Abstract

Multiplayer Online Games is a type of game that allows players to perform an interactive activity with other players using the Internet. This interactive activity can be a player against a player, or a player against artificial intelligence. But in Multiplayer Online Games, lag is a problem that is very often found in every player that makes players feel disturbed and leaves a bad impression in playing. To examine the impression and experience of players in this problem is to conduct a Quality of Experience research. All activities in the network will not working if there is no communicator between game console devices and the internet such as HTTP Web Server. In this study the application of HTTP Web Server was done to improve the performance and level of satisfaction of online game multiplayer users, and the Mean Opinion Score (MOS) method was used to record the data needed to analyze QoE. In this paper the results show that the QoE of the Pingpong game is 4.07 units of MOS and in the Tictactoe game is 4.16 units of MOS. And it can be concluded also on the Pingpong game that the RTT, Jitter, Retransmission, and Delay parameters affect the QoE results and the Tictactoe game is only RTT, and Jitter has an influence on the QoE results.

Keywords: Multiplayer Game, Online, lag, HTTP Web Server, Quality of Experience