

## **ABSTRACT**

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### **LEGAL PROTECTION OF VIDEO GAME COMPANIE'S COPYRIGHT AGAINST JAILBREAK SOFTWARE BASED ON LAW NUMBER 28 OF 2014 CONCERNING COPYRIGHT AND LAW NUMBER 19 OF 2016 CONCERNING INFORMATION AND ELECTRONIC TRANSACTIONS**

*( x + 83 PAGES; 2 Pictures, 1 table)*

*Due to the increase of advancement in technology, acts on hacking also increases on this research it is more leaning towards the act of a software called jailbreak. The act of Jailbreaking itself is considered as legal but with conditions if the person who is doing it is underagreement towards the video game company or because of their own doing. Because the act of jailbreaking a video game console as user we could get more freedom in terms of usage for example we can customize the software, adding a third-party firmware, and also download pirated games which going to cost a lot towards the video game company. This research is done by using normative approach, the data sources used are primary legal materials and secondary materials will consist of journals, articles, and research papers. After the data is obtained, the data will be analyzed with legal analysis in order to obtain the qualitative data. Regarding the legal protection in Law Number 28 of 2014 on Copyright article 52 stated that everyone is prohibited from damaging, destroying, eliminate, or to make the central technology control thatis used as a protector of creation or product of related rights as well as the security of copyright or related rights. Other than copyright law in Law Number 19 of 2016 about Information and Electronic Transactions article 30 (3) stated where every person that intentionally and without rights or against the law accessing a computer and/or electronic system in any way by violating, breaching, overstep, or breaking through a security system.*

*Refrences: 27 (1988-2021)*

*Keyword: Copyright, Software, Console, Jailbreak*