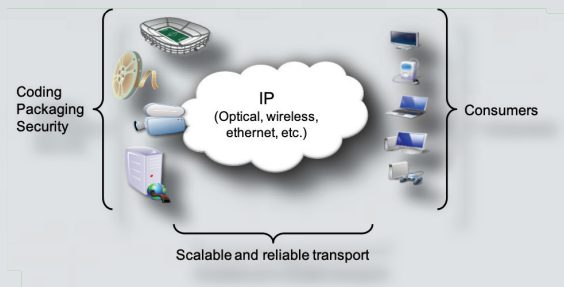


NETWORKED MULTIMEDIA SYSTEMS

623.715 - Selected Topics in Multimedia Communication
April 2019

This course introduces different types of applications that enhance the world of multimedia and the Web, and the systems and data structures that are used by them. We will cover the best practices in network and operating system support for media transport, and the state-of-the-art in current deployments.



Topics to cover:

- Scheduling, rate control, traffic shaping, adaptive playout, quality of service
- IP video transport, IPTV architectures, devices, protocols and user experience
- HTTP adaptive streaming and workflows
- HTML5 video and media extensions
- Multi-screen and hybrid delivery
- Adaptive delivery of omnidirectional/360° video



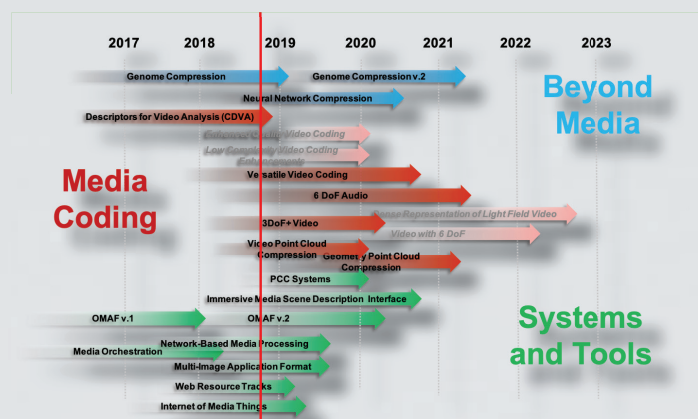
Ass.-Prof. Ali C. Beğen
Assistant Professor
Ozyegin University, Istanbul

<https://www.ozyegin.edu.tr/en/faculty/alibegen>

The objective of this course is to introduce the students to multimedia systems, data, protocols and applications, and enable them to gain hands-on experience with design and development techniques.

LEARNING OUTCOME:

- Define terminology and concepts in multimedia applications, data and systems
- Demonstrate skills for basic network programming and application design
- Demonstrate factors involved in multimedia systems performance, integration and evaluation
- Recognize multimedia standards and the impact on the economy
- Explain challenges in multimedia research



SCHEDULE: Block course from April 1-12, 2019

LOGIN @ aau.at for detailed information and registration!