

Streaming Media in education

Online video's

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Progressive Download



Streaming



Source: cit.nus.edu.sg/IDEAS/archives/000030.html

Streaming Media



“Streaming media is multimedia that is continuously received by, and normally displayed to, the end-user whilst it is being delivered by the provider. The name refers to the delivery method of the medium rather than to the medium itself...”

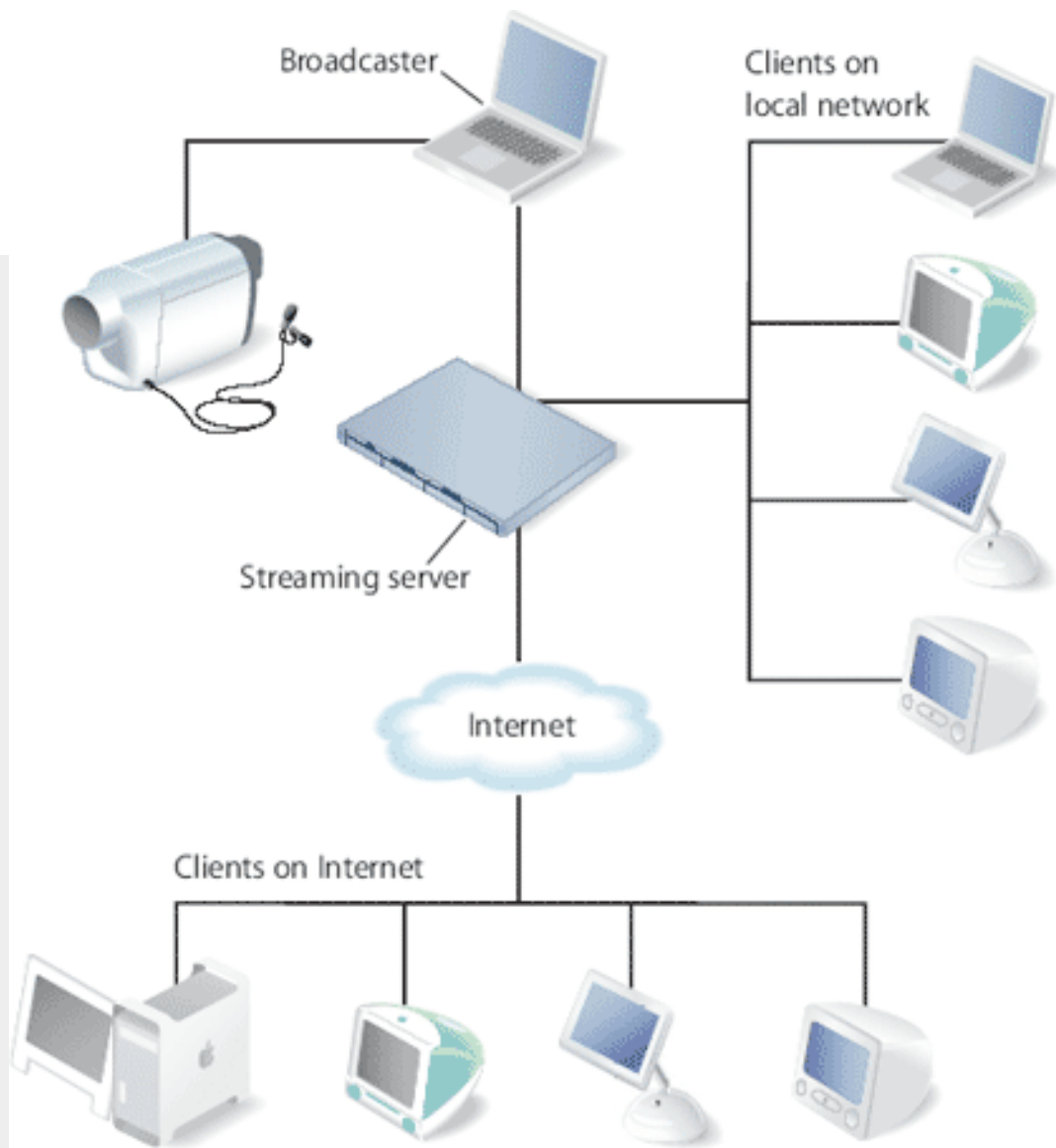
Source: www.wikipedia.org

The streaming process



- User connects to the Internet
- User requests media file
- Streaming Server prepares for transmission
- Streaming Server sends first fragments of the media
- Streaming Client saves first incoming fragments in a 'buffer memory'
- Buffer waits until a certain number of fragments have reached the client.
- Streaming client starts playing while server keeps sending new fragments

Source: www.wikipedia.org



Source: http://images.apple.com/au/quicktime/tutorials/images/screenshot_dellivestream.gif

Benefits of streaming

- No waiting time
- No disk space needed
- No editing possible, video in 1 place
- Tracking possible
- Random access
- Location independent
- Integration in webpage and synchronisation with other supporting materials

Challenges of streaming

- Internet access needed
- No quality guarantee

Educational use

- Ex-cathedra courses, talking heads of presentations
- Students make their own video's
- Professional image archives
- Language lessons
- Laboratory experiments
- Documentaries



Thank you for your attention!



Source: www.deskshare.com/Resources/articles/rss.aspx