

IVE – VIDEO STREAMING WEB APPLICATION PLATFORM

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ABSTRACT

To provide a video streaming platform which is an alternative to YouTube ,with high quality content which is the need of the hour .Ive is a video hosting platform that aims to become a real alternative to legacy video platforms such as YouTube. Unique features, reasonable rules, and a sleek and easy to use Ui. Ive has many exciting features such as live streaming and no compression video playback soon. Creators on Ive can monetize their content through subscription revenue and will have access to several other monetization features in the near future.

Keywords: Web Application, Video Streaming, Ive, Youtube.

I. INTRODUCTION

The Ive helps creators to take refuge from those harsh strikes with a better management of content. We Will be making A web app for Ive. Video streaming platform have spurted in magnitude and popularity since 4G and the time when people have access to fast and cheap internet connection in almost all the places. In this digital era with the help of digital platform the total cost to create content have been just the well above the ground, content creator of every category have desire to earn some extra and we have the proper thought in that direction too. The application will help content creators in india to increase their reach . This Video Streaming Application will be consisting of main modules listed below:

- 1 To aware people about the Content creators
- 2 To able to stream video in full quality without/with compression
- 3 Viewers Contribution

II. METHODOLOGY

We researched all online video streaming platforms and technology they use to achieve high quality and service after all the research .We will use for front end first we will be using Vue for front end because,

- 1) Simplicity
- 2) Integration 3) User-Friendly
- 4) Customization
- 5) Few Restriction
- 6) Good-documentation

For backend we will be running a Node server because of -

- Better efficiency and overall developer productivity
- Code sharing and reuse, speed and performance
- Easy knowledge sharing within a team

After all brainstorming we agreed to follow Youtube, UI and UX , with not the same but few tweaks here and there. We will be using Heroku for deployment and github for vesion control.

III. MODELING AND ANALYSIS

The waterfall model is a sequential design process, often used in software development processes, in which progress is seen as flowing steadily downwards (like a waterfall) through the phases of Conception, Initiation, Analysis, Design, Construction, Testing and Maintenance.

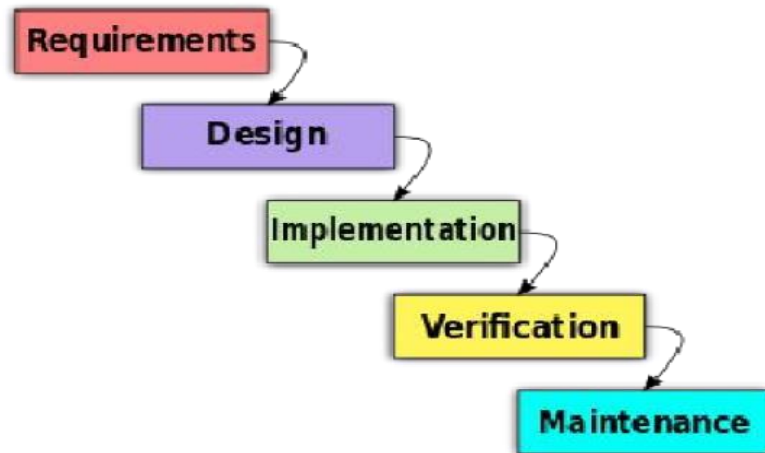


Fig 3.1: Flowchart

1. It allows for departmentalization and control.
2. It can be set with deadlines for each stage of development.
3. All the requirements are documented beforehand.
4. The waterfall model progresses through easily and explainable phases and thus it is easy to use.
5. It is easy to manage due to the rigidity of the model – each phase has specific deliverables and a review process.
6. In this model, phases are processed and completed one at a time and they do not overlap.

Feasibility Study

This is an evaluation and analysis of the potential of the proposed project which is based on extensive investigation and research to support the process of decision making. It assesses the operational technical and economic merits of the proposed project.

1. Technical Feasibility

This assessment is focused on gaining an understanding of the present technical resources of the organization and their applicability to the expected needs of the proposed system. It is an evaluation of the hardware and software and how it meets the needs of the proposed system.

2. Economic Feasibility

This assessment aims to determine the positive economic benefits to the organization that the proposed system will provide. It typically involves a cost/ benefits analysis and it's the most frequently used method for evaluating the effectiveness of a new proposed system.

3. Schedule Feasibility

It is the measure of how reasonable the project time table is or the deadline is reasonable or not. During the lack of time or the time become mandatory, we must finish the project with in a given time period. It mainly addresses : Can the project really be completed in the given period of time.

IV. LITERATURE SURVEY

- 1- How Youtube Developed Into a User Developed Content Platform : By Margaret Holland (Cinema and Television Hearts, Elon University) - In this paper they discuss how youtube developed into a successful platform , Since its development, YouTube, the world's third most popular online destination, has transformed from a video-sharing site into a job opportunity for content creators in both new and mainstream media. Concepts we referred - Various secured payment method, Authenticity of creators, Pay Scale difference for Creators.
- 2- Litearature Review On Video Streaming (By Prof DhanyaAnanthraman, Adhiyamaan College Of Engineering) Using the cloud, user can stream any video from any video provider service to social network services. User, whereas streaming some kind of video in wireless network over the web, traffic can occur in this streaming.In this paper, I surveyed some completely different video streaming concept and technique to

enhance quality. Concepts we referred -Quality enhancement of Videos, Different Streaming Techniques, Managing Internet traffic.

3- Analysis Of Youtube Of Videos - By Vikranth , BM Asst. Professor, Dept. of CSE BMS College of Engineering - YouTube is becoming a major resource for sharing and consuming video content. It is gaining immense popularity and support from viewer community due to its comprehensive repository of videos. Also, it supports diversity by having different facets such as modals, languages, domains and cultures. Concepts we referred -Billings,Clickbait Strategy, Growing of a Channel.

V. RESULTS AND DISCUSSION

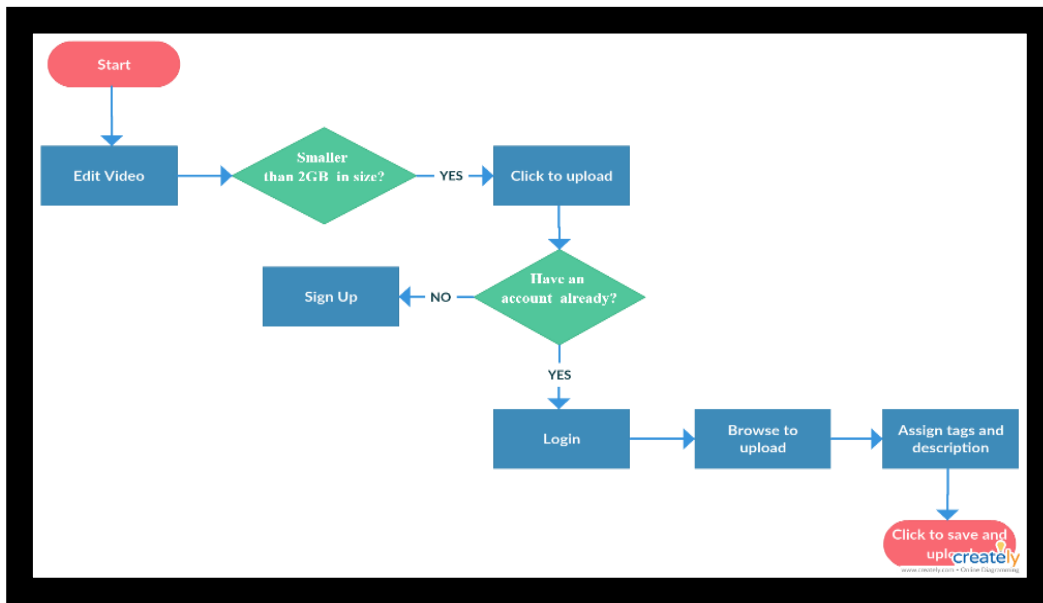


Figure 4.1

Here is the flow of our app:

Admin :

-
-
-

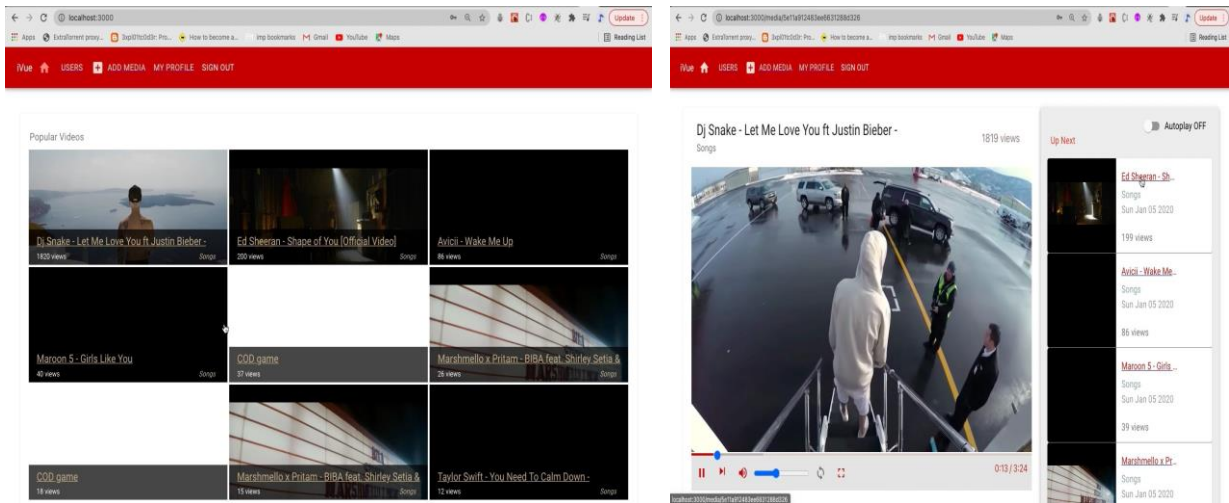
- Managing the UI interface
- Managing the payments
- Managing the user

2. Users :

-
-
-
-

- Uploading videos
- Make payment
- Subscribe/Unsubscribe
- Browsing
- Posting comments and etc

Screenshots Of the User Interface



VI. CONCLUSION

The digitization of the video industry and a massive influx of online video channels open up a new market scope for video streaming. Moreover, advanced software and technological marvel embedded in video streaming service are creating a greater scope for enterprises to exploit the market conditions . We aim To provide a platform for Video Steaming purposes to manage ,up load and grow the respective content creators channel. One of the cons with YouTube advertising, unfortunately, is that the follow content (suggested videos) can sometimes be off-topic. Thus these features will not be hindering the user experience in our platform .We also aim to provide a Feasible subscription model for user and also our content creators so that both parties get the best out of the service. These Cons of Youtube Will become our main Features for our video streaming platform and hope to launch it on IOS and android too soon.

VII. REFERENCES

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- [2] An analysis of user behavior in online video streaming – Paper by Yi Cui (Vanderbilt University)
- [3] Build I Ve: A Youtube alternative with VueJS, Webpack and Flexbox.
- [4] Waterfall Model by Author Lakshay Sharma, Full Stack Test Automation Engineer.
- [5] How to Build a Video Streaming Website, Service, or Platform like Netflix, Amazon, or Hulu
- [6] (www.codeitburon.com).