

RINGKASAN

**SISWATI : Tinjauan Hukum Terhadap Keabsahan Transaksi *Digital*
220510023 Dalam Pembelian Perangkat game *Online* Berdasarkan
Undang-Undang Nomor 8 Tahun 1999 Tentang
Perlindungan Konsumen
(Dr. Mukhlis, S.H., M.H dan Dr. Elidar Sari S.H., M.H)**

Perkembangan industri game online di Indonesia semakin pesat dengan peningkatan transaksi digital untuk pembelian perangkat virtual seperti item, skin, atau mata uang dalam game. Namun, sering terjadi pelanggaran seperti iklan menyesatkan, ketidaksesuaian barang, penipuan, transaksi oleh anak di bawah umur, serta isu loot box yang mirip perjudian, yang menimbulkan keraguan keabsahan transaksi serta kerugian konsumen. Kajian ini membahas keabsahan transaksi digital berdasarkan Pasal 1320 KUHPerdata jo. Pasal 18 UU ITE serta tanggung jawab pelaku usaha berdasarkan Undang-Undang Nomor 8 Tahun 1999 tentang Perlindungan Konsumen (UUPK), dengan mempertimbangkan aspek yurisdiksi lintas batas, bukti digital, dan regulasi terbaru seperti Peraturan Menteri Kominfo Nomor 2 Tahun 2024 tentang Klasifikasi Gim serta PP Nomor 17 Tahun 2025 tentang Tata Kelola Penyelenggaraan Permainan Elektronik. Penelitian ini bertujuan untuk menganalisis keabsahan transaksi digital dalam pembelian perangkat game online di Indonesia serta tanggung jawab hukum pelaku usaha (developer/platform) dalam melindungi konsumen, termasuk pencegahan, pemulihan, dan perbaikan sistem. Metode penelitian yang digunakan adalah yuridis normatif dengan pendekatan perundang-undangan dan kasus menggunakan bahan hukum primer, sekunder, dan tersier melalui studi kepustakaan. Hasil penelitian menunjukkan transaksi digital sah jika memenuhi syarat subjektif (kesepakatan, kecakapan) dan objektif (objek tertentu, sebab halal), tetapi sering batal karena cacat kesepakatan, objek tidak jelas (loot box), atau pelanggaran Pasal 4, 7, 18 UUPK. Tanggung jawab pelaku usaha meliputi preventif (transparansi informasi, verifikasi usia), represif (ganti rugi Pasal 19 UUPK), dan korektif (penyelesaian via BPSK), namun lemah akibat yurisdiksi lintas batas, bukti digital rapuh, rendahnya literasi digital, serta maraknya penipuan (kerugian hingga Rp49 triliun pada 2025). Diharapkan kepada pemerintah agar menerbitkan regulasi khusus barang virtual dan transaksi game online, termasuk integrasi blockchain untuk traceability, penguatan IGRS, dan revisi UUPK untuk atur transaksi *daring*, kepada pelaku usaha agar sediakan marketplace resmi, transparansi probabilitas loot box, dan kolaborasi anti-scam, kepada konsumen/orang tua agar tingkatkan literasi digital, gunakan platform resmi, dan laporkan pelanggaran ke BPSK/YLKI.

Kata kunci: Transaksi Digital, Keabsahan Perjanjian, Perlindungan Konsumen, game Online, Barang Virtual

SUMMARY

**SISWATI : Legal Review on the Validity of Digital Transactions in
220510023 Purchasing Online game Devices Based on Law Number 8 of
1999 on Consumer Protection
(Dr. Mukhlis, S.H., M.H dan Dr. Elidar Sari S.H., M.H)**

The rapid development of Indonesia's online game industry has led to a surge in digital transactions for purchasing virtual devices such as items, skins, or in-game currency. However, frequent violations including misleading advertisements, mismatched goods, fraud, transactions by minors, and gambling-like loot boxes raise doubts about transaction validity and cause significant consumer losses. This study examines the validity of digital transactions under Article 1320 of the Civil Code jo. Article 18 of the Electronic Information and Transaction Law, as well as business actors' responsibilities under Law Number 8 of 1999 on Consumer Protection (UUPK), considering cross-border jurisdiction, digital evidence issues, and recent regulations such as Minister of Communication and Informatics Regulation Number 2 of 2024 on game Classification and Government Regulation Number 17 of 2025 on Electronic System Governance for Child Protection. This research aims to analyze the validity of digital transactions in online game device purchases in Indonesia and the legal responsibilities of business actors (developers/platforms) in consumer protection, encompassing prevention, recovery, and system improvement. The normative juridical method is employed, with statutory and case approaches, using primary, secondary, and tertiary legal materials through library research. Findings indicate that digital transactions are valid if fulfilling subjective requirements (agreement, capacity) and objective requirements (certain object, lawful cause), but often void due to defects in agreement, unclear objects (loot boxes), or violations of UUPK Articles 4, 7, and 18. Business actors' responsibilities include preventive measures (transparent information, age verification), repressive (compensation under Article 19 UUPK), and corrective (dispute resolution via BPSK), yet weakened by cross-border jurisdiction, fragile digital evidence, low digital literacy, and rampant fraud (with digital scam losses reaching Rp49 trillion in 2025). Recommendations: The government should issue specific regulations on virtual goods and online game transactions, including blockchain integration for traceability, IGRS strengthening, and UUPK revisions for online transactions; business actors should provide official marketplaces, loot box probability transparency, and anti-scam collaboration; consumers/parents should enhance digital literacy, use official platforms, and report violations to BPSK/YLKI.

Keywords: Digital Transactions, Agreement Validity, Consumer Protection, Online games, Virtual Goods