

## Microtransaction System Between the Netherlands and Indonesia

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### Abstract

*The expansion of the internet's reach from major cities to more remote places is evidence of the breakneck pace of technological development right now. That includes the technology behind online games, which may have both good and bad impacts on players' bankrolls. The microtransaction systems in online games in the Netherlands and Indonesia need to be compared in terms of the legal protections afforded to players. Research in this area is based on normative juridical theory. According to the study's findings, the Dutch have microtransaction rules in place since 2018, whereas Indonesia has only employed broad laws concerning microtransactions in online games up until now. The negative effects of microtransactions on adults, children, and the nation as a whole necessitate swift action to regulate the legal system in Indonesia to ensure the safety of those who use these systems to play online games. Thus, it is expected that the government would promptly implement legislation pertaining to the Microtransaction System that are emerging on a global and developed country level.*

**Keywords:** *Comparative Law, Online Games, Microtransaction Systems.*

### INTRODUCTION

Modern technical advancements allow for the establishment of global computer and information networks. Due to the exponential growth of technological capabilities, people can no longer escape incorporating technology into their daily lives. A wide range of digital applications catering to specific needs has emerged as a direct outcome of technical progress. The most popular software programs, among which are video games. For example, "a game played by electronically manipulated images produced by a computer program on monitor or other display" is what the Oxford English Dictionary means when it talks about video games. A digital game, or video game, is defined by Kirriemuir and McFarlane as an interactive medium that uses visual representations of digital information to engage one or more players, takes user input as input, processes it in accordance with predetermined algorithms, and then adapts the displayed data to the player's preferences (Sannyasa & Mertha, 2020). Games are no longer restricted by physical location or time constraints; because to technological advancements, they may now be enjoyed online. The video game industry has grown into a global powerhouse, contributing significantly to national GDP. Reason being, there is a huge market base, including both adults and children and teens.

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Developers may capitalize on players' innate competitive nature when they play games online, which makes the competition even more intense. Whereas in this game the creators and developers are attempting to figure out a way to make the game more enjoyable for players, subject to certain rules that players must follow.

Online gaming has been more popular in recent years, and gamers are the people that play these games on a regular basis. This trend is driven by the ever-improving technology available today. Game players are deeply invested in the medium, consider it an integral part of their life, and possess a wealth of information and expertise across a wide range of game genres, platforms, and gaming cultures. Depending on the source and criteria utilized, the list of popular online games might vary. But here are a few online games that will be big in early 2023, according to a few sites Jaka found:

1. The top first-person shooter (FPS) game for personal computers, Counter Strike: Global Offensive pits players against each other in a war between terrorists and anti-terrorists.
2. Valorant is the newest first-person shooter (FPS) game for PC that mixes shooting mechanics with the distinct powers of different characters.
3. Overwatch: The top first-person shooter (FPS) game for PC that has a wide cast of characters with unique abilities and responsibilities.
4. Dota 2 is the pinnacle of PC MOBAs, which pit teams of players against each other in an effort to demolish the other team's base.
5. League of Legends: The top multiplayer online battle arena (MOBA) game for PC, with a wide cast of characters and gameplay mechanics that set it apart from Dota 2.
6. The top PC online game in the battle royale genre, PUBG Battlegrounds pits players against each other on an island with a limited supply of weapons in an effort to stay alive.
7. Fortnite: Battle Royale, the top PC battle royale game with cartoon visuals and building-collapse features.
8. Among Us: Top social deduction game for PC and mobile, including a space mission that challenges players' investigative and lying skills.
9. Genshin Impact: The top action role-playing game (RPG) for PC and mobile, with a gorgeous fantasy world to discover.
10. Mobile Legends: Bang Bang: The top mobile online battle arena game, comparable to League of Legends but optimized for mobile play.

Obviously, the producers of this game designed all of these features to earn a profit, and they're using all sorts of strategies to make that profit grow, like implementing in-game advertising and such. Through the use of in-game currency known as "microtransactions," gamers are able to purchase in-game objects, characters, and experiences (duniagames.co.id, tt). Most video games include an online multiplayer component, and this feature is often seen in games that allow players to play for free (Sadewo, 2021). Game publishers and developers utilize this approach as one of their business strategies to generate long-term revenue from their games. (Latitude, 2023).

There are benefits and drawbacks to the microtransaction system that users should be aware of. This method has many benefits, including:

1. Allows users to choose how they want to receive content or goods more quickly or easily.
2. Allows users to personalize their look or gaming style via cosmetic items or content; this does not impact gameplay in any way.

3. Assisting publishers and developers in making use of player input and income to keep making better games

The system's drawbacks include the following:

1. It encourages risky gambling or addictive behavior among players since they have no idea what they're getting when they buy content or things, which might lead them to spend more money just to try their luck.
2. Disrupts the game's equilibrium or fun factor if the content or objects acquired via this method impact the player's power or ability to compete with other players (pay-to-win).
3. If users can't get the material or things they want after investing a significant amount of time or money, it might be disappointing and frustrating for them.

Government agencies, health groups, consumer advocates, and others have voiced their disapproval of the microtransaction system (Benuf et al., 2019), gamers as a whole. Due to concerns that they facilitate underage gambling or illicit betting, some nations have passed legislation limiting or outright prohibiting the use of such systems. Many publishers and developers have altered or eliminated this feature from their games in response to player boycotts and complaints (Azis, n.d.).

Laws pertaining to microtransaction systems differ from one country to another and evolve in tandem with the expansion of both technology and the online gaming market. While some nations have enacted dedicated legislation to oversee the microtransaction system, others are making do with vague references to preexisting laws or have done nothing at all. Other nations' regulations pertaining to microtransaction systems include the following:

1. Finland: In order to include paid microtransaction systems in the definition of "lottery," the Finnish Parliament put forth a proposal to do just that. Finland seems to be attempting to classify the microtransaction system as a kind of gambling with this (Hybrid.co.id, tt).
2. In a move related to loot boxes, the Spanish Ministry of Consumer Affairs has proposed new regulations. The Spanish ministry's proposed rule would remain distinct from other laws pertaining to gaming, in contrast to Finland's approach, which seeks to link microtransactions with gambling.
3. In November 2022, the Australian Parliament passed new rules governing games using a microtransaction system. The purpose of these rules is to ensure that only players over the age of 18 are able to access games using a microtransaction system. In addition, lawmakers have asked for separate warning labels for games that use microtransactions (culture.org, 2023).
4. Belgium: Belgium is the first country to officially write regulations prohibiting microtransaction systems in video games. The Belgian Minister of Justice, Koen Geens, said that the microtransaction system is a combination of gaming and gambling (developer, 2017)
5. China: Loot box sales were first legalized in China. In December 2016, the government enacted a legislation mandating that game creators disclose the % chance of obtaining products in the microtransaction system.

One intriguing aspect of this journal is its discussion of the lack of rules around the microtransaction system, particularly in Indonesia. Article 1320 of the Civil Code deals with agreements, article 103 of the Criminal Code with gambling, 7 of Law 8 of 1999 on Consumer Protection, which deals with consumer rights and responsibilities, Law 11 of 2008 on Electronic Information and Transactions, Law 19 of 2016 on Child Protection, and Law No. 23 of 2022 on Child Protection are the only general derivative regulations

attached. In the meanwhile, the country at the center of Indonesian law—the Netherlands—has been putting it into practice ever since. The Dutch Gaming Authority has circulated a legal opinion stating that video games that allow the transfer of virtual objects produced through a microtransaction system are illegal and/or forbidden (Authority, 2018). I The Belgian Gaming Commission finished studying four video games' microtransaction systems in April 2018, shortly after the Netherlands made a statement against them:

1. FIFA 18 is produced by Electronic Arts or EA
2. Overwatch is produced by Blizzard Entertainment
3. Counter Strike: Global Offensive produced by Valve
4. Star Wars Battlefront II produced by Electronic Arts or EA

According to the findings of this study, the lootbox system in FIFA 18, Overwatch, and Counter-Strike: Global Offensive is a kind of gambling that falls within the jurisdiction of the Dutch Gaming Commission (Putra & Gunadi, 2020). The author's motivation in doing normative research originates from a variety of ideas discussed earlier in the text; more specifically, the author is curious about the current state of online gaming microtransaction systems. In light of the title, we may compare the legal systems of Indonesia with the Netherlands. "A Study of the Microtransaction System in Online Games in the Netherlands and Indonesia: A Comparison of Legal Protections for Players"

## **RESEARCH METHODS**

The purpose of this study was to determine whether the microtransactions system is illegal. This is a way to study and examine microtransaction-related legal issues. With the help of the microtransactions system, gamers may spend real money on virtual goods and in-game characters. Normative legal research, which includes reviewing secondary sources such as statutes, regulations, doctrine, case law, and legal literature, is the research methodology employed in this study (Waluyo, 2008). Questions like whether the microtransactions system adheres to relevant legal principles, whether actors in the system can take advantage of legal loopholes, and what legal solutions exist can all be studied using this method. It is also suitable for studying normative and dogmatic aspects of the system. proposed solutions to address issues caused by this system (Nolasco et al., 2010).

## **DISCUSSION**

The video game industry is very profitable; each year, sales of video games bring in billions of dollars (Read, 2022). Part of what makes video games so popular is their monetization potential. To monetize their games, developers may include in-game purchases, sometimes referred to as "microtransactions." Microtransactions allow players to buy a wide range of in-game goods and services, such as cosmetic items, in-game currency, and strategic advantages (Coutinho, 2021). A controversial kind of microtransaction, loot boxes allow players to purchase packs or "treasure chests" that include in-game stuff, often for real-world money (Saul, n.d.). However, players will continue to purchase loot boxes until they have the desired item(s), since the "rewards" they may get are often unpredictable. Problems with mental health, financial difficulties, and gambling are only a few of the potential outcomes of using loot boxes, which are similar to gambling in general (GOV.UK, 2022). This issue has prompted some countries to prohibit or severely restrict loot boxes, while others have begun to regulate them.

The Japanese government has outlawed a specific kind of loot box called "kompu gacha," in which players compete for more uncommon and pricey rewards by combining or

exchanging smaller, more common ones (Game Developer, 2023b). The gaming and betting laws in Belgium have also imposed controls, such as sales prohibitions, penalties, and criminal punishment. So far, the most substantial loot box restrictions have been passed by China (published, 2020). They want the odds of getting a gift in a loot box made public, they want a daily cap on purchases, and they want the odds of obtaining a reward to rise as the player wants them to as they buy additional loot boxes (Game Developer, 2023a).

Legislation in these nations aimed at controlling treasure boxes has not achieved the desired results. Developers in certain nations have chosen not to distribute their games there because of the bans on treasure boxes (Carpenter, 2022). Game creators in other nations are causing compliance concerns by disregarding or breaking the law (Xiao, 2022). Lastly, the business is now responsible for its own regulation, since certain jurisdictions have opted not to regulate loot boxes. The United Kingdom is among the nations advocating for gaming industry self-regulation; in 2019, the sector contributed about \$3 billion to the UK economy (GOV.UK, tt). The United Kingdom's soft stance on loot boxes highlights the growing need for the United States to take action and enact its own legislation. Some nations have tried to impose their own rules, but they have failed miserably. To conquer this obstacle, we must stand as one. At the federal level, there are initiatives to draft rules that would prohibit loot boxes. But that effort failed as well. It is about time for the US to pass legislation protecting players from loot box scams, just as these other nations have done.

Although these rules are limited in scope, the Dutch government has been more effective than the US government in enforcing regulations against exploitative microtransactions. They are trying to regulate loot boxes in the same way as most nations. The Dutch Gaming Authority (NGA) issued a number of decisions and published research findings on loot boxes in 2018, all of which dealt with the legitimacy of specific loot boxes in video games (<https://dutchgamesassociation>, 2018). Actually, the NGA only applies existing gambling rules to specific loot box microtransactions, rather than modifying the legislation or introducing new prohibitions. Legal loot boxes are defined differently by the NGA in its decision. They came to the conclusion that, even while the contents of a loot box could not be shared, the act of gambling itself is allowed (<https://dutchgamesassociation>, 2018). It is against the law in the Netherlands to engage in what amounts to gambling if the loot box contents are transferable (<https://dutchgamesassociation>, 2018). No games were deemed appropriate.

The sale in the Netherlands will be made unlawful within two months after the verdict. (<https://dutchgamesassociation>, 2018). When considering all of the microtransactions in the loot box, this regulation is very stringent. Players can't usually trade in their treasure for actual money since most of the stuff in loot boxes isn't transportable ([extremetech.com](http://extremetech.com), 2018). Loot boxes in the widely played first-person shooter *Overwatch* are a simple illustration of such quantities. When players buy a loot box in *Overwatch*, they get five items of different rarity and may add more skins, emotes, and cosmetics to their collection. Because of the permanent relationship between the buyer's account and this item, it cannot be forwarded to another account. In 2018, the Dutch government made a judgement aimed at a limited subset of games that enable players to transfer purchases across their accounts. If you're looking for a popular series with transferable stuff, look no further than EA Sports FIFA. Soccer player "cards" with different attributes and rarities are available in loot boxes that players may buy with real world and in-game cash in the game's Ultimate Team mode (Arts, 2021). You may use these player cards to put up teams for online competitions.

These cards aren't tradeable for real money, but players can buy them using in-game cash, which is easy to get by spending real money. Although gamers cannot directly trade in-game items for real money, they may do so in a roundabout way. A vicious cycle of impulsive purchases might be set in motion. In the FIFA series, most treasure boxes

provide absolutely no chance of getting elite player cards. Until they see the foolishness of their purchase, new gamers might waste a lot of money. When they compete in online tournaments, they will lose badly against opponents who have spent a lot more money on these cards. Losing in these games triggers the loss avoidance behaviour we covered in Part II, which in turn motivates players to acquire teammates who will boost their team's performance so they can receive their next fix of dopamine. After that, they'll search the in-game trade market for the exact cards they need to level up their squad. The only way to purchase it is with in-game currency, yet earning that currency is as easy as spending real money. In FIFA and other series, particularly sports games like Madden NFL and NBA 2K, players have spent hundreds, if not thousands, of dollars on these cards.

At the same time, when compared to other nations that have passed legislation regulating the Microtransaction System and its offshoots, Indonesia stands apart. According to the author, there is a noticeable gap in the law when it comes to handling cases like these, and *Sunggung* is way behind. Meanwhile, there are 64 million mobile game players in Indonesia alone, and that number is expected to grow every year (Ardianto, 2022). The 2019 mobile gaming industry in Indonesia was also worth 8.7 trillion Rupiah (Sung & Umar, 2020). Several overarching principles, in the author's view, remain pertinent to the Microtransaction System's legal concerns; examine them thoroughly. There are a number of.

1. Microtransactions in Indonesia are still interpreted as electronic transactions and are subject to Law Number 11 of 2008 concerning Electronic Transaction Information and Law Number 19 of 2016. Various potential problems related to microtransactions certainly need to be anticipated and guaranteed legal certainty.(Putra & Gunadi, 2020).
2. The Criminal Code in Article 303 paragraph (3) states that what is called a gambling game is any game, where in general the possibility of making a profit depends on sheer luck, also because the player is more trained or more skilled. Hearing the word "luck" Of course it reminds us of something that is not criminal, namely gambling. Gambling is a game where money or valuables are used as bets.
3. Article 4 letter h of the Consumer Protection Law has the right to receive compensation, compensation and/or replacement if the goods and/or services received do not comply with the agreement or are not as they should be. Meanwhile, business actors themselves, in accordance with Article 7 letter g of the Consumer Protection Law, are obliged to provide compensation, compensation and/or replacement if the goods and/or services received or utilized do not comply with the agreement. If business actors do not carry out their obligations, business actors can be punished under Article 62 of the Consumer Protection Law.
4. Meanwhile, in Indonesia itself, when viewed from a civil perspective, especially Article 1320 paragraph 4 of the Civil Code states that: "An agreement is the existence of a lawful cause." The reason that is *halal* is related to the contents of the agreement itself, where the agreement is made based on objectives that do not conflict with applicable law. An agreement made based on an incorrect or prohibited reason makes the agreement invalid. A reason that is not *halal* is one that is prohibited by law, is contrary to the norms of decency or public order. The values of decency and public order are determined based on the values held by the community in which the agreement is made. An example of an agreement that is not *halal* is when someone makes an agreement related to gambling, especially trying their luck to get something with a nominal value to get maximum results. This is confirmed by Article 1337 of the Civil Code which stipulates that "a cause is prohibited, if it is prohibited by law, or if it is contrary to good morals or public order". In other words, an agreement can be canceled if the agreement fulfills a cause of violation of the law regarding morality or public order. for example, selling goods that are packaged without knowing the type, so that the buyer with these requirements inevitably

has to buy the goods in the hope that they meet the buyer's expectations, where if they do not match then the buyer may not return the goods.(Hasan et al., 2023).

From a number of regulations found by the author currently in Indonesia, it shows that there is no clear clarity for the Indonesian government to regulate and protect online game users regarding the Microtransaction system, which is basically very detrimental to individual gamers and the Indonesian economy in general. Therefore, there needs to be a clear statement to immediately form special rules that limit developers from implementing the Microtransaction system for online games which are generally prohibited in a number of developed countries today, including the Netherlands, which is a legal direction country. Indonesia. If it is not taken seriously, it will result in a legal vacuum and this will give irresponsible parties the freedom to seek profits in the online gaming system which is currently increasingly popular in Indonesia, where the age limit for users is not limited, especially for school age children. The basic thing is that they can already operate a cell phone or computer and can access online gaming, so they are automatically considered online game users who are very risky about using the Microtransaction system.

The most risky impacts are children. An example of the latest case is an 18 year old girl who managed to spend more than \$20,000 USD or around 211 million Rupiah in the popular gacha game, Genshin Impact, using her father's credit card. The child's father reported that there were approximately 89 mysterious transactions in his bank account which were apparently carried out by his son. For example, the case in Indonesia was in 2019. A child once spent 11 million rupiah from his father's postpaid card. In his investigation, the child spent the money on an online game tool with purchases ranging from 15 thousand to one million rupiah. There is also a case involving the game company. Game company Electronic Arts (EA) was reported for exploiting the loot box system. EA forces its players to make transactions using real money in order to win one of its games, namely FIFA Ultimate Team, by purchasing loot boxes using real money. Due to this, EA is currently being investigated by consumer protection agencies in Europe(Mufti, 2022).

A number of cases described by the author in the paragraph above are:The urgency of regulating the legal system regarding legal protection for online game users in the microtransaction system in Indonesia is due to the various problems that arise due to the presence of microtransactions, such as child exploitation, the potential for gambling addiction, and losses due to failure to protect personal data and virtual property..In Indonesia itself, there are no regulations that specifically regulate the protection of personal data and virtual property, so that online game users do not have adequate protection if losses occur due to microtransactions.Apart from that, the legality aspect of microtransactions is also unclear in Indonesia, because several countries equate microtransactions with gambling, whereas in Indonesia there are no provisions regulating this matter. Therefore, it is necessary to regulate a legal system that can provide legal protection for online game users in the microtransaction system in Indonesia. By Karen, in general, urgencyLegal System Regulations Regarding Legal Protection for Online Game Users in the Microtransaction System in Indonesia, namely:

#### 1. Child Exploitation.

Teenagers are in the age range of 12-18 years(B. Hurlock, 1997). Adolescence is a transitional period for children(JW, 2005). During this period, teenagers will experience various changes in themselves, both physically and psychologically, individually and in their social roles in the family, school and society. Today's teenagers can be called the post-millennial generation. One of the characteristics is growing up with technology that is very easy to access, so that this means that today's teenagers can also be said to be the generation that understands technology best.

(Novrialdy et al., 2019). This ease of access can have negative impacts if not addressed properly. The research results show that teenagers are the largest age group who

experience problems with the use of technology, such as the internet (Tsitsika et al., 2014). Adolescents are considered more frequently and more susceptible to online gaming addiction than adults. Adolescence, which is a period of instability, tends to be more easily involved in trying new things (Jordan & Andersen, 2017). Adolescence is also closely related to the stereotype of a problematic period. Which allows experimenting with new things to risk becoming problematic behavior. As a result, teenagers who are addicted to online games tend to be less interested in other activities, and feel anxious when they cannot play online games (Jannah et al., 2015). decreased academic achievement, social relations, and health (Ghuman & Griffiths, 2012).

Law no.23 of 2022 concerning Child Protection does not discuss or mention children's problems caused by playing online games using the Microtransaction System. Where this causes a legal vacuum and results in it being easy for irresponsible parties to seek profits from online games using the Microtransaction System with the targets or victims being children or teenagers who are still categorized as underage.

## 2. Potential Gambling Addiction.

The potential for gambling addiction due to online games that use a microtransaction system is the possibility of someone experiencing a mental disorder which is characterized by physical and mental dependence on playing online games that contain elements of gambling, such as lootbox or gacha systems..Someone who is addicted to gambling due to online games will repeat this activity to stimulate the release of dopamine by the brain, a substance that gives feelings of pleasure and happiness (Tanra, 2017). Gambling addiction due to online games can have a negative impact on the physical and mental health, financial condition and social relationships of the perpetrator. Gambling addiction due to online games can also trigger criminal acts, such as stealing or defrauding other people to get money. Therefore, it is necessary to have awareness and supervision of yourself and those closest to you to prevent or overcome gambling addiction due to online games.

Gambling is a criminal act regulated in the Criminal Code Article 303 and Article 27 paragraph (2) of the Law on Information and Electronic Transactions. Both regulations regarding criminal acts of gambling have the same legal subjects, namely individuals and entities/companies. Regarding the legal object, it is no different, namely the criminal act of gambling. If you look at gacha microtransactions and loot boxes in games, there are elements of these acts being carried out virtually, which positions the Law on Information and Electronic Transactions as the *lex specialis* of the above legal acts and 303 of the Criminal Code as the *lex generalis*. So that criminal acts of gambling on gacha microtransactions and in-game loot boxes can be subject to criminal sanctions as regulated in the Law on Information and Electronic Transactions. (Sannyasa & Mertha, tt).

## 3. Failure to protect personal data and virtual property.

The microtransaction system is a transaction to purchase virtual goods in online games using real money. These virtual goods can be items, characters, skins, or additional features that can increase the playing experience or chance of winning in online games (Yati, 2022). Personal data and virtual property related to the microtransaction system are information and digital assets related to the identity, preferences, activities, transactions or ownership of online game players..Personal data and virtual property can include names, email addresses, telephone numbers, credit card numbers, online game accounts, virtual goods, or others..Failure to protect personal data and virtual property related to the microtransaction system is a condition where personal data and virtual property are not protected properly, resulting in losses for online game players..Failure to protect personal data and virtual property can be caused by internal or external factors (Hertianto, 2021).

Internal factors that can cause failure to protect personal data and virtual property related to microtransaction systems are lack of awareness, knowledge, skills and compliance of



online game players with applicable security rules and standards..External factors that can cause failure to protect personal data and virtual property related to the microtransaction system are cyber threats such as hacking, phishing, malware, ransomware, or other attacks carried out by irresponsible parties. (de Bruijn & Janssen, 2017).The negative impact of failure to protect personal data and virtual property related to the microtransaction system is the violation of human rights such as the right to privacy, the right to freedom of expression, the right to information, and the right to identity. (Reddick et al., 2015).Apart from that, other negative impacts are financial, reputational, psychological, legal or social losses for online game players.

Efforts to prevent and handle failures in the protection of personal data and virtual property related to microtransaction systems are by doing the following: increasing online game players' awareness, knowledge, skills and compliance with applicable security rules and standards; use adequate security technology such as encryption, authentication, firewall, antivirus, or others; perform regular data backups; report any violations or cyber threats to the authorities; follow regulations governing the protection of personal data and virtual property such as the Law on Information and Electronic Transactions, the Personal Data Protection Law (under discussion), Government Regulations on the Operation of Electronic Transaction Systems.

## CONCLUSION

The Dutch government has adjusted to technological changes and pays close attention to its citizens' rights and responsibilities, as seen from a clear legal and economic standpoint, which is why the pattern of regulation of legal protection for microtransaction system users in the Netherlands is drastically different from that in Indonesia. established governmental framework with the purpose of resolving legal issues in an open and transparent manner. Meanwhile, in Indonesia, the legal system has advanced, but there are still missing regulations and explanations regarding the microtransaction system. The only source of information is the Lex General, not the Lex Specialist, which leads to different interpretations of the law and makes it difficult to catch those responsible for widespread and systematic violations.

This is because there is an urgent need to regulate the legal system in Indonesia so that users of online games may be protected from the microtransaction system.No provisions in Indonesia's Criminal Code (KUHP), Civil Code, Regulations on Exploitation of Children, Law on Information and Technology, or Consumer Protection Law address microtransactions or virtual assets in online games, thus the country's legal framework is vague and undefined in this area. Thus, it is essential to establish unique regulations for online games that employ a microtransaction system in order to safeguard the rights and responsibilities of players, or "gamers," while simultaneously allowing them to earn money and contributing to Indonesia's economy.

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