

ABSTRACT

In the world of cryptography, digital contents can be defined as a form of message. Digital video and audio contents has became object of piracy for certain parties who willing to make the paid contents to be free. Many record companies or production houses suffer significant loss from their pirated contents done by irresponsible people.

Cryptography itself defined as knowledge or art of securing a data and messages. Through cryptography, we can encrypt digital content when the server start to send message, then it will be decrypted as soon as it reached the client. This system has been done to avoid people to see the information of message.

Digital Right Management or DRM is one of effort to stop the piracy. DRM has role to give choices to control the use of copyright of certain digital content. If the DRM has combined with cryptography principals, piracy would be much harder to be done.

In this final assignment, DRM would be implemented as combination for cryptography toward digital content which functioned as security system within the distribution process of the digital content itself. DRM in this assignment will be used for secure the streaming digital contents. Evaluation parameter of the implementation result would be bandwidth usage and error rate.

Serial key and authentication key were made to build DRM system. Both of these key have ability to a server for knowing the type of client which is using the facilities from server. Facilities for clients will different for each type of client.

Keywords:

Cryptography, Digital Rights Management, Media Streaming