

ABSTRACT

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“COMPARISON OF CONVENTIONAL SPORTS AND ELECTRONIC SPORTS (E-SPORTS) BASED ON LAW NUMBER 11 OF 2022 REGARDING SPORTS”

ix + 95 pages

In the era of 2022, E-Sports is no longer a foreign things in Indonesia. Esports has experienced development from year to year. However, what distinguishes E-Sports from conventional sports. On this occasion the author will examine the regulation of E-Sports in Indonesia, starting from the welfare of athletes to the competitions that been held. The researcher aims to find out the relationship between E-Sports and Indonesian sports law and to find a legal development for the development of E-Sports in Indonesia. The author will describe starting from the definition of sports according to applicable laws to matters regarding E-Sports. The author uses normative-empirical legal research methods. The type of data used in this study is secondary data assisted with primary data. There is 3 (three) legal materials of secondary data namely primary, secondary, tertiary legal materials. Primary data that supports it is obtained by means of interview techniques. Data collection techniques in this study used literature study supported with some structured and unstructured interviews. The author can conclude that the welfare of E-Sports athletes in Indonesia is guaranteed by the PBESI regulation which is a further enforcement of the E-Sports scene in Indonesia. Then, the author concludes that there are several differences that exist in the regulation and implementation of E-Sports in Indonesia, namely in league settings, game management systems, game rules. In this research, the authors using PBESI rules Number 034/PB-ESI/B/VI/2021 about implementation of E-Ssports activities in Indonesia to explain things about the welfare of E-Sports athletes in Indonesia. The author also finds out that there are several similarities and differences between conventional sports competition settings and E-Sports. In order to support the welfare of athletes, game developers have given appreciation in the form of cash in the form of price pool matches or players will get an additional monthly salary if they play in the league provided by the game developer.

References : 23 (1994- 2022)

Keywords : E-Sports, Sports Law, Athlete Welfare