

Abstract

Streaming is a real-time technology that transmit video / audio directly or pre-recordedly from a server machine. This time, consumer only need a mobilephone, which support 3G (3rd Generation) and have a video player for enjoying video streaming. With dialling an address, user can watch some kind of video at TV channel.

Although, this way have a disadvantage, because for users have to dial a different address to access content TV show at the different TV channel. The mechanism of using channel selecting and doing channel switching from Mobile TV becomes important, because it takes more less time and easier way of watching TV than using a methode of Mobile TV this time, so fast channel switching is needed in Mobile TV.

In this final project, writer explain how to build Mobile TV with fast channel switching capabilities better than than using a current methode of Mobile TV right now.

Simulation to analize system was doing base on subjective and objective measurements and compare it with non fast channel switching mechanism. Afterwards, it was result that fast channel switching mechanism can reduce protocol and increasing user experience to do channel switching better than non fast channel switching mechanism.

Key words: Video Streaming, Real Time, Mobile TV, Channel Switching