Liverpool John Moores University

Title:	Media Servers and Network Streaming
Status:	Definitive
Code:	**6116ENG** (117034)
Version Start Date:	01-08-2018
Owning School/Faculty:	Electronics and Electrical Engineering
Teaching School/Faculty:	Electronics and Electrical Engineering

Team	Leader
Ronan McMahon	Y
Paul Otterson	

Academic Level:	FHEQ6	**Credit Value:**	24	**Total Delivered Hours:**	72
Total Learning Hours:	240	**Private Study:**	168		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	24
Practical	48

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Technology	Laboratory		40	
Report	Report		30	
Test	Test		30	

Aims

To develop an understanding and ability to implement, operate and manage media streaming operations.

Learning Outcomes

After completing the module the student should be able to:

1 Discuss the operation of computers, networks, and multimedia software
2 Apply the principles involved in specifying a multimedia distribution environment
3 Implement streaming of media sources in a networking environment

Learning Outcomes of Assessments

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

Lab followed by a lab test	3
Report	1
Class Tests	2

Outline Syllabus

Media: multimedia content –Encoders; file types; formats; playout and live sources
Computer Architecture: Memory; Processors; Busses; I/O; Operating systems

Networks: Links and nodes: Local networks, Internet and Intranets, IP, Streaming Protocols, DNS, security, bandwidth, capacity
Media Distribution Software: Installation, configuration, content, bandwidth, capacity, connectivity

Learning Activities

A series of lectures and laboratory sessions

Notes

This module introduces students to the principles of operation of various technologies which support media streaming. These include computers, networks, and multimedia delivery software.