LEGAL PROTECTION IN AGREEMENTS BETWEEN SERVICE PROVIDERS AND ONLINE GAME USERS IN BANJAR BEGAWAN DESA MELINGGIH KELOD

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ABSTRACT

The rapid development of modern information technology has made everyone able to obtain information easily, cheaply and quickly. This is marked by the emergence of smartphones (smart phones) which can influence many aspects of life such as education, entertainment, economics, and so on. One of the uses of information technology from using a smartphone with an internet network is for needs. Online game is a game that is played with a computer or smartphone if it is connected to an internet network. One of the popular online games is mobile legend. In the game, this game provides buying and selling facilities so that buying and selling activities carried out are categorized as electronic transactions. This research aims to determine legal protection in agreements between service providers and online game users in the mobile legend game Bang-Bang. The research respondents were 3 people using qualitative methods where the research results showed that there must be an agreement between the two parties buying and selling Mobile Legend Online Game accounts. The existence of certain objects or matters that explain what products are sold, payments, and other agreed upon matters. Not contrary to decency or public order. Thus buying and selling Mobile Legend online game accounts can be said to be valid according to positive law. Accounts that are used as objects of sale and purchase according to material law are equated with intangible objects whose ownership belongs to the creator of the account. Legal protection related to consumer information rights in buying and selling Mobile Legend Online Game accounts is still not implemented optimally because there are still business actors who have not provided complete information regarding the contents of the objects being traded to consumers correctly, clearly and honestly.

Keywords: Protection, law, transaction, game, online, mobile legend