ABSTRACT

CRIMINOLOGICAL ANALYSIS CIRCULATION OF PORNOGRAPHIC IMAGES CARRIED THROUGH THE ONLINE GAME AMONG STUDENTS IN BANDAR LAMPUNG

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Advances in Internet technology at the present time like a double-edged sword. Of all profits obtained through internet technology, there are disadvantages that need to be avoided, one of which is the dissemination of pornographic images made through an online game that became a serious concern of the Government, because pornography has a strong relationship with the ease of the production process, manipulation, dissemination and use of the Internet as a means of access to pornography. The problem in this research is what are the factors that cause the circulation of pornographic images is done through the medium of online games among students in Bandar Lampung city and how prevention efforts should be done.

The method used is normative and empirical jurisdiction. Data used include primary data and secondary data. Sampling using purposive sampling method. The collected data is then processed by means of editing, interpretation of data, systematic data, and analyzed using qualitative analysis.

Based on the results of research and discussion of internal factors that cause the circulation of pornographic images is done through the medium of online gaming that is, factors that deviant behavior, lack of mental and confusion, while external factors, namely, the abuse factor developments in science and technology (science and technology), factor facilities and infrastructure, environmental factors, lack of social control factors, factors of less optimal control of the government in blocking pornographic content on the sites or online gaming. Prevention efforts that can be done is, through the penal covering law enforcement in accordance with the code of penal, Undang-Undang Number 44 Year 2008 on Pornography and Undang-Undang Number 11 Year 2008 on Information and Electronic Transactions, and through non penal path by asking the Ministry of
Communication and Information for blocking the circulation of online games that includes sites and pornographic content, in coordination with educational institutions to conduct guidance and direction to students on the harmful effects of pornography on online games.

The suggestions in this study is the Government should further optimize preventive control and filter online game with content or websites pornography, as well as in cooperation with the relevant agencies and the parents to contribute to conduct surveillance on the site and what are the content accessed by students.

Keywords: Criminological Analysis, Pornography, Students