

ABSTRAK

Perkembangan teknologi digital membawa perubahan besar dalam aspek hiburan dan transaksi ekonomi, termasuk dalam dunia permainan daring. Salah satu genre yang tengah digemari adalah *game otome*, seperti *Love and Deepspace*, yang menawarkan pengalaman simulasi kehidupan romantis bagi pemain. Dalam permainan ini, pembelian *item* berupa *card limited* melalui mekanisme *gacha* menjadi bagian penting untuk melanjutkan hubungan dalam alur cerita. Fenomena transaksi *top-up* diamond untuk melakukan *gacha* dalam *event* terbatas ini memunculkan persoalan dalam perspektif fikih muamalah, khususnya terkait unsur *gharar* (ketidakjelasan) dan *maysir* (perjudian). Penelitian ini bertujuan untuk mengkaji bagaimana pandangan fikih muamalah terhadap praktik transaksi dalam pembelian *card limited* di *game online Love and Deepspace*.

Penelitian ini menggunakan metode kualitatif dengan jenis penelitian lapangan (*field research*). Teknik pengumpulan data dilakukan melalui wawancara mendalam kepada pemain *game* yang aktif melakukan transaksi *top-up* dalam permainan *Love and Deepspace*, serta observasi terhadap mekanisme transaksi di dalam *game*. Pendekatan yang digunakan adalah normatif-empiris, dengan sumber data primer berupa hasil wawancara dan observasi, serta sumber sekunder berupa literatur terkait fikih muamalah dan transaksi digital. Data dianalisis dengan teknik deskriptif-analitis melalui tahapan reduksi data, penyajian data, analisis, interpretasi, dan penarikan kesimpulan.

Hasil dari penelitian ini menunjukkan bahwa praktik transaksi pembelian *card limited* dalam *game Love and Deepspace* dengan mekanisme *gacha* sistem *rate-on rate-off* mengandung unsur ketidakjelasan (*gharar*) pada *item card limited* yang akan didapatkan oleh pemain, serta terdapat unsur untung-untungan (*maysir*) pada mekanisme *gacha* dengan sistem *rate-on rate-off* tersebut, sehingga transaksi tersebut tidak sah menurut pandangan fikih muamalah. Dengan demikian, penelitian ini memberikan kontribusi dalam memperkaya kajian hukum Islam mengenai transaksi dalam industri hiburan digital, khususnya pada konteks *gacha* dalam *game otome Love and Deepspace*.

Kata Kunci : Fikih Muamalah, Transaksi Digital, *Gacha Game*.

ABSTRACT

The development of digital technology has brought significant changes to the fields of entertainment and economic transactions, including the world of online gaming. One popular genre is the otome game, such as Love and Deepspace, which offers a romantic life simulation experience for players. In this game, purchasing limited cards through a gacha mechanism plays a crucial role in progressing romantic storylines. The phenomenon of topping up diamonds to participate in gacha during limited events raises concerns from the perspective of Islamic commercial jurisprudence (fiqh muamalah), particularly regarding elements of gharar (uncertainty) and maysir (gambling). This study aims to examine the fiqh muamalah perspective on the transaction practices of purchasing limited cards in the online game Love and Deepspace.

This research uses a qualitative method with a field research approach. Data collection techniques include in-depth interviews with active players who have conducted top-up transactions in the game, as well as observation of the game's transaction mechanisms. The study employs a normative-empirical approach, with primary data from interviews and observations and secondary data from relevant literature on fiqh muamalah and digital transactions. The data is analyzed using descriptive-analytical techniques through stages of data reduction, data presentation, analysis, interpretation, and conclusion drawing.

The results of this study show that the practice of purchasing limited cards in the game Love and Deepspace through a gacha mechanism with a rate-on and rate-off system contains elements of uncertainty (gharar) regarding the limited card items that players will receive, as well as elements of chance (maysir) within the gacha system itself. Therefore, such transactions are deemed invalid from the perspective of fiqh muamalah (Islamic commercial jurisprudence). Accordingly, this research contributes to enriching Islamic legal discourse on transactions within the digital entertainment industry, particularly in the context of gacha systems in the otome game Love and Deepspace.

Keywords : Fikih Muamalah, Digital Transaction, Gacha Game.