ABSTRACT

During the current quarantine period that occurred due to the COVID-19 pandemic, everyone must carry out their activities before so that the economy can run. Social distancing and wearing masks is to break the chain of the spread of COVID-19. The most important thing is to stay at home but still do activities as before by using online video conferences.

In the past few months, video conferencing has become very popular due to the pandemic situation. In addition, working from home becomes the new normal for many employees. Thus, the use of video conferencing is higher and more intensive. There are plenty of video conferencing platforms that many people are using, such as Google Meet, Zoom, Big Blue Button, GoToMeeting, Cisco Webex, and Join.me. A large number of online video conferencing users from large companies to high-intensity students, most of the online video conferencing mentioned above are competing for this market by improving and pursuing technologies and features related to the desired market share, features such as audio and video quality, security, and all the resources in a video-conferencing application.

The data is captured from traffic when the online video conferencing software is running. This Thesis means creating an efficient effort to reduce how to using video conferences based on QoS Parameter, utility bandwidth, and resource for the online video conference software. The test scenario lasts 5 minutes per session with five conditions measured on the traffic shaper, namely Normal conditions, 100Kbps limit, 50Kbps limit, 20% drop, and 50% drop. This data will be a reference for comparing clients to be smart in choosing online video conferencing according to their power, needs, and comparison with TIPHON Standard.

The measurement results show that Cisco Webex is more friendly to computers with low specifications, and Google Meet, according to the TIPHON Standard, gets the highest index than other online video meeting software tested.

Keywords: Video Conference, Internet, Connection, Bandwidth