

Abstract

In this Final Assignment, steganography technique used in video streaming is by combining DCT transformation and bit embedding processing. Steganography in video streaming process need fast computation so then it doesn't disturb video streaming performance. Protocol used is UDP which is unreliable so it need mechanism to increase data validity and probability of accepting data. From the result of the test, steganography in video streaming using DCT transformation affected video streaming performance. Besides, by reembedding same offset data as many as NTRY parameter given by user and reembedding data from start offset are proven can increase data extraction validity.

Keywords: steganography, DCT, video streaming, bit embedding processing, UDP