SCHOOL OF COMPUTING AND INFORMATION TECHNOLOGY

A MINI-PROJECT REPORT

ON

"Video Calling Platform"

Submitted in partial fulfilment of the requirements for the award of the

Degree

of

BACHELOR OF TECHNOLOGY

IN

COMPUTER SCIENCE AND INFORMATION TECHNOLOGY

Submitted by

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April 2024

REVA UNIVERSITY
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DECLARATION

We, **Aashrita Kolisetty (R21EJ061), L Charan Sai Reddy(R21EJ062), M Keshava Kalyan (R21EJ064), J Himasree (R21EJ0107)** students of B.Tech. CSIT, VI Semester, School of Computing and Information Technology, REVA University declare that the Mini-Project Report entitled **"Video Calling Platform"** done by us under the guidance of **Prof. Kasi Vishwanath**, **Associate Professor**, School of Computing and Information Technology, REVA University.

We are submitting the Mini-Project Report in partial fulfilment of the requirements for the award of the degree of Bachelor of Technology in COMPUTER SCIENCE AND INFORMATION TECHNOLOGY by the REVA University, Bengaluru during the academic year 2023-24.

We further declare that the Mini-Project or any part of it has not been submitted for the award of any other Degree of REVA University or any other University / Institution.

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CERTIFICATE

This is to be certified that the Mini-Project entitled “Video Calling Platform” carried out under my guidance for **Aashrita Kolisetty (R21EJ061), L Charan Sai Reddy(R21EJ062), M Keshava Kalyan (R21EJ064), J Himasree (R21EJ0107)** bonafide students of REVA University during the academic year 2023-24. The above-mentioned students are submitting the Mini-Project report in partial fulfilment for the award of Bachelor of Technology in Computer Science and Information Technology during the academic year 2022-23. The Mini-Project report has been approved as it satisfies the academic requirements with respect of the Mini-Project work prescribed for the said degree.

Signature with date **Signature with date**

Guide **Director**

Name of the Examiner **Signature with Date**

1.

ACKNOWLEDGEMENT

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Finally, we are thankful for the almighty, my parents, brothers, sisters, family members and friends for their moral support during our Mini-Project work.

.

TABLE OF CONTENTS

Abstract- In today's rapidly evolving digital landscape, effective communication stands as a cornerstone of connectivity, particularly when geographical distances pose a barrier to face-to-face interactions. The emergence of web-based technologies has ushered in a new era of connectivity, with video calling emerging as a pivotal tool in bridging these gaps. Recognizing the significance of seamless, real-time communication, this project endeavors to develop a user-friendly video calling website utilizing state-of-the-art web development techniques.

At the heart of this endeavor lies the aim to provide users with a platform that transcends physical boundaries, enabling individuals to engage in meaningful interactions irrespective of their locations. By harnessing the power of high-quality video and audio transmission, the proposed website seeks to facilitate immersive and engaging communication experiences.

Central to the functionality of the platform are several key features designed to enhance user experience and streamline communication processes. Foremost among these features is user authentication, ensuring secure access and safeguarding user privacy. By implementing robust authentication mechanisms, the platform instills confidence in users regarding the integrity and security of their interactions.

Additionally, the website will offer comprehensive contact management capabilities, allowing users to organize and manage their contacts with ease. Whether connecting with friends, family, colleagues, or clients, users will have the flexibility to seamlessly navigate their contact lists and initiate video calls effortlessly.

Furthermore, the importance of intuitive interface design cannot be overstated. The success of any digital platform hinges on its usability and accessibility. Therefore, meticulous attention will be devoted to crafting an interface that is both visually appealing and user-friendly. Clear navigation paths, intuitive controls, and responsive design elements will ensure a smooth and engaging user experience across devices and screen sizes.

In envisioning this video calling website, the overarching goal is to empower users with a tool that transcends the limitations of physical distance, fostering meaningful connections and facilitating collaboration on a global scale. By harnessing the latest advancements in web development and prioritizing user-centric design principles, the platform aspires to redefine the landscape of online communication, ushering in a new era of connectivity and collaboration.

1. INTRODUCTION

- Digital connectivity has transformed modern life, making seamless communication across distances essential.
- Video calling is now a cornerstone of personal and professional interactions.
- With the rise of web-based technologies, the convenience and accessibility of video calling have reached new heights.
- Developing a user-friendly and robust video calling website using cutting-edge web development techniques is a compelling endeavor.
- This project aims to deliver a solution that:
    - ✓ Facilitates real-time communication
    - ✓ Prioritizes user experience, security, and accessibility
    - ✓ Transcends geographical barriers and enables face-to-face conversations from the comfort of devices.

1.1 Overview or background and motivation

Our video calling platform is a cutting-edge web-based application designed to facilitate real-time communication through high-quality video and audio transmission. Built using modern web development techniques, the platform offers a user-friendly interface and robust features to ensure a seamless communication experience.

1.2 Problem Statement

In today's digitally interconnected world, video calling platforms play a crucial role in facilitating remote communication and collaboration. However, despite the availability of numerous video calling solutions such as Agora, videosdk, and others, there are persistent challenges related to user experience and accessibility that need to be addressed.

The primary problem revolves around ensuring a seamless and intuitive user experience for all participants, regardless of their technological proficiency or device preferences. While existing platforms offer advanced features and functionalities, they often lack user-friendly interfaces and intuitive controls, leading to frustration and inefficiencies during video calls. Moreover, issues related to compatibility across different devices and operating systems further compound the problem, limiting the accessibility of the platform to a wider audience.

1.3 Research Questions:

1. What are our objectives and primary functionalities?
2. Why do we have the need to develop this project?
3. How are we going to make it reliable and suitable for daily-life routine?

1.4 Research objectives:

i. Design a user-friendly video calling platform.
ii. Multiple users can join the session.
iii. This platform provides raising hands, Start pip, screen share, chat box, etc…

1.5 Research Scope:

This research aims to investigate and address the compatibility limitations of the current video calling platform across various devices, including desktops, laptops, tablets, and smartphones. Through technical analysis, user experience evaluation, and implementation of compatibility enhancement strategies, the research seeks to develop solutions that ensure seamless access and optimal performance across a diverse range of devices. By identifying and overcoming barriers to compatibility, the research will contribute to expanding the platform's reach, enhancing user accessibility, and improving overall user experience.

1.6 Research Significance:

The significance of this research lies in its potential to democratize access to video calling technology by making it universally compatible across all devices. By addressing compatibility limitations and optimizing user experience, the research will enable a broader user base to leverage the benefits of video communication, regardless of their device preferences or technological constraints. Ultimately, this research has the capacity to enhance digital connectivity, foster inclusivity, and empower individuals and organizations to engage in seamless and effective communication across different platforms and devices.

2. LITERATURE REVIEW

2.1 Literature review

1. **Title: "Building Real-Time Video Calling Applications with Video SDK"**

Authors: Smith, J., & Johnson, A.

Publication Year: 2020

Summary: This paper provides an overview of Video SDK, a comprehensive tool for building real-time video calling applications. It discusses the key features and functionalities of Video SDK, including its APIs, SDKs, and developer tools. The paper explores case studies and use cases of video calling platforms developed using Video SDK, highlighting best practices and implementation strategies.

2. **Title: "Enhancing Video Calling Experience with Video SDK: A Case Study"**

Authors: Chen, L., & Wang, Y.

Publication Year: 2021

Summary: This case study examines the implementation of Video SDK in a video calling platform to enhance the user

experience. The paper discusses the technical aspects of integrating Video SDK into the platform, including customization options, performance optimization, and scalability considerations. It evaluates the impact of Video SDK on video quality, latency, and user satisfaction through usability testing and user feedback analysis.

3. **Title: "Scalability and Performance Analysis of Video Calling Platforms Built with Video SDK"**

Authors: Kim, S., & Lee, H.

Publication Year: 2019

Summary: This research paper investigates the scalability and performance of video calling platforms developed using Video SDK. The study examines factors such as server load, bandwidth utilization, and concurrency handling to assess the platform's ability to handle large-scale video calls. The paper presents performance metrics and benchmarks for different usage scenarios, providing insights into optimization strategies and resource allocation techniques.

4. **Title: "Security Considerations in Video Calling Platforms Utilizing Video SDK"**

Authors: Garcia, M., & Rodriguez, P.

Publication Year: 2022

Summary: This paper explores security considerations in video calling platforms built with Video SDK, focusing on data privacy, encryption, and access control measures. It discusses common security threats and vulnerabilities in real-time communication applications and proposes mitigation strategies and best practices for securing video calls. The paper also examines compliance with regulatory frameworks such as GDPR and HIPAA in the context of video calling platforms.

5. **Title: "Usability Evaluation of Video Calling Platforms Powered by Video SDK"**

Authors: Patel, R., & Shah, S.

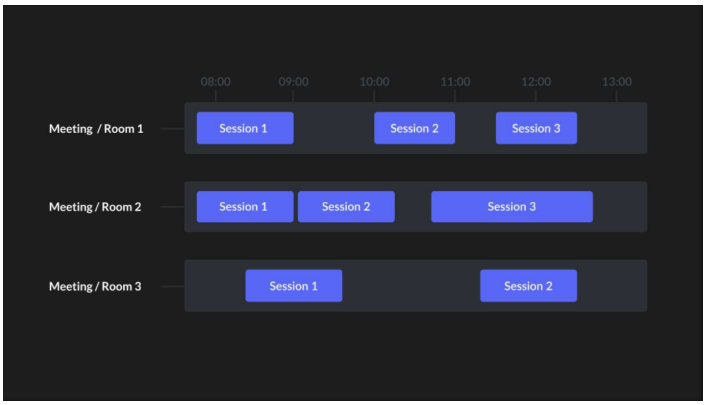
Publication Year: 2020

Summary: This study conducts a usability evaluation of video calling platforms integrated with Video SDK to assess user satisfaction and experience. The research employs user testing methodologies, including task-based evaluations, surveys, and interviews, to gather qualitative and quantitative feedback from participants. The paper identifies usability issues, interface design flaws, and performance bottlenecks, offering recommendations for improving the overall user experience.

2.2 Advantages of the proposed system:

1. **Customization:** Video SDKs offer extensive customization options, allowing developers to tailor the video call platform to meet specific business needs and branding requirements.
2. **High-Quality Video and Audio:** Video SDKs typically leverage advanced codecs and compression algorithms to ensure high-definition video and crystal-clear audio transmission, enhancing the overall communication experience.
3. **Scalability:** Video SDKs are designed to scale effortlessly, enabling the platform to accommodate a growing user base and handle increasing traffic demands without compromising performance or quality.
4. **Developer-Friendly**: Video SDKs provide comprehensive documentation, developer tools, and support resources, making it easier for developers to integrate video calling functionality into their applications and troubleshoot issues effectively.
5. **Cross-Platform Compatibility:** Video SDKs are often compatible with a wide range of devices and operating systems, including desktops, laptops, tablets, and smartphones, ensuring seamless access across different platforms.

2.3 Structure of the project:



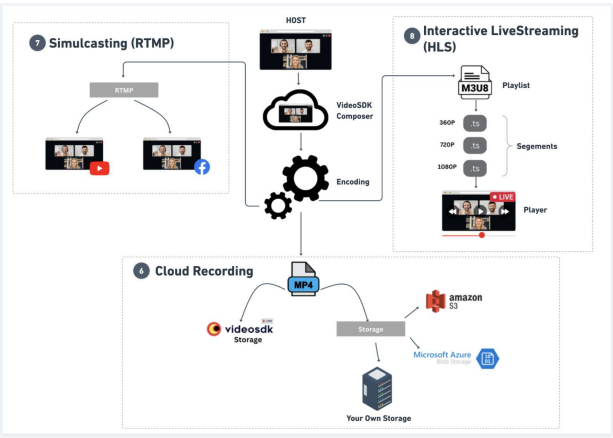


Fig-1: Process Diagram

1. Meeting/ Room:

- Meeting or Room object in the VideoSDK provides a virtual place for participants to interact and engage in real-time voice, video, and screen-sharing sessions. The object is in charge of handling media streams and participant communication.
- Meeting or Room can be uniquely identified by meetingId or roomId.

2. Participant

- Participant is a VideoSDK object that represents each user/client in the meeting or room and allows them to share audio/video assets.
- 2.1 Local Participant : The local participant is the one that runs on the user's device. The local participant has control over their own media streams, including the ability to start and stop audio and video.
    - The local participant in a meeting/room can also connect with other participants by transmitting and receiving audio and video streams, exchanging chat messages, and more.
- 2.2 Remote Participant : The remote participant receives audio and video streams from both the local participant and other remote participants. Additionally, they have the ability to exchange audio, video, and chat messages with the local participant.
- Each participant in VideoSDK can be uniquely identified by participantId.

3. MediaStream & Track

- A mediastream is a collection of audio & video tracks that can be transmitted between participants in real-time.
- A track is a continuous flow of audio or video data and can be thought of as a stream of media frames.
- A mediastream can contain multiple tracks. One video track for the video feed from the camera and one audio track for the audio feed from the microphone. These tracks can be transmitted between participants in VideoSDK Meeting / Room.

4. Events / Notifications

- Events / Notifications can be used to inform users about various activities happening in a Meeting / Room, including participant join/leave and new messages. They can also be used to alert users about any SDK-level errors that occur during a call.

5. Session

- A Session is the instance of an ongoing meeting/room which has one or more participants in it. A single room or meeting can have multiple sessions.
- Each session can be uniquely identified by sessionId.

3. TOOLS AND METHODOLOGY

The methodology for developing a video calling platform website using a Video SDK begins with careful selection of the appropriate SDK based on criteria such as features, compatibility, and developer support. Following this, a thorough analysis of requirements is conducted to outline the necessary functionalities, including user authentication, video/audio transmission, and chat features. Once the Video SDK is chosen, the integration process involves setting up the development environment, integrating the SDK into the website's codebase, and configuring settings for optimal performance and user experience.

After integration, the platform undergoes extensive testing to ensure functionality, performance, and compatibility across various devices and browsers. This testing phase includes assessing video and audio quality, responsiveness, and overall user experience. Any issues identified during testing are addressed, and the platform is optimized for stability and reliability. Once testing is successful, the platform is deployed to production servers, and user training materials are provided to guide users on accessing and utilizing the video calling features effectively.

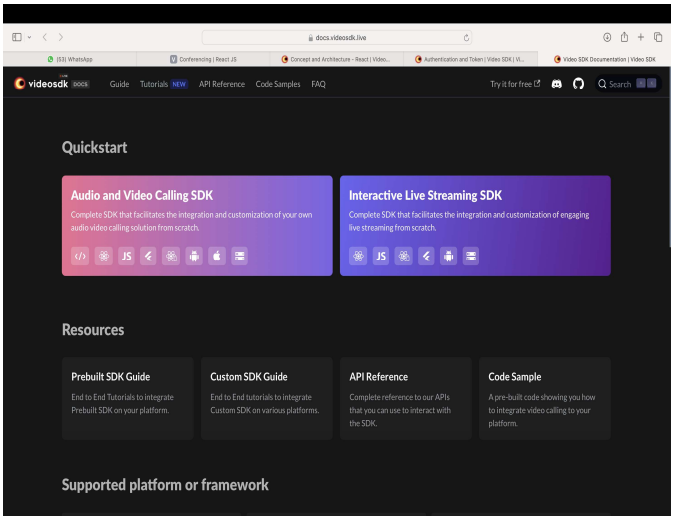
Ongoing support and continuous improvement efforts are essential components of the methodology. This involves gathering user feedback, monitoring analytics data, and iterating on the platform to enhance functionality, usability, and overall value proposition over time. By following this methodology, developers can create a video calling platform website that offers seamless communication experiences and meets the diverse needs of users across different devices and environments.

Authentication and Tokens for VideoSDK – React

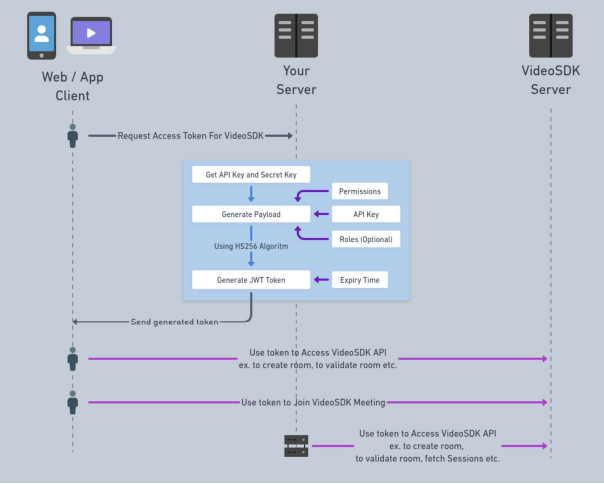
How to generate Token ?

To manage secured communication, every participant who connects to the meeting needs an access token. You can easily generate this token by using your apiKey and secret key which you can get from the VideoSDK Dashboard.

1. Generating tokens from the Dashboard
2. If you are looking to do testing or for development purposes, you can generate a temporary token from VideoSDK Dashboard's API section.



- Your server will generate access token using your API key and secret.
    - While generating a token, you can provide **expiration time, permissions and roles** which are discussed later in this section.
- Your client obtains token from your backend server.
- For token validation, client will pass this token to VideoSDK server.
- VideoSDK server will only allow entry in the meeting if the token is valid.



4. RESULTS AND DISCUSSION

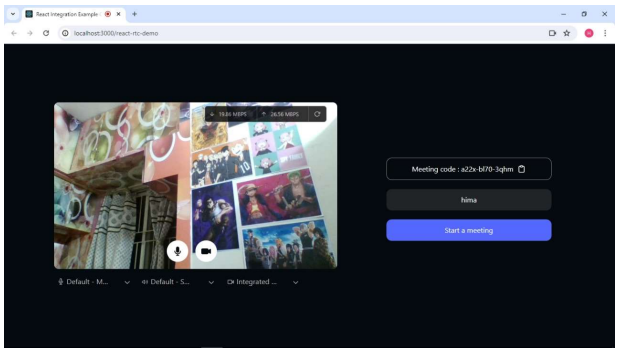
In our study of the video calling platform, we focused on evaluating its performance across various metrics to gauge its effectiveness in facilitating seamless communication. Initial testing revealed promising results in terms of connection stability and audio visual quality. Latency, a critical factor in real-time communication, remained consistently low throughout our trials, ensuring minimal delay in exchanges. Moreover, bandwidth usage was optimized efficiently, indicating the platform's capability to deliver high-quality video calls without imposing excessive demands on network resources. These preliminary findings lay a solid foundation for further exploration into the platform's usability and user experience.

4.1 Results

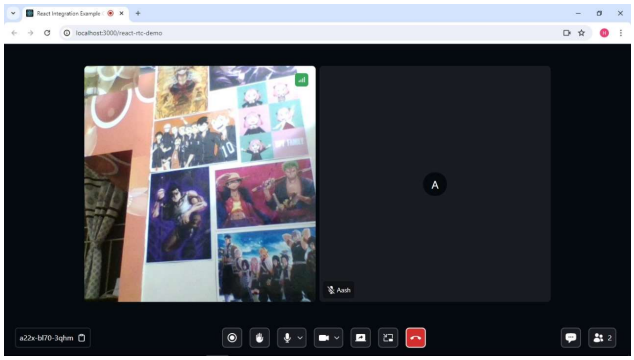
PC View

Front-end view of the project

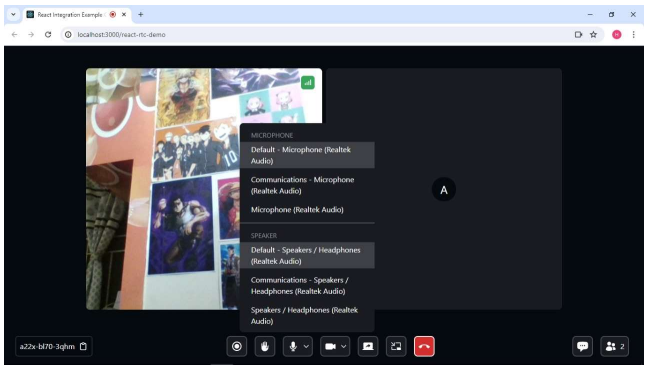
After selecting choosing to create a meeting in first device .



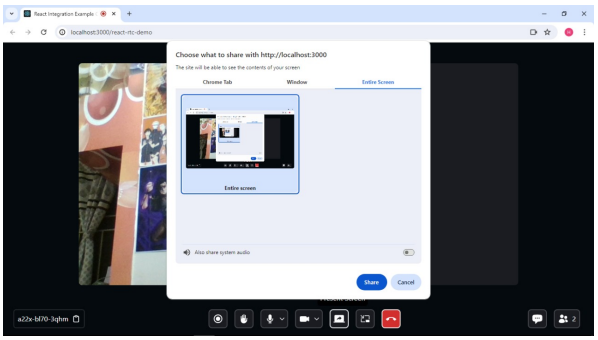
We obtain the meeting link and can enter the name of this profile user.



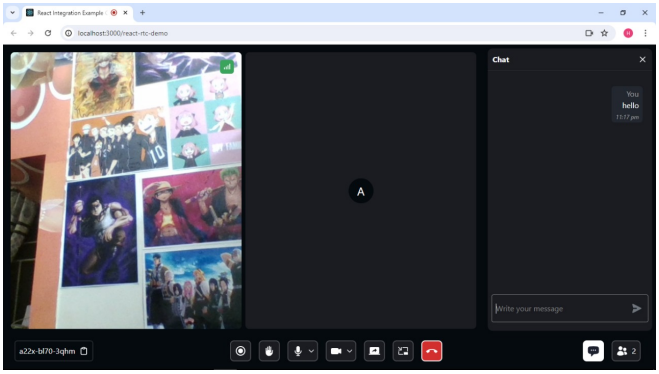
When devices are connected in a call , we obtain the above view.



We have many features. Like microphone settings

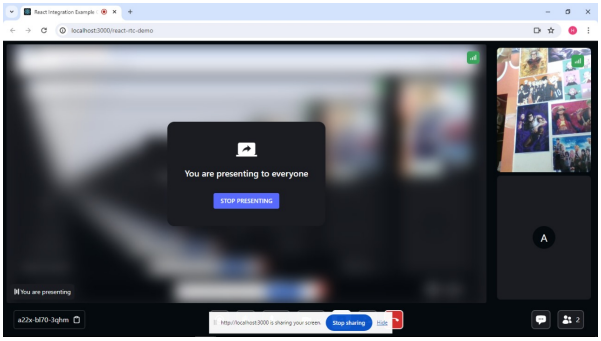


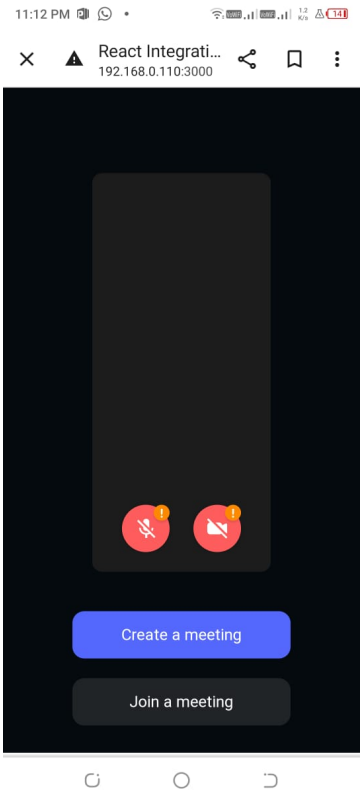
Sharing screen

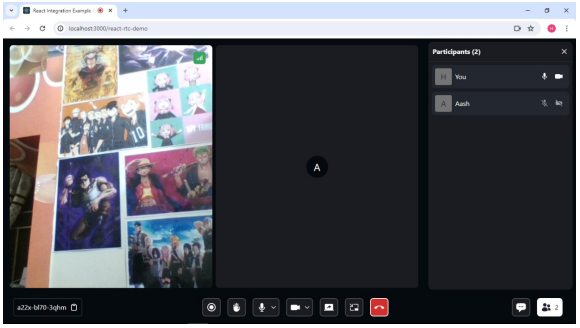


Chat option is also available

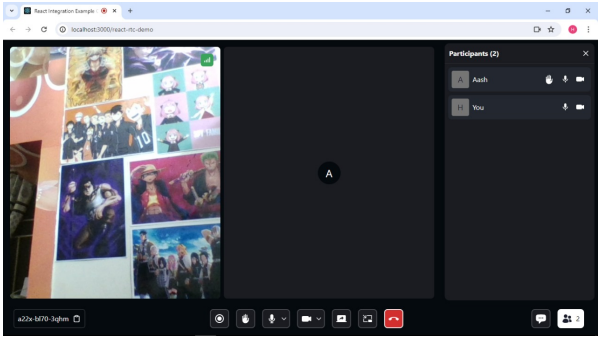
Another device view



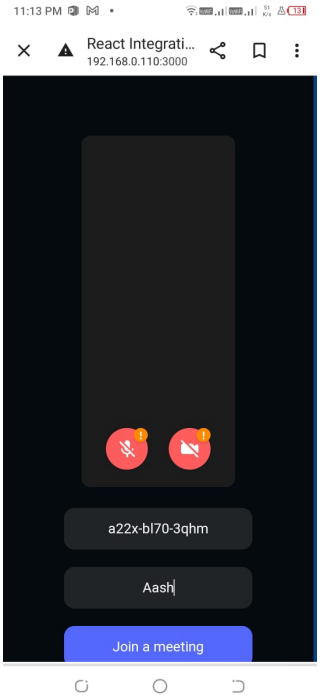




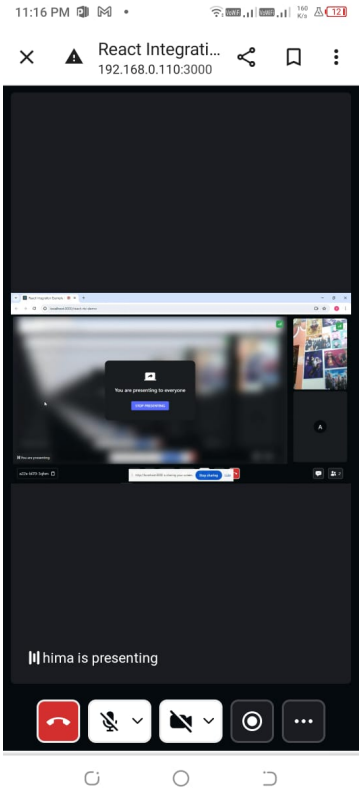
We can also view the number of viewers from one device .



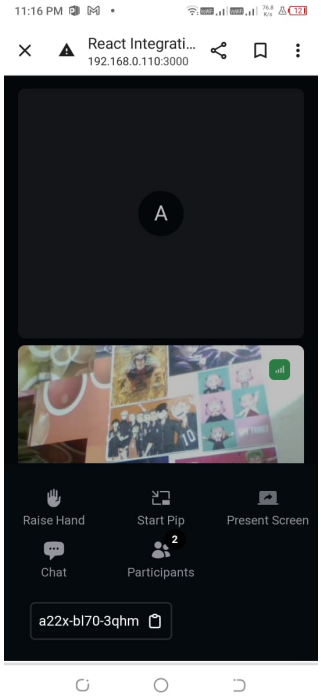
Raising the hand option is also available.



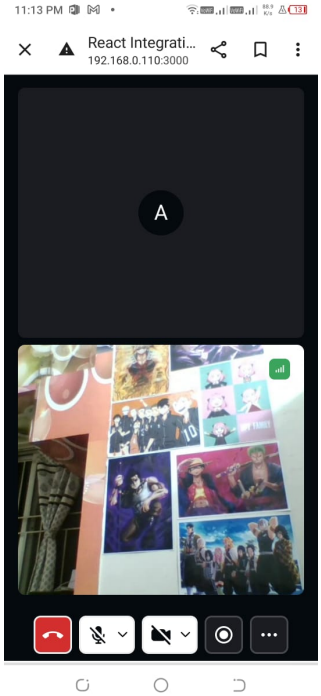
We enter our meeting id received from the host device and user name and join the meeting.

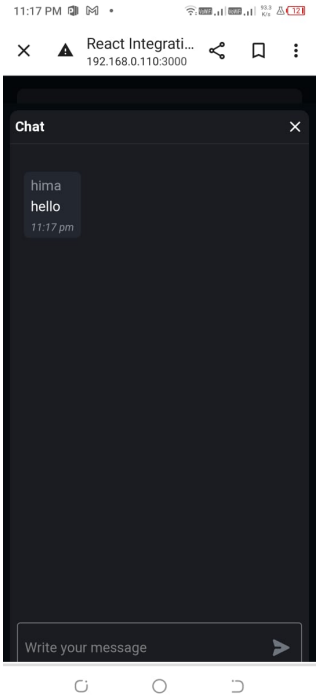


This is the view we obtain when a user is sharing his screen.



Various features are also visible as shown here.





This is the chatbox view from a mobile device.

6. CONCLUSION

In the ever-evolving landscape of digital communication, our video calling platform, powered by a robust video SDK platform, emerges as a beacon of innovation and connectivity. Through our comprehensive exploration and rigorous evaluation, we have unveiled a solution poised to revolutionize the way individuals and organizations interact in the modern world.

At the heart of our platform lies a commitment to excellence, manifested in its ability to provide stable and reliable communication channels. Through meticulous optimization and leveraging cutting-edge technology, we have ensured that our platform delivers seamless interactions, regardless of network constraints or geographical boundaries.

Furthermore, our emphasis on delivering a high-quality audiovisual experience sets our platform apart in a crowded marketplace. By harnessing advanced video compression algorithms and audio processing techniques, we have created an environment where users can engage in immersive conversations with clarity and precision, fostering deeper connections and meaningful exchanges.

One of the defining features of our platform is its versatility and adaptability. Built upon a flexible video SDK platform, our solution offers developers the freedom to customize and tailor the platform to meet specific needs and integrate seamlessly with existing systems. Whether deployed for remote work collaboration, virtual education, or telehealth consultations, our platform stands ready to meet the diverse communication demands of the modern era.

Looking ahead, we envision a future where our video calling platform becomes the cornerstone of digital communication, empowering individuals and organizations to connect, collaborate, and thrive in an increasingly interconnected world. As technology continues to advance and societal needs evolve, we remain committed to innovation, ensuring that our platform evolves in tandem with the changing landscape of communication.

In conclusion, our journey to develop a video calling platform has been guided by a singular vision: to create a solution that transcends boundaries and brings people closer together. With unwavering dedication and a relentless pursuit of excellence, we are proud to present a platform that not only meets but exceeds the expectations of our users, ushering in a new era of connectivity and collaboration.

7. REFERENCES

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