Digital Media Development
- Media Streaming –
- Project -

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Project

❑ Goal: Realization of Streaming Server for ALADIN

❑ Task 1 :: ALADIN Requirements analysis
- How much bandwidth do we have on Wireless LAN?
- Can we use Bluetooth?
- What happens if we stream a video over WLAN (delay, jitter)?
- What kind of buffers do we need in order to have smooth video?
- Which codecs are supported by the .NET environment?
- How do we code the video (codec)? Which size, which parameters?
- Decide for a tradeoff of quality versus number of streams!
- How many streams can we do at the same time (different clients)?
- How can we test that on a PC?
- How can we test that on the PDAs?
- How can we stream the video in landscape mode (horizontally)?
- Building a test streaming server to see the results?

Project

- ❏ Task 2 :: Darwin :: Apple's Quicktime Streaming Server
    - ▪ http://developer.apple.com/darwin/projects/streaming/
- ❏ Task 3 :: Helix :: RealNetworks Streaming Server
    - ▪ http://www.realnetworks.com/products/media_delivery.html
    - ▪ https://helix-server.helixcommunity.org/
- ❏ Task 4 :: Media Server :: Microsoft's Streaming Solution
    - ▪ http://www.microsoft.com/windows/windowsmedia/9series/server.aspx
- ❏ Task 5 :: Macromedia Flash & Director Streaming
    - ▪ http://www.macromedia.com/software/director/resources/integration/
- ❏ Questions for 2-5 ::
    - ▪ Download & Installation of software?
    - ▪ Features? Operating System support?
    - ▪ File format? Codecs? Parameters?
    - ▪ Number of simultaneous clients?
    - ▪ Adaptive streaming?
    - ▪ How this it work? How can we use it? Tutorial!
- ❏ Task 6 :: Build a running system!!!

Seminar

❑ Possible Topics

- Streaming in Game Design
- Voice over IP Applications
- Video Conferencing Applications
- Music Streaming (iTunes, etc.)
- Internet Radio
- Streaming on mobile devices (PDAs, mobile phones, etc.)
- ???