

## ABSTRAK

Masalah Era globalisasi telah membawa perubahan pada bidang kehidupan, pemenuhan transaksi jual beli di dalam masyarakat sangatlah penting dan menjadi hal yang sangat utama Teknologi informasi dan komunikasi telah mengubah perilaku masyarakat dan peradaban manusia secara global. Di samping itu, perkembangan teknologi informasi telah menyebabkan dunia menjadi tanpa batas (borderless) dan menyebabkan perubahan sosial yang secara signifikan berlangsung demikian cepat. Teknologi informasi saat ini menjadi pedang bermata dua, karena selain memberikan kontribusi bagi peningkatan kesejahteraan, kemajuan dan peradaban manusia, sekaligus menjadi sarana efektif perbuatan melawan hukum.

Penelitian ini menggunakan metode *Yuridis Normativ* dan *Yuridis Sosiologis*, dan spesifikasinya dilakukan secara *deskriptif analisis*. Teknik pengumpulan data menggunakan studi kepustakaan, dan data yang didapatkan akan analisis secara *kualitatif*.

Hasil Penelitian yang telah dilakukan bahwa: (1) Pelaksanaan transaksi jual beli online terdiri atas empat proses, yaitu Penawaran, penerimaan, pembayaran, dan pengiriman. Akad transaksi online dilakukan saat pembeli dapat berkunjung atau bergabung dalam grup. Akad jual beli didalamnya terdapat pengisian formulir secara online yang harus mencantumkan: Nama, Alamat Email, Kata sandi, Tanggal Lahir dan Jenis Kelamin.

Hasil penelitian yang telah dilakukan bahwa : (2) Bentuk perlindungan hukum bagi konsumen dan penyelesaian dalam transaksi jual beli online: Kegiatan aktif konsumen selalu berkomunikasi serta bertanya tentang barang yang akan dibelinya pada pelaku usaha akan dapat mengurangi dampak kerugian bagi konsumen. Pembayaran sebagai bentuk perlindungan terhadap konsumen pada transaksi jual beli online. Sanksi pidana jika pelaku usaha memperdagangkan barang atau jasa yang tidak sama dengan Pasal 65 ayat (2) dapat dipidana paling lama 2 tahun dan denda Rp.12.000.000.000.00 dalam Pasal 115 No 7 tahun 2014 tentang Perdagangan.

**Kata Kunci :** Transaksi, Jual Beli Online, Perlindungan Konsumen

## **ABSTRACT**

*Background Issues* The era of globalization has brought changes in the field of life, the fulfillment of buying and selling transactions in the community is very important and becomes a very important thing. Information and communication technology has changed the behavior of people and human civilization globally. In addition, the development of information technology has caused the world to be without borders (borderless) and cause social changes that are significantly so fast. Information technology is now a double-edged sword, because in addition to contributing to the improvement of human welfare, progress and civilization, as well as being effective means of unlawful conduct.

This study uses the Normative Juridical and Sociological Juridical methods, and the specifications are carried out in descriptive analysis. Data collection techniques using literature study, and data obtained will be analyzed qualitatively.

Research results that have been carried out that: (1) The implementation of online buying and selling transactions consists of four processes, namely Offer, acceptance, payment, and delivery. Online transaction agreements are made when buyers can visit or join groups. The just purchase contract contains an online form that must include: Name, Email Address, Password, Birth Date and Sex.

The results of the research that have been carried out are: (2) Form of legal protection for consumers and settlement in online buying and selling transactions: Active activities of consumers always communicate and ask about goods to be bought to businesses will be able to reduce the impact of losses to consumers. Payment as a form of protection for consumers in online buying and selling transactions. Criminal sanctions if a business actor trades goods or services not all with Article 65 paragraph (2) can be sentenced to a maximum of 2 years and a fine of Rp. 12,000,000,000.00 in Article 115 No. 7 of 2014 concerning Trade.

*Keywords:* Transactions, Online Buying and Selling, Consumer Protection