

Devices, Apps and Streaming

Module Information

2022.01, Approved

Summary Information

Module Code	6201AMP
Formal Module Title	Devices, Apps and Streaming
Owning School	Engineering
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 6
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery	
Engineering	

Learning Methods

Learning Method Type	Hours
Lecture	11
Practical	33

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-CTY	CTY	September	12 Weeks

Aims and Outcomes

Aims	To introduce techniques used to distribute multimedia information.
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Develop analogue and digital devices, to interface with mobile Apps using wired and wireless technologies.
MLO2	2	Integrate Apps with streaming technologies.
MLO3	3	Analyse a multimedia networking environment.
MLO4	4	Configure streaming services.

Module Content

Outline Syllabus	IDE and sensors, e.g. for use with ArduinoMicrocontroller coding, such as for ArduinoIntroduction to Apps, such as Android (Google) Apps, Apple Apps, Windows AppsApplication Programme Interfacing, e.g. Google API and Google DriveApps coding, e.g. for AndroidBluetooth and WIFI device interfacingNetwork structures and environmentQuality of ServiceEthernet, WLAN, IP, TCP, UDP, DNS, Addressing, SecurityLocal versus Cloud based streaming servicesAnalogue, Digital, CodecsNetwork and storage capacityService configuration.	
Module Overview		
Additional Information	Introduces Interfacing and Networking in a Multimedia Environment.	

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Report	Report	30	0	MLO3
Practice	Implementation	70	0	MLO1, MLO2, MLO3, MLO4

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Ronan McMahon	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings