Liverpool John Moores University

Title:	Web Casting, Streaming and Networks
Status:	Definitive
Code:	**6005AMP** (120144)
Version Start Date:	01-08-2019

Owning School/Faculty: Electronics and Electrical Engineering
Teaching School/Faculty: Electronics and Electrical Engineering

Team	Leader
Ronan McMahon	Y

Academic Level:	FHEQ6	**Credit Value:**	12	**Total Delivered Hours:**	72
Total Learning Hours:	120	**Private Study:**	48		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	24
Tutorial	48

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Technology	AS1	Lab sequence followed by a lab test	40	
Test	AS2	A series of In Class tests	30	
Report	AS3	A report	30	

Aims

To develop an understanding and ability to implement, operate and manage media streaming, media servers and associated network hardware and software.

Learning Outcomes

After completing the module the student should be able to:

1   Demonstrate a theoretical understanding of servers and networks
2   Demonstrate an understanding of the principles involved in specifying a
         multimedia distribution environment
3   Implement streaming of live and recorded media in a networking environment

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Lab Sequence plus lab test	3
Series of In Class Tests	1
Report	2

Outline Syllabus

Media: multimedia content – audio, video etc., Encoders; file types; formats; playout and live sources
Computer Architecture: Memory (Internal & External); Processors; Busses; Operating systems; Servers and Clients
Networks: Links: Local networks, Wide area networks, Internet, Ethernet, IP, TCP, UDP, (streaming protocols), DNS, security, bandwidth, capacity
Media Servers: Installation, configuration, content, bandwidth, capacity, connectivity

Learning Activities

A series of Lectures and Lab sessions

Notes

This module introduces students to the principles and practice associated with streaming of multimedia content in a networking environment