

ABSTRACT

GamingAnywhere is open source service base platform on cloud computing. Cloud Gaming currently is application which promises because the rapid development in cloud computing infrastructure. Life casting is broadcast video streaming about a person or an object particular through the digital media. Generally lifecasting broadcast directly and continuous , so that spectators will continue to see activity for 24/7. On this Final Project, GamingAnywhere will be developed with the technology life casting or a video conference. So in the education sector this technology can provide benefits for both students and lecturers.

Keywords: GamingAnywhere, LifeCasting, Video Conference, Cloud Computing, Open Source.