MOBILE LIVE VIDEO STREAMING ON ANDROID USING RTMP AND FLASH LITE 4

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Abstract

Recently, the development of telecommunications technology is having a very rapid progress. The development of telecommunications technology certainly cannot be separated from the development of hardware that enables communication with a more modern way. One of the telecommunications technology which is now growing rapidly is smartphone. One feature of the development of smartphone is the ability to process data that has been advancing. Not only for conventional telecommunications, but also for applications that had not been used in the previous generations of telecommunications device.

This final project used streaming protocol which was created by Adobe for Flash Player (Real Time Messaging Protocol) to build an application that play live video streaming on smartphone.

Experiment were conducted to test the application by comparing the video before and after transmission. Based on that, it can be concluded that the higher quality of video, the greater delay occurred. So in order to get maximum satisfaction for using the application, we have to adjust the setting in such way to balance between image quality and delay that occurs.

Keyword: Smart Phone, Live Streaming, Client, Server