

**Universiti Teknologi MARA**

**An Analysis of Video Streaming Using  
VLC Media Player**

**Nurliyana Binti Sharuddin**

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## **ABSTRACT**

Nowadays, streaming video is one of the internet technology that changing at a rapid pace, and faster technology changes. Most people like to steaming video because it provides flexibility and users can view what they want, when they want. The objective of this project is to analysis network traffic when making streaming video server over local area network (LAN). Here, we have to configure streaming server before it can stream video by. The analysis is made when client stream the video from a server. The client can see what the server play. This is called video live streaming. Software that will be used is VLC Media Player. The analysis is made when the client streaming video from a server. For the result and finding, we generate report in video quality and video analysis in real time based to UDP protocol and MPEG-1 compression. For this project, the analysis process is done by seeing parameter Audio Lost Buffer, Lost Video Frame and Congestion that appears on the client side. All of these will be obtained by monitoring streaming statistics of current media within the features of VLC itself. Video streaming will be re-encoded in a variety of bit rate, is 1024 Kbps, 512 Kbps and 384 Kbps. This bit rate will be analysis with different HD video that is 1080p and 720p and each video had 4 minutes duration and had 800 Kbps bit rate. After done all the analysis we can summarize that the differences of each audio lost, video lost and Congestion for 1080p and 720p. The management solutions proposed in this report will empowers administrator to effectively manage the traffic and data flow through the use of network management tools, which will increase users productivity, as well as to reduce the management cost by minimize unnecessary network upgrading.