

ABSTRAK

Streaming merupakan teknologi yang mampu mengompresi atau menyusutkan ukuran file audio dan video agar mudah di transfer melalui jaringan internet atau intranet. Pentransferan file audio dan video tersebut dilakukan secara mengalir terus-menerus. Dari sudut pandang prosesnya, *streaming* berarti teknologi pengiriman file dari server ke klien melalui jaringan *packet-based* semisal internet. File tersebut berupa serangkaian paket yang diberi sampel waktu yang disebut stream.

Sedangkan dari sudut pandang pengguna, streaming adalah teknologi yang memungkinkan suatu file dapat segera dijalankan tanpa harus menunggu selesai didownload dan terus "mengalir" tanpa ada intrupsi Streaming juga disebut streaming media. Teknologi ini merupakan pengembangan dari teknologi MPEG ini merupakan pengembangan dari teknologi MPEG (Moving Picture Experts Group) yang diakui oleh ISO (International Standard Organization)

Kata Kunci : Streaming, Video, Streaming Media

ABSTRACT

Streaming is a technology that is capable of dynamically compressing or menyusutkan audio and video file size for easy transfer over the internet or intranet networks. Transferring audio and video files is done in a continuous flow. From the process point of view, streaming technology means delivering files from the server to the client over the network is packet-based, such as the internet. The File consists of a series of packages that were given a sample of time called streams.

While from a user standpoint, streaming is a technology that allows a file to be executed immediately without having to wait for the complete downloadable and hold "oozing" without any intrupsi, streaming is also called streaming media. This technology is the development of MPEG technology is the development of technology in the MPEG (Moving Picture Experts Group) recognized by the ISO (International Standard Organization)

Key word : Streaming, Video, Streaming Media