

# Project 10: Media Streaming with IBM Cloud Video Streaming Edit Set Access Page Actions

**Project Title:** Media Streaming using Cloud

**Problem Statement:** Create a virtual cinema platform using IBM Cloud Video Streaming. Upload and stream your favourite movies and videos on-demand. Share the joy of movie nights with friends and family, no matter where they are located. Elevate the movie-watching experience with seamless streaming and high-quality video playback for a truly immersive cinematic experience!

## Phase 1: Problem Definition and Design Thinking

### Problem Definition:

The project involves creating a virtual cinema platform using IBM Cloud Video Streaming. The objective is to build a platform where users can upload and stream movies and videos on-demand. This project encompasses defining the virtual cinema platform, designing the user interface, integrating IBM Cloud Video Streaming services, enabling on-demand video playback, and ensuring a seamless and immersive cinematic experience.

### Design Thinking:

#### 1. Research and Understand:

Conduct user research and market analysis to understand user preferences and existing platform shortcomings.

#### 2. Define Clear Objectives:

Clearly define project objectives, outlining the features and functionalities of the virtual cinema platform.

#### 3. Ideate and Brainstorm:

Organize brainstorming sessions to generate innovative ideas for platform features and user interactions.

#### 4. Create Prototypes:

Develop wireframes and interactive prototypes, visualizing the platform's layout and user experience.

#### 5. User Testing:

Conduct usability testing with real users, gathering feedback to refine the prototype iteratively.

#### 6. Development and Integration:

Implement Agile development, integrating IBM Cloud Video Streaming and building platform functionalities.

#### 7. Comprehensive Testing:

Perform functional, performance, and security testing to ensure the platform's robustness and reliability.

#### 8. User Acceptance Testing:

Invite a select group of users to perform acceptance testing, validating the platform against user requirements.

## **9. Deployment and Marketing:**

Deploy the platform on a secure cloud infrastructure and develop a marketing strategy for promotion.

## **10. Analyze User Feedback:**

Gather feedback post-launch, analyzing user behavior and preferences through analytics tools.

## **11. Continuous Improvement:**

Use data and feedback to identify areas for improvement, releasing regular updates for an enhanced user experience.