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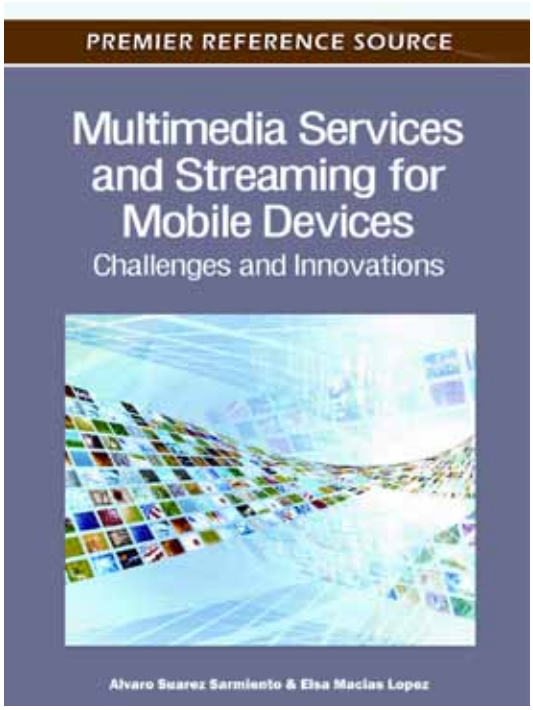
Multimedia Services and Streaming for Mobile Devices: Challenges and Innovations



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Multimedia services facilitate the real-time processing and communication of images, audio, and text. The convergence of computer communication and telecommunication has redefined current multimedia services, encouraging the creation of multimedia interfaces for videoconferencing, VoIP, instant messaging, and gaming.

Multimedia Services and Streaming for Mobile Devices: Challenges and Innovations provides tutorials, surveys, case descriptions, and original contributions that address current research findings and business success cases in multimedia services and streaming for mobile devices. This publication is useful to researchers, developers, engineers, and innovators working in multimedia services or mobile devices, as well as academics, industry professionals, and researchers who aspire to learn about recent progress and future trends in the field.

Topics Covered:

- Adaptive and Customizable Streaming
- Commercial Media Delivery Platforms
- Compressing and Streaming Real-Time Video
- Media Resource Adaptation
- Mobile Lecture Streaming
- Mobile WiMAX
- Multimedia Streaming in Wireless Networks
- P2P Video Streaming
- QoS of Video Transmissions

Market: This premier publication is essential for all academic and research library reference collections. It is a crucial tool for academicians, researchers, and practitioners and is ideal for classroom use.

Alvaro Suarez Sarmiento is a Full Professor of Telecommunications at the University of Las Palmas de Gran, Canaria, Spain. He is a Member of the Experts Commission of research of the University of Las Palmas de Gran Canaria from 1999-2002. In 1990, he started working in systolic computing in the Technical University of Catalonia. Then, he turned his attention to network computing and heterogeneous computing in 1994 when he returned to the University of Las Palmas de Gran Canaria where he founded the Concurrency and Architecture Group (GAC). His research interests are in parallel and heterogeneous distributed computing, infrastructure wireless networks for collaborative computing, and collaborative frameworks. His current research efforts have focused on the management of wireless channel disconnections to prevent abrupt endings of applications. Professor Suarez teaches telecommunications at the beginning, advanced, and graduate levels. He advises graduate thesis in the area of wireless communications and parallel and heterogeneous distributed computing. He also gives lectures at European universities. The Multimedia and Ubiquitous Wireless Access Networks and Services conference was lectured at University Ca' Foscari di Venezia (May 2005).

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