

ABSTRACT

Video on Demand (VoD) is a service that probably someone can request video that he or she want through the network. The advantages from this service is some one may not must to see broadcasting video that maybe he or she doesn't like . VoD also have some standarts in the Quality of Service (QoS) so the users can be stastified to his service by the QoS parameters when watching the video.

Stream Control Transmission Protocol (SCTP) as one of transport protocol wihich the combining of TCP and UDP will be implement as transport protocol in this Fianl Project the air as transmission media in other name as called by *wireless*. With Ad Hoc Distance Vector (AODV) as routing protocol in this Final Project, the result of QoS is expected to be in good perfomance based on video streaming standart with some scenarios that have been decided.

The result from the research show that with some scenarios in distance, number of users who access the server, and transfer rate of video, the QoS standart (*Throughput, Delay, dan Packet Loss*) for Video on Demand service have fullfilled. Throughput will be decrease along with the incresed distance, number of user, and transfer rate of video, and for the *delay* dan *packet loss* are capsized proporniate with throughput

Kata kunci: SCTP, VOD, AODV, *wireless*, *Packet Loss*, *Delay*, *Throughput*