

## **ABSTRAK**

Bagas Candra Primadian. 2024. *Penegakan Hukum Hak Cipta Anime di Indonesia*. Skripsi. Program Studi Hukum, FH, Universitas PGRI Madiun. Pembimbing (I) Dr. Indriyana Dwi Mustikarini, S.H., M.H. (II) Nizam Zakka Arrizal, S.H., M.Kn.

Penegakan hukum hak cipta anime di Indonesia menghadapi tantangan yang kompleks, terutama di era digital di mana akses dan distribusi karya semakin mudah. Skripsi ini berfokus pada analisis peraturan perundang-undangan yang mengatur hak cipta dan bagaimana implementasinya terhadap penegakan hukum atas pelanggaran hak cipta anime. Dengan menggunakan pendekatan penelitian hukum normatif atau doktrinal, penelitian ini mengkaji kaitan antara konsep-konsep hukum hak cipta seperti hak eksklusif pemegang hak cipta dan penggunaan wajar, serta implikasinya dalam konteks penegakan hukum di Indonesia. Studi ini mengidentifikasi berbagai bentuk pelanggaran hak cipta anime yang umum terjadi, termasuk pembajakan dan distribusi ilegal melalui platform digital. Selain itu, penelitian ini juga mengeksplorasi ketentuan hukum yang ada di Indonesia diterapkan oleh aparat penegak hukum dan seberapa efektifkah upaya tersebut dalam melindungi hak cipta pencipta anime. Penelitian ini menemukan bahwa meskipun terdapat kerangka hukum yang memadai, implementasi dan penegakan hukum sering kali kurang optimal karena berbagai faktor, termasuk kurangnya sumber daya, teknologi, dan koordinasi antar lembaga. Selain itu, pemahaman masyarakat tentang hak cipta dan penggunaan wajar masih rendah, sehingga sering terjadi pelanggaran tanpa disadari. Kesimpulannya, penelitian ini menekankan pentingnya peningkatan kapasitas aparat penegak hukum, edukasi publik tentang hak cipta, serta perlunya pembaruan regulasi yang adaptif terhadap perkembangan teknologi digital. Rekomendasi yang diberikan bertujuan untuk memperkuat penegakan hukum hak cipta anime di Indonesia, memastikan perlindungan yang lebih baik bagi pencipta, dan mendorong pertumbuhan industri kreatif yang berkelanjutan.

**Kata Kunci:** *Hak Cipta, Anime, Penegakan Hukum, Pembajakan, Penggunaan Wajar, Indonesia*

## **ABSTRACT**

Bagas Candra Primadian. 2024. *Enforcement of Anime Copyright Law in Indonesia*. Thesis. Law Study Program, FH, PGRI Madiun University. Supervisor (I) Dr. Indriyana Dwi Mustikarini, S.H., M.H. (II) Nizam Zakka Arrizal, S.H., M.Kn.

Enforcement of anime copyright law in Indonesia faces complex challenges, especially in the digital era where access and distribution of works is increasingly easy. This thesis focuses on analyzing the laws and regulations governing copyright and how they are implemented in law enforcement for anime copyright violations. Using a normative or doctrinal legal research approach, this research examines the relationship between copyright law concepts such as the exclusive rights of copyright holders and fair use, as well as their implications in the context of law enforcement in Indonesia. This study identified various common forms of anime copyright infringement, including piracy and illegal distribution via digital platforms. Apart from that, this research also explores how existing legal provisions in Indonesia are implemented by law enforcement officials and how effective these efforts are in protecting the copyrights of anime creators. This research found that although there is an adequate legal framework, implementation and enforcement of the law is often less than optimal due to various factors, including a lack of resources, technology and inter-agency coordination. In addition, public understanding of copyright and fair use is still low, so violations often occur without realizing it. In conclusion, this research emphasizes the importance of increasing the capacity of law enforcement officials, educating the public about copyright, and the need for regulatory updates that are adaptive to developments in digital technology. The recommendations provided aim to strengthen enforcement of anime copyright laws in Indonesia, ensure better protection for creators, and encourage sustainable growth of the creative industry.

**Keywords:** Copyright, Anime, Law Enforcement, Piracy, Fair Use, Indonesia