

MONOPOLISZATION OF VIDEO GAME DISTRIBUTOR ON THE DIGITAL MARKET



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Diajukan untuk melengkapi tugas dan memenuhi syarat
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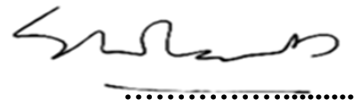
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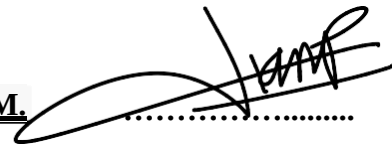
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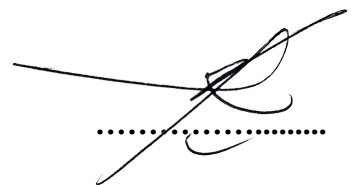
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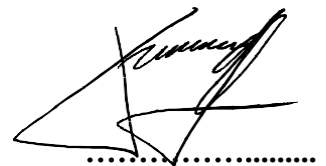
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FOREWORD

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PERNYATAAN ORISINALITAS SKRIPSI

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Menyatakan dengan sebenarnya bahwa skripsi yang ditulis ini tidak mempunyai persamaan dengan skripsi lain.

Demikian pernyataan ini dibuat tanpa paksaan dari pihak manapun. Apabila pernyataan ini tidak benar, maka akan diberikan sanksi oleh Pimpinan Fakultas.

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Yang membuat pernyataan,



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ABSTRACT

Along with the times, the flow of globalization and free trade as well as technological advances, the emergence of high interest in Video Games makes several developers compete to make games that are attractive to consumers. There are several legal issues related to Business Competition in this business model especially in the digital distribution of video games around the world, some players in this market show some indications of the monopoly of the Video Game distribution market. Therefore, to find out if there is an indication of a monopoly market in Video Game Distribution, the need for anything that can cause a monopoly in this market is to protect consumers to avoid monopolistic practices and make new market business actors to compete fairly.

Keywords: Video Game Distributor, Monopoly, Online Marketplace

ABSTRAK

Seiring dengan berkembangnya zaman, arus globalisasi dan perdagangan bebas serta kemajuan teknologi, munculnya minat tinggi terhadap Video Game membuat beberapa pengembang bersaing untuk membuat game yang menarik bagi konsumen. Ada beberapa masalah hukum terkait Persaingan Usaha dalam model bisnis ini terutama dalam distribusi video game secara digital di seluruh dunia, beberapa pemain dalam pasar ini menunjukkan beberapa indikasi terhadap monopoli pasar distribusi Video Game. Oleh karena itu untuk mencari tahu apakah suatu indikasi pasar monopoli dalam Video Game Distribusi perlunya apa saja yang dapat menyebabkan monopoli pada pasar ini untuk melindungi konsumen agar terhindar dari praktik monopoli dan membuat pelaku usaha pasar baru agar bersaing dengan sehat.

Kata Kunci : Distributor Video Game, Monopoli, Marketplace Online

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