

DAFTAR PUSTAKA

- [1] M. C. Dinisari, “Ada 44,2 Juta Pemain Gim E-Sport di Indonesia,” *Teknologi.Bisnis.Com*, 2021.
<https://teknologi.bisnis.com/read/20210314/564/1367248/ada-442-juta-pemain-gim-e-sport-di-indonesia> (accessed Oct. 04, 2021).
- [2] M. R. Adani, “Mengenal Cloud Computing dan Penerapannya pada Media Internet,” 2021. <https://www.sekawanmedia.co.id/cloud-computing/> (accessed Oct. 05, 2021).
- [3] D. Z. Sudirman, “Cloud Gaming Masa Depan Industri Game,” *J. Ultim.*, vol. 5, no. 2, pp. 67–70, 2013.
- [4] Y. I. Putri, R. M. Negara, and S. Si, “Quality of Service Pada Perangkat Client Menggunakan Platform Cloud Gaming Emago,” vol. 5, no. 3, pp. 5476–5482, 2018.
- [5] R. F. Rahmadayansya, R. M. Negara, and S. Sussi, “Resource Usage Pada Perangkat Client Menggunakan Platform Cloud Gaming Emago,” *eProceedings Eng.*, vol. 5, no. 3, pp. 5491–5497, 2018.
- [6] P. Mell and T. Grance, “The NIST definition of cloud computing,” pp. 1–7, 2011.
- [7] M. Sajjad, A. Ali, and A. S. Khan, “Performance Evaluation of Cloud Computing Resources,” vol. 9, pp. 187–199, 2018.
- [8] A. Budiyanto, “Pengantar Cloud Computing,” I. Lanin and M. Fadhli, Eds. 2012, p. 10.
- [9] W. Cai, M. Chen, and V. C. M. Leung, “Toward Gaming as a Service,” pp. 12–18, 2014, doi: <https://doi.org/10.1109/MIC>.
- [10] M. Claypool, D. Finkel, A. Grant, and M. Solano, “Thin to win? network performance analysis of the onlive thin client game system,” 2012.
- [11] P. Eisert and P. Fechteler, “Low delay streaming of computer graphics,” pp. 2704–2707, 2008, doi: <https://doi.org/10.1109/ICIP.2008.4712352>.

- [12] W. Cai *et al.*, “The future of cloud gaming,” pp. 687–691, 2016, doi: <https://doi.org/10.1109/JPROC.2016.2539418>.
- [13] R. Shea, E. Ngai, and Y. Cui, “Cloud Gaming: Architecture and Performance,” vol. 27, pp. 16–21, 2013.
- [14] S. P. Chuah, C. Yen, and N. M. Cheung, “Cloud gaming: A green solution to massive multiplayer online games,” vol. 21, pp. 78–87, 2014, doi: <https://doi.org/10.1109/MWC.2014.6882299>.
- [15] “GameQoo.” <https://www.gameqoo.id/>.
- [16] “Google Cloud Platform.” <https://cloud.google.com/> (accessed Jul. 26, 2022).
- [17] N. Rahmaliah, “GPU (Graphics Processing Unit): Definisi, Fungsi, dan Tipe-tipenya,” 2022. <https://glints.com/id/lowongan/gpu-adalah/> (accessed Sep. 10, 2022).
- [18] C. Easey, “Definition of CPU Usage.” <https://itstillworks.com/12255991/how-to-fix-system-idle-process-in-windows> (accessed Oct. 12, 2021).
- [19] H. R. Subary, “Frame Per Second (FPS): Fitur di Dalam Game yang Sering Bikin Salah Kaprah!” <https://duniagames.co.id/discover/article/frame-per-second-fps-fitur-di-dalam-game-yang-sering-bikin-salah-kaprah> (accessed Oct. 12, 2021).
- [20] M. Mujahidin, “Network Traffic Management, Quality of Services (QoS), Congestion Control dan Frame Relay,” pp. 12–24, 2011.
- [21] R. Wulandari, “Analisis qos (quality of service) pada jaringan internet (studi kasus: Upt loka uji teknik penambangan jampang kulon a[^] C“lipi),” *J. Tek. Inform. dan Sist. Inf.*, vol. 2, 2016.
- [22] ITU-T, “G.1010: End-user multimedia QoS categories,” *Int. Telecommun. Union*, vol. 1010, 2001, [Online]. Available: <http://scholar.google.com.au/scholar?hl=en&q=ITU->

T+Recommendation+G.1010&btnG=&as_sdt=1,5&as_sdtp=#7.

- [23] T. J. Kakiay, “Pengantar Sistem Simulasi,” 2004.
- [24] “Xbox Game Bar.” <https://apps.microsoft.com/store/detail/xbox-game-bar/9NZKPSTSNW4P?hl=id-id&gl=ID> (accessed Sep. 10, 2022).
- [25] R. Sharpe, E. Warnicke, and U. Lamping, “What is Wireshark?” https://www.wireshark.org/docs/wsug_html_chunked/ChapterIntroduction.html#ChIntroWhatIs (accessed Oct. 12, 2021).
- [26] “Netlimiter.” <https://www.netlimiter.com/> (accessed Oct. 22, 2021).
- [27] “Homefront : The Revolution.” https://store.steampowered.com/app/223100/Homefront_The_Revolution/ (accessed Sep. 10, 2022).