ABSTRACT

IPTV is a system which used for sending digital television service to client who listed in the system. The digital television signal is sent through Internet Protocol (IP) over a broadband connection. This system is usually used in a network which self-organized, so it better than public internet, the purpose is to give the best quality of services. Most of services are served with video facility request.

This final project is discuss about how to design and develop a system of Live Tv Broadcasting service at IPTV (Internet Protocol Television). The first step to build Live Tv Broadcasting service is develop broadcaster server with Video LAN Client (VLC) and MPEG4IP. Broadcaster server is used to capture video record from handycam or webcam. After that process, the video is transmitted to Darwin Streaming Server (DSS) as streaming server. The final result from DSS will be integrated to IPTV’s website.

From the result test, minimum bandwidth that client need for streaming with VLC as broadcaster is 715 kbps. Whereas by using MPEG4IP as broadcaster, the minimum bandwidth needed is 644 kbps. The average of delay access when use VLC broadcaster server is 5,6 seconds. Whereas by MPEG4IP as broadcaster server, the average of delay access is 6,4 seconds. The result test of Packet loss for the best quality service is less than 1%.

Key words: Live Tv, IPTV, Darwin Streaming Server, VLC, MPEG4IP.