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ABSTRACT

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ANALYSING THE GROWING LEGALITY OF ONLINE GACHA GAMBLING PRACTICE IN INDONESIA

(140 pages – List of Attachments in Roman + 52 pages; 3 figures; 0 tables; 0 attachments)

This thesis aims to analyses, classify and understand the legality of Gacha Games within the boundaries on Indonesian Law and the various complexities of classifying whether Gacha games are legal or illegal under Indonesians law, jurisdiction challenges within Indonesia regulatory bodies in order to either prosecute or appropriate Gacha games into the Indonesian online gaming market, corporate responsibility and liability of online gacha games. This thesis utilizes a normative legal research methodology, which focuses mainly on conceptions, statutory and analytical approaches and applications. The study in question, surmises that online players, average Indonesian video game enthusiasts, security and to not fall prey or are by any ways manipulated or coaxed by Online Gacha games addictive and gambling-like nature. Players which would be secured under relevant laws such as the UU ITE, UU PK and KUHP as any other enter territorial

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