

Summary Information

Module Code	6301AMP
Formal Module Title	Streaming, Apps and Networking
Owning School	Engineering
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 6
Grading Schema	40

Module Contacts

Module Leader

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

Module Team Member

Contact Name	Applies to all offerings	Offerings
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Partner Module Team

Contact Name	Applies to all offerings	Offerings
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Teaching Responsibility

LJMU Schools involved in Delivery
Engineering

Learning Methods

Learning Method Type	Hours
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Lecture	11
Practical	22
Tutorial	11

Module Offering(s)

Offering Code	Location	Start Month	Duration
SEP-CTY	CTY	September	12 Weeks

Aims and Outcomes

Aims	The aim of the module is to allow students develop their skills in the areas of streaming, app development and coding
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Learning Outcomes

After completing the module the student should be able to:

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

Module Content

Outline Syllabus
Streaming and Networking Theory Network structures and environment Quality of Service Ethernet, WLAN, IP, TCP, UDP, DNS, Addressing, Security Local versus Cloud based streaming services Analogue, Digital, Codecs Network and storage capacity Service configuration. Streaming practice (e.g.OBS) Examination of options and parameters Connection to internal and external media Layout (static, dynamic, audio, video) Configuration of internal and external options Coding development (e.g. AppInventor) Introduction to coding environment Breakdown of coding options into functional areas Connection to interfaces

Module Overview
In this module students will develop their skills in the areas of streaming and app development with with a basic introduction to coding covered.

Additional Information

The module introduces the students to concepts behind networking and streaming. It also introduces students to basic coding skills. This module aligns to the following UN Sustainable Development Goals: 4 Quality Education 5 Gender Equality 8 Decent Work and Economic Growth 10 Reduced Inequalities

Assessments

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