

ABSTRACT

Jackson (01051190064)

LEGAL PROTECTION OF TWO-DIMENSIONAL ART WORKS FORMED AS NON-FUNGIBLE TOKENS (NFT) IN LAW NUMBER 28 OF 2014 CONCERNING COPYRIGHTS

(xii + 81 pages; 1 figures; 3 appendices)

People now have an easier time using the internet for a variety of purposes, including the economy, thanks to recent technological advancements. Digital media-based economic activities are referred to as the digital economy. Copyright objects that are traded are inseparable from digital economy activities. Recognizing that examining copyright issues will ultimately result in the concept of law itself, particularly regarding efforts to safeguard two-dimensional works of art using Non-Fungible Tokens (NFT). The artists get a breath of fresh air when they buy and sell NFT artworks in digital media. However, this also makes it difficult for some parties to safeguard their copyrighted works from infringement. The purpose of this study is then to learn about the legal safeguards available to creators of two-dimensional works of art in digital media to facilitate economic activities and to determine the appropriate course of action for creators who have violated copyright in digital media. Using an empirical normative approach that is descriptive and analytical, the authors of this study use empirical normative research methods to conduct research on library materials, interviews, and secondary data to review and analyze subject-related regulations. This study's findings have made it abundantly clear that the laws of the Republic of Indonesia pertaining to copyright, Law No. 28 of 2014, and Law No. 19 of 2016 pertaining to amendments to Law No. 11 of 2008 pertaining to information and electronic transactions have not comprehensively regulated two-dimensional works of art in digital media. If there is a copyright infringement on the creator's artwork in the electronic system, the creator must take legal action in the form of a claim for compensation in a commercial court or make a report on closing content and/or access rights to the Directorate General of Intellectual Property.

Keywords: Copyright, digital economy, two-dimensional works of art, NFT, copyright violation, legal action

Reference: 45 (1952-2022)