

ABSTRACT

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“PERSONAL DATA PROTECTION (PDP) FOR ONLINE GAME USERS BASED ON LAW NUMBER 19 YEAR 2016 on AMENDMENT TO LAW NUMBER 11 YEAR 2008 on ELECTRONIC INFORMATION AND TRANSACTIONS AND LAW NUMBER 8 YEAR 1999 ON PROTECTION”

(iv+151 pages; 6 pictures, 5 appendixes)

Gaming is one of the most prominent leisure activities in today's world. When playing online game, gamers are entitled to have their Personal Data protected by the Personal Data Protection (PDP) of Online Game Users. Law Number 11 of 2008 concerning Information and Electronic Transactions and Law Number 8 of 1999 concerning Consumer Protection acts as a governing law for gamers in Indonesia. This thesis aims to know and understand the ITE Law and the Consumer Protection Law to provide protection for Personal Data from online game users in Indonesia and the form of responsibility of online game service providers based on the ITE Law and the Consumer Protection Law regarding PDP in Indonesia. To reach the conclusion, this thesis is an empirical normative legal research. The results of this thesis indicate that in the event of a data leak in Indonesia, online game service providers are obligated to protect its users from losses caused by the Electronic System it operates, because the relationship between online game service providers and users and/or online game account makers is a legal relationship between business actors and consumers. This can be derived from the existence of strict liability in criminal law. However, in reality there has been no imposition of administrative or criminal sanctions in existing governing laws in the case of personal data leakage.

References: 7 books, 23 journals, 7 research papers, 27 websites (1990-2021)

Keywords: Protection of Personal Data, Personal Data, Online Gaming, Gamer Rights, Law Number 11 of 2008, Consumer Rights, Law Number 8 of 1999