



## Legal Protection for Online Game Users Against Cheating in Championships

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Article	Abstract
<b>Keywords:</b> Cheats; Online Games; Technology; Video Game	<i>The development of information technology is experiencing rapid development and has penetrated into all sectors both in terms of economy, business, industry, even in the entertainment world it also has its own technology. One technology that has penetrated the world of entertainment is consoles and video games. Someone plays games with the aim of just entertainment, not infrequently they play games with the aim of achieving popularity in the game and to achieve the highest score. Seeing the number of enthusiasts in a game, there are time when gamers appear who want an instant achievement, by making system changes or entering fake commands called cheats. The addition of this cheat system in a game makes it easier for players to achieve their goals, but making other players cheat by playing fair causes the game to be unfair. The purpose of this study is to find out the legal regulations for using cheats in the games against the laws in force in the Republic of Indonesia, including the Criminal Code and the ITE Law. The legal sources in this research are literature, legislation, journals, and relates articles, the data collection method in this study used literature study and literature study.</i>

### INTRODUCTION

The development of information technology in this day and age has experienced various rapid developments. This can be seen from various community activities that use information technology. The use of information technology has made it easier for people to carry out various activities. Technology has penetrated every level of society and almost all professions use it, commercial and industrial activities and many organizations may experience obstacles in operating if they do not use computer technology devices (Bainbridge, 1993: 1). The existence of information technology, people are required to follow the development of technology to support various human activities. Information technology is not only limited to one field, but information technology also affects other fields such as entertainment, communication, and so on. Information and communication technology has changed various behaviors in society and human civilization globally (Ramli, 2004: 1). Humans

are social creatures, where humans in their lives need other humans. In addition to this, humans today need technology to communicate.

The development of technology is also growing very rapidly with the existence of *smartphones* in which there are various applications, which make it easier for users to communicate, shop, entertainment, and others. The usefulness of this application supports the community in utilizing technology. One of them is the existence of *online games* or *video games* as entertainment among teenagers and adults. The existence of *online games* as digital facilities in cyberspace causes this game to be able to connect with various users around the world.

*Online games* can be played with an internet connection, thus in playing it someone will not play this game individually but together.

By playing it together, a person can interact in the form of chat, cooperation in playing a match to complete the game, competition or race, and can also make buying and selling transactions between players.

Competitions or tournaments in *online games* themselves are divided into two, namely individual (*Solo*) and group (*Squad*) *competitions*. Tournaments in the individual category can only register themselves in participating in the tournament with this, so they can only rely on themselves to be able to win the match, but it is different in the group category which requires someone who wants to participate to find one or more friends depending on the type of game. In this case, then in a tournament that is organized there will definitely be appreciation obtained if you win which can be in the form of trophies, certificates, or money. The existence of competition in this tournament will certainly be a lot of difficulties that will be faced to win it, so this can lead someone to commit a fraud committed for a specific purpose in order to win the tournament. This *cheating* is done by inserting an illegal program which is usually called (*cheat*) into the *game* program to be played.

This *cheating* (cheat) can be done by someone to make it easier for him to play a game in the game, on the other hand the use of this cheat is detrimental to other players, tournament organizers and even the game developer or company. Online game players or users use cheats to benefit themselves or their group (*squad*) in winning the game. For example, an online game player in the CS: GO (*Counter Strike: Global Offensive*) game named Hovik Tovmassian (KQLY), a professional player of the game, who had to end his professional career in CS: GO because Valve Corporation as the game developer detected software that was suspected of being a cheat on KQLY's PC. With the use of this *cheat*, KQLY is no longer allowed to participate in any type of CS:GO tournament.

Beside cases above, there are cases of cheating where this is done by a cheat-making group of ten people called "*Chicken Drumstick*" or commonly referred to as "*Cheat Ninja*". This group makes *cheats* for the *PUBG Mobile game*, then the *cheats* are traded in various parts of the world. They can reap tens of millions of dollars in profits

from these sales. Apart from cheating in the *games* above, *cheats* are also found in several *online games* including *Mobile Legend*, *Free Fire*, *Point Blank*, *Rules Of Survival*, *Raising Force Online*, *Fortnite*, *Overwatch*, *Lost Saga*, and *Apex Legend*. With the many problems that occur due to cheating in online games, it is very interesting to study, because this is related to Article 382bis of the Criminal Code and Law No. 11 of 2008 concerning Information and Electronic Transactions.

Based on this background, the author is interested in raising the issue in a scientific writing of a legal thesis with the title: **Legal Protection for *Online Game* Users Against *Cheat* or Cheating in Championships.**

## METHOD

The type of research used in this research is Normative Research. Normative research discusses doctrines or principles in legal science (Zainuddin, 2014). The choice of this type of research is based on the idea that this research wants to analyze the law regarding.

The source of legal material in this research is legal material obtained by the author from literature, legislation, and other regulations.

Legal material collection techniques using the following data collection methods:

- a. Literature study or literature study that has something to do with the title of this thesis.
- b. Document study, namely studying the documents used are.

The data analysis used in this thesis is deductive legal material analysis, which is a research method based on concepts or theories that are generally applied to explain a set of data, or show the conspiracy or relationship of a set of data with another set of data systematically based on a collection of legal materials obtained, plus the opinions of scholars who have a relationship with the study material as a comparative material.

## RESULTS AND DISCUSSION

### 1. Cheating in *Mobile Legend Online Game* is a criminal act.

Cheating in online games is where game players use altered programming code to strengthen and/or enrich the characters they create in the game. Article 382 bis of the Criminal Code mentions the act of cheating, namely:

"Whoever, in order to obtain, continue or expand the results of his own or another's trade or business, commits fraudulent acts to mislead the general public or a certain person, shall be punished, if the act causes loss to the public or a certain person. To congruents or the congruents of another, on account of unfair competition, by a maximum imprisonment of one year and four months or a maximum fine of three hundred rupiahs."

Criminal acts or criminal offenses are acts prohibited by a rule of law, the prohibition of which is accompanied by sanctions in the form of certain penalties for violators. Cheating on the *Mobile Legend Game* is changing data from a computer program and transmitting it to the electronic system of the *Mobile Legend Game*.

Based on Law No. 19 Year 2016 Amendment to Law No. 11 of 2008 concerning Electronic Information and Transactions, data is an electronic document that can be used to access electronic systems.

Electronic evidence is electronic information and / or electronic documents that meet the formal and material requirements stipulated in Law No 19 Year 2016 Amendments on Law No. 11/2008 on Electronic Information and Transactions. Electronic information and/or electronic documents are valid legal evidence. Article 1 paragraph 1 of Law No. 19 of 2016 Amending Law No. 11 of 2008 concerning Electronic Information and Transactions explains electronic information, namely:

"One or a set of electronic data, including but not limited to writings, sounds, images, maps, designs, photographs, *electronic data interchange (EDI)*, *electronic mail*, telegram, telex, *telecopy* or the like, letters, signs, numbers, access codes, symbols, or perforations that have been processed which have meaning or can be understood by a person capable of understanding them."

Article 1 paragraph 4 and 5 states that:

Paragraph 4:

"Electronic Document is any Electronic Information created, forwarded, sent, received, or stored in analog, digital, electromagnetic, optical, or similar form, which can be seen, displayed, and/or heard through a Computer or Electronic System, including but not limited to writings, sounds, images, maps, designs, photographs or the like, letters, signs, numbers, Access Codes, symbols or perforations that have meaning or significance or can be understood by a person capable of understanding them."

Paragraph 5:

"Electronic System is a series of electronic devices and procedures that function prepare, collect, process, analyze, store, display, announce, transmit, and/or disseminate Electronic Information."

Based on the explanation of article 1 paragraph 4 and 5 regarding electronic documents and electronic systems, namely, electronic evidence is everything that comes from electronic information and becomes an electronic document that is used for the benefit of regular trials and *e-litigation* trials.

Cheating using a cheat program commonly called cheating is an act that is prohibited or illegal in every online game including Mobile Legend. these actions are prohibited because they interfere with the course of the match, for example in the mobile legend game if someone uses a cheat program they usually want to win the game. The victory sacrifices the comfort of other players, besides that the developer

or mobile legend developer will be disadvantaged if there are many cheat users (cheaters) because other players who do not use cheats feel uncomfortable and no longer play the game. as explained in article 382bis of the Criminal Code, cheating is based on a sense of wanting to get something instantly and they do anything to achieve it, even though the act harms others.

The cheat program in the above revision is the theft of electronic documents in mobile legend games which usually use third parties or additional applications to find out programming errors or bugs. Electronic documents containing incorrect programming data will be changed by the cheat program creator to create programming data that suits the cheater's wishes. The cheater's actions violate Article 32 of Law No. 11/2008 on Electronic Information and Transactions which states that:

1. "Every person intentionally and without rights against the law in any way altering, adding, reduce, transmit, damage, eliminate, move, hide electronic information and / or electronic documents belonging to other people or public property.
2. Every person intentionally and without the right against the law by means any way moves or transfers electronic information and/or electronic documents to the electronic system of another person who is not entitled.
3. For acts as referred to in paragraph (1) which result in the disclosure of electronic information and/or electronic documents that are confidential can be accessed by the public with data integrity that is not as it should be."

Article 33 of Law No. 8 of 2011 on Electronic Information and Transactions states that:

"Every person intentionally and without rights or against the law performs any action that results in the disruption of the electronic system and / or resulting in system electronic system become not work as as it should."

## **2. Forms of Protection in Mobile Legend Online Games against Cheating or Cheating Programs in Championships**

Championship matches or tournaments in every online game have general and special rules or rules. As in the 2021 perbanas esports tournament there are general regulations and special regulations, in this discussion it refers to special regulations where the focus of the discussion is on regulations regarding cheating in the use of cheat programs. The organizers make these rules by prohibiting illegal things in a match such as:

1. Creating or exploiting bugs in the game to win matches.
2. Using other people's accounts in the tournament or suggesting other participants to use other players' accounts that are not their own in the match.

3. Peeking or attempting to look at another player's screen other than one's own smartphone screen will be penalized.
4. Deliberate disconnection without a clear reason will be penalized.
5. Prohibition of using device or programs for cheating in any form.
6. Other behaviors that potentially violate the rules of and standards.
7. All team members are prohibited from using offensive, abusive, vulgar, and threatening words in any form in-game, on social media, or in public areas related to the tournament.
8. All team members are prohibited from being disrespectful or disruptive to other team members, spectators, or organizers.

Based on the rules regarding illegal matters in the 2021 Perbanas Tournament esports, point one prohibits each player from creating and exploiting bugs to win matches. Bugs in the game are programming errors that cause system errors in the game that interfere with proper play. Regulation point five explains that players are prohibited from using cheating in any form including the use of cheat programs to win matches. Based on regulations points one and five are based on the terms of service of the mobile legend game itself. Term of service from the Mobile game that prohibits its users from doing illegal things as mentioned in the 2021 Perbanas tournament regulations. The contents of the term of service from the mobile legend game regarding the use of cheat programs, namely:

1. Developing, distributing, or informing the public of software programs "automatic" software program, "macro" software programs, or other "cheat utility" software programs or applications that violates the applicable License Agreement.
2. Exploit, distribute, or publicly informing members of about any game error, miscue or bug that gives an advantage that undesirable advantage.
3. Violate applicable laws or regulations, or promote or encourage any illegal activity including, but not limited to, hacking, cracking, or distributing counterfeit software, or fraud or hacking for Services.

Based on Article 32 of Law No. 11 of 2008 concerning Electronic Information and Transactions which states that:

1. "Every person intentionally and without the right against the law in any way changes, adds, reduce, transmit, damage, eliminate, move, hide electronic information and/or electronic documents belonging to another person or to the public.



2. "Every person intentionally and without the right to violate the law by any way moves or transfers electronic information and/or electronic document to the electronic system of another person who is not entitled.
3. "For acts as referred to in paragraph (1) which result in the disclosure of electronic information and/or electronic documents that are confidential can be accessed by the public with data integrity that is not as it should be."

Article 32, when referring to the regulations of the terms of service and regulations of the 2021 perbanas esport tournament in the mobile legend game, is a cheat maker. Cheat makers after they change the programming data of the *Mobile Legend Game*, they will provide application services and / or subscriptions for cheaters. Cheat users or cheaters get the cheat program from a 3rd party, namely the cheat maker, where the cheater uses the cheat program to win the match. Based on Article 33 of Law No. 11 of 2008 concerning Electronic Information and Transactions states that:

"Every person intentionally and without rights or against the law takes any action that results in the disruption of the electronic system and/or results in the electronic system not working properly." Article 33 explains that every person,

Including players in tournaments, intentionally and without rights against the law, performs any action including cheating using a cheat program, with the constitutive effect of disrupting the electronic system and/or causing the electronic system not to work properly. The reference offense of Article 33 is the constitutive effect, namely the disruption and / or resulting in the electronic system not working properly.

## CONCLUSION

*Cheating* in the *Mobile Legend Online Game* can be said to be a criminal act, because *cheating* fulfills the elements of a criminal act where cheating is based on Article 382bis of the Criminal Code which refers to actions that benefit themselves by cheating to the detriment of other players. The use of this cheat program meets the elements of a criminal act, namely 1) subject, 2) fault, 3) unlawful, 4) an act that is prohibited or required by law against a criminal offense. Article 33 of Law No. 11 of 2008 concerning Electronic Information and Transactions is the only pure criminal act that is a reference for the use of cheats in mobile legend games. so that the use of cheats in mobile legend games can be said to be a criminal act because it fulfills the elements of a criminal act in Article 33 of Law No. 11 of 2008 concerning Electronic Information and Transactions.

Protection for the use of *cheat* programs in the 2021 perbana esport championship is based on regulations regarding illegal matters and the *Term of Service* of the *Mobile Legend Game* which refers to Article 33 of Law No. 11 of 2008 concerning Information

and Electronic Transactions. Players who are proven to cheat and use cheat programs are disqualified from the championship.

### Suggestion

The government as a policymaker must play an active role in the continuity of the running of the regulation as to new problems in the field of technology, such as problems in online games in order to create protection and law enforcement. The role of the government in supervising the implementation of regulation in social life. Supervision is one of the factors in the protection of events that violate norms in society. This requires clear regulation of the online gaming services in Indonesia.

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