

ABSTRACT

Real voice or video is a typical information that fragile towards delay but tolerable towards packet loss. Besides, video service mostly accessed via web that using http as the application and TCP as the protocol in a transport layer. Video transmitting with TCP causes a problem in a delay because there is an acknowledge mechanism, retransmission, and congestion.

In this final project, writer has implementing a *feng streaming server* as the video streaming server use the protocol TCP, UDP, dan SCTP. The Quality of Service (QoS) parameter that writer use to monitoring the video streaming includes delay, jitter, throughput, and packet loss of the TCP, UDP, and SCTP protocols, also the QoS in a few stream numbers in SCTP protocol.

The results obtained, SCTP Protocol has a good QoS network and good image quality, for UDP protocol has a very good QoS network but has a poor image quality. While TCP protocol despite having a good image quality, but the result QoS network is not good. So, the SCTP Protocol over all is better than UDP and TCP protocol.

Key words: TCP, UDP, SCTP, QoS, Video streaming.