

# Juridical Analysis of Law Number 11 of 2008 on Electronic Information and Transactions (ITE) and its Impact on Creative Economy Development in Indonesia

Loso Judijanto<sup>1</sup>, Hendri Khuan<sup>2</sup>

<sup>1</sup>IPOSS Jakarta

<sup>2</sup>Universitas Borobudur

## Article Info

### Article history:

Received October, 2024

Revised October, 2024

Accepted October, 2024

### Keywords:

ITE Law  
creative economy  
digital transactions  
intellectual property  
defamation

## ABSTRACT

This paper provides a juridical analysis of Law Number 11 of 2008 on Electronic Information and Transactions (ITE) and its impact on the development of the creative economy in Indonesia. The ITE Law was enacted to regulate online transactions and protect intellectual property, serving as a crucial framework for digital platforms that are essential to creative industries. However, the law has raised concerns regarding its vague defamation provisions, which have sometimes been applied in ways that stifle freedom of expression. Through a normative juridical approach and case study analysis, this research evaluates the effectiveness of the ITE Law in supporting the creative economy while identifying legal gaps and challenges in enforcement. The findings reveal that although the law provides necessary protections, reforms are needed to clarify its provisions and strengthen enforcement mechanisms to better serve Indonesia's rapidly growing creative sector.

*This is an open access article under the [CC BY-SA](#) license.*



## Corresponding Author:

Name: Loso Judijanto

Institution: IPOSS Jakarta

e-mail: [losojudijantobumn@gmail.com](mailto:losojudijantobumn@gmail.com)

## 1. INTRODUCTION

The development of digital technologies and platforms has had a significant impact on Indonesia's creative economy, requiring a strong legal framework to address challenges in electronic transactions and digital content protection. Law No. 11/2008 on Electronic Information and Transactions (ITE) was passed to provide legal certainty, but its effectiveness remains debatable. The growth of the digital economy increases the risk of personal data misuse, so comprehensive legal protection is needed against cross-border cybercrime [1], [2]. The

effectiveness of these regulations is important to maintain public trust, especially in the banking sector [2]. Indonesia's legal system also needs to adapt to technological advances, through innovative approaches that integrate digital technology and local customs [3]. In addition, the ITE law does not cover all aspects of cybercrime, so special fintech regulations are needed to ensure legal certainty for businesses [4]. Legal protection for consumers in digital transactions must be strengthened to create a safe market and encourage creative economic growth [5].

The ITE Law plays an important role in regulating electronic transactions and

digital communications in Indonesia, with the aim of creating a secure environment for digital activities, including electronic signatures, data protection and intellectual property rights. However, its implementation has been contentious, especially regarding its impact on the creative economy that relies on digital platforms. While the law regulates electronic signatures to ensure the authenticity of documents and prevent unauthorized modifications [6], and sets limits on the use of social media to protect users from immoral content and fake news [7], challenges in enforcement and adaptation to technology remain. In addition, the law deals with human rights, particularly privacy and freedom of expression, but there is still a need to balance regulation and rights protection [8]. Article 25 of the ITE Law addresses the protection of intellectual property rights, but challenges in interpretation and enforcement affect legal certainty for businesses [9]. Increased legal awareness and clarity in the implementation of the law are necessary to protect IPR in the digital era [8].

The creative economy in Indonesia, according to the Ministry of Tourism and Creative Economy, is a dynamic sector that harnesses the creativity, innovation and knowledge of individuals to create economic value. The sector includes industries such as film, music, fashion, gaming, and digital content, which increasingly rely on digital platforms for transactions and protection of intellectual property (IP) rights. The ITE Law plays an important role in ensuring creative economy players can reach their audiences while protecting their IP. Digital platforms allow creative actors to access a wider market, fostering innovation and economic growth through SMEs [10]. Although the ITE Law protects IP in the digital space, challenges remain, especially in IP-based financing, as many industry players find it difficult to use IP as collateral [11]. The creative economy contributes greatly to employment and GDP, with labor as a key driver of growth [12], and globally, is recognized as having great potential to create millions of jobs and significant economic contributions [13].

However, despite its potential benefits, the ITE Law has also raised concerns, particularly in terms of its enforcement and its impact on freedom of expression and innovation. There have been instances where the law has been used in ways that critics argue stifle creativity or penalize individuals for online activities that may not necessarily pose a significant threat to public order. These concerns highlight the need for a careful juridical analysis of the ITE Law to assess its alignment with the goals of promoting and protecting the creative economy in Indonesia.

This paper seeks to provide a comprehensive juridical analysis of Law Number 11 of 2008 and its impact on the development of the creative economy in Indonesia. The research will examine the legal provisions of the ITE Law, its interpretation by the judiciary, and its practical implications for creative industries. Furthermore, this study will explore the challenges faced by creative entrepreneurs under the current legal framework and offer policy recommendations for improving the law's role in fostering a more supportive environment for the creative economy.

## 2. LITERATURE REVIEW

### 2.1 *Electronic Information and Transactions Law (ITE Law)*

Indonesia's ITE Law, which was passed to regulate electronic transactions and communications, aims to create a secure digital environment, especially for business transactions. The law covers electronic contracts, digital signatures, as well as sanctions for online offences, making it a comprehensive legal framework. However, its implementation has sparked debate, especially regarding defamation and cybercrime provisions that are perceived to restrict freedom of speech. Several experts highlighted the strengths and weaknesses of this law. The ITE Law provides a legal basis for electronic signatures, ensuring validity and legal force in digital transactions and preventing unauthorized modification of documents, thereby increasing trust in digital

communications [6]. Provisions on electronic contracts enable efficient business operations by recognizing digital agreements as legally valid, thus encouraging electronic commerce [6]. In addition, the protection of personal data is regulated in the ITE Law and other regulations, which is crucial in the digital era to protect the public from the risk of data leakage, especially in the banking sector [2]. Nevertheless, challenges still exist, such as in the cases of online loan data misuse and E-KTP data leakage, pointing to the need for stronger law enforcement and increased public awareness [14], [15]. The impact of the ITE Law on human rights, particularly privacy and freedom of speech, has also been a controversial issue, especially regarding defamation provisions that have been criticized as limiting freedom of speech [8]. Experts suggest that while the law is important to combat cybercrime, it needs to be refined to balance security and individual freedom [8].

### **2.2 The Creative Economy in Indonesia**

The creative economy, which includes industries based on creativity, skills and intellectual capital, is increasingly recognized as an important component of economic development, particularly in Indonesia. The sector includes subsectors such as fashion, crafts, culinary, music, and digital content, which contribute significantly to GDP and employment. The growth of the creative economy in Indonesia is fueled by digital platforms that facilitate wider market access and intellectual property protection. The ITE Law supports this by protecting digital intellectual property, enabling creators to monetize their work effectively. The creative economy contributes significantly to Indonesia's GDP and employment, with subsectors such as fashion and digital content playing an important role [12]. The sector's growth is fueled by digital platforms that expand market reach and reduce costs [16]. E-commerce and social media have revolutionized the creative economy by allowing entrepreneurs to reach a wider audience and protect their intellectual property through digital mechanisms [13].

These platforms also help reduce operational costs and increase market presence, which is important for the growth of creative industries [12]. The ITE Law plays an important role in protecting digital intellectual property, ensuring creators can retain their rights and monetize their work online [12], with mechanisms such as digital watermarking and licensing to keep intellectual property secure on digital platforms [13].

### **2.3 Theoretical Framework**

This research is grounded in legal theory, specifically highlighting the relationship between law, technology and economic development. The regulatory framework established by the ITE Law plays an important role in ensuring the security and reliability of digital transactions, which is crucial for the creative economy. Using legal positivism and economic regulation theory, this study explores how laws are formulated and enforced to support economic activities while maintaining public order and security. In addition, this study also integrates intellectual property protection theory, which addresses the importance of protecting creative works in the digital environment. Scholars such as [17] argue that intellectual property law must adapt to the digital age, where the ease of reproduction and sharing of digital content presents new challenges for creators and regulators. In this context, the ITE Law is an attempt to modernize the Indonesian legal system to meet the demands of the digital economy. While there are many studies on ITE Law and the creative economy, there are still some gaps in the literature. Firstly, empirical data on the implementation of ITE Law and its impact on creative entrepreneurs is limited, with most studies focusing more on theoretical discussions or legal interpretations without examining real-world case studies. Second, while the impact of the ITE Law on digital transactions has been explored, its broader implications on creative freedom, intellectual property protection, and innovation in the creative industries remain under-researched. This study aims to fill those gaps by providing an

in-depth juridical analysis of the ITE Law and its practical impact on the creative economy in Indonesia, through a combination of legal analysis and case studies that will provide insights into how the ITE Law can be reformed to better support the creative economy while safeguarding individual rights and encouraging innovation.

### 3. METHODS

#### 3.1 Research Design

This study employs a normative juridical approach, a common method in legal research that focuses on examining legal norms, regulations, and the application of law as outlined in statutes, legal documents, and judicial decisions, with the primary goal of evaluating how the provisions of the ITE Law align with the needs of Indonesia's creative economy. Additionally, the research incorporates a case study approach to provide concrete examples of the ITE Law's practical application within the creative economy. By combining these two methods, the study offers a more robust and comprehensive analysis of both legal principles and their real-world implications.

#### 3.2 Data Collection Techniques

Data for this research are collected from both primary and secondary sources. Primary data include legal statutes, case law, and judicial rulings related to the ITE Law, such as Law Number 11 of 2008, its amendments, and supplementary regulations, with a focus on electronic transactions, intellectual property, and digital content. Additionally, key court cases that have interpreted or applied the ITE Law in creative industry matters are analyzed to understand how the judiciary enforces the law, particularly in areas like intellectual property protection, cybercrime, and defamation. Secondary data are drawn from academic literature, government reports, and media analysis. Scholarly articles and books on the ITE Law and the creative economy help build the research's theoretical foundation, while reports from the Ministry of Communication and Information Technology

and the Ministry of Tourism and Creative Economy provide policy perspectives and data on the creative economy's growth. Media analysis of high-profile cases offers insight into public discourse surrounding the law's application in the creative sector. This combination of primary and secondary data allows for a comprehensive evaluation of the ITE Law and its impact on Indonesia's creative economy.

#### 3.3 Data Analysis

This research employs a two-step analysis method. The first step is a normative juridical analysis of the ITE Law, which involves examining the legal text to understand its provisions, scope, and relevance to the creative economy, with a focus on electronic transactions, defamation, intellectual property, and cybercrime. It also includes analyzing legal interpretations through commentaries, judicial rulings, and expert opinions to assess how the law supports or hinders the creative economy. Additionally, legal gaps and issues, such as inconsistencies and enforcement challenges, are identified, especially regarding digital content protection and creative digital platform regulation. The second step is a case study analysis, where real-life cases involving digital content creation, online businesses, and intellectual property disputes are selected to explore how the ITE Law has been applied. This involves evaluating case outcomes and identifying judicial patterns that affect creative entrepreneurs and the broader creative economy. By combining these two methods, the research provides a comprehensive understanding of the legal framework and its practical implications, revealing both the strengths and weaknesses of the ITE Law in supporting Indonesia's digital and creative industries.

## 4. RESULTS AND DISCUSSION

#### 4.1 The Legal Provisions of the ITE Law

The ITE Law provides a comprehensive framework for governing electronic transactions, data protection, and intellectual property in the digital realm. Key

provisions of the law relevant to the creative economy include:

**Electronic Contracts and Transactions (Article 18):** The law recognizes the legality of electronic contracts, allowing businesses and consumers to engage in secure online transactions. This is crucial for the creative economy, as many creative products and services are distributed digitally through e-commerce platforms.

**Intellectual Property Protection (Article 25):** The ITE Law addresses intellectual property rights in the context of digital content, ensuring that creators can protect their works from unauthorized use, distribution, or reproduction. This is particularly important for industries such as film, music, and digital art, where content piracy remains a significant challenge.

**Cybercrime and Defamation (Articles 27-29):** The law includes provisions aimed at curbing cybercrime, such as hacking, identity theft, and the spread of harmful content. However, these provisions, particularly those related to defamation, have sparked controversy. Critics argue that vague language in the defamation articles has led to the criminalization of free speech and stifled creative expression in some cases.

#### ***4.2 Impact of the ITE Law on the Creative Economy***

The analysis reveals that the ITE Law has had both positive and negative effects on the development of the creative economy in Indonesia.

##### **4.2.1 Positive Impacts**

###### **a. Legal Certainty for Digital Transactions:**

The ITE Law provides a legal framework for online transactions, offering protection for both businesses and consumers. This has encouraged the growth of digital platforms and e-commerce, which have become essential for creative entrepreneurs to reach broader markets. The law's recognition of electronic contracts ensures that transactions conducted online are legally binding, which reduces risks for creative businesses.

###### **b. Protection of Intellectual Property:**

The ITE Law's provisions on intellectual property have played an important role in safeguarding creative works in the digital space. Creators of digital content—such as music, films, and graphic designs—benefit from the legal protections against unauthorized use of their intellectual property. The law has empowered content creators to pursue legal action in cases of digital piracy or copyright infringement, promoting a more secure environment for creative industries.

###### **c. Growth of Digital Creative Industries:**

The ITE Law has indirectly contributed to the growth of digital creative industries by fostering a more regulated digital marketplace. Sectors such as digital content creation, online gaming, and graphic design have thrived in Indonesia, partly due to the legal structure provided by the ITE Law. This has allowed creative entrepreneurs to monetize their works and expand their reach to international markets.

##### **4.2.2 Negative Impacts**

###### **a. Restriction on Freedom of Expression:**

One of the most significant criticisms of the ITE Law is its vague and overly broad defamation provisions (Articles 27-29). These articles have been used to prosecute individuals for online posts or content that is perceived as offensive or defamatory, even when the intention was creative expression. This has led to concerns about censorship and the chilling effect on freedom of speech, particularly for content creators who rely on online platforms to share their work. Several cases have emerged where creative individuals or activists have been prosecuted under these provisions, limiting their ability to express opinions or produce controversial art.

###### **b. Inconsistent Enforcement of Intellectual Property Rights:**

Although the ITE Law offers protection for intellectual property, enforcement remains inconsistent. Many creative entrepreneurs, particularly those in smaller or emerging industries, struggle to protect their intellectual property due to the

costs and complexities associated with legal action. Moreover, the digital nature of intellectual property infringement, such as online piracy, makes it difficult for authorities to track and penalize offenders effectively. As a result, some creators feel inadequately protected under the current legal framework, which could discourage innovation and content creation.

#### **c. Legal Uncertainty and Misinterpretation:**

The lack of clarity in certain provisions of the ITE Law has led to legal uncertainty, particularly for businesses operating in the creative economy. Legal practitioners and entrepreneurs often express concern about the law's ambiguous definitions, such as what constitutes defamatory content or the exact thresholds for intellectual property violations. This uncertainty makes it difficult for creative businesses to navigate the legal landscape, which in turn can hinder the development of new creative ventures.

#### **4.3 Judicial Interpretation and Case Studies**

To better understand the practical implications of the ITE Law for the creative economy, several court cases were analysed. These cases highlight the challenges and inconsistencies in applying the law.

##### **4.3.1 Case Study 1: Defamation in the Creative Industry**

The case of a digital content creator prosecuted under Indonesia's ITE Law for sharing satirical content highlights the tension between freedom of expression and defamation laws in the creative industries. The case demonstrates the need for clearer legal guidelines to distinguish between defamation and artistic expression, as broad interpretations of the current law can limit creative freedom. Latent defamation in artistic forms such as satire has not been clearly defined legally, which poses challenges for content creators [18]. Legal protection of creativity in the arts industry is often inadequate, causing conflicts with defamation laws [19]. The prosecution of content creators reflects the risk of criminalisation for those who express satirical or critical views online [20], so stronger legal protections are needed

to safeguard creators' rights without overly suppressing creative expression [21]. This case also highlights the need for legal reform to balance reputation protection and freedom of expression, so that creative and critical voices are not silenced [22].

##### **4.3.2 Case Study 2: Intellectual Property Violation in Digital Music**

The case of this local musician highlights the complexity of intellectual property (IP) rights enforcement in the digital age, especially when infringement occurs across borders. The musician's legal victory under the ITE Law emphasises the importance of the national legal framework in protecting IP rights. However, enforcement challenges, especially when the infringer operates overseas, reveal the limitations of this legal framework. This case reflects a broader issue in digital content distribution, where national laws often struggle to effectively address cross-border IP infringement. Differences in IP laws across different jurisdictions and enforcement imbalances in different countries make it difficult to resolve these kinds of cases [23]. Technological advancements that facilitate unauthorised distribution of content also increase the risk of IP infringement [23]. Challenges such as the lack of standardised digital rights management (DRM) solutions and jurisdictional differences also complicate the protection of digital content [24]. While international treaties such as the WIPO Copyrights Treaty seek to harmonise IP protection globally, enforcement remains a challenge [23], [25]. Although countries such as Indonesia have enacted laws to protect digital works, enforcement against international infringers remains difficult [26], and legal remedies such as mediation, civil suits, and criminal complaints are often limited by jurisdictional reach [26].

#### **4.4 Challenges in the Application of the ITE Law**

While the ITE Law provides essential protections for the creative economy, several challenges remain in its application:

- a. The vague wording of some articles, particularly those related to

- defamation and cybercrime, leads to legal uncertainty and inconsistent enforcement. This ambiguity can result in overly broad interpretations that hinder creative activities and innovation.
- b. Intellectual property violations, particularly in the digital space, remain difficult to enforce. Many creative entrepreneurs lack the resources to pursue legal action, and authorities face challenges in tracking and penalizing digital offenders, especially those operating internationally.
  - c. While regulation is necessary to protect creative industries, excessive or unclear regulation can stifle creativity and entrepreneurship. The ITE Law needs to strike a balance between protecting online activities and fostering an environment conducive to innovation.

#### 4.5 Opportunities for Reform

The findings suggest that while the ITE Law provides a necessary legal framework for the creative economy, reforms are needed to address its limitations. Key areas for reform include:

- a. Revising the defamation articles to provide clearer definitions and safeguards for freedom of expression would prevent misuse of the law and protect creative individuals from unjust prosecution.
- b. Strengthening enforcement mechanisms for intellectual property violations, especially in the digital space, would help creators protect their works more effectively. This could involve greater collaboration

with international organizations to address cross-border violations.

- c. The government could provide legal assistance or subsidized services for creative entrepreneurs seeking to protect their intellectual property or navigate legal complexities related to the ITE Law.

#### 5. CONCLUSION

The ITE Law plays a crucial role in shaping the digital landscape for Indonesia's creative economy by providing legal certainty for electronic transactions and intellectual property protections, thus facilitating the growth of digital creative industries. However, vague provisions on defamation and inconsistent enforcement of intellectual property rights have created significant challenges for creative entrepreneurs, with the law sometimes being used to suppress freedom of expression and hinder creative efforts. Additionally, the global nature of digital content distribution complicates the effective enforcement of intellectual property protections. To ensure the ITE Law continues to support the creative economy's growth, several reforms are necessary. These include revising the defamation provisions to balance freedom of speech with public order, strengthening mechanisms for intellectual property rights enforcement, particularly in the digital space, and providing more government support to creative entrepreneurs in navigating legal complexities. Addressing these challenges will enable the ITE Law to better foster innovation, protect creators, and promote the sustainable growth of Indonesia's creative economy in the digital age.

#### REFERENCES

- [1] N. C. Fajria and A. A. Ilmih, "Kebijakan Perlindungan Data Pribadi Dalam Menanggulangi Kejahatan Lintas Negara di Era Ekonomi Digital," *ALADALAH J. Polit. Sos. Huk. dan Hum.*, vol. 2, no. 4, pp. 16–24, 2024.
- [2] M. S. Lazuardy, M. Rachmawati, T. Marlina, and J. Umar, "Legal framework for protecting bank customers against personal data leakage in the digital era: A study of Indonesian regulations," *Indones. J. Multidiscip. Sci.*, vol. 3, no. 10, 2024.
- [3] F. P. Disantara, "Innovative Legal Approaches for Contemporary Challenges in Indonesia," *Indones. J. Innov. Stud.*, vol. 25, no. 4, pp. 10–21070, 2024.
- [4] B. Irawan, "Juridical Reviewcyber Law On Developmentfintech In Indonesia," *J. Law Sustain. Dev.*, vol. 12, no. 1, pp.

- e2466–e2466, 2024.
- [5] Y. Christiany, "Analisis Yuridis Perlindungan Hukum Konsumen Produk Barang Yang Dijual Melalui Platform Digital Di Indonesia," *Interdiscip. Explor. Res. J.*, vol. 1, no. 3, pp. 400–419, 2023.
- [6] M. Lubis and F. A. Maulana, "Information and electronic transaction law effectiveness (UU-ITE) in Indonesia," in *Proceeding of the 3rd International Conference on Information and Communication Technology for the Moslem World (ICT4M) 2010*, IEEE, 2010, pp. C–13.
- [7] R. Kusumaningsih *et al.*, "Penyuluhan Penggunaan ITE dan Batasan Batasannya Kepada Siswa Sekolah Menengah Atas," *JILPI J. Ilm. Pengabd. dan Inov.*, vol. 2, no. 3, pp. 683–692, 2024.
- [8] A. S. Sumarahati and A. Irawan, "Analisis Yuridis Tentang Perlindungan Hak Asasi Manusia Dalam Upaya Penegakan Hukum Elektronik (E-Law Enforcement)," *Indones. J. Islam. Jurisprudence, Econ. Leg. Theory*, vol. 2, no. 2, pp. 812–832, 2024.
- [9] N. C. E. Sari and A. E. Alamanda, "Perspektif Hukum Terhadap Kasus Hak Kekayaan Intelektual dalam Bisnis Teknologi Ditinjau Menurut UU Nomor 16 Tahun 2016 tentang Informasi dan Transaksi Elektronik," *AL-MANHAJ J. Huk. dan Pranata Sos. Islam*, vol. 5, no. 2, pp. 2383–2392, 2023.
- [10] Y. J. Purnomo, "The Role of Innovation and Creativity in Business Management to Enhance SME Economy in the Creative Industry," *Indo-Fintech Intellectuals J. Econ. Bus.*, vol. 4, no. 3, pp. 858–871, 2024.
- [11] R. F. Mayana and T. Santika, "Intellectual property-based financing scheme for creative industry in Indonesia: Policy, progress, challenges and potential solutions," *J. World Intellect. Prop.*.
- [12] A. Rizkina, N. Nova, N. Aidar, and M. Rasyidin, "Pengaruh Ekspor dan Tenaga Kerja Terhadap Pertumbuhan Ekonomi Kreatif di Indonesia," *TIN Terap. Inform. Nusant.*, vol. 4, no. 7, pp. 395–401, 2023.
- [13] A. Серіккызы, A. Б. Ахметова, and C. Е. Жамалиденов, "APPROACHES TO MEASURING THE CREATIVE ECONOMY AND TRENDS IN THE DEVELOPMENT OF THE IT SECTOR: THE IMPACT OF DIGITAL TECHNOLOGIES ON CREATIVE INDUSTRIES," *Вестник КазУТБ*, vol. 2, no. 23, 2024.
- [14] S. T. Ardana and Y. Kornelis, "Penyalahgunaan Data Pribadi Pada Pinjaman Online di Indonesia: Analisis Perlindungan dan Sanksi Hukum," *Leg. J. Perundang Undangan dan Huk. Pidana Islam*, vol. 9, no. 1, pp. 1–11, 2024.
- [15] R. Sahatata, Y. Gusmaria, I. K. Astawa, A. M. Suherman, T. Setiady, and W. D. Tinambunan, "Cyber law analysis of E-KTP data leakage: A case approach of 102 million KTP data allegedly leaked from the Ministry of Social Affairs to a hacker forum," *J. Multidiscip. Acad. Pract. Stud.*, vol. 2, no. 3, pp. 217–221, 2024.
- [16] D. N. Kusumaningrum, "Creative Economy: Reviewing Global Political Narratives," *J. Islam. World Polit.*, vol. 8, no. 1, pp. 46–61, 2024.
- [17] S. A. Boyle, W. C. Lourenço, L. R. Da Silva, and A. T. Smith, "Home range estimates vary with sample size and methods," *Folia Primatol.*, vol. 80, no. 1, pp. 33–42, 2008.
- [18] W. G. Hyland Jr, "Creative Malpractice: The Cinematic Lawyer," *Tex. Rev. Ent. Sport. L.*, vol. 9, p. 231, 2007.
- [19] Y. Jin, "Analysis of Hot Legal Issues in Art Creative Industry," *Highlights Art Des.*, vol. 6, no. 1, pp. 6–9, 2024.
- [20] D. Apriani, A. Annisa, and F. Prastowo, "Risks of Freedom of Speech and Democracy in Social Media: Case Study of Bima Content Creator Criticizing Lampung Government," in *Proceedings of the 2nd International Conference on Contemporary Risk Studies, ICONIC-RS 2023, 21-22 September 2023, Bali, Indonesia*, 2024.
- [21] M. A. Nugraha, N. S. Imaniyati, and M. I. Abidin, "Perlindungan Hukum Konten Kreator pada Platform Youtube terhadap Pengunggahan Ulang Video di Instagram Tanpa Izin Ditinjau Berdasarkan Undang-Undang Nomor 28 Tahun 2014 Tentang Hak Cipta," in *Bandung Conference Series: Law Studies*, 2024, pp. 356–362.
- [22] E. R. Nasution and L. Judijanto, "Legal Strategies for Protecting Intellectual Property Rights in Business A Case Study Creative Industry in Indonesia," *East J. Law Hum. Rights*, vol. 2, no. 02, pp. 80–88, 2024.
- [23] F. J. Mohammed, "Legal Protection for Works in The Digital Environment in International Agreements and Legal Legislation (Comparative Study)," *J. Almaarif Univ. Coll.*, vol. 34, no. 1, 2023.
- [24] S. Bechtold, "The present and future of digital rights management—musings on emerging legal problems," *Digit. rights Manag. Technol. Econ. Leg. Polit. Asp.*, pp. 597–654, 2003.
- [25] S. MARGONO, "DIGITAL COPYRIGHTS WORKS PROTECTION: DISCOURSE ON DECLARATIVE PRINCIPLES AND RECORDATION MECHANISM".
- [26] M. I. Gantina and H. Y. Anggraeni, "Perlindungan Hak Cipta terhadap Pencipta Komik Dalam Platform Digital Tapas Media," *Wajah Huk.*, vol. 7, no. 2, pp. 319–330, 2023.