

ABSTRACT

The game at this moment has entered the next generation gaming phase. With the advancement of the gaming industry very quickly, then the games that currently require very high specifications, so many gamers are not able to run the latest games. With it has been made cloud gaming technology, which is the development of cloud computing. Cloud gaming can produce an interactive gaming app that makes the cloud output video and audio. In Indonesia, there is a cloud gaming server named Emago. Resource Usage is an important factor for measuring whether games are worth playing. Resource Usage Measures on cloud gaming depend on bandwidth and bitrate.

With the existence of cloud gaming service, the experience of playing games on computers that have low specifications is very light and has a pretty good graphics quality. This is evidenced by the usage resource with bitrate 8 which only 3.06% CPU usage, 79.80 MB RAM usage in Grid game: Autosport and 2.29% CPU usage, 70.80 MB RAM usage on Steredenn game. And the FPS value at bitrate 8 is 36.20 in the Grid: Autosport and 41.86 games on Steredenn. Resource usage can be said to be very good to play the game.

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