

ABSTRACT

Cloud Computing is a computing model in which information technology is presented in a single service, so that every user can easily access content wherever needed .. Cloud Computing can also lectures in which students menggunakanannya as teaching in Telkom Universty on a platform.

GamingAnywhere is an open-source cloud gaming and multimedia platform that allows the user to use the video or other multimedia content. because it can provide multimedia services such as video, and games. Currently to access games that are on GamingAnywhere must use the command prompt, the user must memorize the existing syntax.

Therefore, this final project aims to provide solutions to these problems by building a Video On Demand for gaminganywhere platform, so as to assist the user in opening the Video On Demand website for students learning system in Telkom Unversity. Video On Demand website was built using the PHP programming language Javascript, HTML, and database MySQL

Keywords: cloud, GamingAnywhere, open-source.

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