

The “Metaverse” Symbol of Civilization Transfer in the Middle of Digital Economic Hegemony: Synthesis of Progressive Law of The Covid-19 Pandemic Era

Wukir Prayitno

*Taking the University Law Doctoral Program
17 August 1945 Semarang Indonesia*

Abstract: For a long time people have been trying to understand the presence of avatars, non-fungible tokens or NFTs, cryptocurrencies, virtual lands, and more. A civilizational shift occurred. All digital products represent what has been in the real world into the *metaverse*. We can play, do business, worship, and more in this virtual parallel world. This change is arguably one of the levels of achievement of digital civilization. People can be present not only in the real world, but in parallel worlds that exist in the virtual universe. The problem that arises with the presence of avatars, NFT, crypto, virtual land, and others in the midst of the hegemony of the digital economy is whether progressive law in the post-modern era can: (1) ensure the direction of digital transformation can run according to the desired corridor in the midst of digital economic hegemony; (2) paying attention to social elements such as culture and social conditions of society, although it is absolutely related to the use of digital technology, digital transformation is not only about technology; (3) accelerating the process of digital transformation is not impossible to create an increasingly polarized digital divide; and (4) ensuring that digital transformation does not have a counter-productive impact, but there must be a guarantee that it will not only benefit certain groups, while at the same time marginalizing the existence of other groups. The world has now arrived at the progress of spiritual intelligence that breaks through the tradition of thinking that only relies on logic or linear thinking (Intellectual Quotient), even thinking with feelings (Emotional Quotient). Intuitive spiritual intelligence (Spiritual Quotient) will make a leap that does not exist in the workings of the intellectual quotient and emotional quotient. In contrast to machines that work according to rules, human life has many aspects that cannot be understood and captured by machines. **The thesis obtained in this study, "Civilization of the metaverse universe can coexist with the Covid-19 pandemic is not an impossibility but a necessity."** In the end, the winners are those who can adapt. Those who accept a new perspective are more likely to survive.

Keywords: Civilization Transfer, Covid-19 Pandemic, Digital Economy Hegemony, *Metaverse* Universe, Progressive Law Synthesis

A. Introduction

Human exploration into the *metaverse* realm or another world based on virtual technology, is progressing rapidly. Several months ago (around November 2021) after a number of companies began to announce that they would develop the other world, they are now competing to find workers to develop the technology.

They also invested heavily in the new realm. A number of funding institutions were formed. Earlier this week (February 2022) Facebook has announced that it will recruit 10,000 new employees in Europe to develop another world based on digital technology or the *metaverse*.

The tumult of the *metaverse* has also emerged in Indonesia. Some say that Indonesia has the opportunity to start developing the *metaverse* in the next 3-4 years. President Joko Widodo has also mentioned that the *metaverse* can be used for spiritual and virtual learning facilities.

CEO of Arutala, a virtual reality and augmented reality technology-based start-up. Indra Haryadi in a press release said, *Arutala has several missions ahead, including being a pioneer in developing metaverse innovation in Indonesia* (Andreas Maryoto, "Time to Enter the *Metaverse* Universe", *Kompas Daily*, January 7, 2022:13).

Metaverse is a world that goes beyond today's reality and is based on virtual worlds such as those on social media, equipped with various technologies such as Virtual Reality (VR) and Augmented Reality (AR) so that "humans" can be present.

The world is running fast, singer Justin Bieber has appeared on one of the *metaverse* platforms. The sale and purchase of virtual land has also been carried out.

The buzz that popped up at the start of this year turned out to be not just blurry news, but a number of companies actually followed through and rushed to build that other world. It is not surprising that in search engines, it is now easy for us to find types of investing in the *metaverse*, including investing in the capital market. Investors began to diligently peek and listen to gossip about the corporate actions of digital companies

that are suspected to be developing the *metaverse*. Several tech companies that are just getting to know this technology are also preparing to enter.

This situation is similar to what is happening in the financial industry in Indonesia today. A number of investors are waiting for the banking community to build a digital bank. As soon as the announcement appeared, the digital bank's shares immediately rose very high. People expect to keep the stock and will enjoy the benefits of rising stock prices in the future.

According to them, many investors claimed to be introduced to the keyword new technology when the CEO of Facebook Inc. Mark Zuckerberg recently said, "*his company's long-term vision is to build a metaverse. Metaverse may be a new term for investors, but the idea has been around for a long time.*"

The concept of the *metaverse* is about the integrated virtual world or environment in which "people" live, work, and play. Investors are optimistic about the concept because even though it's like science fiction, much of the evidence of this fiction has come true, such as about self-driving cars, smartphones, or even the internet itself. At first they were all science fiction concepts at one point. Because of this belief, they bought up a number of technology company shares because they believed this concept would materialize.

The Morningstar page, which provides analysis of tech company stocks, states that the world of immersive technology is undergoing a seismic shift as new innovations rapidly transform the digital world we live in. One of them is the emergence of the *metaverse* which is touted by a number of circles as the future of the internet world.

In fact, they see the *metaverse* considered as the next invention in technology. They created another definition of *metaverse*, namely a colossal communal virtual world built on the intersection of virtual reality (VR) and augmented reality (AR). When realized, it's an immersive world where millions of users, or their avatars, can enter and exit a multitude of activities as they socialize, work and play in that other world.

They say the seeds of the *metaverse* have actually been around for decades. The Covid-19 pandemic and global quarantine have not only increased awareness of the term *metaverse*, but also accelerated its formation. The main key to the *metaverse* is actually the trend from face-to-face meetings and in-person socialization to online life, which over the past two years has been massive due to the pandemic. This state of affairs has accelerated the development of the *metaverse*.

The current situation causes people to understand the process in terms of how content is created and distributed. The state of consumers to participate in creating content and engaging in communication across all digital platforms is also accelerating the development of this other world. A blessing during a pandemic. *Metaverse* innovation and investment is no longer just a figment.

Although for a long time people have tried to understand the existence of avatars, non-fungible tokens (NFT), crypto, virtual land, and more. Now slowly everything can be digested. A civilizational shift occurred.

In the last few months, people have been fussing over non-fungible tokens (NFTs) or data units in the form of blockchain tokens. The reason is, Sultan Gustav Al-Ghozali, who is fondly called Ghozali, suddenly became popular in cyberspace. Through his Ghozali Everyday account, he sells selfies or selfies of himself as NFT.

There are 933 selfies taken every day by students of the Animation Program, Faculty of Computer Science, Dian Nuswantoro University, Semarang, in 2017 – 2018. These works are then sold at an NFT market place called OpenSea. As of Saturday (15/1/2022) morning, the NFT photo was owned by 471 accounts with a transaction value of 323 Ethereum or equivalent to Rp. 15.3 billion (*Kompas Daily*, January 16, 2022).

Through the NFT world, Melania Trump, the former First Lady of the United States, also marked her re-emergence in public. Melania entered an NFT in a collection titled Head of State Collection 2022 on January 11, exactly a year after she and her husband, Donald Trump, left the White House.

All these digital products increasingly explain the changes that are taking place. In the past, we didn't really understand the presence of avatars, NFT, crypto, virtual land, and so on. Everything seems separate and unconnected. It is natural that people then ask the benefits of all these products. Now we know that all of that will one day become "real" when the virtual world that is parallel to the real world today, namely the *metaverse*, is increasingly being realized.

All digital products represent what has been in the real world into the *metaverse*. Avatars will represent human figures, art products will be represented by NFT, currency will be represented by crypto, the land where we stand will appear as virtual land. We can play, do business, worship, and more in this virtual parallel world. This change can be said to be one of the peak achievements of digital civilization. People can be present not only in the real world, but in parallel worlds in the virtual universe. One of the predictions from an expert stated that in one day humans will be in the parallel world longer than in the real world today (*Kompas Daily Editorial*, January 17, 2022:06).

The transition that is happening is sure to create confusion. People also have doubts about new ways and systems. The situation was exactly when people began to shift from an agricultural civilization to an industrial

civilization. Not a few people see the presence of the industry as a threat. They are not easy to accept new ways of working.

In the end, the winners are those who can adapt. Those who accept a new perspective are more likely to survive. Ghazali with his NFT is just one example of something that took some people by surprise. People can get money in a new way that is much different from the old way although we also have to understand the risks.

The problem that arises with the presence of avatars, NFT, crypto, virtual land, and others, in the midst of the hegemony of the digital economy is whether progressive law in the Covid-19 pandemic era can: (1) ensure the direction of digital transformation can run according to the desired corridor in the midst of economic hegemony digital; (2) paying attention to social elements such as culture and social conditions of the community, although it is absolutely related to the use of digital technology, digital transformation is not only about technology; (3) accelerating the digital transformation process, it is not impossible to create an increasingly polarized digital divide, if it is not balanced with the preparation and development of community social capital in order to anticipate the possible impact of meritocratic policies; and (4) ensuring that digital transformation does not have a counter-productive impact, what is needed is a strong social foundation, even though digital talent development is needed, but there must be guarantees that it will not only benefit certain groups, especially when which in fact marginalizes the existence of other groups.

B. Methods

The research for this paper can be broadly grouped into the realm of the socio-legal approach. The socio-legal approach by Wheeler and Thomas states that socio-legal studies basically go deep into the substance of the law as the law is written in a statutory regulation and others. Then, socio-legal also developed new methods as a result of the marriage between legal methods and social sciences such as socio-legal qualitative (Ziegert, 2005) and socio-legal ethnography (Flood, 2005). In addition, as done by Thomas Scheffer who uses actor network theory to describe the performance of judges and lawyers through micro-historical legal discourse (Scheffer, 2005). Anne Griffiths also did the same thing by using field research among the Bakwena community in Africa to explain the experience of "judging" the community in daily life and in responding to the ideas of Western Law (Sulistiyowati Irianto, 2012:6). The legal figures above have given new nuances in examining legal issues with the help of social science, considering "*ubi societas ubi ius*," where there is a community there is law.

Reviewing the application of socio-legal studies carried out by legal figures (such as Wheeler, Thomas, Ziegert, Flood, Thomas Scheffer, and Anne Griffiths) to solve the legal problems faced has opened our eyes, that in fact the presence of socio-legal is a doorway. for branches of like-minded methodologies to continue to develop and be the answer to the deadlock of methods and ways of thinking to resolve legal problems.

The purpose of developing socio-legal is to provide a broader definition in achieving substantive justice. As we know, that in interpreting the law sometimes law enforcement officers, lecturers who are then transmitted to their students assume that the written law is the most correct like God. In fact, only by interpreting the law or other written regulations will close our eyes from the reality that is actually happening. Justice is one of the three basic legal values proposed by Gustav Radbruch (1973:263) who emphasizes that a good law must have three basic values, namely justice, legal certainty, and expediency. What actually confirms that the purpose of the existence of law is to achieve protected justice in the form of legal certainty, so as to provide benefits for the benefit of mankind.

C. Results and Discussion

Progressivism of the Metaverse Civilization Side by Side with the Covid-19 Pandemic

This March, exactly two years since the world and Indonesia are in a pandemic emergency, there is hope that conditions will improve soon. There is optimism that the pandemic will end soon. It is very likely that the scale will decrease to endemic levels as other diseases, such as flu, dengue hemorrhagic fever, and malaria in some of our regions. We are ready to enter the new normal.

The pandemic has indeed ravaged human life. As of Wednesday (*Kompas Daily*, March 2, 2022), the virus has spread to 179 countries, infected 428,999,522 people, and caused the death of 5,790,992. Indonesia's condition is also not much different. The accumulation of infected reached 5,630,096 people, and 149,036 died.

However, on the other hand, the pandemic has also driven the discovery of the fastest vaccine in history. The procedure for making vaccines that can take 10 years to be ready for use can be cut to less than 1 year. Currently, in the world 55.52 out of every 100 people have been vaccinated.

In Indonesia, 144,505,806 people have already received the first and second doses of vaccine. This number covers 69 percent of the target of 208,265,720 people being vaccinated to achieve herd immunity.

Another good news to be grateful for is the human ability to adapt in a pandemic situation. The management of Covid-19 cases is growing rapidly and health experts around the world continue to share knowledge. Likewise, distance education, work from home, and various online spiritual and economic meetings,

which make people "jump" in the use of technology. Like last year, the topic of the *metaverse* has returned to popularity after Facebook founder Mark Zuckerberg announced a change in the name of its parent company from Facebook Inc. to become Meta Platforms Inc. This name change reflects the company's commitment to developing more realistic 3D interaction technology on their platform.

Indeed, it cannot be denied that the transmission of Covid-19 will continue. After Indonesia went through three waves – the initial variant, Delta, and Omicron – now cases are starting to fall. The highest cases occurred on February 16, 2022 with 64,718 positive cases and then gradually decreased. The latest data on Thursday (*Kompas Daily*, March 3, 2022) showed that there were 37,259 positive cases reported.

Fortunately, the mortality rate for the Omicron wave is much lower than for the Delta wave. Even if severe symptoms appear and even death, it usually occurs in those who have not been vaccinated or have comorbidities.

This confirms the findings of the experts that the Omicron variant is not as virulent as the Delta although it is more easily transmitted.

According to Zeily Nurachman ("Revocation of Pandemic Emergency," *Kompas Daily*, March 4, 2022:7) a biochemist from the Bandung Institute of Technology, there are four parameters of the SARS-CoV-2 variant to pay attention to (variant of concern), which is part of the nature of the virus to survive. Because if it continues to be vicious, it will be destroyed more quickly with the death of its host, namely humans.

First, the window of transmission, when the variant replicates rapidly in the upper respiratory tract. Before the pandemic, this rapid viral replication was called an upper respiratory tract infection. Fluid in the upper respiratory tract contains cells that can reproduce the corona virus.

In the laboratory or in the vaccine industry based on inactivated viruses, these cells are vero cells. People who are exposed will become a multiplier agent of the virus that has the potential to infect other people.

A simple way to reduce the virus replicating in the upper respiratory tract is diligently gargling a polyvinyl pyrrolidone-iodine (betadine) antiseptic solution, washing the nose with isotonic salt water, and blowing the nose frequently.

Second, the ability to release the virus. The virus is released from people exposed to other people through close contact (social contact). Viruses are released through breathing, talking, and sneezing. The most effective way to suppress the spread of the virus is to use the correct mask.

Third, the ability of the virus to bind to the receptor. When the new SARS-CoV-2 variant becomes more strongly bound to the receptor than the previous variant, it is a malignant variant.

As is known, the protein - S (spike) is on the surface of SARS-CoV-2 to attach the virus to the ACE-2 receptor. Once stuck, the virus enters the cell and reproduces itself. Death often occurs as a result of viral population explosions in the lower respiratory tract.

Fourth, the ability of the virus to survive in the air. The body of SARS-CoV-2 wrapped in micro-droplets will float in the air. These droplets live a long time in humid and cold environments. Therefore, avoid meeting in a closed and air-conditioned room.

Reducing the level of malignancy can be one of the considerations for leaving the pandemic emergency status to be endemic, in addition to vaccination coverage, treatment and treatment management, or the level of community readiness. Community readiness is an important factor so that when the government officially lowers the emergency status of the pandemic to endemic, there is no harmful euphoria.

Information and socialization need to be carried out so that everyone is aware of completing vaccinations, obeying health protocols, and remembering to maintain stamina. Sooner or later we must have the courage to lift the pandemic emergency. Don't linger. The criteria that can be taken into consideration is whether SARS-CoV-2 is benign or not. Let's get ready, it's time for us to enter the new normal order.

In the era of the new normal, the conversation about the *metaverse* in the country is getting more and more frequent. This happened after the technology company WIR Group was expected to introduce a prototype of the Indonesian *metaverse* ecosystem on the agenda of the G-20 Presidency of Indonesia. WIR Group is a technology company based on virtual reality (virtual reality / VR) and augmented reality (AR) and was founded in 2009 in Indonesia (Dimas Waraditya Nugraha, "Digital Industry: Talenta Vs "Metaverse", *Kompas Daily*, March 9, 2022:10).

The conversation about the *metaverse* grew louder when at the beginning of this year two State-Owned Enterprise banks, namely *PT. Bank Rakyat Indonesia (Persero) Tbk* and *PT. Bank Negara Indonesia (Persero) Tbk*, announced a collaboration with WIR Group to gradually work on the *metaverse* ecosystem business segment. To the extent that the phenomenal *dangdut* singers Lesti Kejora and Billar (Leslar) are also interested in the *metaverse* business.

If traced, the term *metaverse* was popularized in 1992 by writer Neal Stephenson through his dystopian fiction novel, *Snow Crash*. This novel is set in the early 21st century. The main character, Hiro Protagonist, is a

pizza delivery man in the real world who becomes a *metaverse* as an escape. He uses his avatar to explore virtual worlds and spends most of his time in the *metaverse*.

The technology research institute from the United States, Gartner Inc., defines the *metaverse* as a collective virtual shared space, created by the convergence of physical and digital reality. This collectivity makes business people do not need to build their own infrastructure to do business because *Metaverse* has provided it.

Simply put, the *metaverse* is a virtual world created by presenting real life. The technology that builds the *metaverse* ecosystem allows our avatars to move in the virtual world as real as possible, from shopping, playing, socializing, and working.

Metaverse with the adoption of blockchain technology has almost unlimited development space as a business and transaction platform. This potential can be exploited optimally with the condition that the quality of digital infrastructure, including human resources, is adequate.

Of course, to welcome the *metaverse* potential, Indonesia needs to have human resources with qualified digital capabilities and skills. A qualified digital talent will make this country not only a market, but also a player in the field of technology.

The resilience of the digital security system is also an absolute requirement for the running of the *metaverse* ecosystem. Nina Jane Patel, a woman from London, England, tells of her nightmare when she tried to enter the virtual world of Horizon Venues created by Meta (Facebook). He was verbally abused or sexually assaulted by three or four avatars with male voices. He admitted that the avatars raped him. It happens quickly, about 60 seconds, when it enters the *metaverse*, so it hasn't activated the safety barrier or the Meta secure model that allows the user to block interactions with other avatars.

Sexual harassment in the *metaverse* is a serious problem in the industry that needs to be addressed along with putting in place appropriate and measurable security controls (*New York Post* online page, February 1, 2022).

Apart from Patel, there have been other victims of abuse that have occurred in the *metaverse*. In December 2021, a beta tester claimed to be virtually groped at Horizon World. Meta disclosed the incident on December 1, 2020 and relates the incident on November 26, 2021.

Even though it doesn't happen in the real world, the psychological response of the victim is as severe as if the rape was real. Because, according to Patel who is also a researcher at Kabuni, virtual reality is essentially designed so that the body and mind cannot distinguish virtual experiences from reality.

Perhaps many people still find it difficult to imagine what the *metaverse* world is like. *Metaverse*, as stated by Mark Zuckerberg in an interview with Casey Newton on theverge.com, as an internet that exists, when users are actually in it, not just seeing content as it is today.

If it has not been imagined, the film by the famous director Steven Spielberg entitled Ready Player One can be an illustration. The science fiction film, which was launched in 2018, tells the story of the adventures of Wade Watts, a man born in 2027 who lives in 2045, at which time everyone was very familiar with the virtual world called the OASIS. In fact, it can be said that people live two lives, namely the real world and the virtual world.

To enter the Oasis, one only needs to wear a virtual reality headset, then a world opens where the limit of reality is the imagination of the people themselves. Without moving physically, anyone can do anything, go anywhere, including to Hawaii to surf the 15 meter high waves. Or something more absurd, skiing over the pyramids, climbing Mount Everest.

The question is, does virtual reality offer a truly ideal, fair, prosperous life, minus crime? About that, many experts say no. Some say that the potential legal problems that arise in the *metaverse* are actually not far from the problems faced in the real world. In fact, it may come with a more intense level (Susana Rita & Dian Dewi, "Digital Regulation is Time to Measure Potential Problems in the *Metaverse*", *Kompas Daily*, February 15, 2022:3).

Professor of artificial intelligence (AI) and spatial computing at Liverpool Hope University, David Reid, in an interview with BBC Science Focus Magazine published on science-focus.com, January 14, 2022, revealed the risks and potential for criminal acts in the *metaverse*. basically the same as the issues that have surfaced on the internet. However, those problems are much bigger in the *metaverse* than they are on the internet today.

Examples of criminal acts that may occur in the *metaverse* include money laundering, considering that the *metaverse* is likely to be funded with non-fungible tokens (NFT). Money laundering is easier to do. Likewise with the theft of personal data, violence, pornography, online bullying, and others.

One of Reid's concerns was data protection issues. In the *metaverse*, data leak cases, according to him, are potentially worse than they are today. Moreover, the amount of data generated as the user moves through the *metaverse* will be greater than the data that can be obtained on the internet.

Head of the Law Department of Information Technology, Communication and Intellectual Property, Faculty of Law, Padjadjaran University, Bandung, Sinta Dewi Rosadi said, “*there are four legal aspects that need to be considered in the metaverse. First, the issue of data protection. When entering the virtual world, facial recognition is a common thing. Metaverse users will use animated figures or avatars with faces that show their faces. There is facial recognition there. In fact, in personal data, facial recognition is the most sensitive personal data, as are the retina of the eye and fingerprints. Later legal problems will follow. Second, the rules about how users interact. Third, the issue of intellectual property rights, patents, copyrights, and the like. Fourth, security issues. Although in this case there is support from secure blockchain technology. In the digital world there is no one security system that is completely secure. Always breakable. Indeed, this security system is very vulnerable, not only in Indonesia, but also throughout the world.*”

Reid provides an overview of the enormous security impact. The consequences are not only losing passwords on the internet, but also a much greater theft of biometric data. Big companies are aware of this, but they haven't really gotten around to it.

For this reason, Reid said, *government organizations and law enforcement need to be involved from the very beginning of the metaverse being built to see what is happening there and be aware of potential problems. This needs to be done so that the government and law enforcement are not late.*

One problem that remains unresolved because there is no agreement yet is jurisdiction. There is no agreement among countries on the jurisdiction to use. Because, in the cyber world, territorial jurisdiction cannot be applied. This is due to differences in legal offenses between countries. The most ideal use is universal jurisdiction, such as that used in the case of aircraft hijacking. For example, an American plane was hijacked in Turkish territory, then landed in America. United States courts can try criminals even if the piracy is carried out on the territory of another country.

However, this universal jurisdiction has not yet been agreed upon by the state considering the different legal offenses in each country. For example for the case of pornography. In Indonesia, pornography cases can be criminally charged, but in other countries such as the United States, it is not a criminal offense if it does not involve children. Or gambling, some have legalized it and some have regulated it as illegal.

Thus, this jurisdictional issue is still unresolved. We still use territorial or at least extraterritorial jurisdictions, but we need negotiations between law enforcement (Rita & Dewi, *Kompas Daily*, February 15, 2022:3).

Indeed, the time has come, we begin to measure the potential for the “*metaverse*” problem as described above, as a strategic effort to realize the Roadmap and Master Plan for the Transformation of the Digital Economy and the Progressive Law Transformation of the “*Metaverse*” Civilization in the pandemic era. Digital economic transformation and progressive law originating from the philosophical values of spiritual intelligence (Spiritual Quotient/SQ) that promote the harmony of nature and its contents. In the era of the pandemic, achieving harmony means being able to ensure the handling of Covid-19 while encouraging economic recovery so that the community's economy is able to rise and accelerate. This pandemic is used as a momentum to carry out a fundamental transformation, everyone must have that desire so that our economic resilience exists, because this pandemic provides an opportunity to jump up. We must take advantage of this momentum, to improve ourselves and carry out a massive transformation, so that we hope that, after Covid-19 is over, we are already in a better position on the ladder towards the new normal order.

In the author opinion, there are three things that need to be considered in order to realize the transformation of the digital economy and the transformation of progressive law in implementing the Indonesian *metaverse* project because they are carried away by the currents of global economic trends. First, working on business segments in the *metaverse* ecosystem. Second, the paradigm and governance of inclusive health legal certainty, including the community must be ready to coexist with the virus and community immunity (herd immunity); and the resilience of the digital security system is an absolute requirement for the running of the *metaverse* ecosystem. Third, the *metaverse* civilization transforms into progressive law carrying a social, cultural, and environmental based *metaverse*, realizing harmony and glorifying nature (the universe). The spirit of glorifying nature, humans, and culture (local wisdom), we must continue to welcome the future and we have a strong commitment to implement “bringing justice to the people.”

From the results of the author research (2022), the Roadmap and Masterplan for digital economic transformation and progressive law transformation of the “*metaverse*” universe in the Covid-19 pandemic era are obtained, as shown in the following diagram.

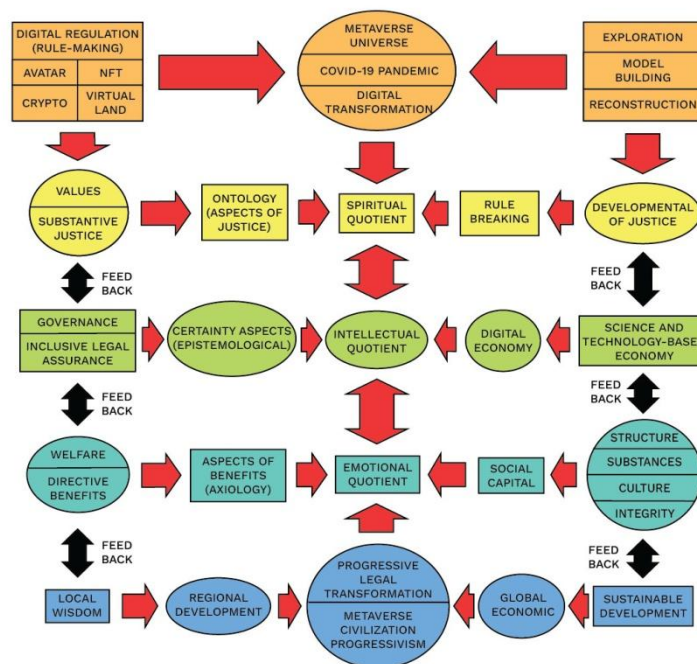


Figure 3: Road Map and Master Plan for the Progressive Legal Transformation of the "Metaverse" Civilization in the Post-Modern Era
 Source: Processed from the results of the author's research

Figure 1: Road Map and Master Plan for the Progressive Law Transformation of the "Metaverse" Civilization in the Covid-19 Pandemic Era
 Source: Processed from the results of the author research (2022)

In the roadmap for digital economic transformation and progressive law transformation, the researcher formulated the 5 Great Transformation Strategies for the Covid-19 pandemic era "metaverse" civilization. First, *the Smart and Healthy Metaverse Universe*, through the transformation of health development, namely a new normal order, coexistence with viruses and community immunity (herd immunity) and education that aims to increase the productivity of Human Resources (HR). Improving the quality of human resources through the strategy of realizing healthy nutritious human resources, intelligent human resources with strong character and creative and innovative human resources. This potential can be exploited optimally with the condition that the quality of digital infrastructure is adequate.

Second, *the Productive Metaverse Universe*, through a strategy to increase the workforce towards a potential "metaverse". Indonesia needs to have human resources with capable digital capabilities and skills. A qualified digital talent will make this country not only a market, but also a player in the field of technology. Based on a report by the AlphaBeta Economic Strategy Consultant, in 2020, the number of workers who use digital skills in the world is 149 million people. This number is predicted to increase to 819 million workers by 2025. The digital skills meant include the ability to operate software, develop web/software/games, to create large-scale data modeling. According to AlphaBeta, Australia is the country with the highest percentage of digitally skilled workers in the Australia Pacific. In this region, as many as 64 percent of workers have applied digital skills. Meanwhile, only 19 percent of Indonesian workers have digital skills. Another report made by the Institute of Management Development also clarifies the fact that the competitiveness and competence of human resources in Indonesia's digital sector is still low. For the Asian region, people's competitiveness is in the third lowest position in 2021.

Third, *Inclusive Metaverse Civilization*, through strengthening enablers or levers, namely: (1) knowledge to discover, understand, and build new technologies based on virtual reality (VR) and augmented reality (AR); (2) technology to see the possibility of development in a country; and (3) the level of readiness of a country to take advantage of digital transformation.

Fourth, *Metaverse Smart*, through strengthening digital infrastructure with 100 percent coverage and quality, increasing digitally skilled human resources, developing various public and private services digitally and digitizing the economy.

Fifth, *Digital Security Literacy*, through the toughness of the digital security system is also an absolute requirement for the running of the *metaverse* ecosystem. If you put digital security literacy aside, the *metaverse* can be a user's nightmare. It should be noted that the Ministry of Communication and Information Technology of the Republic of Indonesia has launched research results entitled Survey of Indonesian Digital Literacy Status in October 2021. The survey results show that Indonesia's digital security literacy index is low, from a scale of 1-5, Indonesia is in the range of a value of 3.1.

Specifically for the *Metaverse Civilization Strategy to Transform Digital Economy and Progressive Law*, it is strengthened through the *Metaverse Ecosystem Master Plan* with development based on the following relations: (1) core layers, namely technology (computers and telecommunications equipment) and infrastructure (internet and telecommunications networks); (2) digital layer and information technology that gives rise to various technology applications or digital platforms; (3) the digitalization layer of the economic sector, where various physical goods and services are transformed into digital forms; (4) social engineering plans; (5) cultural engineering plan; (6) legal engineering plan; (7) supporting infrastructure plans; and (8) progressivism action plans.

Broadly speaking, there are seven main study areas in the *Metaverse Ecosystem Development Master Plan*. First, cultural studies that analyze the noble values of culture, especially local wisdom to be promoted to the international world and preserved and passed on to future generations. Thus, the integration of culture with a *metaverse* ecosystem based on culture, the environment, and sustainable development.

Second, social studies in analyzing existing social dynamics, such as human resources, stakeholders involved in activities, social conflicts that have occurred and may occur, as well as analysis of the handling of these social conflicts. Social studies produce social engineering directions that can be aligned with the development of a *metaverse* civilization, namely social capital.

Third, economic studies to obtain an overview of digital economic activities, including business processes and value chain relationships with other sectors in the post-modern era.

Fourth, the study of zoning for sustainable digital economy development by mapping supply-demand, determining branding, determining the theme of digitalization development, vision and mission of development oriented to developmental justice in each zoning.

Fifth, an institutional study in formulating a Covid-19 Pandemic Era Destination Management Organization management model in a Structured-Substance-Cultural-Integrity manner.

Sixth, infrastructure studies that focus on analyzing the needs of supporting infrastructure based on the principles of sustainable development, without compromising the socio-cultural approach.

Seventh, review of action plans with progressive law quality.

From the seven main study areas in the *metaverse* ecosystem development master plan above, it can be visualized in the following diagram.

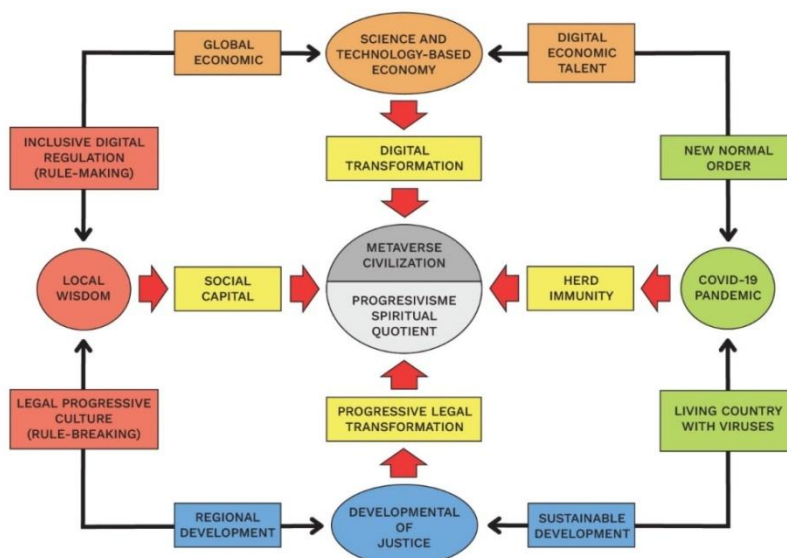


Figure 4: Flowchart Of Progressivism Universe "Metaverse" Coexist With Post-Modern Era Virus
 Source: Processed from the results of the author's research

Figure 2: Flowchart of Progressivism Universe "Metaverse" Coexist with Covid-19 Pandemic
 Source: Processed form the results of the author research (2022)

Progressivism departs from the view of humanity, humans are basically good, have the qualities of compassion and concern for others. This is an important capital to build a legal life in society. Thus, the law becomes a tool to describe the basis of humanity. Law is not a king, but a mere tool that functions to give grace to the world and humans.

In this regard, progressive law contains a very strong moral content. Progressivism does not want to make law a technology that has no conscience, but rather a moral institution, in this case human morality.

With this explanation, progressive law is always sensitive to changes that occur in society, both locally, nationally, and globally. In the face of these changes, progressive law is called upon to appear to protect the people towards the ideal of law.

An important characteristic of progressive law is that it rejects the status quo, if this situation creates decadence, a corrupt atmosphere and is very detrimental to the interests of the people. This character brings progressive law to "resistance and rebellion" which eventually leads to a progressive interpretation of the law.

Progressive law that does not want to maintain the *status quo* has a strong liberating character. The paradigm of "law for humans" makes him feel free to seek and find the right format, thoughts, principles and actions to make this happen.

The concept of progressivism can of course also experience a decline (derogate). That is, the progressivism in question is that which is positive and productive for society. However, there is no full guarantee that such progressivism will inevitably emerge. Deterioration, abuse, abuse, and others can happen. Therefore, it is necessary to take care so that negative things do not appear and happen.

The thesis obtained in this study, namely "***a metaverse universe civilization that can coexist with the Covid-19 pandemic is not an impossibility but a necessity***". The thesis in this paper is similar to that of Karl Renner (1969:33-45), who observes the change in civilization, seeking solutions in creative and progressive ways. Renner said that *now legal changes can't just be linked to changes to regulations or formal texts. Changes to the law can occur when the substance it regulates changes and the law tries to accommodate it. Here, formally the concept has not changed, but secretly there has been a change.*

Then, what according to Renner, the legal way to accommodate changes without changing the rules formally? Renner made a thesis which reads: "*The development of the law gradually works out what is socially reasonable*".

This is indeed a brilliant progressive thought. Here Renner explicitly includes the factor of social benefit as a factor that contributes to changing the law and thus abandons the role of legal certainty. If the law does not change and is changed, even though the substance has changed, then the social benefit factor takes over the role of legislation.

Of course, positivists and legalists will find it difficult to accept this progressive thought and will stick to the existing regulations. Accepting change silently will undermine the legal certainty that has been accepted as a doctrine for them. As long as there are no formal changes, there will be no legal changes.

Here we see a praxis that accepts laws as final schemes, not as fluid and flowing rules. In such circumstances, the law will become an obstacle rather than facilitating real processes in society.

One of the things that David Reid and Sinta Dewi Rosadi are worried about is psychological problems. Reid revealed, the existence of the internet alone has made some people addicted. Moreover, the *metaverse* is even more seductive than the internet. People can spend their days in the *metaverse*. This will have psychological implications. Reid sees *metaverse* addiction to be a real thing that will come very quickly.

Mental health issues are also our concern. It must be anticipated. This mental problem occurs because when entering the virtual world, the platform offers beautiful things that netizens might want and can achieve. However, netizens still have to return to their respective realities. According to Sinta, because the *metaverse* will affect the mind. We become delusional and actually the *metaverse* sells hallucinations. In America, people with delusions are acquitted of all punishments. That means he's close to madness. In addition, people will find it difficult to sleep, depressed, paranoid, eventually mental illness will occur.

Furthermore, Sinta emphasized that she does not support technology that is developing so rapidly. However, caution must be maintained because netizens are basically a market for technology companies such as Facebook, which has now changed its face to Meta, Google, Microsoft, or Roblox.

Back to the movie Ready Player One, after making OASIS named James Halliday die, the High Five, the new manager of OASIS, finally made an unpopular policy, namely closing OASIS on Tuesdays and Thursdays. This is done to force the user back to life to the real world. As stated at the end of Ready Player One, the real world is the only real thing (Rita & Dewi, "Digital Regulation: Time to Measure Potential Problems in the *Metaverse*", *Kompas Daily*, February 15, 2022:3).

Succeed or not, all the humans who are presented in the legal stage tell and remind us that the law is not just a regulation, nor is it a machine, but is full of roles played by humans themselves.

From the description above, it can be seen that the law is never deserted from the flash of humans who carry out the law. Since the presence of regulations, legal systems, procedures for carrying out the law and so on, humans have played a very large role. Humans are the ones who make the rules and so on, so that everything returns to humans as well.

So once again, let the law flow through human hands which hopefully will fall on those who are elected, progressive and full of integrity.

D. Conclusions

1. The *metaverse* phenomenon shows how the world will not simply return to its pre-pandemic situation. The post-pandemic world will move in another direction. This phenomenon has inspired the thesis obtained in this study, namely "a *metaverse* universe civilization being able to coexist with the Covid-19 pandemic is not an impossibility, but a necessity", who observes the changes in civilization, seeks solutions in creative and progressive ways. Two years of the pandemic has indeed ravaged the life of all nations. For the sake of safety, humans must limit mobility and association. If you need to interact, there are many requirements and can't last long. Hope remains burning with advances in therapy and vaccines as one of the ultimate weapons. *Homo homini socius* changed to *Homo homini solitarus*. Humans as social creatures, who used to be friends with each other, were suddenly limited by the rules to become solitary: lonely alone. There are no get-togethers, even school and worship takes place from home. However, as *homo sapiens* – wise intelligent human beings – efforts towards endemic continue to be made. The coverage of the second dose of Covid-19 vaccination reached 56.8 percent worldwide, while in Indonesia it was 62.1 percent. Virus mutations also show a weakening tendency. From the fierce Delta to the less severe Omicron. According to the laws of nature, a virulent virus will quickly perish with the death of humans as its host. Omicron is also predicted to become Omi-flu with mild symptoms. The World Health Organization (WHO) has yet to show signs of lifting the pandemic status. Vaccination coverage is still low, especially in developing and poor countries, one of the main considerations. Indonesia should not be in a hurry. Health protocols must still be a reference. *Solus populi suprema lex*, the safety of the people is the highest law.
2. In the absence of a comprehensive and integrated regulatory framework and supervision of the "*metaverse*" universe, the position of investors or users is still not fully protected. This is very necessary to understand for anyone who wants to enter the "*metaverse*" civilization universe because there are no comprehensive rules that can guarantee the interests of both investment and users. Although an analysis of technology company stocks states that the world of immersive technology is undergoing a seismic shift as new innovations rapidly change the digital world we live in, a "*metaverse*" universe has emerged, a symbol of the transfer of civilization, which is touted by some as the future of the internet. . It takes a mature understanding for investors to buy shares of technology companies that will build a "*metaverse*" universe. Don't let them be provoked because of the sensation factor and the excitement of the Virtual Reality (VR) and Augmented Reality (AR) worlds. The increasing number of investors and users of the "*metaverse*" civilization universe must of course be accompanied by adequate regulatory and supervisory standards to protect their interests. With the absence of adequate regulation and supervision, there are several things that investors and users must pay attention to. First, it requires qualified literacy, both related to digital literacy and "*metaverse*" literacy. The sensational factor and the excitement of the VR and AR world should not be the main reason as an investor. Fundamental factors must be the main priority in the decision-making process. Second, it must correctly understand the aspects of the potential risks that may occur in entering the "*metaverse*" civilization universe as the main basis for decision making. Third, not all countries have adequate regulatory and supervisory frameworks so that investors and users must be fully aware of the aspects of legal protection and profit and loss in entering the "*metaverse*" universe, a symbol of the transfer of civilization in the midst of digital economic hegemony.
3. Indeed, the time has come, we begin to measure the potential for the "*metaverse*" problem as a strategic effort to realize the Roadmap and Master Plan for the Transformation of the Digital Economy and the Progressive Law Transformation of the "*Metaverse*" Civilization in the pandemic era. Digital economic transformation and progressive law originating from the philosophical values of spiritual intelligence (Spiritual Quotient/SQ) that promote the harmony of nature and its contents. In the era of the pandemic, achieving harmony means being able to ensure the handling of Covid-19 while encouraging economic recovery so that the community's economy is able to rise and accelerate. This pandemic is used as a momentum to carry out a fundamental transformation, everyone must have that desire so that our economic resilience exists, because this pandemic provides an opportunity to jump up. We must take advantage of this momentum, to improve ourselves and carry out a massive transformation, so that we hope that, after Covid-19 is over, we are already in a better position on the ladder towards the new normal order. There are three things that need to be considered in order to realize the transformation of the digital economy and the

transformation of progressive law in implementing the Indonesian *metaverse* project because it is carried away by the currents of global economic trends. First, working on business segments in the *metaverse* ecosystem. Second, the paradigm and governance of inclusive health legal certainty, including the community must be ready to coexist with the virus and community immunity (herd immunity); and the resilience of the digital security system is an absolute requirement for the running of the *metaverse* ecosystem. Third, the *metaverse* civilization transforms into progressive law carrying a social, cultural, and environmental based *metaverse*, realizing harmony and glorifying nature (the universe). The spirit of glorifying nature, humans, and culture (local wisdom), we must continue to welcome the future and we have a strong commitment to implement "bringing justice to the people."

4. In the roadmap for digital economic transformation and progressive legal transformation, the 5 Great Transformation Strategies for the "*metaverse*" civilization of the post-modern era can be formulated. First, the Smart and Healthy *Metaverse* Universe, through the transformation of health development, namely a new normal order, coexistence with viruses and community immunity (herd immunity) and education that aims to increase the productivity of Human Resources (HR). Improving the quality of human resources through the strategy of realizing healthy nutritious human resources, intelligent human resources with strong character and creative and innovative human resources. This potential can be exploited optimally with the condition that the quality of digital infrastructure is adequate. Second, the Productive *Metaverse* Universe, through a strategy to increase the workforce towards a potential "*metaverse*". Indonesia needs to have human resources with capable digital capabilities and skills. A qualified digital talent will make this country not only a market, but also a player in the field of technology. Third, Inclusive *Metaverse* Civilization, through strengthening enablers or levers, namely: (1) knowledge to discover, understand, and build new technologies based on virtual reality (VR) and augmented reality (AR); (2) technology to see the possibility of development in a country; and (3) the level of readiness of a country to take advantage of digital transformation. Fourth, *Metaverse* Smart, through strengthening digital infrastructure with 100 percent coverage and quality, increasing digitally skilled human resources, developing various public and private services digitally and digitizing the economy. Fifth, Digital Security Literacy, through the toughness of the digital security system is also an absolute requirement for the running of the *metaverse* ecosystem. If you put digital security literacy aside, the *metaverse* can be a user's nightmare.

E. Acknowledgment

A very special appreciation, the author addresses specifically to the 3rd International Conference on Education, Engineering, Inter-Disciplinary, Social Science and Technology (SITE22), Saturday, July 2, 2022, Bayview Hotel, Georgetown, PENANG, Malaysia, organized by Academia Industry Networks (ACINETWORKS). Why not, because of the international conference, the writer thought and remembered: "Satjipto Rahardjo's Speech Ending His tenure as a Permanent Professor at the Faculty of Law, Diponegoro University Semarang, December 15, 2000". A quote in the speech was "As a parent whose time has come to pass, I only entrust that at this Diponegoro University science, including law, is pursued progressively, by continuously striving to be at the peak of development or the latest in science. Thus, we hope to be able to offer the best to the nation and state."

Inspired by the nick above, although the message is too simple, it is full of contemporary meaning and dispensation. Law should be able to keep up with the times, be able to respond to changing times with all the basics in it, and be able to serve the community by relying on the morality aspect of the human resources of law enforcement itself.

Progressive law and progressive jurisprudence cannot be called a distinctive type of law and a finite scheme, but rather a flowing idea, which does not want to be trapped in the *status quo*, so that it becomes stagnant. Progressive law always wants to be loyal to "law is for humans." Progressive law can be likened to a guide that always warns, the law must continuously destroy, replace, free stagnant laws, because they are unable to serve a changing environment. That is why the law always flows, because human life is full of dynamics and changes from time to time. Such human life cannot be contained strictly into one chart or another which is finished and must not be changed. The chart must be open, because it is not humans for law, but on the contrary, law is for humans. Forms, solutions, theses (propositions), and theories must also flow to maintain the greatness of human life in this universe.

In writing this paper, the author greatly appreciates and expresses gratitude for the assistance of thoughts, concepts, and ideas regarding progressive law as one of the paradigmatic therapies for the current Indonesian legal crisis towards the future, especially addressed to the Honorable and Educated Professors as follows:

1. Prof. Dr. Satjipto Rahardjo, S.H., Professor of Sociology of Law, Faculty of Law, Diponegoro University, Semarang, Indonesia, who has now preceded us forever;

2. Prof. Dr. Arief Hidayat, S.H., M.H., Former Chairman of the Constitutional Court of the Republic of Indonesia;
3. Prof. Dr. M.I. Djoko Marihandono, S.S, M.Sc., Professor of History, Faculty of Cultural Sciences, University of Indonesia, Depok, West Java, Indonesia;
4. Prof. Dr. Sarsintorini Putra, S.H., M.H., Professor of Health Law, Faculty of Law, University of 17 August 1945, Semarang Indonesia, always Promoter of writer; and
5. Dr. dr. MCs. Inge Hartini, M.Kes, Lecturer of Health Law, Faculty of Law, University of 17 August 1945 Semarang Indonesia as Co-Promoter of the author.

Finally, the author is very grateful for the umpteenth time to Reinis Rauda, Editor of LAP LAMBERT Academic Publishing Germany who has been willing to publish the author book with the title: "Paradigmatic Therapy in Medical Cases in Court: A Synthesis of Indonesian Medical Law Progressivism".

Semarang, June 9, 2022

Sincerely Author

Wukir Prayitno

F. References

- [1]. Evan, William, 1990, *Social Structure and Law*, Sage Publications, London.
- [2]. Irianto, Sulistyowati, 2012, *Socio-legal Studies*, Larasan Library, Jakarta, UI, Leiden University, Groningen University.
- [3]. *Kompas Daily*, January 16, 2022.
- [4]. *Kompas Daily Editorial*, January 17, 2022.
- [5]. *Kompas Daily*, March 2, 2022.
- [6]. *Kompas Daily*, March 3, 2022.
- [7]. Maryoto, Andreas, "Time to Enter the *Metaverse* Universe," *Kompas Daily*, January 07, 2022
- [8]. *New York Post*, February, 1, 2022.
- [9]. Nugraha, Waraditya Dimas, "Digital Industry: Talent Vs *Metaverse*", *Kompas Daily*, March 9, 2022.
- [10]. Nurachman, Zeilly, "Revocation of Pandemic Emergency", *Kompas Daily*, March 4, 2022.
- [11]. Radburch, Gustav, 1973, *Rechtsphilosophie*, K.F. Koehler, Stuttgart.
- [12]. Rahardjo, Satjipto, 2008, *Let the Laws Flow. Critical Notes on Human Struggle and Law*, Kompas Book Publisher, Jakarta.
- [13]. _____, 2008, *Dissecting Progressive Law*, Third Printing, Kompas Book Publisher, PT. Kompas Media Nusantara, Jakarta.
- [14]. _____, 2009, *Law and Behavior, Good Life Is the Basis of Good Law*, Kompas Book Publisher, Jakarta.
- [15]. _____, 2009, *A State of Law that Makes Its People Happy*, Issue II, Genta Publishing, Yogyakarta.
- [16]. _____, 2009, *Progressive Law A Synthesis of Indonesian Law*, Genta Publising, Yogyakarta.
- [17]. _____, 2009, *Building and Remodeling Indonesian Law A Cross-Disciplinary Approach*, Genta Publishing, Yogyakarta.
- [18]. _____, 2010, *Progressive Law Enforcement*, Kompas Book Publisher, Jakarta.
- [19]. _____, 2010, *Sociology of Law*, Genta Publishing, Yogyakarta.
- [20]. Renner, Karl, 1969, "The Development of Capitalist Property and The Legal Institutions Complementary to the Property Norm", Part of his book: *The Institutions of Private Law and their Social Functions in: Sociology of Law*, Vilhelm Aubert (ed.), Penguin Books, Baltimore.
- [21]. Zohar, Danah & Marshall, Ian, 2000, *SQ – Spiritual Intelligence – The Ultimate Intellegence*, Bloomsbury, London.