

**COURSE DATA****DATA SUBJECT****Code:** 34858**Name:** Multimedia networks**Cycle:** Undergraduate Studies**ECTS Credits:** 6**Academic year:** 2025-26**STUDY (S)**

Degree	Center	Acad. year	Period
1407 - Degree in Multimedia Engineering	Escola Tècnica Superior d'Enginyeria	3	Second quarter

SUBJECT-MATTER

Degree	Subject-matter	Character
1407 - Degree in Multimedia Engineering	Redes Multimedia	COMPULSORY

COORDINATION

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SUMMARY

The Multimedia Network subject is framed within a subject group of telematic networks, closely related, divided into two classes. This course is part of the basic knowledge acquired in the second course in Fundamentals of Computer Networks, deepening technologies and advanced network protocols and related multimedia applications.

Fundamentals of Computer Networks with Multimedia Networks form a field of 12 credits with the name of Multimedia Networks.

The course is designed using a methodology adapted to the new European Higher Education Area (EHEA), and intends to focus on student learning. Matter, and in particular subjects, are designed with a joint plan focused on the methodology of Problem Based Learning (PBL). These methods improves student involvement and support its assessment on an ongoing basis, reinforcing and complementing the knowledge acquired in lectures.

Multimedia networking is based on the expansion of knowledge acquired by the student networks. To do this, we study new technologies through network applications that use them as VoIP, MPLS or Multicast. To improve the assimilation of the theoretical concepts shall be proposed problems and labs in which they must apply the theory and technology in the theoretical views.



The main overall objectives of the course are:

- ¿ Acquire basic knowledge of advanced networking and related protocols in order to understand the network applications that use them.
- ¿ Acquire the knowledge to carry out a project that requires the assimilation of theoretical content and the deployment of a multimedia network taking into account technical and economic factors.
- ¿ Develop collaborative, group work and leadership, to carry out a project-oriented work.

PREVIOUS KNOWLEDGE

RELATIONSHIP TO OTHER SUBJECTS OF THE SAME DEGREE

There are no specified enrollment restrictions with other subjects of the curriculum.

OTHER REQUIREMENTS

It is recommended to have completed the following subjects / courses:

- computing
- programming
- Fundamentals of Computer Networks

The latter being more related to the subject Multimedia Networks

COMPETENCES / LEARNING OUTCOMES

1407 - Degree in Multimedia Engineering

B5- Know the structure, organisation, operation and interconnection of computer systems, the fundamentals of their programming and their application to solve engineering problems.

I6 - Know and apply the features, functionalities and structure of distributed systems, computer networks and Internet and be able to design and implement applications based on them.

MM10 - Be able to analyse and integrate software components to develop multimedia applications.

MM15 - Be able to respond professionally to the requirements at each step of a multimedia production process: show skills for preparing and understanding scripts and communication, graphic design for communication, management of streaming technology, web design and production and post-production processes.

MM24 - Be able to design, develop, evaluate and ensure the accessibility, ergonomics, usability and security of multimedia systems, services and applications and of the information that these manage.

MM3 - Be able to implement methodologies, technologies, processes and tools for the professional development of multimedia products in a real context of use by applying the appropriate solutions for each environment.

MM6 - Conceive, design, and implement projects related to multimedia products by using engineering methodologies, applying the principles of human resources management and applying economic principles.



DESCRIPTION OF CONTENTS

1. Data transport protocols

Data transport protocols

- Generalities of the transport protocols
- Congestion control
- Socket concept

TCP Transmission Control Protocol

UDP User Datagram Protocol

2. Application layer protocols

e-mail. SMTP. Protocols POP3 and IMAP. MIME format.

DNS. Domain Name System.

Otras aplicaciones: SNMP, FTP, Telnet, SSH, HTTP

3. Multicast

Multicast:

Overview

Address Resolution

IGMP

Multicast Routing. PIM

4. Multimedia Networks

Characterization and multimedia traffic requirements. Digitizing audio and video.

RTP and RTCP protocols

WebRTC, DASH and QUIC.

QoS.

Videoconferencing.

Telephony. Voice over IP.

SIP Protocol.

MPLS.

Residential access networks:



5. Residential access networks

Residential access networks:

Overview.

CATV networks.

xDSL.

Satellite

Wireless Networks

6. Informatics security

Security in computer networks

- Cryptography, hashes, digital certificate, digital signature and applications.
- Host hardening (server) and perimetral security (firewalls)

7. IMS

IMS:

IP Multimedia

WORKLOAD

PRESENCIAL ACTIVITIES

Activity	Hours
Theory	30,00
Laboratory	20,00
Classroom practices	10,00
Total hours	60,00

NON PRESENCIAL ACTIVITIES

Activity	Hours
Attendance at other activities	0,00
Individual or group project	0,00
Independent study and work	25,00
Preparation of lessons	40,00
Preparation for assessment activities	25,00
Resolution of case studies	0,00
Total hours	90,00

TEACHING METHODOLOGY

Activities are to be conducted in accordance with the following distribution:



40% of the hours of ECTS credits (1 credit is 25 hours) will go to the following classroom activities:

• **Theory:**

In the theoretical issues will be developed to provide a global and inclusive, analyzing in detail the key issues and more complex, promoting at all times, participation / student.

• **Practical activities:**

Complement the theoretical activities in order to apply the basic concepts and extend them with knowledge and experience they acquire during the course of the work proposed. They include the following types of classroom activities:

• **Classes of problems and issues in the classroom:**

- discussion sessions and problem solving exercises and previously worked by students
- Lab
- Oral Presentations
- Scheduled Tutorials (individual or group)

• **Evaluation:**

Individual classroom teacher attended.

60% of the hours of the ECTS (25 ECTS hours) is devoted to the following activities to be considered:

• **Work in small groups or independent**

Realisation, by small groups of students from independent jobs or tasks related to issues, problems outside the classroom.

• **Individual's activities**

Realization (outside the classroom) of monographs, literature search conducted, issues and problems, and readings and class preparation and exams (study). This task is done individually and tries to promote self-employment.

It will use the platform of e-learning (virtual classroom) from the University of Valencia in support of



communication with students. Through it you will have access to learning materials used in class as well as solve problems and exercises.

EVALUATION

The evaluation of the subject will be carried out by means of:

- Continuous evaluation, based on participation and degree of involvement in the teaching-learning process, taking into account the regular attendance at the planned activities of theory, problems and issues (CE). This part is not recoverable.
- Individual objective test, consisting of one or several exams, or knowledge tests (Examination).
- Evaluation of practical laboratory activities based on the achievement of objectives in the laboratory sessions, and the preparation of papers / reports. Occasionally oral presentations can be made (individually and / or in groups) to assess the ability to prepare documents and transmit knowledge (Lab).

Final grade = 20% EC + 45% Exam + 35% Lab

It will be necessary to obtain, at least 4 in Exam and a 5 in Lab to be able to mediate the note. If any of those notes does not reach the minimum the final grade will be 4 or less than 4.

Alternative evaluation:

Final grade = 10% EC + 55% Exam + 35% Lab

In this case, the concept Exam will only include the final exam (and not the note of the partial exams if any). The minimum of 4 is still applied in the Examination part.

Second call:

Only the alternative assessment will be applied and if in addition the student did not reach the 5th in Lab, a special Lab test will be done, which will replace the Lab grade. The minimum of 4 in the exam part is still applied.

In all previous cases, if the final exam grade is less than 4, this will be the final grade for the subject.

In any case, the evaluation will be in agreement with the *Reglament d'avaluació i qualificació de la Universitat de València per a títols de grau i de màster*, adopted in the Consell de Govern session on may 30th, 2017. (ACGUV 108/2017).



Copying or plagiarism of any activity that is part of the evaluation will result in the impossibility of passing the course, and the student will then be subject to the appropriate disciplinary procedures indicated in the ACTION PROTOCOL FOR FRAUDULENT PRACTICES AT THE UNIVERSITY OF VALENCIA ([ACGUV 123/2020](#)).

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REFERENCES

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