EVALUATING THE WEB CONFERENCE PROTOTYPE AT FTM BUILDING

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ABSTRAK

Konferen berasaskan web merupakan satu aplikasi multimedia yang membenarkan satu kumpulan rakan sekerja mengadakan pertemuan secara 'online' walaupun mereka terpisah jauh dari lokasi tempat kerja. Menggunakan web konferen membenarkan mereka berinteraksi secara lisan, teks atau teks sembang yang membolehkan mereka berkongsi maklumat samada untuk tujuan perniagaan, pendidikan mahu pun untuk tujuan peribadi. Walaubagaimanapun, penggunaan teknologi web konferen masih lagi kurang dalam konteks Malaysia. Oleh itu, projek ini memfokuskan dalam pembangunan satu aplikasi web konferen yang membenarkan pengguna berkomunikasi sesama mereka menerusi rangkaian. Projek ini juga mengukur penggunaan jalur lebar untuk menilai prestasi applikasi ini di dalam rangkaian memandangkan kebanyakan aplikasi yang dibina tidak diberi penekanan terhadap proses pemantauan.

Hasil dari kajian ini menunjukkan bahawa aplikasi web konferen ini berupaya untuk mengatasi masalah konferen secara tradisional dan ia juga menyediakan satu sistem aplikasi multimedia yang berkualiti tinggi. Prestasi aplikasi ini juga memberi petunjuk yang positif dalam penggunaan jalur lebar ia melibatkan 'Quality of Service' yang tinggi.

ABSTRACT

Web Conferencing is a multimedia application which allows a group of people to meet online and allow collaboration between dispersed teams. Using web conferencing, groups are able to see, hear, text chat, present and share information in a collaborative manner. This application is widely used in business and education environment as well as for personal communication. However, in Malaysia context, there still lack of web conference application developed. Therefore, the purpose of this project is to develop web conference prototype that allows user communicate among themselves via the network. Then, this project attempts to measure the bandwidth usage in order to analyze its performance on the network since there is lack of monitoring process done after completion of an application.

Hence, the results shows that the web conference application intends to overcome the traditional meeting and provide high quality of multimedia application system. The application performance in terms of bandwidth usage show positive indicative for further enhancement of the project as it involves high quality of QoS.

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CHAPTER 1

INTRODUCTION

1.1 Background of Study

Traditionally, people need to meet each other in order to communicate and share information among them. In this regard, they have to set for the specific of time and place. As the world emerged, telephone is used by people to communicate with each other. This can reduce time as well as save cost.

In this information era, high technology of telecommunication tools is provided such as internet. Through the internet, people can access information as well as sharing idea. With this technology, a web conference application is introduced to allow people communicating with other person via the net or intranet.

A web conference or video conference is a live connection between people in difference location for purpose of communication, usually involving audio, text, and video. It provides transmission of static images and text

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