

**Streaming Video on A Local Area Network (LAN): A Case of Corporate  
Communication in FTMSK.**



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## ABSTRACT

The streaming process means ensuring the received audio, motion video, and animation streams are smoothly rearranged to resemble the original stream, and thus be reproduced reliably (Fluckiger, 1995). Streaming of media files is perceived as a new tool to support and improve learning activities in academic environment. In order for streaming to work, the client side receiving the data must be able to collect the data and send it as a steady stream to the application that is processing the data and converting it to sound or pictures. This research discusses on the issues involved in streaming live and on-demand video on FTMSK's LAN and to identify factors that affect the performance of video streaming in the faculty. The research also discuss on the user acceptance of this new alternative of corporate communication in the faculty of IT and Quantitative Science and the challenges of implementing video streaming on a Local Area Network. The methods used for this study involves, experiments in the Hypermedia lab, and observation of the network performance and quality of the streaming video. Lastly, some suggestions are made to the faculty to have a better video streaming system implementation.

Keywords: Video streaming, Local Area Network, network performance

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## CHAPTER ONE

### INTRODUCTION

#### 1.1 Background of the Problem

Advances in computing and networking mean that it is now feasible to deliver sound and video across the Internet. Video streaming is the showing of video over the Internet. Streaming media technology enables the real time or on demand distribution of audio, video and multimedia via the Internet. Streaming media is the simultaneous transfer of digital media, such as video, voice and data, so that it is received as a continuous real-time stream. Streamed data is transmitted by a server application, and received and displayed in real time by client applications on the viewer's workstation. These applications can start displaying video or playing back audio as soon as enough data has been received and stored in the receiving station's buffer. A streamed file is simultaneously downloaded and viewed, but leaves behind no physical file on the viewer's machine.

Streaming video can be used for live or recorded events. The main reason for broadcasting live is to reach a wider and/or more dispersed audience. Typical live broadcasts could be lectures, sports or entertainment events, and academic or other ceremonies. For a major academic lecture given at a university the number of people who could actually attend would be limited by the size of the lecture theatre, whilst the potential audience could be anywhere in the world. Live video is