
#### Abstract

WiMAX experience is one of many developments of WiMAX IEEE 802.16e was developed for mobile users are expected to provide solutions to the needs of broadband wireless access with high speed, large capacity and wide coverage area and to the need for wireless communications is increasing. Video Streaming is a service-based multimedia data (audio and video) are transmitted via wireline or wireless devices that can move. The basic idea of streaming video is divided into several parts of the video packets, transmitting the data packet, then the recipient (receiver) can play a snippet mendecode and video packets without waiting for the whole file is sent to the recipient's machine.

In this research, simulation and performance analysis of mobile wimax network (IEEE 802.16e) to changes in user speed ( $0 \mathrm{~km} / \mathrm{h}, 3 \mathrm{~km} / \mathrm{h}, 30 \mathrm{~km} / \mathrm{h}, 60 \mathrm{~km} / \mathrm{h}, 120 \mathrm{~km} / \mathrm{h}$, $130 \mathrm{~km} / \mathrm{h}, 140 \mathrm{~km} / \mathrm{h}$ and $150 \mathrm{~km} / \mathrm{h}$ ) in accessing the streaming video service with network modeling using the software simulator is NS-2 (Network Simulator 2). Assessment of network performance using the parameters of Quality of Service (QoS) such as throughput, one way delay, jitter and packet loss.

The simulation results obtained, the value of one way delay for the user to $0 \mathrm{~km} / \mathrm{hour}$ speed of $1.061 \mathrm{~ms}, 2.146 \mathrm{~ms}$ for $3 \mathrm{~km} / \mathrm{hour}, 30 \mathrm{~km} / \mathrm{hour}$ of $6.003 \mathrm{~ms}, 60 \mathrm{~km} / \mathrm{hour}$ for 7.0016 ms , $120 \mathrm{~km} / \mathrm{h}$ at 7.788 ms , $130 \mathrm{~km} /$ hour of $8.895 \mathrm{~ms}, 140 \mathrm{~km} /$ hour for 10.125 ms and $150 \mathrm{~km} /$ hour for 10.564 ms .Packet loss value for each speed change is $0 \mathrm{~km} / \mathrm{hour}$ at $0 \%, 3 \mathrm{~km} / \mathrm{hour}$ of $0243 \%$, amounting to $0334 \% 30 \mathrm{~km} / \mathrm{hour}, 60 \mathrm{~km} /$ hour amounted to $70504 \%, 120 \mathrm{~km} / \mathrm{h}$ at $0714 \%, 130 \mathrm{~km} /$ houramounted to $0885 \%$, amounting to $1098 \%$ and $140 \mathrm{~km} /$ hour $150 \mathrm{~km} /$ hour of $1266 \%$. Also obtained from the simulation of jitter for $0 \mathrm{~km} / \mathrm{hour} 0.013129 \mathrm{~ms}, 3 \mathrm{~km} / \mathrm{hour}$ for $0.0136586 \mathrm{~ms}, 30 \mathrm{~km} / \mathrm{hour}$ of $0.0138137 \mathrm{~ms}, 60 \mathrm{~km} / \mathrm{hour}$ of $0.014 \mathrm{~ms}, 120 \mathrm{~km} / \mathrm{h}$ for $0.0151 \mathrm{~ms}, 130 \mathrm{~km} /$ hour for $0.0152 \mathrm{~ms}, 140 \mathrm{~km} / \mathrm{h}$ for 0.0154 ms and $150 \mathrm{~km} / \mathrm{hour}$ for 0.0155 ms . Throughput value of each user with the speed of $164.405 \mathrm{kbps} 0 \mathrm{~km} / \mathrm{hour}, 3 \mathrm{~km} /$ hour for 149.4535 kbps , $30 \mathrm{~km} / \mathrm{hour}$ for 109.707 kbps , $60 \mathrm{~km} /$ hour for $82.205 \mathrm{kbps}, 120 \mathrm{~km} / \mathrm{h}$ for $46.9715 \mathrm{kbps}, 130 \mathrm{~km} / \mathrm{hour}$ amounted to $45427 \mathrm{kbps}, 140 \mathrm{~km} / \mathrm{hour}$ for 42.9875 kbps and $150 \mathrm{~km} /$ hour for 41.1185 kbps .


Keyword: WiMAX, video streaming, one way delay, jitter, throughput, and packet loss

