

DAFTAR PUSTAKA

Peraturan Perundang-undangan

Undang-Undang Nomor 28 Tahun 2014 tentang Hak Cipta

Digital Millenium Copyright Act of 1998

United States Copyright Law of 1976

Putusan (West Publishing Company)

Bleistein v. Donaldson Lithographing Co., 188 U.S. 239 (1903).

Lewis Galoob Toys, Inc. v. Nintendo of America Inc. No. 92-16364 (United States Court of Appeals, Ninth Circuit 1992).

Midway MFG. CO. v. Artic Intern., Inc. (United States Court of Appeals Seventh Circuit April 11, 1983).

Midway MFG.CO. v. Artic Intern., Inc. No. 80 C 5863 (District Court N. D. Illinois March 10, 1982).

Williams Elecs., Inc. v. Artic Int'l, Inc., 685 F.2d 870 (3d Cir. 1982).

Apple Computer, Inc. v. Formula Int'l, Inc., 725 F.2d 521 (9th Cir. 1984).

Armendariz v. Foundation Health Psychcare Services, 6 P.3d 669 (Cal. 2000).

Axlebolt LTD. v. Kirill D2022-1649 (WIPO Arbitration and Mediation Center July 13, 2022).

Bobbs-Merrill Co. v. Straus, 210 U.S. 339, 350 (1908).

Campbell v. Acuff-Rose Music, Inc., 510 U.S. 569 (1994)

Comput. Assoc. Int'l, Inc. v. Altai, Inc., 982 F.2d 693, 706 (2d Cir. 1992).

Groff v. American Online, Inc., No. PC 97-0331, 1998 WL 307001 (R.I. Super. Ct. May 27, 1998).

Incredible Tech., Inc. v. Virtual Tech., Inc., 400 F.3d 1007, 1011-12 (7th Cir. 2005).

Micro Star v. Formgen Inc., 154 F.3d 1107 (9th Cir. 1998).

N.Y. Times Co. v. Tasini, 533 U.S. 483 (2001).

Scholastic Entm't, Inc. v. Fox Entm't Group, Inc., 336 F.3d 982 (9th Cir. 2003).

Stern Elec., Inc. v. Kaufman, 669 F.2d 852, 856-57 (2d Cir. 1982).

Tetris Holding, LLC v. Xio Interactive, Inc., 863 F. Supp. 2d 394, 409 (D.N.J. 2012).

Vestron, Inc. v. Home Box Office, Inc., 839 F.2d 1380 (9th Cir. 1988).

Warner Bros. Ent. Inc. v. RDR Books, 575 F. Supp. 2d 513, 538 (S.D.N.Y. 2008).

Buku

Amirudin dan H. Zaenal Asikin. *Pengantar Metode Penelitian Hukum*, Jakarta: PT. Raja Grafindo Persada, 2006.

Bainbridge, David I. *Komputer Dan Hukum*. Jakarta: Sinar Grafika, 1993.

Chandra, Tofik Yanuar . *Hukum Pidana*. Jakarta: PT. Sangir Multi Usaha, 2022.

Damian, Eddy, *Hukum Hak Cipta menurut Beberapa Konvensi Internasional, UndangUndang Hak Cipta 1997 dan Perlindungannya terhadap Buku serta Perjanjian Penerbitannya*, Bandung : PT.Alumni, 1999

Damian, Eddy. *Hukum Hak Cipta*. Bandung: Alumni, 2009.

Djumhana, Muhamad . *Hak Milik Intelektual*. Bandung: PT Citra Aditya Bakti, 1997.

Eilam, Eldad . *Reversing: Secrets of Reverse Engineering*. Indianapolis: Wiley Publishing, 2005.

Hariyani, Iswi. *Prosedur Mengurus HAKI Yang Benar*. 1st ed. Yogyakarta: Pustaka Yustisia, 2008.

Hayse, M. *Morality and Ethics*. M-Z: Encyclopedia of Video Games, 2012.

Hidayah, Khoirul . *Hukum Hak Kekayaan Intelektual*. Malang: Setara Press, 2017.

Jened, Rahmi . *Hukum Hak Cipta*. Bandung: PT Citra Aditya Bakti, 2014.

Jenkins, Henry. *Convergence Culture: Where Old and New Media Collide*, 1st ed. New York: New York University Press, 2006.

M. Syamsudin, *Operasionalisasi Penelitian Hukum*, Jakarta:Raja Grafindo Persada, 2007, 143-145.

Maulana, Insan Budi. *Politik Dan Manajemen Hak Kekayaan Intelektual*. Bandung: Alumni, 2009.

Muhaimun. *Metode Penelitian Hukum*, Mataram: Mataram University Pers, 2020.

Muhammad, A. *Hukum dan Penelitian Hukum*, Bandung: Citra Aditya Bakti, 2004.

Peter Mahmud Marzuki, *Penelitian Hukum*, Jakarta: Prenada Media, 2004.

Ramadhan, M. Citra, Fitri Yanni Dewi Siregar, and Bagus Firman Wibowo. *Buku Ajar Hak Kekayaan Intelektual*. Deliserdang: Universitas Meda Area Press, 2023.

Rodriguez, Anxo. *The Legal Status of Video Games : Comparative Analysis in National Approaches*. Geneva, Switzerland: WIPO Publication, 2013.

Soekanto, Soejono. *Pengantar Penelitian Hukum*, Jakarta: Universitas Indonesia, 1986.

Soelistyo, Henry . *Hak Kekayaan Intelektual Konsepsi*. Jakarta: Penaku, 2014

Tesis/Skripsi

Aritonang, Rayyan Gustio Kevin. “Tinjauan Pembatasan Hak Cipta Indonesia Dan Doktrin Fair Use Amerika Serikat Dalam Modifikasi Video Game.” Undergraduate Dissertation (Skripsi), 2023.

Dmytrenko, Kateryna . “Protection of Video Games by Copyright: Comparative Analysis of the US, the UK, and German Legal Frameworks.” Short Thesis, 2018.

Hasibuan, Aryani Nauli. “Perlindungan Hak Cipta Atas Karya Derivatif Dalam Prakteknya: Studi Kasus Buku Ensiklopedia al Quran: Al Maushuah Al-Quraniyah Al- Muyassarah.” Tesis, 2011.

Kadavi, Akbar. “Perlindungan Hukum Terhadap Pemain Game Online Atas Pembelian Barang Virtual Dalam Game Jenis Freemium Menurut Hukum Di Indonesia.” Undergraduate Dissertation (Skripsi), 2024.

Rabiolo, Marisa Pauline. “Legal Dimensions of Video Game Modding: A Comparative Analysis of EU, US, and International Legal Frameworks ,” 2024.

Saputra, Indra Wira Agung. “Analisis Yuridis Terhadap Tindakan Modifikasi Permainan Video (Modding) Berdasarkan Pasal 52 Undang-Undang Nomor 28 Tahun 2014 Tentang Hak Cipta,” 2017.

Triyudanto, Yourdha . “Analisis Terhadap Rekayasa Balik Program Komputer Metode Jailbreak: Tinjauan Dari Hukum Hak Cipta.” Tesis, 2012.

Jurnal

Aulia, Siti , Salsa Leila Sabrina, and Tsalsa Nurfadilah. “Perlindungan Hukum Terhadap Karya Derivatif Sebagai Implementasi Hak Cipta Di Indonesia.” *Jurnal Hukum Dan HAM Wara Sains* 3, no. 1 (February 2024).

Carl Ott Lindstorm, “Mod Money, Mod Problems: A Critique of Copyright Restrictions on Video Game Modifications and an Evaluation of Associated Monetization Regimes,” *William & Mary Business Law Review* 11, no. 3 (2020).

Chau, Dennis. “THE LEGAL RISKS SURROUNDING USER-CREATED CONTENT in VIDEO GAMES.” *IDEA: The Law Review of the Franklin Pierce Center for Intellectual Property* 64, no. 1 (2023): 178–234.

Christie A. Lee, “Video Game Modding in The U.S. Intellectual Property Law: Controversial Issues and Gaps,” *Digital Law Journal* 3, no. 4, (2020), <https://doi.org/10.38044/2686-9136-2022-3-4-8-31>.

Corbett, Susan . “Computer Game Licenses: The Eula and Its Discontents.” *Computer Law & Security Review* 35, no. 4 (August 2019): 453–61. <https://doi.org/10.1016/j.clsr.2019.03.007>.

Deng, Zhaoxia. “Illegal to Play? Re-Examining the Copyright Ownership of Player Created Content.” *GMLU Law Review* 8, no. 1 (2021): 22–45.

Dimita, Gaetano . “Understanding Intellectual Property in Video Games.” *Wipo Committee on Development and Intellectual Property* 0, no. 0 (November 2023).

Dimita, Gaetano. “Understanding Intellectual Property in Video Games.” WIPO Committee on Development and Intellectual Property, November 2013.

Eriyanti, Nahara, and Muhammad Bahaur Rijal. “Google Adsense Perspektif Hukum Perjanjian Islam.” *Jurnal Dusturiah* 9, no. 2 (2019).

Feldman, Robin. “Antitrust Law: Pharmaceutical ‘Pay for Delay’ Reexamined.” *The Judges Book* 5, no. 1 (January 1, 2021): 4.

Fikri, Ikhsanul . “Perlindungan Hak Ekonomi Dalam Karya Adaptasi Berdasarkan Hukum Tentang Hak Cipta.” *Ijtihad: Jurnal Hukum Dan Ekonomi Islam* 15, no. 2 (December 2021): 217–35.

Gomulkiewicz, Robert W. “A Brief Defense of Mass Market Software License Agreements.” *RUTGERS COMPUTER & TECH. L.J* 22, no. 335 (1996).

Harry Randy Lalamentik, “KAJIAN HUKUM TENTANG HAK TERKAIT (NEIGHBORING RIGHT) SEBAGAI HAK EKONOMI PENCIPTA

BERDASARKAN UNDANG-UNDANG HAK CIPTA NOMOR 28 TAHUN 2014,” *Lex Privatum VI*, no. 6 (2014): 12–19.

Hashimy, Sayed Qudrat. “Protection of Video Games under Indian and the United States of America Copyright Law.” *Indian Journal of Law and Legal Research IV*, no. II (June 23, 2022): 1–22.

Herr, Melody. “The Interpretation of Creative Commons Licenses by US Federal Courts.” *The Journal of Academic Librarianship* 47, no. 1 (January 2021). <https://doi.org/10.1016/j.acalib.2020.102227>.

Hong, Renyi. “Game Modding, Prosumerism and Neoliberal Labor Practices.” *International Journal of Communication* 7 (2013): 984–1002.

Jerz, Dennis G. “Somewhere Nearby Is Colossal Cave: Examining Will Crowther’s Original ‘Adventure’ in Code and in Kentucky.” *DHQ Digital Humanities Quarterly* 1, no. 2 (2007).

Kusumadara, Afifah . “Pelindungan Program Komputer Menurut Hukum Hak Kekayaan Intelektual.” *Jurnal Hukum Dan Pembangunan*, no. 3 (2003).

Leval, Pierre N. “Toward a Fair Use Standard.” *Harvard Law Review* 103, no. 5 (1990): 1105–36. <https://doi.org/10.2307/1341457>.

Malik, Iqbal Abdul, Budi Santoso, and Siti Mahmudah. “Perlindungan Hukum Atas Karya Cipta Permainan Video Menurut Undang- Undang Nomor 28 Tahun 2014 Tentang Hak Cipta.” *Diponegoro Law Journal* 6, no. 2 (2017): 1–13.

Mattioli, Michael . “History of Video Game Distribution.” *IEEE Consumer Electronics Magazine* 10, no. 2 (March 1, 2021): 59–63.

Muscar, Jaime E. “A Winner Is Who? Fair Use and the Online Distribution of Manga and Video Game Fan Translations.” *Vanderbilt Journal of Entertainment and Technology Law* 9, no. 1 (2021).

Ochoa, Tyler T. “Who Owns an Avatar? Copyright, Creativity, and Virtual Worlds Who Owns an Avatar? Copyright, Creativity, and Virtual Worlds.” *Vanderbilt Journal of Entertainment and Technology Law* 14, no. 4 (2012): 959–92.

Odellia, Rachel Calysta. “Analisis Kriteria Derivative Works Sebagai Objek Perlindungan Hak Cipta Tersendiri Ditinjau Berdasarkan Undang-Undang Nomor 28 Tahun 2014 Tentang Hak Cipta Dan United States Copyright Act 1976.” *Brawijaya Law Student Journal*, August 30, 2022.

Prabandari, Adya Paramita . “Komparasi Pengaturan Hak Cipta Di Indonesia Dan Amerika Serikat.” *Masalah-Masalah Hukum* 42, no. 2 (2013).

Putra, Muhammad Aldhyansah Dodhy . “Perlindungan Hak Cipta Penerbit Terhadap Buku Ciptaan Yang Telah Menjadi Public Domain.” *JIPRO: Journal of Intellectual Property* 3, no. 2 (December 30, 2020): 81–92. <https://doi.org/10.20885/jipro.vol3.iss2.art5>.

Ramos, Andy . “The Legal Status of Video Games: Comparative Analysis in National Approaches.” Geneva: World Intellectual Property Organization, 2013. <https://doi.org/10.34667/tind.28964>.

Scacchi, Walt . “Modding as a Basis for Developing Game Systems.” Irvine: University of California, 2011.

Terasaki, Michael. “Do End User License Agreements Bind Normal People?” *Western State University Law Review* 41, no. 3 (2014): 467–89.

Volanis, Nikolaos. “Legal and Policy Issues of Virtual Property.” *International Journal of Web Based Communities (IJWBC)* 3, no. 3 (June 27, 2007). <https://doi.org/10.1504/IJWBC.2007.014242>.

Walt Scacchi, “Computer Game Mods, Modders, Modding, and the Mod Scene,” *First Monday* 15, no. 5 (April 17, 2010), <https://doi.org/10.5210/fm.v15i5.2965>.

Wei, Dakai , and Maude Bonenfant. “Fan Translation of Video Games in China: The Case of Deeptrans.” *Global Media and China* 0, no. 0 (2024). <https://doi.org/10.1177/20594364241307481>.

Wibowo, Ahmad Fajri. “Perlindungan Hak Cipta Terhadap Penggandaan Permainan Video.” *Dharmasiswa: Jurnal Program Magister Hukum Fakultas Hukum Universitas Indonesia* 2, no. 2 (June 2022): 761–74.

Won, Alice J. “Exhausted? Video Game Companies and the Battle against Allowing the Resale of Software Licenses .” *Journal of the National Association of Administrative Law Judiciary* 33, no. 1 (2013): 388–438.

Internet

Alucare, “Aimbot Fortnite, apa itu dan bagaimana cara menggunakannya?,” Alucare, Agustus 13, 2024. <https://www.alucare.fr/id/aimbot-fortnite-apa-itu-dan-bagaimana-menggunakan-satu/>.

Andy Chalk, “Koei Tecmo is suing the makers of a nude-modded Dead or Alive DVD,” *PC Gamer*, Januari 6, 2021. <https://www.pcgamer.com/koei-tecmo-is-suing-the-makers-of-a-nude-modded-dead-or-alive-dvd/>.

Andy Dyer, “PC Game Mods - From Smurfs to Counter-Strike and Beyond!,” *Nvidia*, Maret 18, 2016. <https://www.nvidia.com/en-us/geforce/news/history-of-pc-game-mods/>.

- Apjii. “APJII Jumlah Pengguna Internet Indonesia Tembus 221 Juta Orang.” Asosiasi Penyelenggara Jasa Internet Indonesia, Februari 7, 2024. <https://apjii.or.id/berita/d/apjii-jumlah-pengguna-internet-indonesia-tembus-221-juta-orang>.
- Blank, Point. “End User License Agreement.” Point Blank Beyond Limits, December 1, 2018. <https://www.pointblank.id/eula/policy>.
- CJ Wheeler, “GTA V and RDR2 VR modder receives DMCA takedown from Take-Two Interactive,” Rock Paper Shotgun, Juli 7, 2022. <https://www.rockpapershotgun.com/gta-v-and-rdr2-vr-modder-receives-dmca-takedown-from-take-two-interactive>.
- Commons, Creative. “About CC Licenses.” Creative Commons, 2019. <https://creativecommons.org/share-your-work/cclicenses/>.
- . “License Version.” Creative Commons, 2016. https://wiki.creativecommons.org/wiki/License_Versions#Detailed_attribution_comparison_chart.
- Electronic Arts, “Mod for Popular Steam Game Used to Spread Malware,” EA Help, Juli 10, 2024. <https://help.ea.com/en/help/the-sims/the-sims-4/mods-and-the-sims-4-game-updates/>.
- Electronic Arts, “User Agreement,” EA, <https://www.ea.com/legal/copyright-infringement-notice>.
- Electronic Arts,. “User Agreement.” Electronic Arts, January 16, 2025. <https://www.ea.com/legal/user-agreement>.
- Ernesto Van der Sar, “Nintendo Sues ‘Modded Hardware’ and r/SwitchPirates Moderator ‘Archbox’,” Torrent Freak, Juli 1, 2024. <https://torrentfreak.com/nintendo-sues-modded-hardware-and-r-switchpirates-moderator-archbox-240701/>.
- Gabriel Machado Pureza, “Mod for Popular Steam Game Used to Spread Malware,” Alucare, Desember 28, 2023. <https://gamerant.com/steam-malware-mod-downfall-slay-the-spire/>.
- Kementerian Pemuda dan Olahraga Republik Indonesia, “Menpora Dito Buka Pertandingan Perdana Esport di PON XXI/2024 Aceh-Sumut,” Kemenpora, September 13, 2024. <https://www.kemenpora.go.id/detail/5430/menpora-dito-buka-pertandingan-perdana-esport-di-pon-xxi-2024-aceh-sumut>.
- Kompasiana, “Bagaimana Peluang Industri Game Online di Indonesia,” Kompasiana.com, September 12, 2022. <https://www.kompasiana.com/bangardi0464/631afc7cd287dd35a0216db2/bagaimana-peluang-industri-game-online-di-indonesia>.

Moreno, Johan . “Nintendo Once Again Sent 500+ Copyright Blocks to Remove Soundtrack Music on YouTube.” *Forbes*, May 22, 2022. <https://www.forbes.com/sites/johanmoreno/2022/05/31/nintendo-once-again-sent-500-copyright-blocks-to-remove-soundtrack-music-on-youtube/>.

Papadopoulos, John . “Modders Recreated the Whole *Zelda: Breath of the Wild* in *Minecraft*.” *Dark Side of Gaming*, January 4, 2024. <https://www.dsogaming.com/mods/modders-recreated-the-entirety-of-zelda-breath-of-the-wild-in-minecraft/>.

Raven, Clever. “Cataclysm: Dark Days Ahead.” *Steam*, March 31, 2023. https://store.steampowered.com/app/2330750/Cataclysm_Dark_Days_Ahead/.

Rodriques Law. “Successful Filmmakers Know How to Deliver Clean Chain of Title.” *Rodriques Law*, n.d. <https://rodriqueslaw.com/blog/successful-filmmakers-know-how-deliver-clean-chain-title/>.

Ryan Dinsdale, “Nintendo's Latest Piracy Lawsuit Hits Switch Modding Company After It Refused to Shut Down,” *IGN*, Juli 2, 2024. <https://sea.ign.com/nintendo-switch-1/217782/news/nintendos-latest-piracy-lawsuit-hits-switch-modding-company-after-it-refused-to-shut-down>.

Sauvey, Kaylee. “Ownership of Mod at Issue in Copyright Case.” *Quilles Law*, 2017. <https://www.quiles.law/blog/ownership-of-mod-at-issue-in-copyright-case>.

Support, Rockstar . “Grand Theft Auto v: Supported Languages.” *Rockstar Support*, January 7, 2025. <https://support.rockstargames.com/articles/200155736/Grand-Theft-Auto-V-Supported-Languages>.

Traves, Lindsay . “Who Owns Spider-Man? A Comprehensive Explainer of the Marvel Copyright Lawsuit .” *Static Media*, September 30, 2021. <https://www.slashfilm.com/620791/who-owns-spider-man-a-comprehensive-explainer-of-the-marvel-copyright-lawsuit/>.