# The Legality of Earning Money from Online Games from an Islamic Perspective

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**Abstrak**

Game online telah menjadi semakin populer di Indonesia, terutama di kalangan anak muda, dengan 63,9 juta pengguna. Meskipun game online dapat menjadi sumber penghasilan, ada kekhawatiran tentang kebolehannya dalam Islam. Para ulama Islam menyatakan bahwa mendapatkan uang dari game online diperbolehkan selama dilakukan secara etis dan game tersebut tidak melibatkan unsur-unsur yang dilarang seperti perjudian, kekerasan, atau pornografi. Untuk membahas topik ini, sebuah diskusi diadakan di SMK Al Ihsan di Jakarta Barat. Hasil dari lokakarya tersebut menunjukkan bahwa game online dapat menjadi kegiatan yang positif dan diperbolehkan jika mengikuti prinsip-prinsip Islam.

**Kata kunci:** *Game Online, Persepektif dalam Islam*


*Abstract*

*Online gaming has become increasingly popular in Indonesia, especially among young people, with 63.9 million users. While online gaming can be a source of income, there are concerns about its permissibility in Islam. Islamic scholars state that earning money from online games is permissible as long as it is done ethically and the games do not involve prohibited elements such as gambling, violence, or pornography. To address this topic, a discussion was held at SMK Al Ihsan in West Jakarta. The results of the workshop indicate that online gaming can be a positive and permissible activity if it adheres to Islamic principles.*

*Keywords: Online Game, Islamic Perspective*

**Introduction**

Online games have become a popular form of entertainment among the general public, particularly among young people. These games can be played through various devices, including computers, smartphones, and game consoles. Online games offer a diverse range of genres, from adventure and strategy to sports. In Indonesia, the online gaming industry has grown significantly, with 63.9 million users in 2022, according to data from the Ministry of Communication and Information. One aspect of online games that is worth exploring is the legality of earning money from them. This is because online games can generate income for players, either through winning competitions, selling in-game items, or receiving donations from spectators.

In Islam, there are certain legal provisions that govern wealth and its acquisition. Wealth obtained through lawful means and in accordance with Islamic principles is considered good, while wealth obtained through unlawful means is considered bad. According to Islamic scholars, the legality of earning money from online games can be determined by several factors, including the method of earning, the content of the game, and the use of the earned money. If the money is earned through lawful means, such as winning competitions or selling in-game items without any fraudulent or deceitful practices, and the game does not contain any prohibited elements, such as gambling, violence, or pornography, then the earned money is considered lawful. On the other hand, if the game contains prohibited elements or the money is earned through unlawful means, such as cheating or fraud, then the earned money is considered unlawful.

Based on these factors, it can be concluded that the legality of earning money from online games can be lawful if the method of earning is lawful, the game does not contain any prohibited elements, and the earned money is used for lawful purposes, such as meeting daily needs or helping others. Conversely, if the method of earning is unlawful, the game contains prohibited elements, or the earned money is used for unlawful purposes, such as gambling or extravagance, then the earned money is considered unlawful.

Here are some examples of lawful and unlawful cases of earning money from online games:

Lawful cases:

1. A player wins a competition in a game that does not contain any gambling elements.
2. A player sells in-game items that were obtained lawfully.
3. A player receives donations from spectators without any fraudulent or deceitful practices.

Unlawful cases:

1. A player wins a competition in a game that contains gambling elements.
2. A player sells in-game items that were obtained through fraudulent or deceitful means.
3. A player receives donations from spectators with fraudulent or deceitful practices.

According to Islamic scholars, the legality of earning money from online games

can be determined by several factors, including the method of earning and the content of the game. If the game contains prohibited elements, such as gambling, violence, or pornography, then the earned money is considered unlawful.

The Hadith on the Prohibition of Gambling The Prophet Muhammad (peace be upon him) said, "All forms of gambling are prohibited, whether with dice, arrows, or other means." (Narrated by Bukhari and Muslim)

This Hadith shows that gambling is a prohibited act in Islam. Gambling is a game that involves betting with the use of certain tools, such as dice or cards. It can lead to various negative consequences, including financial loss, family breakdown, and even criminality. Based on the problems mentioned above, we intend to conduct a community service activity in the form of a discussion on "Understanding the Legality of Earning Money from Online Games from an Islamic Perspective.".

*Problems and Solutions*

Based on the situational analysis described above, the partner's problems are stated as follows:

First Problem: There is a lack of in-depth knowledge about earning money from online games from an Islamic perspective. Second Problem: Many SMK students are truant due to frequent online gaming. Based on the problems outlined above, the solution to be implemented is to provide socialization on understanding the legality of earning money from online games from an Islamic perspective..

**Implementation Method**

*Activity Plan:*

The objective of this activity is to instill understanding and increase knowledge about the legality of earning money from online games from an Islamic perspective. The target audience for this Community Service Program based on Science and Technology for Society (IbM) is students of SMK Al Ihsan, Jakarta Barat.

*Methodology*

This community service activity will be implemented through literacy provision to students of SMK Al Ihsan, Jakarta Barat, in two main stages: pre-literacy and evaluation. Pre-literacy involves a survey of the level of knowledge about the objective of understanding the legality of earning money from online games from an Islamic perspective, using a questionnaire with a Likert scale of 1-4. The first literacy session involves the presentation of material on understanding the legality of earning money from online games from an Islamic perspective. The second literacy session involves the presentation of material on understanding the legality of earning money from online games from an Islamic perspective, followed by a question-and-answer session and monitoring of students' understanding of the legality of earning money from online games from an Islamic perspective.

*Output*

Through the provision of literacy material on understanding the legality of earning money from online games from an Islamic perspective, this activity aims to provide knowledge and motivation to young people to avoid deviant behavior that contravenes Islamic law.

*Evaluation Mechanism*

The evaluation of the activity will be conducted through a comprehensive approach, comprising pre and post tests related to the material, instructor evaluation questionnaires assessing the presentation of material, and activity implementation evaluation questionnaires examining the implementation of the activity, with the overall evaluation method involving the collection of data and information necessary for a training program. Roles and Responsibilities:

The team leader and members, as well as students involved in the implementation of the community service activity, have their respective tasks and roles. The team leader and members will formulate the theme to be adopted until the implementation of the community service activity. Students involved will assist in the implementation of the activity, such as distributing and collecting questionnaires.

## Result and Discussion

Education on the legality of earning money from online games from an Islamic perspective was held at SMK Al-Ihsan Meruya Utara Jakarta Barat in collaboration with IAEI Komisariat Universitas Mercu Buana on Thursday, February 1, 2024, from 09:00 to 14:00. The activity, which consisted of two sessions, aimed to provide students with a comprehensive understanding of the legality of earning money from online games from an Islamic perspective. The first session was a material presentation and training, while the second session was a Q&A session for participants to ask questions.

However, it was found that almost all students at SMK Al-Ihsan Jakarta Barat lacked a comprehensive understanding of the legality of earning money from online games from an Islamic perspective. To address this, the activity was evaluated through pre and post-tests, instructor evaluation questionnaires, and activity implementation evaluation questionnaires. The evaluation revealed that the activity was successful in increasing the students' knowledge and understanding of the topic.

The community service activity explained several examples of halal cases of earning money from online games, including winning games that do not contain gambling elements, selling game items obtained legally, and receiving donations from viewers without begging. On the other hand, it was concluded that earning money from online games can be haram if it meets certain criteria, such as the method of earning money being haram, the game containing prohibited elements, or the money being used for haram purposes.

At the end of the event, a 10-minute Q&A session was held between the students and the presenter, and the students also filled out attendance lists and questionnaires related to the event. The evaluation results showed that 100% of the partners agreed that this community service activity could overcome the problems faced by the partners through the expertise of the UMB (Universitas Mercu Buana) academic community. Moreover, more than 98% of the partners believed that this community service activity could increase knowledge and change behavior in a positive direction, and 92% of the partners agreed that the collaboration with UMB through this community service activity was beneficial for the community and met the collaboration targets.

The workshop findings highlight the importance of understanding the legality of earning money from online games from an Islamic perspective. It emphasizes the need for online game developers and players to be aware of the Islamic principles and regulations governing wealth and its acquisition. The study suggests that online games can be a lawful and beneficial activity if they are designed and played in accordance with Islamic principles. Ultimately, the study concludes that earning money from online games can be lawful or unlawful, depending on the method of earning and the content of the
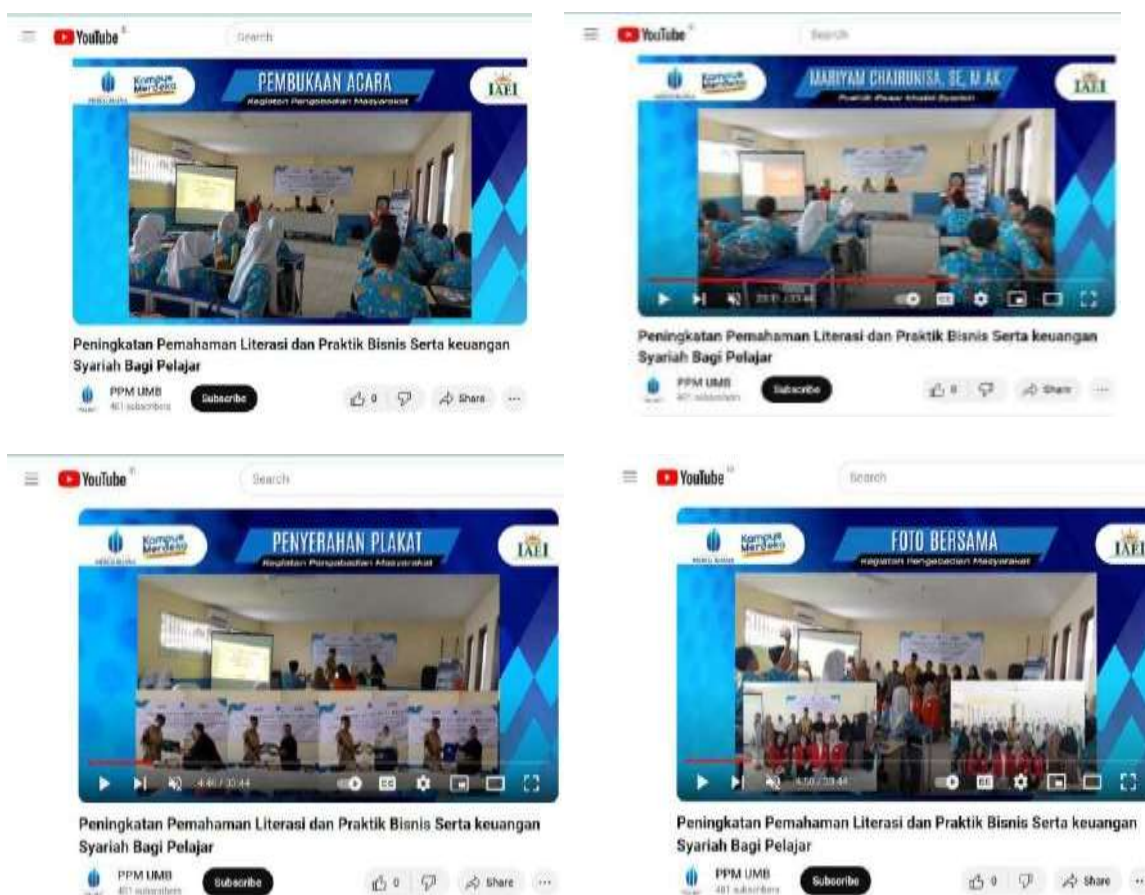
game.



Figure 1. Workshops and training activities

**Conclusion**

The education on the legality of earning money from online games from an Islamic perspective was a successful activity that increased the students' knowledge and understanding of the topic. The study's findings highlight the importance of understanding the legality of earning money from online games from an Islamic perspective and emphasize the need for online game developers and players to be aware of the Islamic principles and regulations governing wealth and its acquisition. The study concludes that earning money from online games can be lawful or unlawful, depending on the method of earning and the content of the game.

*Recommendations*

Based on the study's findings, the following recommendations are made:

1. Online game developers should design games that comply with Islamic principles and regulations governing wealth and its acquisition.
2. Online game players should be aware of the Islamic principles and regulations governing wealth and its acquisition and ensure that their earnings are lawful.
3. Educational institutions should include education on the legality of earning money from online games from an Islamic perspective in their curriculum.
4. Further research should be conducted to explore the impact of online games on

the Muslim community and to develop guidelines for online game developers and players.

## *Limitations*

This study has several limitations. Firstly, the study was conducted in a specific context and may not be generalizable to other contexts. Secondly, the study relied on self-reported data from the students and may be subject to biases. Thirdly, the study did not explore the long-term impact of the education on the students' behavior and attitudes towards online games. Future studies should address these limitations to provide a more comprehensive understanding of the topic.

## References

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