

**LEGAL PROTECTION CREATORS AND ONLINE GAME COPYRIGHT
HOLDERS BASED ON LAW NUMBER 28 OF 2014 CONCERNING
COPYRIGHT**

By

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ABSTRACT

This present reserch analyze and studies more deeply about legal protection and dispute resolution for copyright owners and online game copyright licensees in Indonesia as well as knowing and examining the role of DGIP in preventing violations of private server creation to protect the rights of creators and copyright license holders. This legal research uses normative legal research supported by field data, using primary, secondary and tertiary legal materials

This legal research uses normative legal research supported by field data, using primary, secondary and tertiary legal materials. Collecting library data by means of document study by looking for and reviewing documents that support research from various book sources, laws and regulations, and field data using interviewees from the Directorate General of Intellectual Property Rights (DGIP) and Expert Lecturers of Intellectual Property. The results of the study were analyzed qualitatively and the resulting data was descriptive analytical data by means of deductive method thinking

Based on the results of research on legal protection regarding online game-based video games, it has not been explained in detail in the copyright regulations. The case between the Lyto Datarindo Fortuna Company and the Cybertechtomic Pratama Company was not directly involved in the practice of creating private servers, but if you continue to provide server services, it can be said to have violated the provisions of copyright protection. Settlement of cases of copyright infringement is resolved by means of a non-litigation process. The role of DGIP in preventing these cases is to carry out surveillance and socialization to the public by involving other government agencies and institutions in order to maximize supervision. Creative Commons (CC) licenses can be a solution to minimize piracy of video games.

Keywords: *video games, private server, legal protection*

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PELINDUNGAN HUKUM TERHADAP PENCIPTA DAN PEMEGANG LISENSI HAK CIPTA ONLINE GAME DI INDONESIA BERDASARKAN UNDANG-UNDANG NOMOR 28 TAHUN 2014 TENTANG HAK CIPTA

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INTISARI

Menganalisis dan mengkaji lebih mendalam mengenai perlindungan hukum dan penyelesaian sengketa bagi pemilik hak cipta dan pemegang lisensi hak cipta online game di Indonesia dan mengkaji peran DJKI dalam mencegah terjadinya tindakan pelanggaran pembuatan *privat server*.

Penelitian hukum ini menggunakan jenis penelitian hukum normatif yang didukung dengan data lapangan, menggunakan bahan hukum primer, sekunder dan tersier. Pengumpulan data kepustakaan dengan cara studi dokumen dengan mencari dan mengkaji dokumen yang mendukung penelitian dari berbagai sumber buku, peraturan perundang-undangan, dan data lapangan menggunakan wawancara narasumber Direktorat Jendral Kekayaan Intelektual (DJKI) dan Dosen Ahli Hak Kekayaan Intelektual. Hasil penelitian dianalisis secara kualitatif dan data yang dihasilkan berupa data deskriptif analitis dengan cara berpikir metode deduktif.

Berdasarkan hasil penelitian perlindungan hukum tentang permainan video berbasis online game belum dijelaskan secara mendetail dalam UUHC. Kasus PT Lyto Datarindo Fortuna dengan PT Cybertechtonic Pratama tidak terlibat secara langsung dalam praktek pembuatan *privat server*, namun apabila melanjutkan penyediaan jasa layanan server dapat dikatakan telah melanggar ketentuan perlindungan hak cipta. Penyelesaian kasus pelanggaran hak cipta tersebut diselesaikan dengan cara proses di luar pengadilan. Peran DJKI dalam pencegahan kasus tersebut melakukan tindak pengawasan dan sosialisasi kepada masyarakat dengan melibatkan Instansi dan Lembaga pemerintah lain guna memaksimalkan pengawasan. Lisensi *Creative Commons* (CC) dapat menjadi solusi untuk meminimalisir tindakan pembajakan permainan video.

Kata Kunci: permainan video, *private server*, perlindungan hukum

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