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Abstract

This article describes a retro gaming central developed using Linux embedded system based on Raspberry Pi platform. The retro gaming center uses Internet of Things (IoT) principles to enabling monitor users' data. Thus, using minimum hardware and the free Linux operating system, the administrator can continuously optimize the project in low cost. The proposed system can be easily configured by beginners in electronics and computing, and also be applied as a didactic tool.

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Index Terms

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Keywords

Raspberry Pi, Arcade, Retro gaming.