

## ABSTRACT

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### **COPYRIGHT PROTECTION FOR DEVELOPERS FROM VIDEO GAMES PIRACY IN INDONESIA**

*(xi + 72 pages, 4 pictures)*

*One popular form of entertainment that many use to decompress from daily life or work is playing video games. The popularity of video games tempts people to break the law by pirating on them in order to gain monetary profit, which is against the copyright law. In light of that, the Author chose to conduct research studying the copyright protection and the legal effort for the developer. This research utilizes normative legal research approach and legislative regulation approach using Secondary Data obtained from Library studies and analyzed using the Qualitative Descriptive method. In terms of video game piracy, the perpetrator of the piracy has violated Article 113 (4) of the Copyright Law which carries a maximum prison sentence of 10 years or a fine of 4 billion rupiah. It is not only the perpetrators of piracy who can be subject to sanctions, but operators of marketplaces which provide goods infringing copyright can be subject to sanctions as regulated in Article 114 of the Copyright Law as well. Developers can file lawsuits for compensation and criminal charges simultaneously. Compensation claims are filed to the commercial court while criminal charges are filed to the district court. Developers are advised to acknowledge and understand their rights and take legal action if piracy occurs as regulated in the Copyright Law.*

*Keywords: Piracy, Video Game, Copyright Protection.*

*References: 48 (1989-2023)*