

ABSTRACT

Mobile ad hoc network (MANET) is an ad hoc network from nodes who each nodes in this network could work as routers which are responsible to search and handle routes needed in the network. MANET can be developed quickly in least infrastructure area such as disaster or war area. Media application such as video streaming is widely used and really functional. But, video streaming needs enough bandwidth and minimum delay to work properly, while MANET network has limited bandwidth and delay. To overcome this problem, video compression and routing protocol are needed.

In this Final Assignment, trials have been done to see how user addition and network load influence video streaming application performance on MANET. For user addition, trials have done with 2, 3 and 4 user. And for network load, trials used 500 kbps, 1000 kbps and without background traffick.

Based on user addition, we got worst performance in 4 users scenario, with 1.109 ms delay, 0.936% packet loss and 7.3549 ms jitter. Whereas based on network load, worst performance was found in 1000 kbps background traffic scenario, with 1.045 s delay, 1.9% packet loss and 11 ms jitter.

Keywords : MANET, OLSR, *Video Streaming*, H264