

## **ABSTRACT**

Streaming is a technology that able a file to be play without being completely downloaded first and it's continually without interrupt. So, video streaming can be defined as video that playing continually, without downloading all file to be look and enjoyable. Bluetooth is the method of communication between devices that use short-range radio signal with range can achieve until 100 meters, and maximum bandwidth is 1 Mbps. Because of that and also free charge, writer developed an application video streaming over bluetooth technology.

At this final project was developed two application based of Java programming, there is J2SE that behavior as server application and J2ME that behavior as client application that is a mobile application which play video streaming over Bluetooth. IDE that used to develop both of system is Netbeans 4.1. Afterwards, it was analized performance of system, and it was result that streaming setting which effective for this video streaming application is used ChunkSize 7 Kbyte and PacketSize 1000 byte. ChunkSize is packet size that is partition from the original video, and PacketSize is data that is transmitted from server side to client side.

Keyword: video streaming, bluetooth, handset, J2ME