



## LEGAL PROTECTION OF STEAM ACCOUNT OWNERSHIP AS VIRTUAL PROPERTY REVIEWED FROM OBJECTIVE LAW IN INDONESIA

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*Virtual property; Position; Ownership.* Humans in their lives need objects to be used directly or as tools to meet their daily needs. The progress of the technological era with the emergence of the internet also has an impact on changes not only on the systematic side but also affects the objects. The legal symptom is that media on objects in the Civil Code is the real world, while virtual property media is the world of the internet or cyber world. The phenomenon of the concept of virtual property in the future will increasingly occur in human life and even become an integral part of human life. In this research, it was carried out in a normative juridical manner. the approach is carried out with a statutory and contextual approach. Data sources come from three sources, namely primary which are invitation laws, secondary which are books and scientific papers, tertiary which are dictionaries and encyclopedias. Data collection was carried out by means of a literature study. Data analysis was carried out using descriptive-qualitative. The results of this study indicate that STEAM accounts are part of assets in the form of virtual property which are intangible objects in the Civil Code because they fulfill the elements of objects in general. A STEAM account can be attached with ownership rights in the form of property rights and proof of ownership of intangible objects in article 613 as evidenced by an authentic deed or private agreement, a STEAM account as a substitute for an underhand agreement, namely verification of the account with the email address and telephone number of the account owner . At this time the STEAM platform has been registered as an electronic system operator (PSE), so all acts of cybercrime are directly protected by provisions relating to information and electronic transactions and policies from the STEAM platform, this is part of protection and legal certainty.

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### A. Introduction

For daily needs, humans need objects that can be used directly or only as tools. The Civil Code is still in effect and regulates the management of objects in general. The definition of objects in this context can be understood as objects to which rights can be attached or made into property rights, as stated in Article 499 of the Civil Code, which

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are called material means, each item and each right, which can be controlled by property rights. The term *zaak* is used in 2 (two) meanings, the first can be interpreted as tangible, the second can be interpreted as including assets (Sofwan, 1981). In Indonesian civil law, rights are considered intangible objects. Tangible objects are objects that have a physical form or can be felt by humans. Intangible objects in the form of certain rights that can be used as objects of property rights (Nurhayani, 2015).

With the advent of the internet, technology has become increasingly advanced, changing not only systematically but also having an impact on the object. A number of problems arise as risks to the internationally connected technology and information infrastructure (Maskun, 2014). Activities carried out in the cyber world, even though they are virtual, can be categorized as real legal actions and actions (Ramli, 2004). The characteristics of virtual property which have not been identified within the meaning of Indonesian civil law, give rise to new conflicts. The treatment of people who believe that virtual property is equivalent to real objects generally causes problems. including how the rights to virtual property are protected, the position in the legal system, the transfer process, and disputes that arise over the issues that arise.

The legal existence of virtual property in Indonesia cannot yet be interpreted clearly, according to Joshua A.T. Fairfield in his journal entitled "virtual property" virtual property is a set of code compiled using algorithmic formulas and supported by computer system and internet technology, where the code is designed to imitate objects in the real world and this virtual property can also be considered and treated as an object that being in the real world. According to Peter Brown and Richard Raysman, virtual property is a valuable item or asset which is defined as having economic value in the form of an item to be bought and sold for real money. Virtual property is an intangible physical object that only exists in the cyber world or the internet, in this case it leads to the fact that virtual property is an intangible movable object.

This regulation of virtual property is important in relation to handling the protection of virtual property itself. On July 30 2022, the Ministry of Communication and Information (KOMINFO) blocked a number of platforms, including STEAM. This blocking step was carried out because it was stated that they had not yet registered electronic system operators (PSE). . Exactly on August 2 2022, KOMINFO opened several platforms that were previously blocked, one of which was the online gaming platform, namely STEAM. Game platform developers as license holders and also companies that license online games solely protect themselves using the End User License Agreement (EULA) and Terms of Service (ToS) made by the Developer Company for players who will play an online game (Anastasya Putri Salsabilla, 2022).

The author's attention in this research is that the author has the idea that virtual property is part of the assets owned by a person. A STEAM account can be said to be part of a person's assets, which can be interpreted by the author as meaning that the account can be attached to ownership rights and in legal terms, no one has yet described or identified virtual property as part of an object or not. The author has the

idea that although virtual property does not have a real physical form, it can be said to be part of an intangible object to which ownership rights can be attached. The impact of blocking causes major losses for users of the platform, resulting in a temporary feeling of loss of their assets, however, STEAM accounts have a value for their users which is part of the assets owned by their users. The legal symptom that has not yet been realized is that the medium of an object referred to in the Civil Code is the real world, while the medium of a virtual property is the cyber world or internet. The existence of the concept of virtual property in the future will become increasingly common in human life and will even become an inseparable part of human life, just like objects and goods that exist and are used in the real world.

## **B. Method**

The type of research used in this research is normative juridical research. The normative juridical research method is library legal research which is carried out by examining library data and applicable legislation. The points of view used by researchers in approaching the problem include a statutory approach, by studying and reviewing several laws relating to the legal issue being researched and a conceptual approach, namely by examining views using the doctrines contained in them. Legal studies. Research Data uses secondary data to support this research which consists of 3 (three) sources of legal material. Data Collection This research uses data collection techniques in this research using the literature study method, namely by reviewing journals and literature related to the research problem. In this research, the author discusses research findings using a descriptive-qualitative method, namely presented in narrative form.

## **C. Result & Discussion**

### **1. The Position of Virtual Property as an Object in Property Law in Indonesia**

The definition of position in this research refers to position being defined as the location or place for virtual property. Virtual property is included in the objects referred to in object law in Indonesia. The discussion in the research focuses on finding the position or location of virtual property in the provisions of the Civil Code which is then needed as a protection analysis. ownership of the STEAM account which is part of the virtual property and to find out whether the STEAM account can be attached to ownership rights as regulated in the Civil Code. In this research, the author considers that a STEAM account is an asset owned by a person in the form of virtual property which has economic value but is not in the real world and does not have a real physical form.

Before entering into the discussion, it is necessary to know that the systematics of objects is regulated in Article 449 of the Civil Code, which states that an object is every item and right that can be controlled by property rights. The Civil Code recognizes several types of objects as stated in articles 503 and 504, namely there are tangible and intangible objects, movable and immovable objects.

Virtual property is an object that has no form that exists in the internet or cyber world, according to Joshua A.T. Fairfield is a set of code compiled using algorithmic formulas and supported by computer system and internet technology, where the code is designed to imitate objects in the real world and whose existence is in the cyber world, but this virtual property can also be considered and treated as an object that is in real world (Fairfield). Indirectly, it can be seen that virtual property does not have a real form, thus virtual property can be defined as all types of objects contained in the Civil Code, including part of intangible objects. Intangible objects, such as rights to interest, debts, bills, and other similar rights which can be used as objects of property rights, according to the concept of intangible objects, Article 503 of the Civil Code states that every object has a body or no body. this defines an intangible object as an object without a body. It can be claimed that virtual property meets the elemental requirements for intangible objects.

It is a legal object. If you look at Article 503 of the Civil Code which states that each object means it has a body or no body. In this provision, intangible objects are described as objects that have no body. Intangible objects, even though these objects have no actual form, are rights placed on tangible objects. In this way, intangible objects actually exist, in other words, these intangible objects are not objects that have a real shape or form that can be perceived by the human senses, but are something in the form of certain rights.

It can be seen that Virtual property is an object that only exists in the internet or cyber world, based on Joshua A.T. Fairfield is a set of code compiled using algorithmic formulas and supported by computer system and internet technology, where the code is designed to imitate objects in the real world and whose existence is in the cyber world, but this virtual property can also be considered and treated as an object that is in real world (Fairfield). Various types of virtual property such as bank accounts, email accounts, websites, online media accounts. Chat Room or virtual chat room, Uniform Resource Locator (URL). Apart from that, other forms of virtual property are items in online games, and so on (Fairfield).

This virtual property can be created by the human mind as an object in a container that has been provided where the container of this virtual property is the internet world or cyber world. The cyber world is a different reality and not a world of imagination. For internet users (netizens), the cyber world is currently the second world for various activities ranging from politics, economics, social and culture to its users. According to the understanding of *ubi societas ibi ius*, because internet users are considered people or communities in the world, all actions in the cyber world must be planned with a legal concept.

Virtual property as an object can be interpreted as an object owned by each user who owns it. Users are free to use the virtual property according to their wishes, such as buying and selling and other activities that make virtual property the object of these activities. In the cyber world, activities carried out in the cyber world, even though they are virtual, can be categorized as real legal acts and actions (Ramli, 2004). Cyber activity is virtual activity that has a very real impact even though the

evidence is electronic. Thus, the subject of the perpetrator must also be qualified as a person who has actually carried out legal acts.

As part of wealth, it can be seen that virtual property can be defined as virtual goods or virtual objects. Virtual objects or virtual goods can be defined as an object or image of an intangible object that is bought and sold for use in online games or online communities. According to Peter Brown and Richard Raysman, virtual property is a valuable item or asset, ownership of which is defined as having economic value in the form of an item to be bought and sold for real money, and exchanged through an exchange agreement (Peter Brown). As exemplified by the author in the previous chapter in the STEAM Community, online game items can be bought and sold either with virtual money or with real world money.

It is clear that virtual property can have 3 (three) properties, namely Rivalrousness (exclusive), Persistence (fixed), and Interconnected (interconnected). A virtual property can only be owned by one person, and if someone already owns the virtual property, then other people cannot access it, in accordance with one of the properties that determines how a virtual property can be owned as an object, namely Rivalrousness (exclusiveness). exclusivity. or have it. can be shown by ownership of an email or email account where only the account owner with a password is permitted to use and access the email. This email account cannot be accessed by other people who do not know the password. For intangible objects which are classified as movable objects which are receivables in the name of and other intangible objects, article 613 of the Civil Code concerning ownership of intangible objects states that the transfer of ownership rights is carried out in the form of a private agreement which functions as proof of ownership.

Having no body, it can be seen that virtual property. According to Michael Meehan, virtual property is defined as, "those which are created within a virtual world and which do not have an external existence outside of that environment" (Meehan). In translation, it can be interpreted that virtual property is an object created in a virtual world that does not exist outside the virtual world or is not real. In the Civil Code, intangible objects are known in the form of rights, in the provisions of Article 503 to Article 504 of the Civil Code, it is stated that objects can be divided into 2 (two), namely objects that are material in nature (*materiekegoederen*) and objects that are intangible in nature (*immateriekegoederen*) (Sari, 2007). Objects that have material properties (*materiekegoederen*) are objects whose properties can be seen, touched and felt using the five senses. An object that has intangible properties (*immateriekegoederen*) is an object that has no body or form. Objects that do not have material characteristics (*immateriekegoederen*) are also part of objects as regulated in the Civil Code, such as certain rights that can be used as objects of property rights.

It is important to know that virtual property in the computer system and the internet is not a right but an object that exists in the internet world. virtual property can be concluded as an intangible object as regulated in the Civil Code, this is because virtual property meets the elements of intangible objects, namely it is a legal object,

is part of assets, can be owned, does not have a body like the intangible objects described in Article 503 of the Civil Code, but is not a right. However, the provisions of object law do not apply cumulatively, but alternatively as long as they fulfill the elements of objects in general. Thus, virtual property has the status of an intangible object as regulated in the Civil Code (Waskitho, 2016).

## **2. Protection of Ownership of STEAM Accounts as Virtual Property in Property Law in Indonesia**

STEAM is a video game digital distribution platform developed by Valve Corporation. In the definition of virtual property, it is said that virtual property is a code device in computers and the internet world. The forms of virtual property are various virtual properties such as bank accounts, email accounts, websites, online media accounts. Chat Room or virtual chat room, Uniform Resource Locator (URL). Apart from that, other forms of virtual property are items in online games, and so on. In running an application platform, of course you need access to enter the platform, including the STEAM platform. To be able to access the STEAM platform, users need an account to enter the platform. A STEAM account can be said to be part of the virtual property mentioned above. Virtual property has various forms of STEAM accounts. Here it can be said to be in the form of an account in which you can store exclusive games, virtual world money and items in online games. A STEAM account can be said to be virtual property if it meets the characteristics and properties of virtual property mentioned in the previous chapter, that the STEAM account needs to be identified as virtual property so that it can be identified as part of intangible objects in the Civil Code.

Formed from a set of codes on a computer, a STEAM Account is a key to accessing the STEAM platform. The account itself can be interpreted as user data which generally consists of a username and password to access the platform. STEAM is a digital video game distribution platform. STEAM can also be used by users as a platform for playing online games, where these games are only available on the STEAM platform, thus from this explanation it can be clearly identified that a STEAM account is a code device that is created or created on a STEAM platform to be able to access the platform.

It can be owned in one entity, as is the case with one of the characteristics of virtual property, namely Rivalrousness (exclusiveness), which means that virtual property can only be owned by one person, and if someone already owns virtual property, then other people cannot access it. A STEAM account is created by a user by filling in a number of personal data that only the user can access. In an account, generally logging in uses a Username and Password as proof that only the user can access the account. Creating a STEAM account requires further verification to prove that the account is owned by providing registration verification with an email address and telephone number as a form of protection against ownership of a STEAM account.

There is a difference between other subjects that operate it, virtual property is in the world of the internet or cyber world, just like the STEAM platform which has

its own community. One of the characteristics of virtual property is that it is interconnected. A virtual property can be interconnected or linked to each other. Virtual property is under the control of the owner, but third parties can also be involved with it. In the STEAM community, users can also access each other's accounts, but only to the extent of viewing activities from other accounts, sending messages, buying and selling on the STEAM platform (marketplace), and the owner of an account has full power to control the account.

It doesn't disappear when the website is closed, it doesn't disappear here which can be interpreted as when the user accesses a platform again and logs in with the same account then what's inside it won't disappear, as one of the properties of virtual property, namely Persistent, can be interpreted as a certain period of time for a virtual property. An example is ownership of a STEAM account, the owner of the STEAM account can freely access the STEAM account they have at any time and using any device. As long as the STEAM account will always exist and will not be lost on the service provider's server.

Virtual property can be sold to entities. According to Peter Brown and Richard Raysman virtual property is a valuable item or asset. Ownership of goods of value here is defined as having economic value in the form of goods to be traded for real money, and exchanged through exchange agreements (Peter Brown). The STEAM platform also has a marketplace where users can sell online game items that they own. Buying and selling on the STEAM platform can use real money which is converted into virtual money on this platform, called a Steam wallet. Returning to the STEAM platform, of course the online game items are stored in an account that we created to be able to access the STEAM platform, without having an account the user will not be able to access anything on the STEAM platform.

From the explanation above, a conclusion can be drawn that STEAM accounts are part of virtual property because they fulfill the characteristics and properties of a virtual property mentioned by Susan and David. Thus, it can be said that STEAM accounts can be categorized as virtual property because they have the same characteristics and properties. the same as virtual property. Virtual property in the previous explanation is categorized as an intangible object in the Civil Code, which is because virtual property being in a computer system and the internet is not a right but rather an object that exists in the internet world. virtual property can be concluded as an intangible object as regulated in the Civil Code, this is because virtual property meets the elements of intangible objects, namely it is a legal object, is part of assets, can be owned, does not have a body like the intangible objects described in Article 503 of the Civil Code, but is not a right. However, the provisions of object law do not apply cumulatively, but alternatively as long as they fulfill the elements of objects in general. Thus, virtual property has the status of an intangible object as regulated in the Civil Code (Waskitho, 2016). Thus, a conclusion can be drawn that a STEAM account is a virtual property which is included in the intangible objects section of the Civil Code.

A STEAM account is a set of codes created to access the STEAM platform. A STEAM account can store valuable content and objects such as games, online game items, and steam wallets. The definition of ownership rights of objects, of course, requires ownership of the object. Content and objects stored in a STEAM account can have ownership attached. The rights that can be obtained by users are as follows:

a. Property Rights

According to Prof. Subekti, S.H. If someone has eigendom (ownership) rights to an item, he is free to do whatever he wants (sell, pawn, give away, even destroy it), as long as it does not violate the law or violate other people's rights. According to Article 570 of the Civil Code, a person has the right to use an object in any way he deems necessary as long as it does not violate applicable provisions or regulations and does not interfere with the rights of other people. In a STEAM account, an act of buying and selling, both games and online game items, can occur. In property rights, one way to obtain property rights is by transfer. According to Article 584, delivery is the transfer of property by the owner to a third party so that the recipient obtains real rights. over that thing. New ownership rights, for example, will be transferred when the seller hands over the goods to the buyer in the case of a sale and purchase. Therefore, assignment is a legal act that transfers property rights. To be able to transfer ownership rights by people who can freely transfer the goods, the transfer is based on a civil event and Article 584 of the Civil Code regulates how to obtain ownership rights.

For example, when buying a game on the STEAM platform, the user purchases a permit or license to play the game, which is different from someone who buys a game in physical form, if in digital form, such as on the STEAM platform, the user only gets a permit or license to play the game. for further. In STEAM, there is a market feature which is a place or market for users to buy and sell online game items. Users are free to sell or buy online game items in the market as long as they use a STEAM account. As has been demonstrated above, content or objects can be attached with property rights through the transfer process, namely through actions or buying and selling actions carried out on the platform.

b. Bezit

Acquiring content or objects on the STEAM platform is not only through the buying and selling process. Like online game items, you can also get them through a game process that is played over a certain period of time to get a prize in the form of these items. Control of objects in the Civil Code is known as bezit, bezit based on Article 529 of the Civil Code. The party exercising the right is a legal subject who actually has the power that gives him real control over the item and makes it his real property. The word "bezit" comes from the verb "to occupy," or zitten. The legal subject who controls the object is said to be a bezitter. In general, bezit can be interpreted as the state of holding or controlling an object over the person who controls it, as if the object were his. Based on

Article 538 of the Civil Code, bezit can be obtained by carrying out an action that can attract the object into his control in the hope of controlling the object for himself. Bezit on an object occurs in many ways, including:

- 1) An act of attracting or placing occurs
- 2) What can be said is an object
- 3) Materials in this case must be in power
- 4) There are good intentions to be able to control or defend it for yourself.

From the explanation that content or objects on the STEAM platform can be attached with bezit, as many users are willing to play a game within a certain period of time to get the item. This item can be controlled by the user freely to do whatever they want with the item. As an example, online games are known as ranking or achievement systems, as is also the case on the STEAM platform. It cannot be denied that STEAM accounts have a market for selling accounts within their community to look for ranking or achievement features that are at a high level or are good. These ranking or achievement features can be obtained by playing online games for a very long period of time to reach a ranking that can be said to be high or good.

From the explanation above, it can be said that content or objects on the STEAM Platform can be attached with bezit. Where users are willing to spend time playing an online game for a long period of time. It is not uncommon for users to retain certain content or objects because they are aware of the control they have gained or hold over that content or object. From this explanation, the various efforts made by online game players are considered as efforts to gain profits.

A platform has provisions that every user needs to comply with. In the STEAM platform, it is referred to as the Steam subscriber agreement, which states that all title, ownership rights and intellectual property rights in and to the Content and Services as well as any and all copies thereof, are owned by Valve or its licensors or affiliates. However, in connection with its licensing, Valve hereby grants a license, and you accept, a non-exclusive license and right, to use the Content and Services for personal, non-commercial use. You do not grant any rights or ownership of the Content and Services. To use the Content and Services, you must have a STEAM Account and you may be required to run a STEAM client and maintain a connection to the Internet.

With the explanations above, content or objects on the STEAM platform can be subject to ownership such as property rights and assets, but because these objects are in an application as a user, of course the Steam subscriber agreement must be adhered to by users. From the provisions of the Steam subscriber agreement, it states that in the content or objects, every ownership belongs to STEAM, then what needs to be paid attention to is that the STEAM account in these provisions states that in order to use the content and services

you must have a STEAM account, thus it can be said as long as that The user still holds ownership rights to the STEAM account, so all content or objects stored in the account are the ownership of the STEAM account user.

Ownership in language can be seen as a person's attitude towards objects and the freedom to use and own them. If it does not violate statutory regulations, ownership is a right to an object that prevents other parties from using other people's objects for their own interests. According to article 570 of the Civil Code, property rights refer to the freedom to use an object more freely and to have full control over the object, as long as it does not violate existing laws or general rules or is against and violated. other people's rights. In the provisions of article 584 of the Civil Code, acquisition of property rights can be through ownership, attachment, expiration, inheritance, delivery. Owners of STEAM accounts can attach ownership rights and assets as a form of ownership, which means that the account owner has full control over the account. The owner freely accesses or uses the account, which indicates that the account is under the control of the owner who is attached to the ownership rights and assets.

Activities carried out in the cyber world, even though they are virtual, can be categorized as real legal actions and actions (Ramli, 2004). Even though the evidence is in electronic form, cyber behavior is a virtual activity that has very real consequences. As a result, people who carry out legal acts are considered to have been qualified as those who actually carry out legal acts. A STEAM account is virtual property which is included in intangible objects regulated in the Civil Code. Each STEAM account will be verified with the user's email address and telephone number. Every activity on the STEAM platform will be directly linked to the user's email and telephone number starting from login, top-up, buying and selling, and notifications related to the user's STEAM account.

In the Civil Code, the transfer of ownership of intangible objects is proven by the making of an authentic agreement or private agreement in accordance with the provisions of Article 613 of the Civil Code which states that transfer is carried out by handing over the intangible object by making a private agreement which transfers the rights to the object. that thing to someone else. With the explanation above, the STEAM account, which is a virtual property that has been previously defined, is part of the tangible objects. That in terms of proving ownership of a STEAM account, it can be done by verifying the user's email address and telephone number, because activities in the cyber world are virtual, the evidence is electronic and has no physical form or evidence. The author can conclude that proof of ownership of intangible objects is proven by a private agreement, while the STEAM account which is virtual property which is included as an intangible object in exchange for a private agreement is replaced by a verified STEAM account with the user's email address and telephone number.

This virtual property is in the cyber world or the internet in the cyber world of cyber crime or cybercrime. Cybercrime has various forms of crime that can occur, such as hacking or piracy. Hacking or piracy in English is known as "hacking". Provisions regarding hacking are regulated in Article 30 paragraph 1 of Law Number 11 of 2008 concerning Information and Electronic Transactions, which regulates that every person intentionally and without rights or against the law accesses other people's computers and electronic systems in any way, contains regulations that set about hacking. Every person intentionally and without right or against the law accesses computers and electronic systems in any way with the aim of obtaining electronic information and electronic documents as intended in article 30 paragraph 2. Hacking can be carried out for various reasons, including investigations, spreading viruses, disabling targets, take over other people's accounts or websites, or simply obtain their personal information. Article 47 of Law Number 11 of 2008 which regulates electronic information and transactions includes types of criminal provisions against hackers. Anyone who complies with the provisions of Article 31 paragraph 1 or 2 is threatened with imprisonment for a maximum of 10 (ten) years and/or a fine of a maximum of Rp. 800,000,000.00. (eight hundred million rupiah).

Hacking can also occur on the STEAM platform, the act of hacking a STEAM account aims to control the account, move objects in it, and the STEAM account can be directly connected to a debit card which makes hackers want to take advantage by hacking a STEAM account. According to the Steam subscriber agreement, any negligence made by the user is the user's responsibility. Before a hack occurs, there must be a reason why the STEAM account can be hacked, usually due to logging in to an unofficial STEAM website. On the STEAM platform, if a hack occurs which results in the user being unable to log in to the account, STEAM provides a system to report the incident which is called Steam Support. Users need to report this incident to STEAM at times like this. Proof of ownership of a verified STEAM account with email address and telephone number is very important because all notifications will be immediately notified by the email address and telephone number. Having reported this incident, STEAM responded by asking for proof of ownership of the account, which can be proven by recent transactions and all evidence of these transactions will be notified and stored in the user's email address and telephone number. If the user can prove ownership of the account, STEAM will carry out monitoring and try to return the account to the user.

From the explanation above, a STEAM account is vulnerable to being a hacking target because the account has more value. Ownership of a STEAM account which is virtual property, part of an intangible object, ownership of the account is proven by verifying the account with the user's email address and telephone number in lieu of a private agreement which is proof of ownership of the intangible object in accordance with article 613 of the Civil Code. The verification of the account can also be said to be a step and form of protection for the account in the terms of the STEAM

platform that the email address and telephone number are part of the security system provided by STEAM as protection if something happens to the account.

On July 30 2022, the Ministry of Communication and Information (KOMINFO) blocked a number of platforms or applications including STEAM, Epic Games, Paypal. This blocking step was carried out because these platforms were stated to have not yet registered electronic system operators (PSE). As a result of this blocking, many users of the platform were unable to access the digital platform. Exactly on August 2 2022, KOMINFO opened several platforms or applications that were previously blocked, one of which was the online gaming platform, namely STEAM. The impact arising from the case above is that for some time the STEAM platform could not be accessed in Indonesia, which caused anxiety for its users. The reason why several applications were blocked was because these applications, including STEAM, were considered slow in registering with electronic system providers (PSE).

Provisions regarding registration are regulated in the Government Regulation of the Republic of Indonesia Number 71 of 2019 concerning Implementation of Electronic Systems and Transactions in article 6 of this provision requires that every electronic system operator must register. This error cannot be separated from the fact that the platform was also at fault in this case because it was considered slow in registering the platform in the registration of electronic system operators (PSE). The government here, KOMINFO, does not pay attention to the impacts arising from the blocking, even though in legal provisions in Indonesia there is no definition of virtual property, STEAM accounts are included in the part of assets in the form of virtual property which is part of intangible objects and can be attached to ownership as has been analyzed. in the previous explanations.

That before the blocking occurred STEAM had implemented According to the Director General of Taxes Regulation number PER 12/PJ/2020, PMSE business actors must be appointed through KEP from the Director General of Taxes to be able to collect PMSE VAT of 10% for each purchase. which indicates that 10% VAT should apply to all PMSE transactions. This decision was made jointly with all of them at the issuance of Perpu number 1 of 2020, but in this case, STEAM took the initiative to impose tax levies on its shops immediately before being appointed by the Director General of Taxes. since April 1 2022 STEAM has set an 11% tax for every purchase via STEAM for Indonesia which has the impact of improving the country's economy by purchasing games or services via the STEAM platform.

As stated in Article 40 Paragraph 1 of Law Number 11 of 2008 concerning Electronic Information and Transactions, the Government supports the use of information technology and electronic transactions in line with statutory regulations. As the implementer of the Electronic Information Law as intended in Article 40 paragraph 1 as stated in Article 91 of the Government Regulation of the Republic of Indonesia number 71 of 2019 concerning the Implementation of Electronic Systems

and Transactions, it determines the role of the Government to facilitate the use of information technology and electronic transactions as intended, including establishing policies, policy implementation, infrastructure facilities, educational promotion, and supervision.

The government needs to establish legal protection for STEAM platform users as an effort to fulfill rights and provide assistance to provide a sense of security because ownership of a STEAM account is part of assets in the form of virtual property, which means part of intangible objects and STEAM accounts can be attached to ownership rights, namely rights. property and bezit where in accordance with Article 28G paragraph 1 of the 1945 Constitution of the Republic of Indonesia, Indonesia, 1945, every person has the right to protection of property under his or her control. Just as legal protection is a form of realizing legal certainty which provides protection for legal subjects. Seeing the progress of the technological era, it cannot be denied that in the future problems like the case above could recur. Legal protection can be preventative in the future to guarantee the rights of legal subjects and the law can be used to create protection that is not only adaptive and flexible, but also predictive and anticipatory (Lili Rasjidi, 1993).

Reaching a conclusion from the previous explanations above is that a STEAM account is wealth in the form of virtual property which is part of intangible objects in the Civil Code and can be attached to ownership rights, namely property rights and bezit. As proof of ownership of intangible objects in article 613, it is proven by an authentic deed or private agreement, a STEAM account as a substitute for a private agreement, namely the verification of the account with the account owner's email address and telephone number. At this time the STEAM platform has been registered as an electronic system operator (PSE), so all cybercrime acts are directly protected by provisions relating to information and electronic transactions such as the ITE Law and policies provided by the STEAM platform both in terms of criminal law and civil law. In terms of criminal law, it can be said that protection for STEAM accounts is provided in the form of policies that provide sanctions to cybercrime perpetrators that the action violates a statutory regulation, for example hacking which is prohibited in the provisions of the ITE Law because STEAM is registered with the system operator. electronics (PSE). In civil law, the form of protection given to STEAM accounts is that STEAM accounts can be attached with ownership rights in the form of property rights and assets which can be proven by verified email addresses and telephone numbers as proof of ownership in lieu of private agreements in the provisions of the Civil Code for intangible objects. . Thus, it can be said that this is a form of implementation as a measure for protection and legal certainty.

#### **D. Conclusion**

It can be concluded that the position of virtual property is part of intangible objects in the Civil Code. The provisions of property law do not apply cumulatively, but

alternatively, virtual property meets the elements of intangible objects, namely it is a legal object, is part of assets, can be owned, does not have a body like intangible objects as described in Article 503 of the Civil Code. However, it is not a right as long as the virtual property meets the elements of objects. In general, virtual property can be said to be an intangible object.

A STEAM account is wealth in the form of virtual property which is part of intangible objects in the Civil Code and can be attached to ownership rights, namely property rights and *bezit*. As proof of ownership of intangible objects in article 613, it is proven by an authentic deed or private agreement, a STEAM account as a substitute for a private agreement, namely the verification of the account with the account owner's email address and telephone number. At this time the STEAM platform has been registered as an electronic system operator (PSE), so all cybercrime crimes are directly protected by provisions relating to electronic information and transactions such as the ITE Law and the policies provided by the STEAM platform both in terms of criminal law and civil law. In terms of criminal law, it can be said that protection for STEAM accounts is provided in the form of policies that provide sanctions to cybercrime perpetrators that the action violates a statutory regulation, for example hacking which is prohibited in the provisions of the ITE Law because STEAM is registered with the system operator. electronics (PSE). In civil law, the form of protection given to STEAM accounts is that STEAM accounts can be attached with ownership rights in the form of property rights and assets which can be proven by verified email addresses and telephone numbers as proof of ownership in lieu of private agreements in the provisions of the Civil Code for intangible objects. . Thus, it can be said that this is a form of implementation as a measure for protection and legal certainty.

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## **Law & Regulations**

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Undang-Undang Nomor 28 Tahun 2014 tentang Hak Cipta (Lembaran Negara Republik Indonesia Tahun 2014 Nomor 266, Penjelasan Dalam Tambahan Lembaran Negara Republik Indonesia Nomor 5599)

Undang-Undang Republik Indonesia Nomor 19 Tahun 2016 tentang Perubahan Atas Undang-Undang Nomor 11 Tahun 2008 Tentang Informasi dan Transaksi Elektronik (Lembaran Negara Republik Indonesia Tahun 2016 Nomor 251, Penjelasan dalam Tambahan Lembaran Negara Republik Indonesia Nomor 5952)

Peraturan Pemerintah Republik Indonesia Nomor 71 Tahun 2019 tentang Penyelenggaraan Sistem dan Transaksi Elektronik (Lembaran Negara Republik Indonesia Tahun 2019 Nomor 185, Penjelasan dalam Tambahan Lembaran Negara Republik Indonesia Nomor 6400)