

## BIBLIOGRAPHY

### Books and Journals

- Abanes, Richard, 2006, *What Every Parents Needs to Know About Video Games*, Harvest House Publishers, Oregon
- Abdul Bari, Azed, 2006, *Buku Panduan Hak Kekayaan Intelektual*, Dirjen HaKI, Jakarta
- Ambarwati, Yustina Dethi, 2009, *Perlindungan Hukum Hak Cipta Terhadap Karya Cipta Buku Yang Diterbitkan Oleh Penerbit di Daerah Istimewa Yogyakarta (Studi KASUS Gadjah Mada University Press)*, Penulisan Hukum, Fakultas Hukum UGM
- Ardhiwisastro, Yudha, 2003 , *Hukum Internasional Bunga Rampai*, Alumni, Bandung
- Arikunto, Suharsini, 1996, *Prosedur Penelitian: Suatu Pendekatan Praktek*, Rineka Cipta, Yogyakarta.
- Ariyus, Dony, 2009, *Pengantar Ilmu kriptografi: Teori Analisis & Implementasi* , STMIK Amikom, 2009, Andi Offset, Yogyakarta
- Arryawan, Eko, 2010, *Anti Forensik Mengatasi Investigasi Komputer Forensik* , Elex Media Komputindo, Jakarta
- Arsyad, Azhar, 2011, *Media Pembelajaran*, Rajawali Pers, Bandung
- Bruggink, JJ., 1999, *Refleksi Tentang Hukum*, translated by Arief Sidharta, Citra Aditya Bakti, Bandung.
- Chris, Crawford, 1982, *"A Taxonomy of Computer Games" The Art of Computer Game Design*, chapter 3
- Damian, Eddy, 2002, *Hukum Hak Cipta*, PT Alumni, Bandung.
- DeMaria, Russel, 2008, *Reset: Changing the Way We Look at Video Games*, PTY Ltd.
- Djumhana, Mohamad. Djubaidilah R., 2000, *Hak Kekayaan Intelektual (Sejarah, Teori dan Praktek) di Indonesia*, Citra Aditya Bakti, Bandung.
- Dutfield, Graham, 2000, *Intellectual Property Rights, Trade and Biodiversity*, IUCN and Earthscan Publication Limited, London.
- Fernández, J. Carlos, Molina, (2003), *"Hukum terhadap pengelakan hak cipta perlindungan teknologi"* , Journal of Dokumentasi, Vol. 59 Iss: 1, MCB UP Ltd.
- Firmansyah, Muhamad, 2008, *Tata Cara Mengurus HAKI*, Visimedia, Jakarta.

- Gautama, Sudargo, 1990, *Segi-segi Hukum Hak Milik Intelektual*, PT Eresco, Bandung.
- Ginting, Elyta Ras, 2012, *Hukum Hak Cipta Indonesia Analisis Teori dan Praktik*, Citra Aditya Bakti, Bandung.
- Goodpaster, Garry, 1995, *Tinjauan Terhadap Penyelesaian Sengketa, Seri Dasar-Dasar Hukum Ekonomi Arbitrase di Indonesia*, Ghalia Indonesia, Jakarta.
- Hadi, Sutrisno, 1997, *Metode Penelitian*, UGM Press, Yogyakarta.
- Henri, Samuel, 2010, *Cerdas Dengan Game*, PT Gramedia Pustaka Utama, Jakarta.
- Hutahuruk, M., 1982, *Peraturan Hak Cipta Nasional*, Erlangga, Jakarta.
- H, Wu., 2006, *Fundamental Principles of the International Protection System of Intelektual Property Rights and the Applications*, Jurnal Frontiers of Law in China, Vol. 1; number 3, Higher Education Press, China.
- Insaini, Yusran, 2010, *Buku pintah HAKI: Tanya Jawab Seputar Hak Kekayaan Intelektual*, Ghalia Indonesia, Jakarta.
- Irawan, Candra 2011, *Politik Hukum Hak Kekayaan Intelektual Indonesia*, CV Mandar Maju, Bandung.
- Jamalus and Mahmud, 1981, *Musik 4 untuk review SPG Kelas II*, Departemen Pendidikan dan Kebudayaan, Jakarta.
- Jened, Rahmi, 2014, *Hukum Hak Cipta (Copyright's Law)*, Citra Aditya Bakti, Bandung.
- Karjono, 2011, *Perjanjian Lisensi Pengalihan Hak Cipta Program Komputer Transaksi Elektronik*, PT Alumni, Bandung
- Kesowo, Bambang, 1995, *GATT, TRIPS dan Hak Kekayaan Intelektual*, Mahkamah Agung, Jakarta.
- Kurosu, 2009, Masaaki, *Human Centered Design: First International Conference, HCD 2009, Held as Part of HCI International 2009*, San Diego, CA, USA.
- Latip, Yansen, 2002, *PILIHAN Hukum dan PILIHAN Forum hearts Kontrak Intenasional*, UI Press, Jakarta.
- Leenes, Ronald, B Koops, 2005, *Kode: Kematian Privasi atau Sviour? Internasional Ulasan Hukum*, Komputer dan Teknologi, Vol. 19, none. 3 (November 2005).
- Lindsey, Tim, Damian Eddy, Butt Simon and Utomo Tommy Suryo , 2003, *Hak Kekayaan Intelektual (Suatu Pengantar)*, Alumni, Bandung.

- Lutviansori, Arif, 2010, *Hak Cipta dan Perlindungan Folklor di Indonesia*, Graha Ilmu, Yogyakarta.
- Margono, Suyud, 2014, *ADR (Alternatif Penyelesaian Sengketa) dan Arbitrase: Proses Pelembagaan Dan Aspek Hukum*, Ghalia Indonesia, Bogor.
- , 2010, *Hukum Hak Cipta Indonesia Teori Analisis Harmonisasi Ketentuan WTO-TRIPS Agreement*, Ghalia Indonesia, Bogor.
- Marzuki, Peter Mahmud, 2005, *Penelitian Hukum*, Prenada Media, Jakarta.
- Mertokusumo, Sudikno, 2005, *Mengenal Hukum (Suatu Pengantar)*, Liberty, Yogyakarta.
- , 2003, *Mengenal Hukum Suatu Pengantar*, Liberty, Yogyakarta.
- Metzger, et.al. 1989, *Hukum Bisnis dan Lingkungan Peraturan: Konsep dan Kasus*, Irwin, Boston.
- Muhammad, Abdulkodir, 2001, *Kajian Hukum Ekonomi dan Hak Kekayaan Intelektual*, PT. Citra Aditya Bakti, Bandung.
- , 1993, *Pengantar Hukum Perusahaan Indonesia*, Citra Aditya Bakti, Bandung.
- Munandar, Haris and Sitanggang Sally, 2008, *HAKI-Hak Kekayaan Intelektual*, Penerbit Erlangga, Jakarta.
- Nainggolan, Bernard, 2011, *Pemberdayaan Hukum Hak Cipta dan Lembaga Manajemen Kolektif*, Alumni. Bandung.
- Nalwan, Agustinus, 1995, *Pemograman Animasi dan Game Profesional*, Elek Media Komputindo, Jakarta.
- Nugroho, Susanti Adi, 2009, *Mediasi Sebagai Alternatif Penyelesaian Sengketa*, Telaga Ilmu Indonesia, Jakarta.
- OK., Saidin, 2004, *Aspek Hukum Hak Kekayaan Intelektual (Intellectual Property Rights)*, Rajawali Pers, Jakarta
- Philipus, Harjono, 1987, *Perlindungan Hukum Bagi Rakyat Indonesia*, PT. Bina Ilmu, Surabaya.
- Purba, Afrillyana, Saleh Gazalba and Krisnawati Andriana, 2005, *TRIPS-WTO & Hukum HKI Indonesia*, Rineka Cita, Jakarta.
- Purwaningsih, Endang, 2005, *Perkembangan Hukum Intellectual Property Rights*, Ghalia Indonesia, Bogor.
- Putrianti, Ika Risawanti, 2000, *Lisensi Copyleft dan perlindungan Open Source Software di Indonesia*, Galeri Ilmu, Yogyakarta.

- Rabin, Steve, 2009, *Introduction to Game Development*, 2nd edition, Charles River Media Incorporated, Hingham, Massachusetts.
- Riyana, Cepi. Susilana, Rudi, 2009, *Media Pembelajaran: Hakikat, Pengembangan, Pemanfaatan, Penilaian*, CV Wacana Prima, Bandung
- Riswandi, Budi Agus and Syamsudin M., 2009, *Hak Cipta di Internet Aspek Hukum dan Permasalahannya di Indonesia*, FH UII Press, Yogyakarta.
- , 2004, *Hak Kekayaan Intelektual dan Budaya Hukum*, Rajawali Pers, Jakarta.
- Rosser, James Butch, 2009, *Playin' To Win: A Surgeon, Scientist and Parent Examines the Upside of Video Games*, Morgan James Publishing, New York.
- Salam, Aprinus, 2010, *Sastra, Negara dan Perubahan Sosial*, Pusat Studi Kebudayaan UGM
- Samadikun, Samaun, 2007, *Sang Petani Silikon Indonesia*, LIPI Press, Jakarta.
- Schafer, Stephen Brock, 2016, *Exploring the Collective Unconscious in the Age of Digital Media*, IGI Global, USA.
- Scott, Michele D., 2008, *Scott of Multimedia Law 3rd Edition*, Vol. 1, Wolter Kluwers Law and Business.
- Sefriani, 2010, *Hukum Internasional Suatu Pengantar*, Rajawali Pers, Jakarta.
- Sembiring, Jimmy, 2009, *Legal Officer*, Visimedia, Jakarta Selatan.
- Soekanto, Soerjono, 2005, *Pengantar Penelitian Hukum*, Cetakan ke-3, UI Press, Jakarta.
- Soekardono R., 1981, *Hukum Dagang Indonesia I*, Dian Rakyat.
- , 2004, *Faktor-faktor Yang Mempengaruhi Penegakan Hukum*, PT. Raja Grafindo Persada, Jakarta.
- Stewart, S.M., 1989, *International Copyright and Neighbouring Rights*, 2nd Edition, Buuterworths & Co. Ltd, London.
- Supende, Pepen. Nurhidayat, 2008, *Fun Game 50 Permainan Menyenangkan Indoor dan Outdoor*, Penebar Swadaya, Jakarta.
- Surya, Hendra, 2005, *Kiat Mengatasi Penyimpangan Prilaku Anak (2)*, Elex Media Komputindo, Jakarta.
- Sutedi, Adrian, 2009, *Hak Atas Kekayaan Intelektual*, Sinar Grafika, Jakarta.
- Sutiyoso, Bambang, 2008, *Hukum Arbitrase Dan Alternatif Penyelesaian Sengketa*, Gama Media, Yogyakarta.

Utomo, Tomi Suryo, 2007, Definisi Penegakan Hukum Hak Cipta di Indonesia: Permasalahan dan Solusinya, Gloria Juris, Vol. 7, No. 2.

Walliman, Nicholas, 2004, *Your Undergraduate Dissertation*, Sage Publication, London.

Widjaja, Gunawan. Yani Ahmad, 2003, *Hukum Arbitrase*, Raja Grafindo, Jakarta.

Winata, Frans Hendra, 2011, *Hukum Penyelesaian Sengketa Arbitrase Nasional Indonesia Dan Internasional*, Sinar Grafika, Jakarta.

Witanto, 2011, *Hukum Acara Mediasi hearts Perkara Perdata di Lingkungan Peradilan Umum Dan Peradilan Agama \*Menurut PERMA Nomor 1 tahun 2008 TENTANG Prosedur Mediasi di Pengadilan*, Alfabeta, Bandung.

Wolf, Mark J.P. 2008, *The Video Game Explosion: A History from PONG to Playstatio and Beyond*, Greenwood Press, USA

Zam, Efvy, 2013, *Anti Privasi: Melacak, Membajak, & Membobol data Rahasia*, Transmedia, Jakarta

## Internet

Antara News, [http://www.antaranews.com/berita/541179/glenn-fredly-disomasi-seorang-dosen-universitas-brawijaya?utm\\_source=related\\_news&utm\\_medium=related&utm\\_campaign=news](http://www.antaranews.com/berita/541179/glenn-fredly-disomasi-seorang-dosen-universitas-brawijaya?utm_source=related_news&utm_medium=related&utm_campaign=news), last accessed 13 August 2016

Badan Pengkajian dan Penerapan Teknologi Hak Kekayaan Inteletual, 2011, *Pengakuan Hak Kekayaan Intelektual di Indonesia*, at [http://hki.bppt.go.id/index.php?option=com\\_content&view=article&id=15&Itemid=19](http://hki.bppt.go.id/index.php?option=com_content&view=article&id=15&Itemid=19), last accessed 13 April 2016.

Claudia Anrig, 2012, *The importance of brain excercise*, To Your Health March 2012 (Vol. 06 Issue 03) at <http://www.toyourhealth.com/mpacms/tyh/article.php?id=1543>, last accessed on 20 March 2016.

*Definition of e-sport*, <http://www.dictionary.com>, last accessed on 18 March 2016.

Direktorat Jendral Hak Kekayaaan Intelektual Kementrian Hukum dan HAM Republik Indonesia “*Sekilas Sejarah*” <http://www.dgip.go.id/tentang-kami/sekilas-sejarah>, accessed on 7 March 2016.

Esport Earnings, *The International 2015: Dota 2 Championship* <http://www.esportsearnings.com/tournaments/12894-the-international-2015>, last accessed 17 March 2016.

- Hughes, Lih. Justin. 2009, *A Short history of intelectual property in relation to copyright*, working paper, p.6 <http://ssrn.com/abstract=1432860>, last accessed 5 March 2016.
- Jamaludin, Fauzan, 2015, merdeka.com *Pendapatan Industri Permainan Indonesia hampir Rp 3Triliun*, at <http://www.merdeka.com/teknologi/menggiurkan-pendapatan-industri-game-indonesia-hampir-rp-3-triliun.html>, last accessed 17 June 2016
- Kapanlagi, <http://musik.kapanlagi.com/galeri/berita-foto/indonesia/foto-setelah-syahrini--inul-martin-carter-kini-somasi-rossa.html>, last accessed 13 August 2016
- Kaskus Threat, <http://oktavita.com/kasus-band-gigi-somasi-mvp-pictures-ph-film-toilet-105.htm>, last accessed 13 August 2016
- KBBI, <http://kbbi.web.id/eksklusif>, last accessed 15 August 2016
- Kesowo, Bambang, Seminar Universitas Hasanuddin 4-5 Mei 2000, *Implementasi Undang-Undang Hak Cipta*.
- Luke Graham, *Can Video Game Piracy Be Stopped in Two Years?* at <http://www.cnbc.com/2016/01/14/can-video-game-piracy-be-stopped-in-two-years.html> last accessed on 14 April 2016.
- Oct. 18, 1985: *Nintendo Entertainment System Launches*, <http://www.wired.com/2010/10/1018nintendo-nes-launches/>, last accessed on 18 March 2016.
- Peter Drahos dan Herchel Smith, *The Universality of Intellectual Property Rights: Origin and Development*, WIPO Panel Discussion Papers, trough <http://wipo.int/tk/en/hr/paneldiscussion/papers/word/drahos.doc>, 7 March 2016.
- Paul Tassim, 2013, *the U.S. Now Recognizes eSport Players as Professional Athletes*, <http://www.forbes.com/sites/insertcoin/2013/07/14/the-u-s-now-recognizes-esports-players-as-professional-athletes/#2c8c0e6e691d>, last accessed 28 February 2016.
- Riswandi, Budi Agus, 2012, *Mengurai Hak Cipta di Internet*, Pusat HKI UII, <http://pusathki.uui.ac.id/artikel/artikel/mengurai-hak-cipta-di-internet.html>, lat diakses Mei 2016 29
- Science for All Americans Online, *Chapter 3: Nature of Technology, Issues in Technology*, at <http://www.project2061.org/publications/sfaa/online/chap3.htm#top> last accessed at 12 April 2016.



Sukarno, Puput Ady, 2014, *Sejarah Perkembangan Industri Permainan di Indonesia*, at

<http://industri.bisnis.com/read/20140303/105/207515/sejarah-perkembangan-industri-game-di-indonesia>, last accessed 17 June 2016

Taufan Prakoso, 2013, *Wah, Game Local "Ramen Chain" Dibajak Developer Asing di Google Play*", <http://aplikanologi.com/berita/wah-game-lokal-ramen-chain-dibajak-developer-asing-di-google-play/>, last accessed 25 February 2016.

*The importance of brain exercise*, <http://www.toyourhealth.com/mpacms/tyh/article.php?id=1543>, last accessed on 20 March 2016.

The University of Texas Medical Branch (UTMB), *UTMB's Dr. Kilic on the Robotic Simulator Training Study*, at <https://youtu.be/9hhnG-uwq4o> last accessed on 9 April 2016

TRIPS, at [https://www.wto.org/english/thewto\\_e/whatis\\_e/tif\\_e/org6\\_e.htm](https://www.wto.org/english/thewto_e/whatis_e/tif_e/org6_e.htm), last accessed 20 July 2016

### **Statutory Regulations**

Agreement on Trade Related Aspects of Intellectual Property Rights, Annex 1C of the Marrakesh Agreement Establishing the World Trade Organization, signed in Marrakesh, Morocco, 15 April 1994.

Berne Convention for the Protection of Literary and Artistic Works, Berne, 9 September 1886.

Copyright Act 1912 (Netherlands), <http://www.ivir.nl/legislation/nl/copyrightact.html>, last accessed 23 October 2013.

Law of the Republic of Indonesia No. 28 of 2014 regarding Copyright, State Gazette of the Republic of Indonesia of 2014 No. 266, addition of State Gazette of Republic Indonesia No. 5599.

Law of the Republic of Indonesia No. 19 of 2002 regarding Copyright, State Gazette of the Republic of Indonesia of 2002 No. 85, addition of State Gazette of Republic Indonesia No. 4420.

Law of the Republic of Indonesia No. 30 of 1999 regarding Arbitrase and Alternative Dispute Resolution, State Gazette of the Republic of Indonesia of 1999 No. 138, addition of State Gazette of Republic Indonesia No. 3872.

World Intellectual Property Organization (WIPO) Copyright Treaty, Geneva, 20 December 1996.

Translation of Auteurswet 1912 Article 1, Law on Copyrights of 1912, Stb.1912 Number 600, Law 23 September 1912.