ABSTRACT

Today network technology is more advance with the offer of increasing data speed. This thing is cause by the speed increasing of the *real time* data need in every aspect like education, entertainment, sport as well as business need. Video streaming is the application which can provide the user need for *real time* data. This technology can send and play the video in exact time at user, without have to wait longer to download all the video file before.

With the present of *wireless* LAN technology, *user* can be more and more easier to access information like video streaming anytime and on any location. But this is depend on the *wireless* LAN network *coverage* area that is available inside the building or campus area. The ability to receive *Access Point* signal at one location will be different at other location, that can make the quality of video streaming outcome can be different for every location.

Therefore this final project purpose is to show the result of video streaming from different location at STT Telkom campus area. In this test is used some device i.e. one server, one client dan using laptop and AP that already in the STT Telkom's LAN network and also the location scenario that has been choose to be the place to take data sample. Then proceed to the system monitoring stage by doing packet capture in order to get *throughput*, *delay*, *jitter*, and *packet loss ratio* data from each location that has been decided.

The conclusion of this final project is with the location difference cause the different of video streaming quality based on the data that has been obtained at the test.

Keyword : video *streaming*, *wireless* LAN, *user*, *coverage*