

## ABSTRACT

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*Current game online has not only become a thing that can be developed by a major publisher, but the small publisher even individuals can develop it. The problem of resources become the main problem in building a server. But when virtualization technology is found the problem seeming to missing. With virtualization technology, allowing an online game server running in spite of limited resources. The purpose of this final project is to build an online game server with users the concept of virtual private server. VPS using microsoft hyper-v with windows 7 32 bit as the system operations.*

*Keyword : Virtualization , Virtual Private Server , Online Game.*