

## TABLE OF CONTENT

APPROVAL PAGE.....	i
ACKNOWLEDGEMENT PAGE.....	ii
STATEMENT OF AUTHENTICITY.....	iii
PREFACE.....	iv
DEDICATION PAGE.....	vi
TABLE OF CONTENT.....	viii
ABSTRACT.....	x
INTISARI.....	xi
CHAPTER I: INTRODUCTION.....	1
A. Underlying Background.....	1
B. Problem Formulation.....	7
C. Purpose of the Study.....	8
D. Originality of the Research.....	9
E. Benefit of the Study.....	11
CHAPTER II: THEORETICAL REVIEW.....	12
A. Intellectual Property Rights.....	12
1. Intellectual Property Rights Provisions.....	12
2. Definition of Intellectual Property Rights.....	16
3. Scope of Intellectual Property Rihts.....	17
B. Copyright.....	18
1. Provision Regarding Copyright.....	18
2. Definition of Copyright.....	27
3. Moral Right and Economic Right.....	28
4. History of Copyright.....	32
5. Principle of Copyright.....	35
6. Creator and Copyright Holder.....	37



7. Scope of Copyright.....	40
8. Limitation of Copyright.....	42
9. Validity Period of Copyright.....	44
10. Copyright Infringement.....	46
11. Legal Protection.....	51
C. Video Game.....	56
1. Video Game in General.....	56
2. Video Game Developer.....	57
CHAPTER III: RESEARCH METHOD.....	60
A. Characteristic of the Research.....	60
B. Types of the Reseach.....	60
C. Data Analysis.....	65
CHAPTER IV: RESEARCH RESULTS AND ANALYSIS.....	66
A. Game Developers in Indonesia.....	66
1. Game Development in Indonesia.....	66
2. Respondent's Profiles.....	68
B. The infringements which are often encountered regarding copyright protection of video games in Indonesia.....	70
1. Result.....	70
2. Analysis.....	76
C. Copyright Protection of Video Game for Game Developers in Indonesia.....	88
1. Result.....	88
2. Analysis.....	98
D. Factor that Impede the Protection of Video Game in Indonesia.....	116
1. Result.....	116
2. Analysis.....	123
CHAPTER V: CLOSURE.....	129
A. Conclusion.....	129
B. Recommendation.....	131
BIBLIOGRAPHY.....	133