency and duration of your activities on our Products

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
Learn more  about our research programs.	Friends, followers and other connections App, browser and device information: • Device characteristics and device software • What you're doing on your device, like whether our app is in the foreground or if your mouse is moving (which can help tell humans from bots) • Identifiers that tell your device apart from other users' • Device signals • Information you've shared through your device settings • Location-related information • Information about the network you connect your device to, including your IP address • Information from cookies and similar technologies Information from partners, vendors and third parties
Anonymizing your information In some cases, we anonymize information we have associated with you, such as your activity on and off our Products, and use the resulting information, for example, to provide and improve our Meta Products, including ads.	Your activity and information you provide: • Content you create, like posts, comments or audio • Content you provide through our camera feature or your camera roll settings, or through our voice-enabled features • Metadata about content

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
	• Types of content you view or interact with, and how you interact with it • Apps and features you use, and what actions you take in them • Purchases or other transactions you make • Hashtags you use • The time, frequency and duration of your activities on our Products Friends, followers and other connections App, browser and device information: • Device characteristics and device software • What you're doing on your device, like whether our app is in the foreground or if your mouse is moving (which can help tell humans from bots) • Identifiers that tell your device apart from other users' • Device signals • Information you've shared through your device settings • Location-related information • Information about the network you connect your device to, including your IP address • Information from cookies and similar technologies Information from partners, vendors and third parties

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
Sharing information with others, including law enforcement and to respond to legal requests. See the "How do we respond to legal requests, prevent harm and promote safety and integrity?" section of the Meta Privacy Policy for more for information on when we share information with law enforcement and others. The categories of information we access, preserve, use and share depend on the specific circumstances. For example, responses to legal requests where not compelled by law will typically include limited information (such as contact details and login information). However, the information we process will depend on the purposes, which could include the following: • In response to legal requests from third parties such as civil litigants, law enforcement and other government authorities • To comply with applicable law or legitimate legal purposes • To promote the safety, security and integrity of Meta Companies, Meta Products, users, employees, property and the public Learn more about how we promote safety, security and integrity.	Your activity and information you provide: • Content you create, like posts, comments or audio • Content you provide through our camera feature or your camera roll settings, or through our voice-enabled features • Metadata about content, subject to applicable law • Types of content you view or interact with, and how you interact with it • Apps and features you use, and what actions you take in them • Purchases or other transactions you make • Hashtags you use • Your photo or video selfie if you provide it when you contact us for account support Friends, followers and other connections App, browser and device information: • Device characteristics and device software • What you're doing on your device, like whether our app is in the foreground or if your mouse is moving (which can help tell humans from bots) • Identifiers that tell your device apart from other users' • Device signals

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
	• Information you've shared through your device settings • Location-related information • Information about the network you connect your device to, including your IP address • Information from cookies and similar technologies Information from partners, vendors and third parties
For processing information when the law requires it: Where we are under an obligation to disclose information such as, for example, if we receive a valid legal request for certain information such as a search warrant, we will access, preserve and/or share your information with regulators, law enforcement or others. The way in which the information will be processed depends on the specific circumstances. See the "How do we respond to legal requests, prevent harm and promote safety and integrity?" section of the Meta Privacy Policy for more. "Information for Law Enforcement Authorities"  provides information on the operational guidelines law enforcement needs to follow.	The categories of information depend on the specific circumstances of each mandatory request or obligation. Only the information necessary to comply with the relevant legal obligation will be shared or otherwise processed. For example, for civil matters, this will typically include limited information (such as contact details and login information). However, depending on the circumstances it could include the following: Your activity and information you provide: • Content you create, like posts, comments or audio • Content you provide through our camera feature or your camera roll settings, or through our voice-enabled features • Messages you send and receive, including their content, subject to applicable law • Metadata about content and messages, subject to applicable law

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
	• Types of content you view or interact with, and how you interact with it • Apps and features you use, and what actions you take in them • Purchases or other transactions you make, including truncated credit card information • Hashtags you use • The time, frequency and duration of your activities on our Products • Your photo or video selfie if you provide it when you contact us for account support Friends, followers and other connections App, browser and device information: • Device characteristics and device software • What you're doing on your device, like whether our app is in the foreground or if your mouse is moving (which can help tell humans from bots) • Identifiers that tell your device apart from other users' • Device signals • Information you've shared through your device settings • Location-related information • Information about the network you connect your device to, including your IP address

Why and how we process your information	Information categories we use (see 'What Information do we collect?' for more information on each information category) The actual information we use depends on your factual circumstances, but could include any of the following:
	• Information from cookies and similar technologies Information from partners, vendors and third parties

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META QUEST

Parent Privacy Disclosure

Effective March 31, 2025

Please read this Parent Privacy Disclosure carefully. It applies to Meta accounts that parents create for children ages 10 to 12 years old (or the applicable age in your region) for use on [Meta VR Products](#).

This Parent Privacy Disclosure (“Privacy Disclosure”) summarizes how Meta collects, uses and discloses your child’s personal information after you create your child’s Meta account. As the parent or legal guardian, confirm your approval of this Privacy Disclosure and the collection, use, and disclosure of your child’s information as described below to set up a Meta account for your child. If you do not approve, you will not be able to create a Meta account for your child; your child will not be permitted to use Meta VR Products; and we will not knowingly collect, use, or disclose your child’s personal information.

This Privacy Disclosure does not apply to the practices of any third-party services (including apps or games) that may be accessed through a Meta Quest device. Before using any third-party service, you should review the applicable terms and policies to determine their appropriateness for your child, including the service’s data collection and use practices.

To learn more about how Meta handles your and your child’s personal information, please review the [Supplemental Meta Platforms Technologies Privacy Policy](#).

Controls for parents

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regard to your child's personal information:

- Change your child's default account settings anytime in [Family Center](#), including reviewing or editing your child's Meta account information, such as the password used to log into their device, and changing the settings that govern your child's Active Status, which allows their followers to see whether they are online or were recently online.
 - Irrespective of these default privacy settings, users who are currently in the same app or experience may be able to see your child's presence in that app or experience, and Meta Quest users can still search for your child's name or username and send your child a follow request.
- Add users as approved contacts that your child can call and chat with. These users will be able to send or receive invites from your child to join them in an app or experience. You can remove approved contacts any time in [Family Center](#). Your child can remove approved contacts anytime in the Meta Horizon mobile app and in virtual reality.
- View your child's follower and following lists, and block users. If you choose to manage your child's follower and following lists, you can approve your child's follower and following requests.
- Approve your child's app downloads and purchases and manage which Horizon worlds they access, create and collaborate on.
- Set time limits, such as a daily time limit and breaks when your child cannot use the headset or Horizon Worlds.
- Access, download and delete information collected about or from your child and delete your child's Meta account. Your child can also exercise the same privacy rights, including deleting their Meta account. Learn more in our [United States Regional Privacy Notice](#).

When your child turns 13 or 14 (depending on where they live), they will have 30 days to start managing their Meta account or they will be blocked from using their device. Once they start managing their own Meta account, they will need to review the [Supplemental Meta Platforms](#)

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Information we collect about your child

As part of creating a Meta account, we ask for your child's name, email address, password, and date of birth. Additionally, your child must create a [Meta Horizon profile](#), which includes their name, username, avatar, list of followers, and profile picture.

When your child uses Meta VR Products, Meta may also collect the following information:

- Information about your child's connections to others, such as whom your child follows, whom you have added as an approved contact for your child, and when the same parent or guardian manages your child's account
- Information about your child's activity in Meta Quest devices and apps, including the apps they download, and the time, frequency, and duration of their activities
- Information about your child's gameplay activity and statistics, including actions in a game and associated metadata
- Information about content your child creates on Meta VR Products, such as a picture, or an object your child builds. We also collect information about this content, such as the date and time your child created it
- Video and audio information recorded when cameras and microphones are enabled on Meta VR Products
- Audio recordings of your child's voice and related data about their voice interactions if you choose to enable voice services on their Meta Quest device
- Headset location via WiFi and IP signals to determine general location when location

services are on

- With your approval, additional information about how your child uses their Meta Quest
-

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- With your approval, information about the size of walls, surfaces, and objects in your child's room and the distances between them and your child's headset to offer experiences that blend their virtual and real-world environments
- Personal information necessary to provide services so that the device and any features you or your child turn on function optimally
- Physical information about or related to your child, such as estimated hand size and body scale, and hand and body pose data, if you choose to enable the hand and body tracking feature
- Information about or related to the position and orientation of the headset, controllers and body movements to determine body pose, make your child's avatar's movements more realistic, and deliver an immersive virtual experience
- Information collected in or through various technologies on the Meta Quest website, browser, and Meta Horizon mobile app, including cookies, pixels, local storage, and similar technologies, as described in the sections about essential cookies in the [Meta Cookies Policy](#).
- Technical information about the devices your child uses and how they use them, including performance and device attributes, system logs and settings, success or failure of specific functions, use of third-party services, and crash reports.

We also receive information from developers about your child's activity in their apps, including your child's achievements and what features they use. Additionally, we receive information about your child's age category (not including birthdate) from partners and third parties including some developers.

Additionally, when your child uses Horizon Worlds, the last few minutes of your child's and other users' most recent audio, video and other interactions in Horizon Worlds are recorded in

case your child wants to report anything they've encountered. These recordings may be stored on our servers. We do not review these recordings unless your child submits a report. If your child doesn't submit a report, the recordings are deleted on a rolling basis. These recordings

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recordings or the same event. If your child submits a report, we use the attached recordings to investigate and fully resolve the report, and to help train our systems to better combat harmful behavior, after which time the recordings are deleted. In some cases, we may need to retain the recordings for longer, where it is necessary in order to comply with applicable law.



- We use your child's information to communicate with them, provide services like Meta accounts, undertake analytics and measurement, promote safety, security, integrity, and optimal operation on Meta VR Products and to conduct research and innovate for social good.
- We use information such as age, chosen language, general location, and people your child is connected with, so that we can provide your child with additional product functionalities and safe, age-appropriate experiences, such as enabling them to invite people to specific apps and worlds and placing them in apps and worlds with people they know, and/or contacts you have approved.
- Users you add as approved contacts, your child's followers, and those they follow may appear higher in your child's search results.
- We also offer optional personalization to help your child find relevant experiences, for example, to recommend apps based on their interests or worlds that they or people they know have visited.
- We use device performance and reliability data to improve and develop Meta VR products.

How we share your child's information

We share your child's information with various categories of third parties in connection with

your child's use of Meta VR Products:

- **Information that is Public:** Your child's Meta Horizon Profile information including their
-

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- **Information Shared While Playing Online:** When your child uses a multi-user app on their Meta Quest device, their activity and other information they provide including their avatar, in-app profile information, and in-app activity are visible to all within the app, irrespective of the privacy settings you've selected for your child.
- **Information Shared with Third Party Developers:** We share your child's Meta Horizon profile information with apps they use so they can appear as their Meta Horizon profile in those apps. We may also share information about your child's age category (not including birthdate), followers, blocked users, subscriptions, personal identifiers, app invites (when social features are enabled), and in-app purchases and destinations with app developers.
- **Information Shared with Other Users:** We may share certain information about your child including the fact that they have a parent-managed Meta account and the apps they have, with other users who are managed or supervised by the same parent or guardian. Your child's activity, such as apps your child has used and achievements in those apps, will be visible to their followers.
- **Vendors and Service Providers:** We share your child's information with vendors and service providers who support our business, such as by providing technical infrastructure services, analyzing how products are used, providing customer service, facilitating payments, or conducting surveys.
- **Third Parties for Security, Integrity, and Legal Requests:** Meta may share your child's information in response to valid law enforcement requests for information, including emergency requests related to credible threats of violence or harm, as well as other legal requests.

Data retention

We keep information as long as we need it to provide Meta Quest Products, comply with legal obligations, respond to a legal request, protect our or other's interests, prevent harm or to

improve safety, integrity and security features. This is a case-by-case determination that depends on many factors like the nature of the data, why it is collected, and relevant legal, integrity or operational retention needs.

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How to contact Meta

If you have any questions about your child's Meta account or this Privacy Disclosure, you can contact us [online](#). You can also find additional information in our [Help Center](#).

LEVEL UP WITH EXCLUSIVE NEWS FROM META

Be the first to get updates on Meta products, limited-time promotions, new game drops and more.



Sign up

By signing up you agree to receive updates and marketing messages (e.g. email, social, etc.) from Meta about Meta's existing and future products and services.

You may withdraw your consent and unsubscribe at any time by clicking the unsubscribe link included in our messages.

Your subscription is subject to the [Terms](#) and [Privacy Policy](#).



Meta Store



Ray-Ban Meta glasses

Meta Quest

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Apps and games

Meta Quest gift cards

Refurbished Meta Quest 3

Refurbished Ray-Ban Meta glasses

Meta Quest: Play now. Pay later.

Meta Warranty Plus

Meta for Work

Meta for Education

Meta Quest referrals

Education discount

Store support and legal 

Community 

Our actions 

About us 

Site terms and policies 

App support 

United States (English)

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META QUEST

Meta Quest: *Parents:* Important guidance & safety warnings for children's use [here](#). Using Meta Quest requires an account and is subject to requirements that include a minimum age of 10 (requirements may vary by country). See [meta.com/quest/terms](https://www.meta.com/quest/terms) and the parent's info page at [meta.com/quest/parent-info](https://www.meta.com/quest/parent-info). Certain apps, games and experiences may be suitable for a more mature audience. META QUEST FEATURES, FUNCTIONALITY, AND CONTENT NOTICE: Features, functionality and content are subject to change or withdrawal at any time, may not be available in all areas or languages or may be restricted; may require enabled software or service activation, and additional terms, conditions and/or charges may apply.

META QUEST IMPORTANT SAFETY NOTICE <https://www.meta.com/quest/quest-2-facial-interface-recall/>.

Financing Options. You may be offered financing options for your Meta purchases. Learn more [here](#).

***Based on the graphic performance of the Qualcomm Snapdragon XR2 Gen 2 vs XR2 Gen 1 on Meta Quest 2

RAY-BAN META

Meta AI and voice commands only in select countries and languages. Please check local availability. Meta account and Meta View App required. For ages 13+ only. Requires compatible phone with Android or iOS operating system plus wireless internet access. Features, functionality and content are subject to change or withdrawal at any time. Additional account registration, terms and fees may apply. Software updates may be required. Performance may vary based on user location, device battery, temperature, internet connectivity and interference from other devices, plus other factors. User must comply with all applicable local laws and regulations, especially relating to privacy. May interfere with personal medical devices. Check manufacturer [Safety & Warranty Guide](#) and [FAQs](#) for more product information, including [battery life](#).

OPTIONAL FINANCING

Optional financing is available through third party providers, is subject to an eligibility check by the lender, and may not be available everywhere. See <https://www.meta.com/legal/financing-offers/> for additional details. Other restrictions and taxes may apply in accordance with each lender's terms.

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Distribute



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Developer Data Use Policy

Updated: Mar 7, 2025

Section 1. Introduction

1.1 Your use of any user data collected or processed through the Meta Horizon platform, whether directly or indirectly, is subject to this Developer Data Use Policy (“Policy”).

1.2 This Policy explains your obligations with respect to the receipt, collection, use and processing of User Data (as defined below) in connection with any Content you distribute via the Meta Horizon platform.

1.3 To use the Meta Horizon platform, integrate in-app services (e.g., subscriptions, leaderboards), distribute Content, retrieve data from us, or provide data to us, you must agree to this Policy, as well as our other applicable terms and policies made available to you, including those on our [Developer Dashboard](#) .

1.4 This Policy is effective as of the date you accept it or otherwise start accessing or using the Meta Horizon platform, and will continue until you stop accessing and using the Meta Horizon platform, unless earlier terminated as described below.

1.5 If you fail to comply with this Policy, any other applicable terms or policies, or applicable laws or regulations, we may suspend or remove your Content and limit or terminate your developer access to the Meta Horizon platform, as described below.

1.6 Capitalized terms not otherwise defined in this Policy (including in Section 11 (“Glossary”)) have the meaning given in our other terms and policies, including our [Terms of Service](#) . The term “including” means “including without limitation.”

Section 2. Your Privacy Policy

2.1 You are responsible, as required by applicable law, to obtain any permissions/consents from the end user and/or rely on any appropriate legal basis for use or other processing of Developer User Data. It is also your responsibility to obtain consent or clear direction from end users before you give Meta any Developer User Data.

channel in the Developer Dashboard (not directly through the store), your privacy policy does not need to be publicly available, but must be available to all users and potential users of your Content prior to their use of your Content. It is also your responsibility to comply with any and all privacy and data protection laws in all applicable jurisdictions.

2.3 Your privacy policy may not supersede, modify, be less protective than, or otherwise be inconsistent with this Policy or our other applicable terms and policies with respect to User Data. This Policy applies to all User Data regardless of the disclosures you include in your privacy policy. For example, you may not sell User Data even if you disclose your intention to do so in your privacy policy.

2.4 You must retain your privacy policy in effect while using the Meta Horizon platform and maintain a publicly available privacy policy with current, and up to date, links to your privacy policy in the privacy policy field in your Content submission documentation, so that it can be provided to end users of your Content on the applicable product description page.

2.5 You may only process User Data as clearly described in your privacy policy and in accordance with all applicable law and regulations, this policy, and all other applicable terms and policies.

2.6 You must disclose the collection and use of the Advertising ID in a legally adequate privacy notice to users.

Section 3. Permitted Uses of User Data

3.1 You can use User Data solely for the following purposes:

- (a) Running, supporting and maintaining your Content in order to provide or improve the experience to the end user requesting the Content and from whom the User Data was collected;
- (b) Conducting analytics pertaining to your Content, and using such insights to improve your Content, provided that such insights are aggregated, de-identified, or anonymized such that you cannot identify individual users or devices from the analytics; and
- (c) Complying with applicable laws and regulations.

3.2 In addition, you can use certain User Data for the purposes described below:

- (a) As permitted by applicable law, you can use Meta Horizon User Data (which does not include Device User Data) to provide a user with information about or the opportunity to obtain new or existing features or functionality in an app such user has purchased from you, or other

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- (b) You can only use the Advertising ID, and any information obtained through the use of the Advertising ID, for advertising purposes.
- (c) You are only allowed to access the Advertising ID if your app is permitted by Meta policies to show ads.
- (d) You must verify the status of any user settings regarding the Advertising ID on each access of the Advertising ID.
- (e) You may combine the Advertising ID with Developer User Data, but you may not combine it with Meta Horizon User Data or Device User Data. See Section 4 for additional limitations.
- (f) You can link persistent device identifiers (e.g., device serial number), or any data derived therefrom, to other User Data only for the following use case(s), which must be disclosed to users:
- (i) Managing enterprise device management apps using device owner mode.

Section 4. Prohibited Uses of User Data

You will not perform, or facilitate or support others in performing, any of the following prohibited practices (collectively, “Prohibited Practices”):

- 4.1 Retaining, using, or disclosing User Data for any purpose other than those described in this Policy, the SDK License Agreement, the [allowed use cases](#) of Meta Horizon User Data and any other applicable agreements with Meta;
- 4.2 Using User Data for marketing or advertising purposes other than those explicitly permitted in Section 3;
- 4.3 Selling, licensing, purchasing, renting, or lending User Data or similar actions, or permitting a third party to do so;
- 4.4 Using User Data to profile, discriminate, or encourage discrimination in a manner that disadvantages people based on their race, ethnicity, color, national origin, religion, age, sex, sexual orientation, gender identity, family status, disability, medical or genetic condition, or any other categories protected by applicable law, regulation, or other Meta terms or policy; using User Data such as age group to improve the user experience in your Content is permitted under this Section so long as compliant with applicable law or regulation;
- 4.5 Using User Data to perform, facilitate, or provide tools for surveillance. Surveillance includes the collection, use, or sharing of information about people, groups, places or events for law enforcement, national security, intelligence or counter-intelligence purposes;

4.7 Combining User Data with any other data, including with data separately collected by you or received from a third party, except as explicitly permitted in Section 3;

4.8 Attempting to decode, circumvent, re-identify, de-anonymize, unscramble, unencrypt, reverse hash, or reverse engineer User Data that is provided to you;

4.9 Using User Data in any manner or for any purpose that infringes, misappropriates, or otherwise violates any intellectual property rights or other rights of any person, or that violates any applicable law or regulation;

4.10 Accessing or collecting User Data or allowing User Data to be collected using automated means such as harvesting bots, robots, spiders, or scrapers; or

4.11 Sending or submitting Device User Data (which does not include Meta Horizon User Data) to Meta through any of Meta's business tools or products, including Meta's Ads or Analytics tools or products.

4.12 Using the Advertising ID for any purpose other than advertising purposes;

4.13 Using any permanent or persistent, device-based identifier (e.g., device serial number), or any data derived therefrom, for purposes of advertising or for the purposes of uniquely identifying a device or user, except as permitted in Section 3.2(f); or

4.14 Circumventing the user's settings for their Advertising ID. Specifically, if a user resets or deletes the Advertising ID, you must not combine, correlate, connect, link, or otherwise associate a previous Advertising ID, or data derived from a previous Advertising ID, with the reset Advertising ID.

Section 5. Sharing User Data

You may share User Data only:

5.1 When an end user expressly directs you to share, or expressly consents to your sharing, their User Data with a third party (you must retain proof of the end user's express direction or consent and provide it to us if we ask for it);

5.2 With Service Providers and, in the event your Service Providers engage another Service Provider (sub-Service Provider), their sub-Service Providers, provided you've obtained adequate permission or have other adequate legal basis to do so, and so long as you first have obtained a written agreement with such Service Provider that:

(b) prohibits Service Providers and their sub-Service Providers from using the User Data in any way that would violate this Policy or any other applicable Meta terms or policies; and

(c) requires Service Providers and their sub-Service Providers to immediately cease using the Meta Horizon platform and processing User Data and promptly delete all User Data in their possession or control when you cease using them as a Service Provider or sub-Service Provider; and

(d) requires Service Providers and their sub-Service Providers to keep User Data secure and confidential. You must ensure that any such Service Providers and sub-Service Providers comply with this Policy and all other applicable terms and policies as if they were in your place, and ensure that such Service Providers and sub-Service Providers are responsible for any non-compliance. In any event, you are responsible to Meta for your own and any such Service Providers and sub-Service Providers' acts and omissions, including such Service Providers and sub-Service Providers' noncompliance; or

5.3 When required under applicable law or regulation (you must retain proof of the applicable legal or regulatory requirement or request and provide it to us if we ask for it).

5.4 Upon our request, you must provide us a list of your Service Providers and their sub-Service Providers including up-to-date contact information for each, the types and volume of User Data shared, and proof of written agreements with your Service Providers to demonstrate compliance with these terms.

5.5 We may prohibit your use of any Service Provider or Sub-Service Provider in connection with your use of the Meta Horizon platform or processing of User Data if we believe that (1) they have violated this Policy or other applicable terms or policies or (2) they are negatively impacting the Meta Horizon platform, other Meta Products, User Data, or people who use Meta Products, and will provide notice to you if we do. Promptly upon such notice, you must stop using that Service Provider or Sub-Service Provider in connection with your use of the Meta Horizon platform or processing of User Data.

5.6 We may require that your Service Providers or Sub-Service Providers agree to this Policy or other applicable terms or policies in order to access Meta Products, the Meta Horizon platform, or User Data.

Section 6. Security & Deletion

6.1 Data Security Requirements: You must always have in effect and maintain administrative, physical, and technical safeguards that do the following:

and regulations; and

(c) Are designed to prevent any unauthorized (including in violation of this Policy or any other applicable terms or policies) processing (including, for the avoidance of doubt, access, destruction, loss, alteration, disclosure, distribution, or compromise) of User Data.

6.2 Data Deletion: You must delete User Data, and ensure your Service Provider(s) and your Service Providers' sub-Service Provider(s) delete User Data without undue delay when:

- (a) a user requests their User Data be deleted;
- (b) a user deletes their account, or no longer has an account (unless the User Data has been obscured, or de-identified so that it cannot be associated with a particular user, browser or device);
- (c) User Data is no longer necessary to provide an app experience or service to users;
- (d) deletion is requested by Meta, or when deletion is required by applicable law or regulations.

6.3 You must give all users an easily accessible and clearly marked way to ask for their User Data to be corrected or deleted.

6.4 Incident Notification: You must notify us using [this form](#) as soon as practicable after becoming aware of unauthorized processing of data or incidents that could compromise your IT systems. You must immediately begin remediation of the incident and keep us informed.

6.5 You must have an easily accessible way for people to report security vulnerabilities in your Content to you, and you must promptly address identified deficiencies.

6.6 You may use Meta Products to authenticate users (e.g., Login with Facebook), but you must not separately request or collect a Meta user's login credentials.

6.7 You must protect and not transfer or share user IDs or access tokens, and app secrets, except with a Service Provider who helps you build, run, or operate your Content.

Section 7. Compliance Review Rights

7.1 Content Review: In order to publish Content that uses our data-sharing APIs or otherwise accesses Meta Horizon User Data ("Data Sharing"), you will need to submit your Content for review ("Content Review"). You must ensure that your Content is compliant with this Policy and all other applicable terms and policies prior to submitting it for Content Review. If your Content doesn't pass Content Review, you will not be entitled to Data Sharing and we may take additional actions further detailed below.

processing of Meta Horizon User Data using technical and operational measures. You agree to cooperate with our Content Review and provide any additional information we may request in connection therewith. We may verify information you provide to us in connection with any such Content Review.

7.3 Certification: We will require an annual self-certification of your continued compliance with this Policy in order for you to continue Data Sharing (i.e., Data Use Checkup). This will include certifying:

- (a) your compliance with this Policy and all other applicable terms and policies, and
- (b) the purpose or use for the Data Sharing you have requested or have access to, and that each such purpose or use complies with this Policy and all other applicable terms and policies. In addition, from time to time, we may request information, certifications, and attestations relating to your use of the Meta Horizon platform or processing of Meta Horizon User Data, which you will provide to us in the requested time frame and form. All such certifications and attestations must be provided by your authorized representative.

7.4 Audit: In the event of a Necessary Condition (defined in Section 11: Glossary below), we, or third-party professionals working at our direction (including auditors, attorneys, consultants, and/or computer forensics analysts), may conduct a review, inspection, or audit (Audit) of your and your Service Providers' and their sub-Service Providers' IT Systems or Records (defined in Section 11: Glossary), to ensure that your and your Content's processing of Meta Horizon User Data is and has been in compliance with this Policy and all other applicable terms and policies.

7.5 Any Audit will be conducted during normal business hours, with as little business interruption as reasonably possible, after providing you with at least 10 business days' written notice (email will suffice), unless we determine in our sole discretion a Necessary Condition requires more immediate access. You will cooperate with the Audits, including by:

- (a) providing all necessary physical and remote access to your IT Systems and Records, and
- (b) providing information and assistance as reasonably requested (including making your personnel who are knowledgeable about your or your Content's processing of Meta Horizon User Data available for our questioning).

7.6 You will also use commercially reasonable efforts to get permission and cooperation from your Service Providers and their sub-Service Providers for us to conduct such Audits with respect to their IT Systems, Records, and applicable personnel. You will remedy any non-compliance revealed by an Audit as soon as reasonably practicable (as we determine based on the facts and circumstances), after which we may conduct follow-up Audits to ensure proper

related follow-up Audits. Our Audit rights under this section will survive until one year after the later of when you affirmatively demonstrate that you have stopped processing all Meta Horizon User Data and when any data derived from Meta Horizon User Data that are in your, your Service Providers', and your Service Providers' sub-Service Providers' possession or control have been deleted. For the avoidance of doubt, nothing in this Section limits any other rights or remedies we may have by law, in equity, or under this Policy or other applicable terms or policies.

Section 8. Enforcement

8.1 With or without advance notice to you, we may enforce against you and/or your Content, including permanently removing your Content and account, if we conclude you have violated this Policy or are negatively impacting the Meta Horizon platform, and/ or suspend your Content, while we investigate suspected violations of this Policy. You must keep your contact information up to date, respond to our requests to delete User Data and users' requests to delete User Data.

8.2 We may take enforcement action against you and/or your Content, including permanently removing your Content and account, if we believe, in our sole discretion, that:

- (a) You have not timely responded to our requests related to certifications, monitoring or auditing;
- (b) You or your Content has violated or may have violated this Policy or any other applicable terms or policies or is negatively impacting the Meta Horizon platform, other [Meta Products](#), User Data, or people who use Meta Products.
- (c) It is needed to comply with applicable laws or regulations or otherwise required or requested by a court order or
- (d) It is needed to protect the [Meta Companies](#) from legal or regulatory liability. Enforcement can be both automated and manual. It can include suspending or removing your Content from any distribution channels, including the Meta Horizon Store, suspending or removing Data Sharing with you or your Content, removing your access and your Content's access to the Meta Horizon platform, requiring that you stop processing and delete User Data, terminating our agreements with you, or any other action that we consider to be appropriate, including terminating other agreements with you or your ability to use [Meta Products](#). We may suspend or end your Content's access to any APIs, permissions, or features that your Content has not used or accessed within a 90-day period with or without notice to you.

creating or maintaining Content to bypass any restrictions or enforcement we've placed on your other Content or developer account due to a violation(s) of our terms and policies.

Section 9. General

9.1 In accordance with our [Terms of Service](#), you will not transfer any of your rights or obligations under this Policy to anyone else without our prior consent. Transfer can include assignment, acquisition, merger, change of control, or other forms of transfer. Any unpermitted transfer will be considered null and void. For any permitted transfer of Content, you will obligate the transferee to comply with this Policy and other applicable terms and policies, and re-submit such App and Content through our App Review process for our review and approval. After any such permitted transfer by you of Content, you can only access, use, share, and retain User Data to the extent permitted by, and in compliance with, this Policy and applicable laws and regulations.

9.2 You also must comply with all applicable laws and regulations, including with respect to your collection, use, or other processing of User Data (including without limitation the European General Data Protection Regulation, ePrivacy Directive and any related EEA countries' requirements, California Consumer Privacy Act, California Privacy Rights Act, Virginia Consumer Data Protection Act, Colorado Privacy Act, Utah Consumer Privacy Act, Connecticut Privacy Act, the Children's Online Privacy Protection Act, and the Video Privacy Protection Act). If there is any conflict between this Policy and any other applicable online terms, the terms that are more restrictive on you and your Content or more protective of us apply.

9.3 We reserve the right to amend this Policy at any time and will use commercially reasonable efforts to provide you with prior notice of any material amendments to this Policy. Your continued use of or access to Meta Horizon platform or User Data after any such amendment will constitute your binding agreement to this Policy as amended.

9.4 We may need to modify, change, suspend, or discontinue the availability of the Meta Horizon platform from time to time, for example, for safety and security reasons or to otherwise protect our legitimate interests. In addition, we may impose limits on certain features and services or restrict your access to parts or all of the Meta Horizon platform or our other APIs or websites and discontinue any support or modification for the Meta Horizon platform that we have previously elected to provide for you. If we elect to discontinue the entirety of the Meta Horizon platform, we will use commercially reasonable efforts to provide you with prior notice.

Data), Section 6 (Security & Deletion), Section 8 (Enforcement), Section 9 (General), Section 10 (International Transfers – EEA Data Transfers), and Section 10A (International Transfers – UK Data Transfers).

Section 10. International Transfers – EEA Data Transfers

This section shall apply to the extent that your processing of User Data includes personal data controlled by Meta Platforms Ireland Limited (“Meta Ireland Data”) and the transfer of such Meta Ireland Data to a territory outside of the European Economic Area that, at the time of such transfer, does not have a positive adequacy decision from the European Commission under Article 45 of Regulation (EU) 2016/679 (each an “EEA Data Transfer”).

Whenever there is an EEA Data Transfer, your use of Meta Ireland Data is subject to your compliance with the Clauses in so far as they relate to controller to controller transfers (Module One). The term “Clauses” is defined as the standard contractual clauses annexed to European Commission Decision (EU) 2021/914. In each case, you agree that for the purposes of Section IV, Clauses 17 and 18 in the Clauses, Option 1 and Option (b) shall apply respectively and the Member State shall be Ireland. Nothing in this Section 10 (International transfers – EEA Data Transfers) is intended to vary or modify the Clauses. For the purposes of the Appendix to the Clauses, the following will apply:

10.1 For the purposes of Annex I(A) to the Clauses, Meta Platforms Ireland Limited is the “data exporter” and you are the data importer as defined in the Clauses.

10.2 For the purposes of Annex I(B) to the Clauses:

- (a) “Categories of data subjects” are the Users who visit, access, use, or otherwise interact with the Content and the products and services of Meta Platforms Ireland Limited;
- (b) “Categories of personal data” are Meta Ireland Data, which includes profile information, avatar data, and friends data or data about interactions between users, or as otherwise set forth in the Data Policy;
- (c) “Frequency of the transfer” is on a continuous basis to the extent required to fulfill the purpose outlined in Section 10.2(e) below;
- (d) “Nature of the processing and purpose(s) of the data transfer(s)” is the provision of the Content and other products and services by you to Users pursuant to your applicable terms and conditions and privacy policy; and

always to Section 10.4.

10.3 For the purposes of Annex I(C) to the Clauses, the competent supervisory authority will be the Data Protection Commission in Ireland; and

10.4 For the purposes of Annex II to the Clauses, you will implement and maintain the technical and organizational security measures set out in [Annex II to the SCCs - Technical and Organizational Measures](#) and such other measures as we may require from time to time.

Section 10A. International Transfers – UK Data Transfers

This Section 10A shall apply to the extent that your processing of User Data includes personal data controlled by Meta Platforms, Inc. that is subject to the UK GDPR (as defined in the UK’s Data Protection Act 2018 (“DPA”)) (“UK Data”) and the transfer of such UK Data to a territory outside of the United Kingdom that, at the time of such transfer, does not have a positive adequacy decision from the Secretary of State in accordance with the relevant provisions of the UK GDPR and the DPA (“UK Data Transfer”).

10A.1 Whenever there is a UK Data Transfer, your use of UK Data is subject to your compliance with the Approved Addendum (which is hereby incorporated by reference into these terms and is deemed to have been entered into and completed as set out below). Nothing in this Section 10A (International transfers – UK Data Transfers) is intended to vary or modify the Approved Addendum. All defined terms used below shall have the meanings given to them in the Approved Addendum. For the purpose of the Approved Addendum, the following will apply:

(a) In Table 1 of the Approved Addendum, the parties’ details are as follows:

i. Meta Platforms, Inc. is the “data exporter” and you are the “data importer” as defined in the Approved Addendum.

ii. The parties details and key contact information are:

- Meta Platforms, Inc., 1 Meta Way, Menlo Park, CA 94205, USA, and the contact person’s details are as notified by the data exporter to the data importer from time to time.
- Developer’s details and key contact information are your details notified to Meta Platforms, Inc. from time to time.

iii. The parties agree that execution of these terms by the parties shall constitute execution of the Approved Addendum.

(c) Table 3 of the Approved Addendum shall be populated as follows:

- i. Annex 1A: List of Parties: See Table 1 references above and the activities relevant to the data transferred are as described in these terms.
- ii. Annex 1B: Description of Transfer: The information in Section 10(b) shall apply, albeit references to “Meta Platforms Ireland Limited” shall be replaced with “Meta Platforms, Inc.” and references to “Meta Ireland Data” shall be replaced with “UK Data”.
- iii. Annex II: Technical and organizational measures: For the purposes of Annex II, you will implement and maintain [Meta’s Technical and Organizational Measures](#).

(d) In Table 4 of the UK Addendum, the data exporter may end the UK Addendum in accordance with the terms of the UK Addendum.

Section 11. Glossary

11A. Data Definitions

- “Developer User Data” means personal data you independently collect or process from an end user (whether a person or an entity) through your Content (including without limitation through web based account creation, or inputs from the end user through the Meta Quest device).
- “Device User Data” is any data, information, or content that is about or associated with a person, device, or unique identifier (including anonymized or hashed user IDs) that you obtain directly from a Meta Quest device. This includes data from sensors such as a microphone or camera and the position of a user’s headset. It also includes data calculated about a user’s hands and body (i.e., [abstracted hand and body data](#)), face (i.e., [abstracted facial expressions data](#)), and eyes (i.e., [abstracted gaze data](#)). Device User Data does not include IP address.
- “Meta Horizon User Data” is any data, information, or content that is about or associated with a person, device, or unique identifier (including anonymized or hashed user IDs) that you obtain from Meta Horizon, such as data collected from our SDK. Meta Horizon User Data includes all Meta Horizon access tokens, app secrets, Meta user IDs, email addresses, profile pictures and usernames.
- “User Data” is the combination of Meta Horizon User Data and Device User Data. It does not include Developer User Data.
- “Meta Ireland Data” means personal data controlled by Meta Platforms Ireland Limited.

- “Approved Addendum” means the International Data Transfer Addendum to the Approved EU SCCs, Version B1.0, issued by the Information Commissioner under s119A of the Data Protection Act 2018 and dated 21 March 2022, as may be amended, replaced or superseded by the Information Commissioner.
- “Content” includes any application or other technical integration with the Meta Horizon platform or to which we have assigned an app identification number, or any virtual reality experience, immersive media (e.g., 180- or 360-degree video), documentary, music, concert, visuals, audio content, animations or other content you distribute.
- “Data Sharing” means Content that uses our data-sharing APIs or otherwise accesses Meta Horizon User Data.
- “IT Systems” means information technology systems (real and virtual), networks, technologies, and facilities (including physical and remote access to data centers and cloud facilities) that process Meta Horizon User Data.
- “Meta Horizon platform” means the set of APIs, SDKs, tools, plugins, code, technology, content, and services made available by us that enables others, including app developers, content providers, and website operators, to develop software or other functionality (including apps).
- “Necessary Condition” means any of the following: (a) it is required by applicable law, rule, or regulation or otherwise required or requested by a court order or governmental authority; (b) we suspect that you or your Content has processed Meta Horizon User Data in violation of this Policy or other applicable terms or policies; (c) you enter into a change of control transaction or transfer (or request to transfer) any of your rights or obligations under this Policy or other applicable agreements, terms or policies; (d) we determine in our sole discretion it is necessary to ensure that you and your Content have deleted Meta Horizon User Data in accordance with this Policy and all other applicable terms and policies; or (e) we determine in our sole discretion it is necessary to ensure proper remediation of any non-compliance revealed by an Audit.
- “Records” mean books, agreements, access logs, third-party reports, policies, processes, and other records regarding the processing of Meta Horizon User Data.
- “Service Provider” means an entity you use to provide you services in connection with the Meta Horizon platform or any Meta Horizon User Data.



Meta Horizon



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Social Technologies

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AI

Horizon Worlds

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Why Meta Quest?

What is mixed reality?

Platforms and tools

2D apps for Meta Horizon OS

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Success stories

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Programs

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Welcoming Preteens to Meta Horizon Worlds

[Blog](#)

Aug 28, 2024



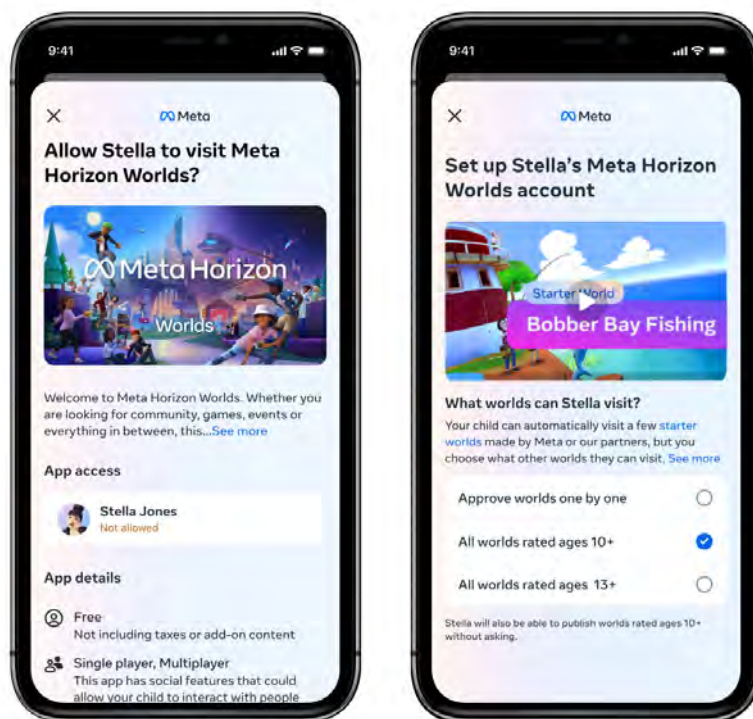
Update November 25, 2024:

Preteens can now request access to Meta Horizon Worlds in the US and Canada, and this functionality is coming soon to all countries where Worlds is available. For more information on default protections and age-appropriate settings that parents can further customize, please visit our [Family Center](#).

Parents who have approved access to a managed Meta account for their preteens will soon have the opportunity to also approve access to specific experiences in [Meta Horizon Worlds](#).

We recently started giving [parents the ability to approve individual contacts that their preteens](#) can then chat with, call, and invite/accept invites to join them in parent-approved experiences across the Meta Horizon ecosystem. Looking ahead, we'll give parents the option to approve access to specific experiences within [Meta Horizon Worlds](#), opening up new ... well, *worlds* of possibility for preteens to explore and enjoy in the coming months.

Once a preteen requests access to Horizon Worlds, a parent will approve and specify the worlds their preteen can access. Preteens can then learn and play in worlds like [The Space Station](#) and [The Aquarium](#)—or collaborate and move with parent-approved friends and family in more active worlds like [Citadel](#), [Spy School](#), [Bobber Bay Fishing](#), and more. Worlds can offer preteens access to a variety of fun, engaging and age-appropriate places to hang out with friends and family—no matter where they happen to be, both in-headset and on mobile. And as we open up preteen access to worlds (with parental permission, of course), we'll encourage creators to build even more age-appropriate and enriching experiences.



All of this is made possible by [parent-managed Meta accounts](#), which we rolled out in September 2023 to enable children ages 10 – 12 to safely experience age-appropriate content. With default protections for preteens alongside parental setup and approval, this was an important step in making Meta Horizon more accessible while helping to keep families safe. To help ensure everyone is in the right account for their age, we asked people who use a Meta Quest 2 or 3 headset to [re-enter their birth date](#).

Here's how it'll work:

- We're rolling out a new rating system exclusively for Horizon Worlds—ages [10+](#), [ages 13+](#), and [ages 18+](#) (age may vary by region)—to quickly signal to parents which worlds are appropriate and make it easier for parents to supervise which worlds their preteen can access.
- A parent-managed Meta account holder must request access to Horizon Worlds. Once a parent lets their preteen access Horizon Worlds, their preteen will be able to request access to individual worlds, or parents can approve worlds at certain ratings in bulk (for example, a parent can approve their preteen to access to all 10+ rated worlds). As with 13- to 17-year-olds, 18+ worlds are not visible or available to preteens with a parent-managed account.
- We've also built in a number of default protections and age-appropriate settings that parents can further customize. For example, voice chat is disabled for parent-managed Meta account users in Horizon Worlds except for specific parent-approved contacts.
- As our focus is facilitating connections between preteens and their family and friends, we don't recommend people to follow for this age group.
- Preteens' status and visibility settings will be set to show as "offline" to others by default—and only parents can change this setting.
- [Personal boundary](#) will prevent anyone from getting too close to the avatar of anyone with a parent-managed Meta account, and this setting can't be changed.

We collaborated with third-party organizations and advisors, parents, and families, to help shape the preteen experience within Horizon Worlds through our co-design work, and our Trust, Transparency, and Control (TTC) Labs team published [a report](#) that shares details of what we learned. Consistent with our approach to expanding to teens, we're also rolling out parent-managed Meta accounts over time, starting with the US and Canada, so that we can evaluate preteen and parent usage by taking a phased approach before expanding more broadly.

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META QUEST

Meta Quest: *Parents:* Important guidance & safety warnings for children’s use [here](#). Using Meta Quest requires an account and is subject to requirements that include a minimum age of 10 (requirements may vary by country). See [meta.com/quest/terms](#) and the parent’s info page at [meta.com/quest/parent-info](#). Certain apps, games and experiences may be suitable for a more mature audience. META QUEST FEATURES, FUNCTIONALITY, AND CONTENT NOTICE: Features, functionality and content are subject to change or withdrawal at any time, may not be available in all areas or languages or may be restricted; may require enabled software or service activation, and additional terms, conditions and/or charges may apply.

META QUEST IMPORTANT SAFETY NOTICE <https://www.meta.com/quest/quest-2-facial-interface-recall/>.

Financing Options. You may be offered financing options for your Meta purchases. Learn more [here](#).

***Based on the graphic performance of the Qualcomm Snapdragon XR2 Gen 2 vs XR2 Gen 1 on Meta Quest 2

RAY-BAN META

Meta AI and voice commands only in select countries and languages. Please check local availability. Meta account and Meta View App required. For ages 13+ only. Requires compatible phone with Android or iOS operating system plus wireless internet access. Features, functionality and content are subject to change or withdrawal at any time. Additional account registration, terms and fees may apply. Software updates may be required. Performance may vary based on user location, device battery, temperature, internet connectivity and interference from other devices, plus other factors. User must comply with all applicable local laws and regulations, especially relating to privacy. May interfere with personal medical devices. Check manufacturer [Safety & Warranty Guide](#) and [FAQs](#) for more product information, including [battery life](#).

OPTIONAL FINANCING

Optional financing is available through third party providers, is subject to an eligibility check by the lender, and may not be available everywhere. See <https://www.meta.com/legal/financing-offers/> for additional details. Other restrictions and taxes may apply in accordance with each lender’s terms.

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Welcoming Teens to Meta Horizon Worlds

Blog

Apr 18, 2023



UPDATE June 25, 2024: We're now expanding access to everyone 13+ in Meta Quest-supported markets (14+ in South Korea and Spain). Read more [here](#).

UPDATE November 2, 2023: Earlier this year, we opened up Meta Horizon Worlds with comprehensive age-appropriate protections and safety defaults to teens aged 13 to 17 in the US and Canada. Teens have started to discover thousands of worlds and experiences, including shows and events such as [live NBA games](#) and competitive games like [Super Rumble](#). We're now making Worlds available to teens in the UK, Ireland, and Iceland.

We're committed to providing safe, age-appropriate experiences and making it easier for parents to understand their teen's experiences in Worlds. Since we first welcomed teens, we've introduced several new safety features and effective controls for parents to manage their teen's experience. The following additional features are available globally:

- [Time limits and time spent insights](#) help parents set daily time limits and schedule breaks for their teens in Worlds. Parents can set up time limits by accessing Parental Supervision tools on the [Meta Quest mobile app or Family Center](#). With time spent insights, parents and teens can see how much time they have spent in Worlds across VR, web, and mobile.
- [Blurred chats](#) obscures messages from people your teen doesn't know in world chat, and your teen's messages appear blurred to them, too. Blurred chats is turned on by default for teens. Parents can also view, adjust, and lock this feature within Parental Supervision.
- [World chat filter](#) automatically hides words or phrases that might be upsetting or offensive in world chat. World chat filter is turned on by default for all people, including teens. Parents can also view, adjust, and lock this feature within Parental Supervision.

Meta Horizon Worlds' teen safety features continue to be designed with input from parents, safety advocates, and experts. That's why we've partnered with [Parent Zone](#) and [VoiceBox](#) to develop new educational materials specifically for teens to learn how to feel safe and in control while having fun in virtual reality and immersive social experiences. You can find them on [Parent Zone](#) and [Family Center](#).

Since launching [Meta Horizon Worlds](#), we've been amazed by the creativity on display as our community of artists, world builders, and explorers has begun to form. Until now, Worlds has been limited to those 18 and up, but Meta Quest is rated 13+, so we're excited to begin opening Worlds to teens ages 13 to 17 in the US and Canada in the coming weeks with a robust set of age-appropriate protections and safety defaults. Now, teens will be able to explore immersive worlds, play games like Arena Clash and Giant Mini Paddle Golf, enjoy concerts and live comedy events, connect with others from around the world, and express themselves as they create their own virtual experiences.

Teens have already become fans of popular virtual experiences across the industry—this makes it crucial that we build age-appropriate, safe, and positive experiences for them in VR. Doing so is core to our [responsible innovation principles](#) and our commitment to building safer experiences for young people. That's why we invested in a number of new safety features including back-end protections and parental supervision tools that allows parents and teens to help manage the experience before making Worlds available to this age group. We're rolling out to teens slowly, so that we can carefully examine usage and are taking a phased approach before expanding more broadly. We can't wait to see everything these new members of the community bring to Worlds.

Giving Teens Customized Controls with Age-Appropriate Settings

As we open Worlds to teens, we're committed to providing them with a safe, age-appropriate experience. We've designed and built the teen experience with a robust set of protections and safety defaults, including:

- [Meta Horizon profile privacy settings](#): Teens are in control of who they follow and who can follow them back. Teens' profiles are automatically set to private, so they're able to approve or decline anyone who requests to follow them.
- [Active status settings](#): By default, we won't show a teen's active status and Meta Horizon Worlds location to other people in Worlds. Teens will be able to choose whether their connections can see if they're active online and which public world or event they're in.
- [World and event content ratings](#): We use content ratings to ensure teens have an age-appropriate experience within Worlds. For example, mature world and event ratings prevent teens from finding, seeing, or entering spaces that contain [mature content](#). Our policies prohibit teens from publishing mature worlds or events. Worlds violating this policy will be removed.
- [Voice Channel](#): This feature transforms the voices of people a teen doesn't know into quiet, friendly sounds, giving teens more control over who can communicate with them. It also filters the teen's voice, so people they don't know can't hear them. We turn filtered voices on automatically for all teens by default within Voice Channel.
- [Limiting interactions between teens + adults they don't know](#): We want to help [prevent teens](#) from hearing from adults they may not know. That's why we take steps to prevent interactions between adults and unconnected teens. For example, we don't display any adults a teen doesn't know in their "people you might know" list.

Everyone, including teens, will have access to additional Worlds safety tools, including [safe zone](#) and [personal boundary](#). Meta Horizon Worlds' teen safety features have been designed with input from parents, safety advocates, and experts, including [ConnectSafely](#) and The Digital Wellness Lab at Boston Children's Hospital, and we continue to design with [best practices](#) from the United Nations, the Organization for Economic Co-operation and Development, and youth developmental experts in mind. We're also continuing to invest in new and innovative ways to provide people with age-appropriate experiences.

Giving Parents Supervision Tools for Meta Horizon Worlds

We've expanded our existing [VR parental supervision tools](#) to include Meta Horizon Worlds, making it easier for parents and guardians to help manage their teens' experience and support healthy conversations about safety in VR. Parents and guardians can set up Worlds parental supervision by inviting their teen to connect through [Family Center](#)—or teens can invite their parents or guardian to connect with them via the [Meta Quest app](#) or [Family Center](#). Once connected, parents can see and adjust a variety of their teen's settings not only for safety features within Worlds, but for the entire Meta Quest Platform.

Together, parental supervision on Meta Quest and Worlds lets parents and guardians:

- See, adjust, and lock safety features like [Voice Channel](#) and [personal boundary for their teen](#).
- See who their teen follows and who follows their teen.
- See which apps their teen has used and how much time they've spent in Meta Quest and Worlds in the past seven days.
- Give permission to allow or block their teen from using apps, including Worlds.
- Access [resources about our available safety features](#).

Additionally, everyone—including teens—can [cast their experience](#) from Meta Quest, allowing them to share what they're seeing in VR and Worlds with parents, guardians, or others around them. To learn more about settings on Meta Quest parental supervision, [visit our Help Center](#).

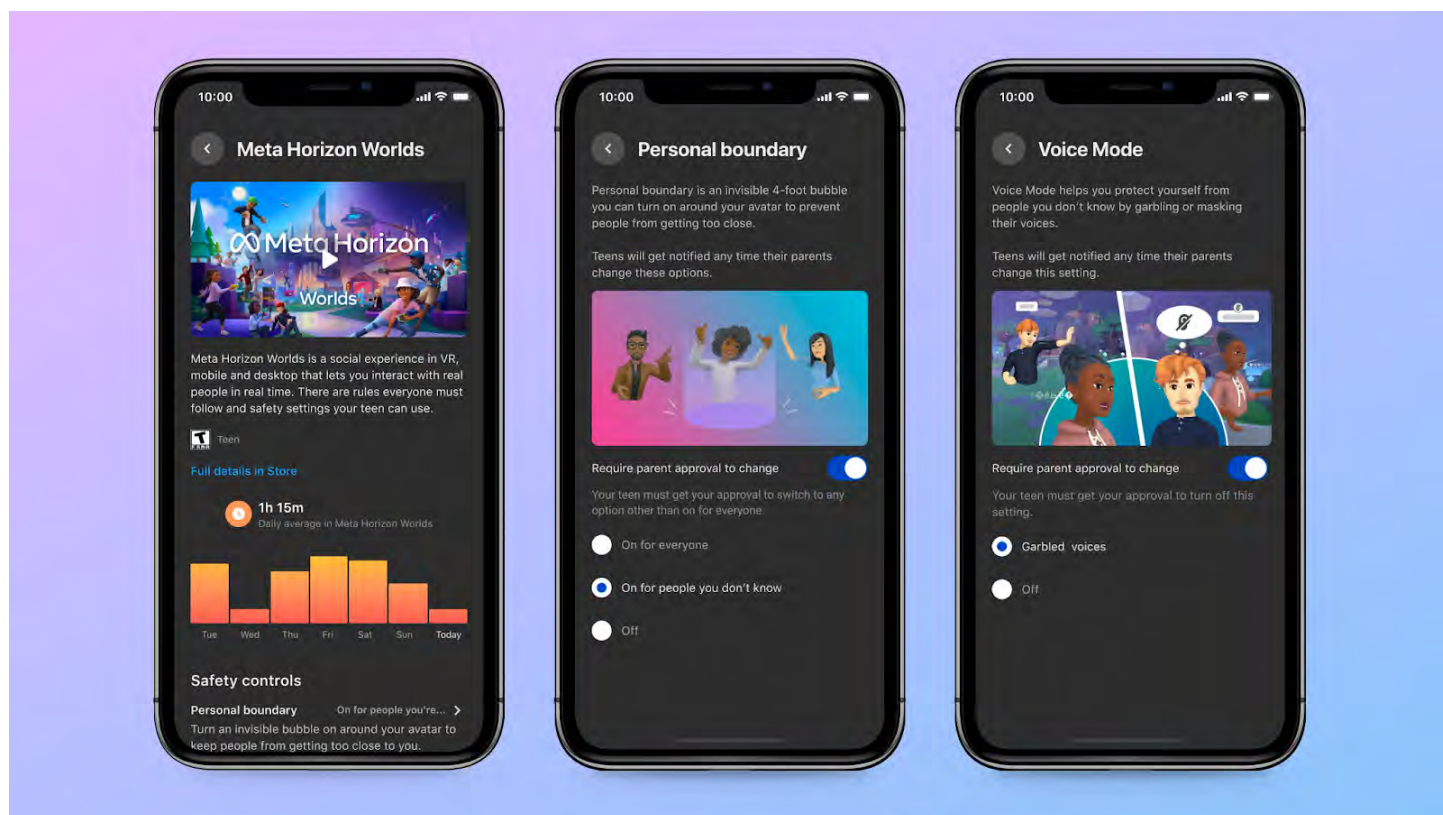
Additional Education for Parents, Guardians, and Teens

We've built dedicated education for parents, guardians, and teens to better support teens' experiences in Worlds:

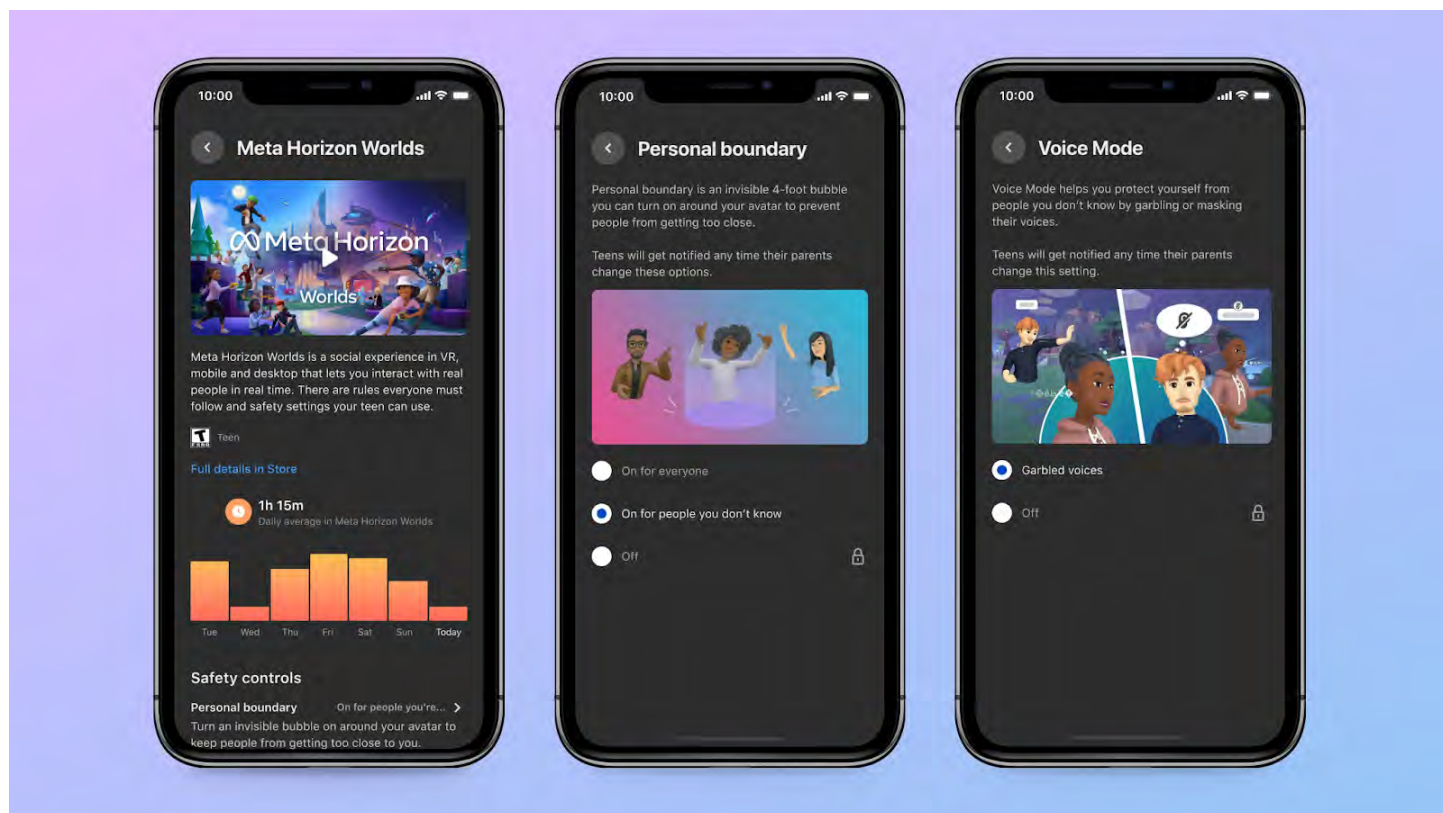
- [Family Center for Worlds](#): [Family Center](#) is expanding to include Worlds. On Family Center, parents can access supervision tools, tips, and resources from experts and other information about online safety and well-being to support their teens' experiences across Meta technologies.
- [In-product education for teens](#): We've built educational safety tips into the Worlds experience specifically for teens to remind them of safety best practices. For example, we'll remind them to only accept follow requests from people they know.

We're excited to welcome teens aged 13 to 17 in the US and Canada to Worlds in the coming weeks. And as we look toward the future metaverse, we'll continue to explore ways we can make VR work well for families.

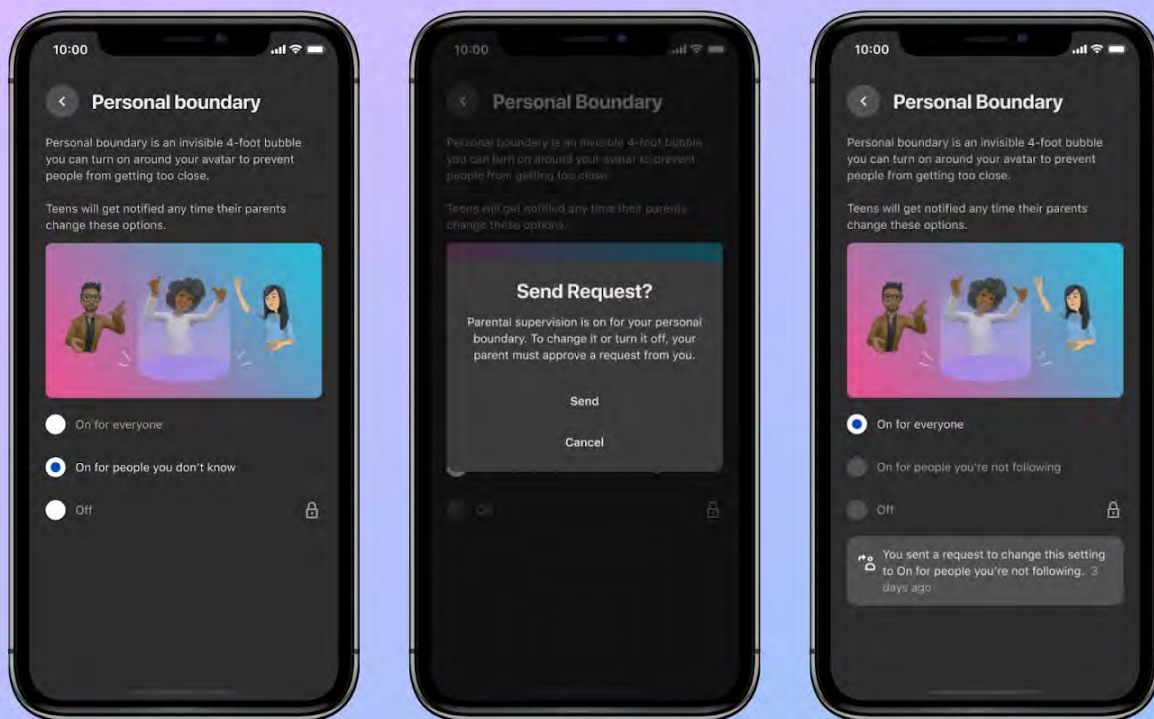
Setting unlocked (default) - Parent's view



Setting unlocked (default) - Teen's view



Setting locked - Teen requesting for parent's permission



Setting locked - Parent approving teen's request to change

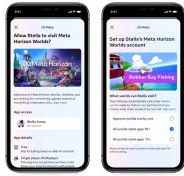


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Introducing New Parent-Managed Meta Accounts for Families

Blog

Jun 16, 2023



UPDATE September 21, 2023: Parent-managed Meta accounts for preteens ages 10-12 on Meta Quest 2 and 3 are beginning to roll out, starting today. By allowing parents to set up parent-managed Meta accounts for 10-12 year olds, preteens can now access a vast array of engaging and educational content in VR – with age-appropriate protections built specifically for them. Learn more [here](#).

Today we're announcing changes to give families even more ways to use and enjoy Meta Quest. Starting later this year, parents will be able to set up parent-managed Meta accounts for Meta Quest 2 and 3 for their children ages 10 – 12.

With new parent-managed Meta accounts, we're making it easier for parents to create and manage their family's accounts on one device. We'll require preteens to get their parent's approval to set up an account, which will give parents control over the apps their preteens download from our app store. When parents share their preteen's age with us, we'll use this information to provide age-appropriate experiences across our app store. For example, we'll only recommend age-appropriate apps.

There's a vast array of engaging and educational apps, games, and more across our platform, the majority of which are rated for ages 10 and up by both the [Entertainment Software Ratings Board](#) (ESRB) and the [International Age Rating Coalition](#) (IARC). Parents and their preteens can enjoy interactive experiences from virtually visiting faraway places to seeing significant moments in history firsthand. Families can explore the depths of the ocean, tour Machu Picchu, visit the International Space Station, orbit Jupiter, or simply play their favorite games.

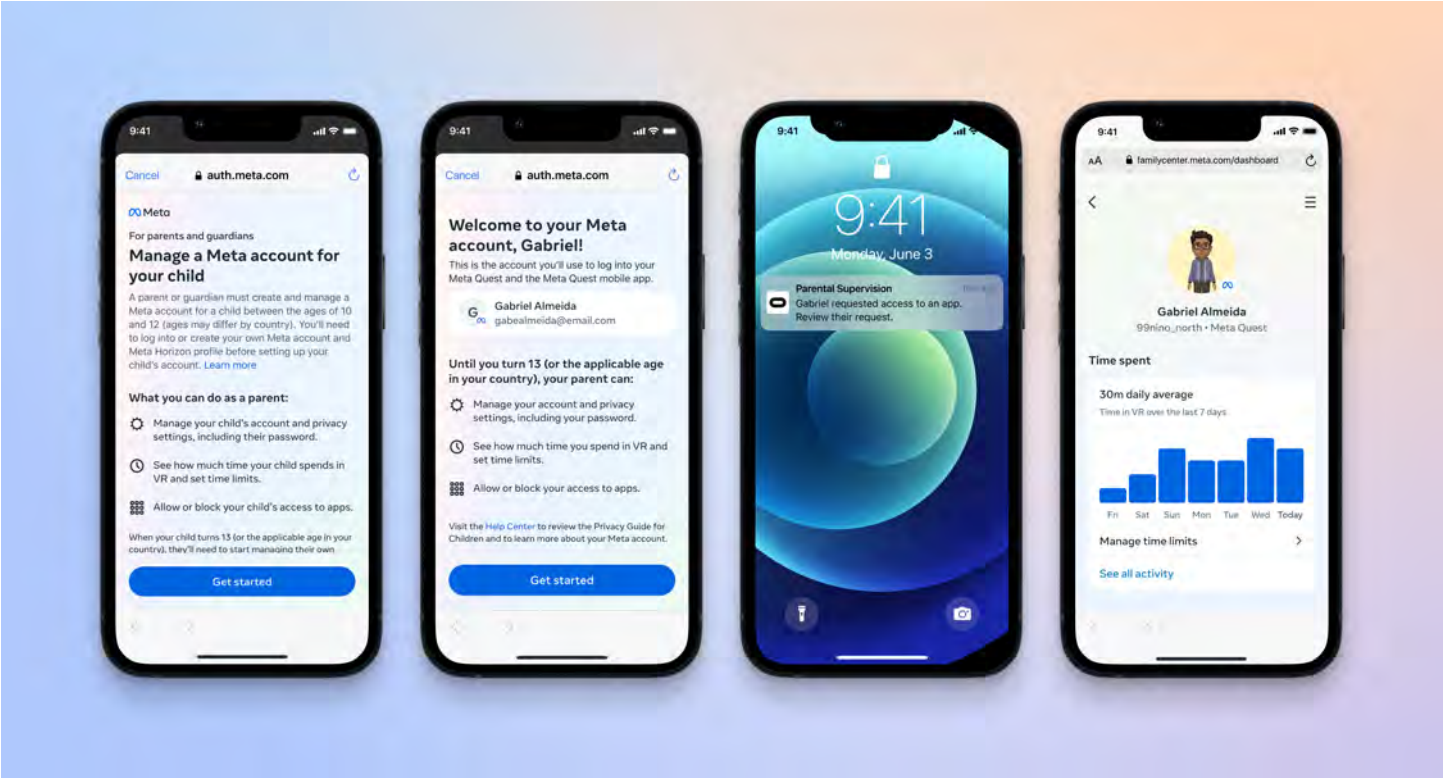
We're [working](#) closely with our developer community over the coming months to bring even more age-appropriate apps and games onto the Meta Quest Platform for this age group to learn from and engage with.

Age-Appropriate Settings to Help Parents Easily Manage Accounts

We're building this with our [Responsible Innovation Principles](#) and our commitment to building safe, positive experiences for young people at the forefront. For example, [we provide](#) parents with information to decide whether Meta Quest 2 and 3 are right for their child, and how to make their experience in-headset comfortable and safe. We'll also introduce additional tools and resources so preteens have an age-appropriate experience in VR that parents can easily manage. When parent-managed accounts become available later this year, they'll include:

- **Mandatory parental approval:** Parent-managed Meta accounts will require parents to set up an account for their 10-, 11-, or 12-year-old. Preteens won't be able to set up an account without their parent's approval.
- **Parent-managed access to content:** Parents will control whether their preteen can download or use an app, and parents can block access to apps at any time. To help parents decide whether to allow their preteen to use an app on the Meta Quest Platform, all apps will have a product description page that provides information on what data is collected and how it might be used, whether the app has social features, as well as an age rating provided by the [IARC](#), an independent global agency. Meta Horizon Worlds remains a 13+ app in the US and Canada (18+ in Europe) and will not be available to preteens when parent-managed Meta accounts become available later this year.
- **Time limit controls and casting:** Parents will be able to manage how long their preteen can use the headset each day and schedule breaks from their device. We also offer the ability to [cast VR experiences](#) to a phone or TV screen, so that parents can monitor what their preteens are viewing while they're using the headset.
- **Default privacy and safety settings:** Parent-managed Meta Horizon profiles will be automatically set to private, meaning people won't be able to follow preteens without their or their parent's approval. Active Status and current app usage by 10-, 11-, and 12-year-olds will be hidden from others by default unless their parent chooses to allow this information to be shared. Preteens won't be able to change default privacy and safety settings—only a parent can.

- Protecting preteens’ data: We will use information we collect about 10-, 11-, and 12-year-olds through our Meta Quest products to deliver an age-appropriate experience. We do not serve ads to this age group. Parents will also be able to choose whether their child’s data is used to improve the experience, and they will be able to delete their child’s account, including all of the data associated with it.



We’re also investing in Meta’s [Family Center](#) so that it’s even easier for parents to manage their family’s online experiences across Meta technologies. With new parent-managed accounts, parents can go to [Family Center](#) to get started and set up an account for their preteen. We’ll continue to collaborate with parents, experts, and leaders in the privacy and data protection community to inform our approach [designing age-appropriate experiences](#). We’ll have more to share in the months ahead.

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Add, Remove, and Switch Between Multi-User Accounts

You can easily add, remove, log in to, and switch between multiple secondary accounts on your device, which is especially useful for using [test user accounts](#). This feature currently has limitations and certain MQDH features may not be supported for secondary users.

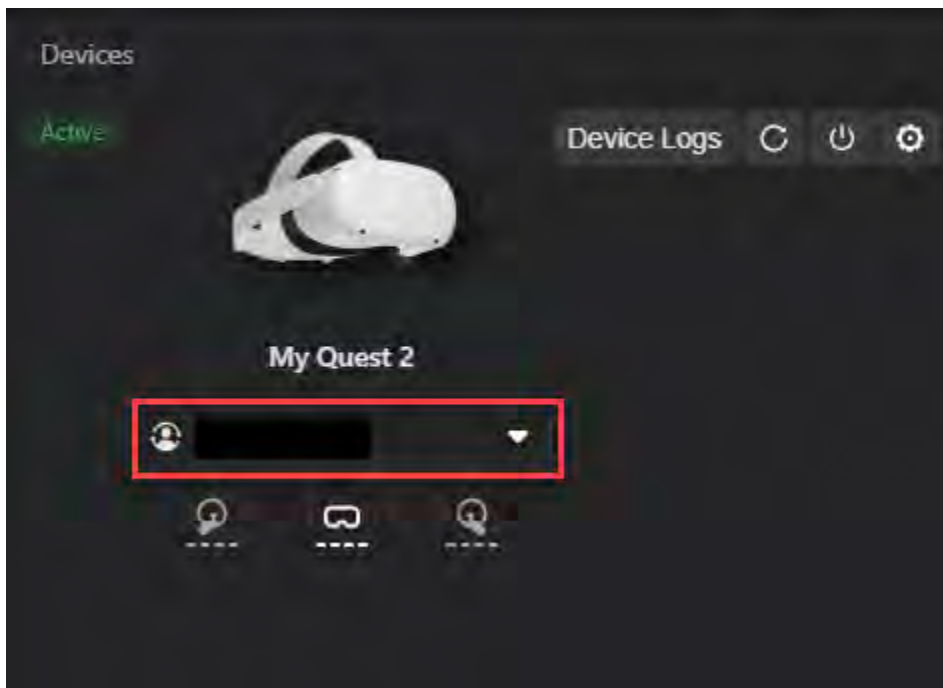
This feature does not currently support:

- Signing in with an account not linked to Facebook
- Signing into accounts with 2-factor authentication

Add New User [🔗](#)

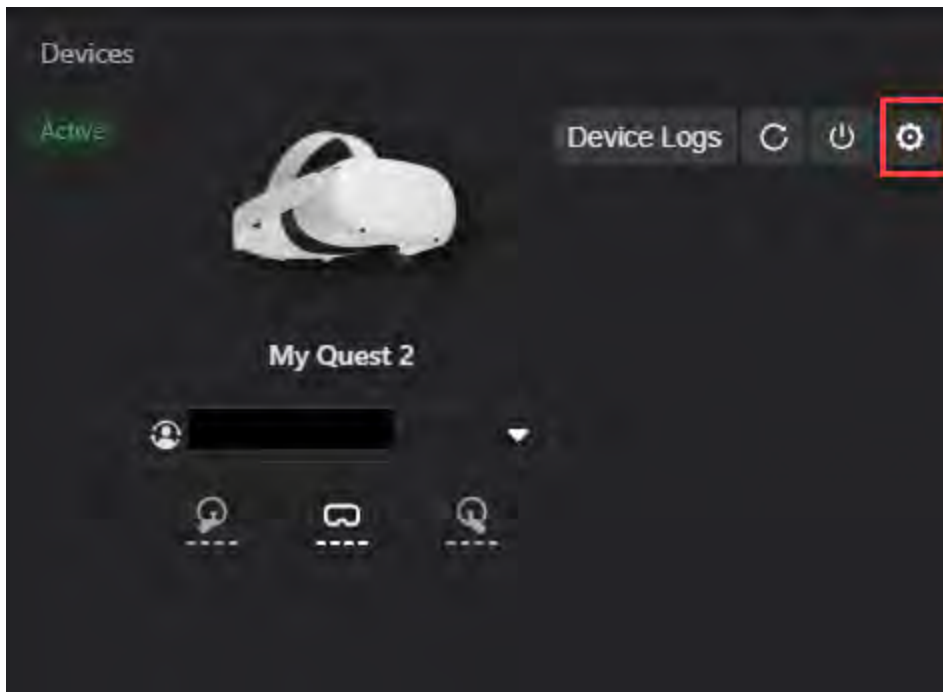
To add a new user, do the following:

1. From the **Device Manager** tab, click on the drop-down menu beneath the image of the Quest. It should be labeled with the name of the currently signed-in account.

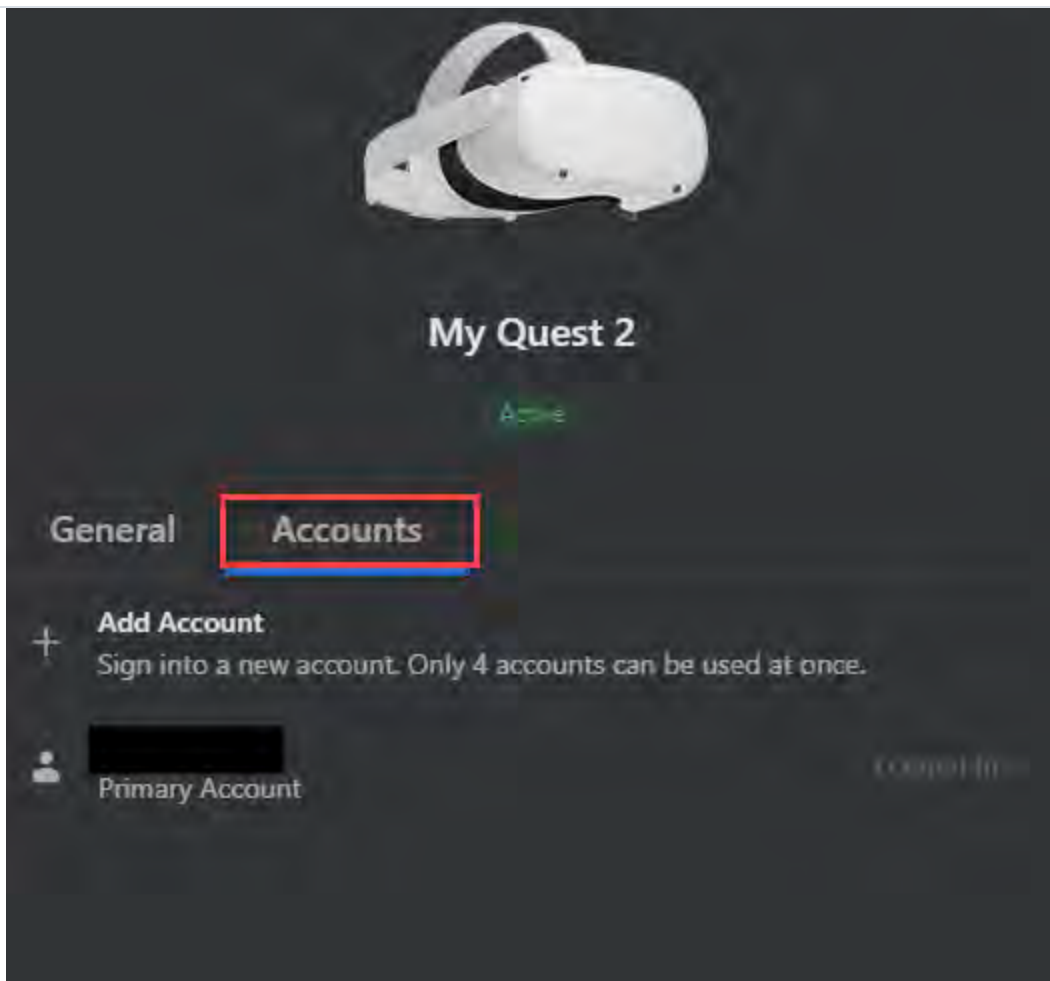


2. Select **Add Account** from the drop-down menu.

1. Click the gear icon to open the **Device Settings** modal.



2. Click the **Accounts** tab.



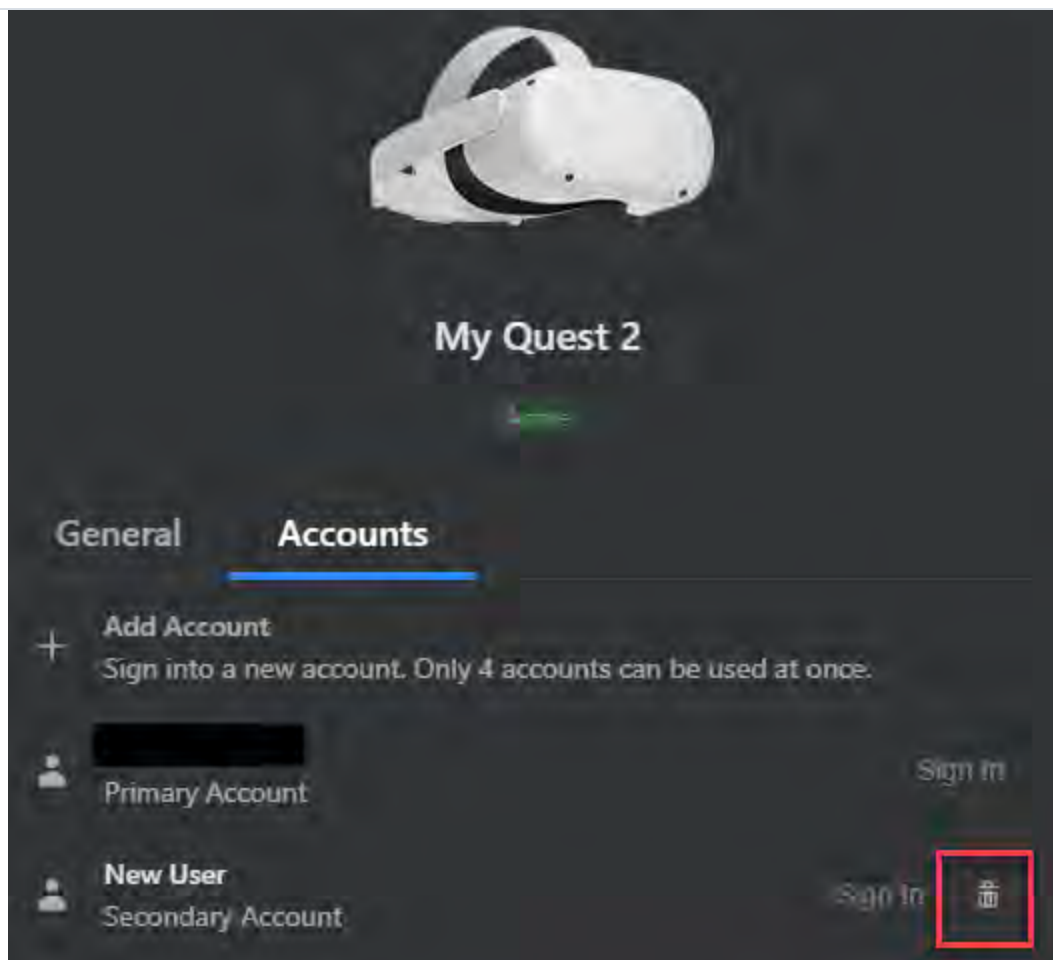
3. Click **Add Account**.

4. Once MQDH connects to the Quest, log in with a test user email and password.

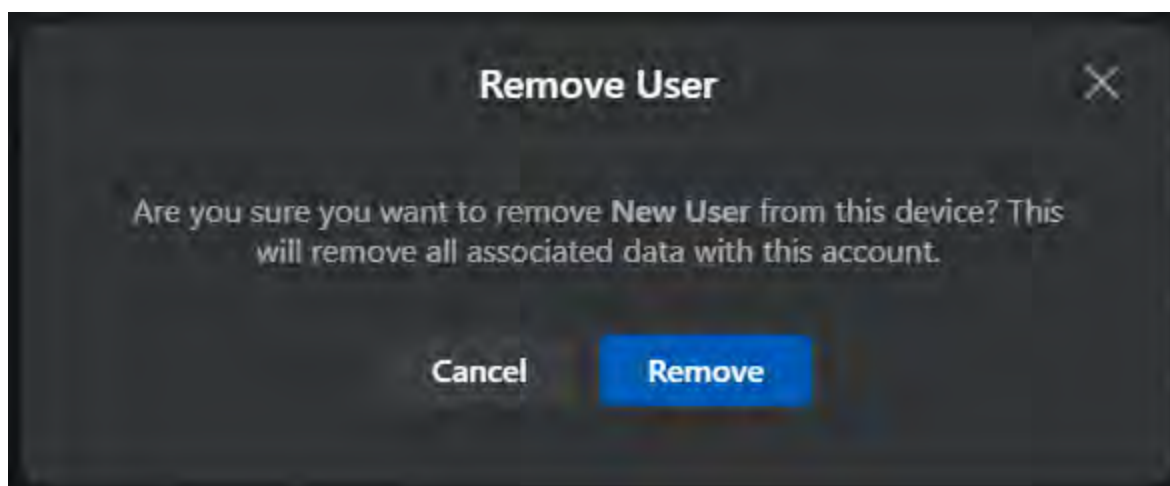
Delete a User [🔗](#)

To delete a user, do the following:

1. Click the gear icon to open the **Device Settings** modal.
2. Click the **Accounts** tab.
3. Click the garbage can icon next to the user's name.



4. Click the **Remove** button to remove the account.



Switching Accounts [🔗](#)

To switch accounts, simply click on the drop-down menu beneath the image of the Quest and click the account you want to switch to.

2. Click the **Accounts** tab.
3. Click **Sign in** next to the user you'd like to sign in as.

See Also

- [Developer Tools for Meta Quest](#)

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Confirming your age on Facebook



We require people to be at least 13 years old to sign up for Facebook. In some regions, you may be required to confirm your age to continue using your account. You can confirm your age by providing your birthday, photo identification, and/or submitting a video selfie. If you need to confirm your age on Facebook, you'll be asked for additional information to help us verify your age.

We partner with Yoti, a third party age verification service, to confirm people's ages on Facebook. Yoti is verified by the [Age Check Certification Scheme](#) and is the leading age verification provider for several industries around the world including social media, gaming and age restricted e-commerce.

With Yoti, you can verify your age on Facebook by taking a video selfie or uploading your ID.

The information provided in each age verification option is used to confirm your age and won't be visible on your profile, to friends or other people on Facebook.

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Learn about moderators and community guides in Worlds

★ 7 Likes

Updated:
22 hours ago

When in Worlds, you might come across community guides or moderators. Community guides or moderators help maintain a respectful and enjoyable environment for all users. Worlds also utilizes trained safety specialists to review user reports.

Community Guides

The community guides in Worlds are people who are there to help you learn about all there is to know in Worlds. From highlighting new experiences, to basic tips and tricks, they're around to help make your experience enjoyable. Community guides are employed by Meta to help elevate the Worlds experience.

You can identify guides by the words "Community Guide" in their name tag. Community guides can also issue warnings and remove people if they see inappropriate behavior. It's best to always [report any questionable behavior](#) that may not be in line with our [Code of Conduct for Virtual Experiences](#). If you see a guide nearby you can also let them know of anything that makes you uncomfortable.

Community Moderators

In some worlds, you might encounter a community moderator. You'll know you are talking to one of these moderators because they have "Moderator" in their name tag. **Unlike community guides, which are employed by Meta, these are Worlds users who volunteered to help moderate these spaces in real-time.** They have the ability to intervene in situations, helping to ensure the space you enjoy spending time in remains a comfortable and positive experience.

These moderators are here to help, but they should not be considered a replacement for reporting policy-violating behavior. They are there to help create a community where respect and positive interactions norm. To help with this, community moderators are able to:

- **Mute or Unmute:** If someone's causing trouble, moderators can mute them for 15 minutes. The community moderator can also unmute users when things cool down.
- **Warn:** If someone's causing trouble, they can send a private warning message to a user to inform them that they are not following world norms.
- **Remove:** In more serious cases, moderators can remove people from the world to keep the peace.

Eligible 13+ users can apply on the world details page to become a moderator. The creator of that world will be notified and can accept or reject your application. Users who frequent the world they are applying to and demonstrate positive and desired behavior may be eligible to apply to become a moderator or accept invites to become one from creators.

Even if a community moderator is available, you should always report any behavior that makes you uncomfortable or may violate the [Code of Conduct for Virtual Experiences](#) (CCVE) so that Meta can review evidence and take appropriate action if we find a violation. [Learn More](#).

Review of Code of Conduct violations

Reports for violating the [Code of Conduct for Virtual Experiences](#) are reviewed by a combination of technology and trained safety specialists. These reports include the last few minutes of your Horizon Worlds audio and other interactions so the specialists can investigate and determine what course of action to take. Learn more about [how to report someone in Worlds](#).

Learn more about [recording for safety in Worlds](#).

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Tell us what you need support with and we'll find the best solution for you.

Get support

Get answers from the community

If you're having trouble, find answers to your questions from Meta Quest users around the world.

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Last updated: September 30, 2024

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Meta Horizon Worlds Kicks Off VR Concert Events with BLACKPINK, iHeartRadio, and Red Rocks Series

Blog

Nov 15, 2023



Festival season is fab, but what if you could have all the fun, feels, and fits combined with a killer view—no road trips or airport security lines required? Turns out, you 100% can. Meta Quest is your front-row ticket for immersive shows, both live and via replay. And today, we're excited to share our latest lineup of can't-miss concerts coming to [Meta Horizon Worlds](#),* including K-Pop superstars [BLACKPINK](#) and a weekly series of concerts from [iHeartRadio](#) and [Red Rocks](#). [Subscribe now](#) to make sure you don't miss a beat!

Check Out [Music Valley](#) in Worlds Today!

Upcoming schedule of events in Music Valley:

- November 28 // [iHeartRadio LIVE with The Kid LAROI](#) // 5:00 pm PT
- December 4 // [iHeartRadio LIVE with Victoria Monét](#) // 5:00 pm PT
- December 11 // [iHeartRadio LIVE with Jung Kook](#) // 5:00 pm PT
- December 18 // [Red Rocks Live in VR: Alison Wonderland](#) // 5:00 pm PT
- December 26 // [BLACKPINK: A VR Encore](#) // 5:00 pm PT
- December 30 // [Red Rocks Live in VR: Louis the Child](#) // 5:00 pm PT
- January 15 // [iHeartRadio LIVE with Jorja Smith](#) // 5:00 pm PT
- January 29 // [Red Rocks Live in VR: ZHU](#) // 5:00 pm PT
- February 5 // [iHeartRadio LIVE with Alec Benjamin](#) // 5:00 pm PT
- February 12 // [Red Rocks Live in VR: Tyler Childers](#) // 5:00 pm PT
- February 19 // [Red Rocks Live in VR: Santa Fe Klan](#) // 5:00 pm PT

[Subscribe now to the full series](#) to make sure you don't miss a beat, and learn more about the concerts below.



[BLACKPINK: A VR Encore](#)

Produced by [The Diamond Bros](#) in partnership with Meta, [BLACKPINK: A VR Encore](#) was filmed at the sold-out Born Pink World Tour finale show at the Gocheok Sky Dome. It features some of the band's biggest hits like "How You Like That," "You & Me," "Pink Venom," and more. The 70-minute concert special was custom-captured and produced for VR and filmed with the goal of giving people a unique first-person experience that catapults fans right into the heart of Seoul.



"We're thrilled to embrace the dynamic world of VR because it allows us to reach an even wider global audience and share our music in an entirely new, immersive way," BLACKPINK says. "This VR concert is not just a show; it's an extension of the tour we poured our hearts into. We can't wait for you to see the magic we've created with The Diamond Bros and Meta, and thank you to our incredible BLINKs for your endless support."

"Artists like BLACKPINK are transforming how music fans experience performances and connect with their favorite artists," adds Meta VP of Metaverse Vishal Shah. "We're excited to feature this creative, social VR experience from The Diamond Bros in Horizon Worlds and can't wait for Meta Quest owners to take a front-row seat for this amazing show."

BLACKPINK: A VR Encore will debut in VR on December 26 at 5:00 pm PT. [RSVP to the event](#) and start planning your avatar's concert day look. And if you miss the premiere, you can catch the replay throughout the next month in Worlds.

Red Rocks Live in VR

Get ready to sing your hearts out along with 10,000 other superfans from Colorado's world famous and iconic Red Rocks Amphitheatre. This immersive concert series produced by [Dorsey Pictures](#) gives home audiences better than front-row seats for some of the hottest acts of

today, including [Alison Wonderland](#), [Louis the Child](#), [Santa Fe Klan](#), [Tyler Childers](#), and [ZHU](#). See your favorite artists jam out at this incredible venue or grab some friends and explore your next favorite artists concert in Worlds.

Says Dorsey Pictures Managing Partner Amy Dorsey, “To have our first VR programming showcase the incredible venue of Red Rocks Amphitheater, with some of the most incredible artists in the world, is beyond thrilling since it all happens in our home state—and with 10,000 superfans joining the experience.”

Introducing Music Valley

All of these concerts will be available for free in Music Valley—a bespoke desert oasis in Worlds where it’s festival season all year long. The mainstage features a massive 180-degree screen and a translucent dance floor filled with balloons, light sticks, and grabbable objects to create a visually dynamic space and encourage everyone to move to the beat. And doorways to other music-themed Worlds let you explore a number of side acts.

As you enter Music Valley, you’ll be greeted by two gateways shaped like larger-than-life bracelets and wristbands. The gate you choose will determine your teammates or tribe. Once you pass through your chosen gate, you’ll be followed by a small visual companion—who will serve as your guide and ensure instant tribe identification!

Mini-games and interactive experiences are on hand to keep you entertained between sets.

- **DDR-DJ:** This rhythm game lets you step, jump, and dance along with beats to earn tokens on an interactive DJ setup.
- **ASMR UFO:** A giant UFO hovers over the Valley, projecting a beam of soft glowing light below it. Collecting notes that fall from the UFO will cause players to float upwards in the beam. First player to the top wins!
- **Keep the Fire Burning, Man:** A giant bonfire smolders in a ring. Dancing around the bonfire adds sparks to the flames, causing them to dance higher and higher until they explode in fireworks.
- **Lunar Laser:** In the Half-Moon Lounge, you’ll find a laser that projects light beams down below. Players can control the beams to uncover Easter eggs or help friends earn point boosts.

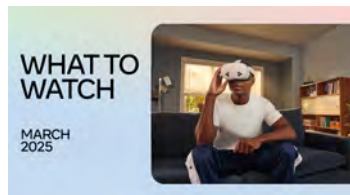
Music Valley opens its virtual doors November 28.* [RSVP here](#) for more details as they become available!

Meta Quest has been home to concerts from some of the biggest names in music for years, including [Post Malone](#), [J Balvin](#), [Foo Fighters](#), [Billie Eilish](#) (twice), [Chance the Rapper](#), [Young Thug](#), [David Guetta](#), [The Chainsmokers](#), and a [hyper-realistic avatar of The Notorious B.I.G.](#) with special guests Sean “Diddy” Combs, The Lox, Latto, and more. With today’s news, we’re thrilled to continue evolving the way that music fans come together to celebrate the artists they love while enjoying show-stopping performances like never before.

**Meta Horizon Worlds is available to people ages 13+ in the US, UK, Ireland, Canada, and Iceland and to people ages 18+ in France and Spain on Meta Quest 2, 3, and Pro.*

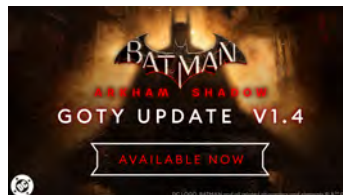
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What to Watch: March 2025 Highlights

Mar 26, 2025



‘Batman: Arkham Shadow’ Launches Game of the Year Update v1.4 + an Interview with Composer Kazuma Jinnouchi

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Meta Quest 3S

Unreal device.

Unreal price.

Starting at \$299.99 USD



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Break from the routine.



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See the difference



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Meta Quest 3S features the same mixed reality experience as Quest 3, with 4.5X the resolution and color compared to Quest 2.

Quest 3S includes a spacer for your glasses if you need them. If you want custom prescription lenses, learn more about [Zenni MR Prescription Lenses](#).

[> Learn more](#)

Details you'll notice



Snapdragon XR2 Gen 2 with 8GB RAM

Visuals are crisper, load times are faster and performance is smoother thanks to the Snapdragon XR2 Gen 2 chipset.

[> Learn more](#)

Get hands-on

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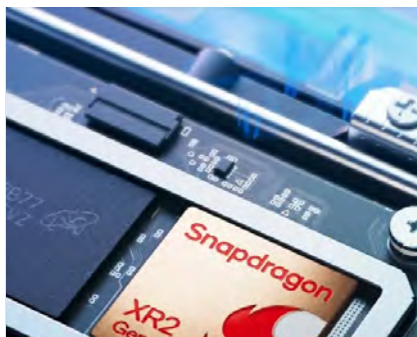
Engage like never before with precision controllers that act as a natural extension of your hands. Improved tracking capabilities mean you can also go controller-free.

[> Learn more](#)

The magic of mixed reality

Get ready for your favorite apps to come to life around you. Meta Quest 3S transforms your reality so you can do everything you love in new ways. Take a look inside.

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Unbox an unreal
experience

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In the box

All-in-one headset

Meta Quest 3S headset available in 128GB or 256GB with Standard Facial Interface (pre-installed) and optional Glasses Spacer (included)



Universal Power Adapter

Power adapter comes with 1-meter USB-C charging and data cable



Touch Plus Controllers

2 Touch Plus Controllers with wrist straps and 2 AA Batteries



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Included with your purchase



Batman: Arkham Shadow

Batman: Arkham Shadow is included with the purchase of 128GB and 256GB headsets.*



One-year limited warranty

Every Meta Quest headset and in-box accessory comes with a 1-year limited warranty.



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**MQ+ for 13+. Eligibility and auto-renewal terms apply. [See full terms.](#)



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Performance

2X faster GPU processing power (compared to Quest 2***)

8GB RAM for better system performance

Optics

High-definition resolution with **1832x1920 pixels per eye**

Fresnel lens with 3 position interaxial adjustment distances (IAD)

Battery & storage

2.5 hours of average run time with **4,324 mAH**

Two storage options: **128GB** and **256GB**

Mixed reality

4.5X better resolution for clarity and color (compared to Quest 2***)

Field of view of **96° horizontal** and **90° vertical**

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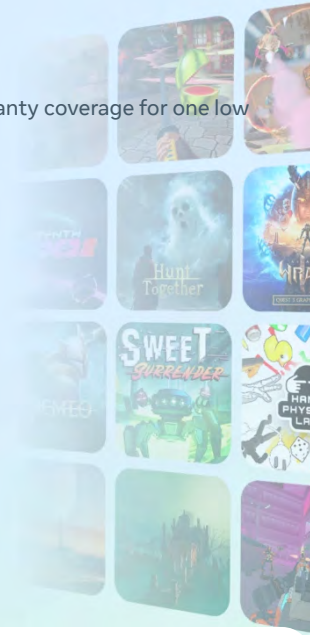
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Meta Quest Cable

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Frequently asked questions

What are the Meta Quest 3S storage sizes?

—

Meta Quest 3S will be available in two storage options: 128GB and 256GB.*

*Available storage is less than shown due to existing software. Meta Quest 3s will require certain updates to be installed from time to time, including prior to first use.

Can Meta Quest 3S play Steam games?

+

Do you need a computer for Meta Quest 3S?

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Sabrina Carpenter to Take Center Stage in Meta Horizon Worlds, Plus More Summer Fun

Blog

Jun 25, 2024

School’s out—summer vacay’s in. From front-row seats at the season’s must-see concerts to fast-paced games for some friendly competition, [Meta Horizon Worlds](#) is the perfect base of operations to hang with friends, meet new people, and make some memories.

Fun Around & Find Out | 🎮🎧🎵🎪 Launch | Meta Horizon Worlds



[Sabrina Carpenter to Take Center Stage in Music Valley](#)

Last November, we opened the doors to [Music Valley](#), an eclectic musical destination where it’s festival season all year long. And today, we’re thrilled to announce that Sabrina Carpenter is headlining the season with [a marquee immersive concert on July 19](#).

Inspired by her show-stopping set at Coachella, this exclusive special was shot in 180-degree VR with spectacular staging, clutch costumes, and killer choreography. Fans can expect back catalog classics like “Why” alongside more recent hits like “Nonsense” and her hit single, “Espresso.”

With production by [Gunpowder & Sky](#), coming off their Emmy nomination for their work on [The Notorious B.I.G. Sky’s The Limit: A VR Concert Experience](#), this is one show you won’t want to miss. Dance with your friends, meet other Carpenters, and unlock an exclusive reward, all for the low, low price of FREE—no parking passes or sunscreen required.

[Subscribe to the event](#) and don’t miss the hottest concert of the summer.

Kaiju City Showdown

A monstrous Kaiju has invaded the city, and only the brave Defenders can stop them from wreaking havoc. In one of our newest worlds, you can play as the 60-foot Kaiju in VR and experience scale and power as you rampage through the city streets. Or become a valiant Defender and try to take the Kaiju down before it's too late. The fate of the city is in your hands!

With a unique feel that's reminiscent of 1980s-era RPGs combined with explosive colors and a web 1.0 aesthetic, [Kaiju City Showdown](#) is sure to have your nostalgia firing on all cylinders.

Super Rumble = Super Fun

One of Worlds' top-rated titles, [Super Rumble](#) is an easy-to-learn, difficult-to-master free-for-all VR game for players of all skill levels. Action-packed and deeply rewarding, it boasts unlockable superpowers and a diverse arsenal of powerful weapons that deliver fresh, dynamic gameplay to keep you engaged and challenged. And who knows? There may even be a surprise or two in store.

Samurai Tycoon

In this UGC world created by emorgul, a leading Worlds creator, players cut down and slice objects to earn XP, which can then be used to upgrade their samurai swords and unlock new sections of the game.

Become a Samurai, collect legendary swords, and duel opponents as you climb the leaderboards and earn bragging rights. Jump into [Samurai Tycoon](#) today and start earning some swag.

Up for a Challenge?

We're also hosting weekly [community challenges](#) to keep things interesting. Varying in size and scope, some challenges will offer big prizes while others focus on community cred.

Whether you've got it made in the shade or want to have fun in the sun, [Worlds](#) is the place to be this summer. Thanks for being part of what makes it great.

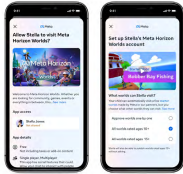
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***Based on the graphic performance of the Qualcomm Snapdragon XR2 Gen 2 vs XR2 Gen 1 on Meta Quest 2

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META QUEST

Verified app user reviews

Date of last revision: July 29, 2024

Verified User Reviews

All user reviews on the Meta Quest Store and App Lab are from verified owners of the app.

What is a “verified owner?”

A “verified owner” is someone who has purchased, obtained or redeemed an app through the Quest Store or App Lab, and has used the app. Reviews that are not made by “verified owners” are not published, are only viewable by their authors, and are not factored into the app’s average rating.

How are reviews processed?

Meta publishes all user reviews, whether positive or negative, as long as they are from a verified owner and do not violate our [App User Review Policy](#), or any other applicable terms and policies. For each user-reviewed app, Meta displays an average star rating and the distribution of all star ratings received from published reviews.

By default, reviews are displayed by “Most Relevant”, taking into consideration a variety of factors, such as how many users indicated the review was helpful, how recently the review was published, the author’s time spent in the reviewed app, the review’s length, the review’s compliance with our policies, how close the review’s rating is to the item’s average rating, and

the number of reviews in the last 28 days with the same rating. Users may also filter reviews by how recently the review was published or by their star rating.

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may be inaccurate or inappropriate. To learn more about Meta AI [click here](#).

Where we find that a review does not comply with the [App User Review Policy](#), or any other applicable terms or policies, we may take action on the review, including reducing visibility, removing the review's influence on the overall app rating, or removing the review.

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Meta Warranty Plus

Meta for Work

Meta for Education

Meta Quest referrals

Education discount

Store support and legal 

Community 

Our actions 

About us 

Site terms and policies 

App support 

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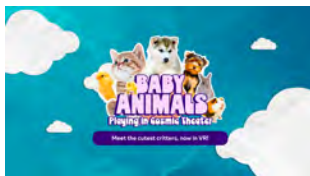
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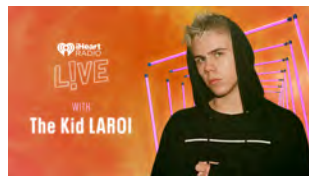
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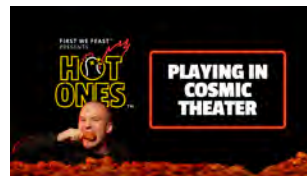
Events in Worlds



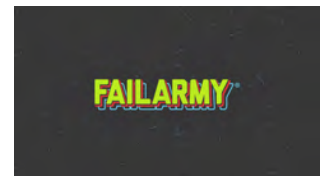
**Baby Animals
Marathon**



**The Kid LAROI:
iHeartRadio LIVE**



Hot Ones Marathon



**FailArmy: Fail
Marathon!**



**Alesso: Red Rocks
Live in VR**



**Space Explorers:
The ISS Experience
– Special Feature:
Home Planet**



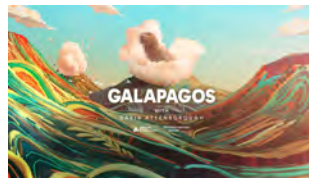
**Space Explorers:
Blue Marble Trilogy**



**Scream Park
Presents: Toby
Terrific's Terrifying
Top 5**



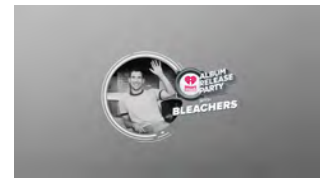
**Under the Sea-
World's Oceans**



**3D Galapagos with
David Attenborough**



**Nature in Motion:
Oceans**



**Bleachers:
iHeartRadio LIVE**



**Tiesto: Red Rocks:
Live in VR**



18+ Le Soapstone



Hello, Soapstone!



**[WED REPLAY]
Bleachers:
iHeartRadio LIVE**



18+ Well MetaVersed



**Dwight Simmons w/
TBarb**



**Dwight Simmons w/
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**(18+) Dwight
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