

DESIGN AND IMPLEMENTATION OF LIVE-VIDEO STREAMING BASED ON WEB IN IT TELKOM

Along with the development of the age, level of demand for technology has been increasing for the community. Not only are the necessary sophistication, but the efficiency and effectiveness of the technology is expected to help the community. One technology that is effective and efficient use of time is a *streaming* technology. *Streaming* is a technology to play audio or video *file* directly or with prerecord from a *server* machine (*web server*). When video or audio *file* will start the download to have a *buffer* on the *client* side. After the *buffer* filled in time seconds, then automatically *video* or audio *file* will be run by the system. The system will read the information from the *buffer* while still doing the *download file* so that the process remains ongoing stream to the *client*. *Delay* time shortly before the audio or video *files* on the run anantara 5 ranges up to 30 seconds.

At this final project will be designed a system of broadcasting *live streaming* can be accessed by a user via a *web* browser on a local network. In the implementation, this system will broadcast a condition directly using a camera that will be connected to the system and is directly accessible by the user who is on a different place. So that will facilitate the user in the activities. System that is designed to use several computer as a user, *streaming server*, *web editor*, and camera that functions as a picture taker.

Results expected from the end of this project is to create a design system *live-video streaming web*-based network will be implemented in the local IT Telkom.

Keywords: *streaming server, live-video streaming, camera, dan web editor*