

ABSTRACT

Cloud gaming is the development of infrastructure as a service Cloud Computing service model. Cloud gaming appears to offer the solution in playing games easier. Games with high specifications can now be played using any kind of devices, wherever and whenever. In the coming years, the gaming industry market will continue to grow. Now in Indonesia has emerged the first cloud gaming Platform, Emago. Emago allows you to play games instantly, just with a internet-connected device and subscribe.

In this research, Emago cloud gaming will run on a laptop. To test network performance, measure the Quality of Service values, *delay*, *packet loss*, and *throughput* on two different games.

Keyword: *Cloud Computing*, *Cloud Gaming*, Emago