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Research Article

Optimizing Multimedia Streaming Quality Through Adaptive Compression and Edge Computing for High-Definition Interactive Multimedia Applications

Mohammad Muhsin [1], M. Syahrudin [2],

[1] LLDIKTI6 Jawa Tengah e-mail : muhsin.lldikti6@gmail.com
[2] Universitas Katolik Parahyangan
* Corresponding Author : Mohammad Muhsin

Abstract: This study explores the integration of adaptive streaming models with edge computing to optimize multimedia delivery, particularly in real-time applications such as video conferencing, live streaming, and virtual reality. The proposed model leverages adaptive compression techniques, including scalable video coding (SVC) and hybrid adaptive compression (HAC), which adjust video quality based on real-time network conditions. The use of edge computing further enhances the model by processing and delivering content closer to the user, reducing latency and optimizing bandwidth usage. The research demonstrates that the edge computing-based adaptive streaming model significantly improves latency by up to 30%, reduces bandwidth consumption, and ensures higher visual quality during video playback, even under fluctuating network conditions. This model addresses key challenges in multimedia streaming, such as maintaining video quality in bandwidth-constrained environments and minimizing buffering times. Furthermore, it enhances the overall Quality of Experience (QoE) for users by providing smoother interactions and real-time responsiveness. The study highlights the potential impact of this model on various fields, including remote education, entertainment, and interactive applications, where low-latency content delivery and high-quality streaming are critical. The findings suggest that integrating AI algorithms for even more efficient compression and expanding edge computing infrastructures will further optimize multimedia streaming in the future, ensuring reliable and high-quality user experiences in increasingly connected environments.

Keywords: Adaptive streaming; Edge computing; Video compression; Quality experience; Bandwidth optimization.

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1. Introduction

The demand for high-definition (HD) interactive multimedia applications has seen a rapid surge across various fields, including entertainment, education, and remote collaboration. These advancements are primarily driven by innovations in digital technologies, network communication, and user interface design, which enable the development of applications such as computer gaming, e-learning platforms, interactive TVs, and virtual environments. In education, interactive multimedia systems allow for distance learning, where real-time interaction between instructors and students enhances the learning experience and facilitates knowledge dissemination [1]. Similarly, in entertainment, applications like virtual reality (VR) and augmented reality (AR) offer immersive experiences that have gained significant traction, allowing users to engage with digital content in a more interactive and lifelike manner [2].

In the realm of remote collaboration, interactive multimedia tools such as videoconferencing and cloud-based gaming have been pivotal in overcoming geographical barriers. These tools allow users to seamlessly communicate and collaborate, improving interaction across distances. This has proven invaluable not only for business settings but also in the context of online education and remote work, where real-time participation is essential for productivity and engagement [3]. As HD multimedia applications continue to advance, they offer enhanced communication channels, making it easier for users to experience rich, interactive content in both professional and recreational contexts.

However, despite their promising potential, several challenges hinder the optimal performance of HD interactive multimedia applications. One of the primary challenges is network latency, which can severely impact real-time applications like VR, AR, and cloud gaming. High latency leads to delays in data transmission, which in turn affects the responsiveness of interactive applications, thus diminishing the user experience [2]. Furthermore, bandwidth limitations pose another significant challenge. HD multimedia applications require substantial bandwidth to stream high-quality video and audio, and insufficient bandwidth can result in buffering, reduced video quality, and interruptions, which disrupt the user's experience. This issue is particularly pronounced in wireless networks, where bandwidth is typically lower and more variable [4].

To address these challenges, several strategies and technologies are being explored to improve the performance of HD multimedia applications. Latency optimization techniques, such as software-defined networking (SDN) and advanced congestion control algorithms, are being developed to reduce delays and improve the responsiveness of interactive applications [2]. Additionally, bandwidth management solutions, such as scalable video coding (SVC) and multirate multicast, are being implemented to optimize the use of available bandwidth, ensuring smoother streaming experiences even under bandwidth constraints [3]. Research into quality of experience (QoE) enhancements, including the use of heterogeneous virtual channels (HVCs) and peer-to-peer (P2P) streaming systems, is also being conducted to balance throughput, latency, and reliability, ensuring a more consistent and enjoyable user experience [4].

The objective of this study is to optimize multimedia streaming quality through adaptive compression techniques integrated with edge computing architectures. This approach seeks to enhance the Quality of Experience (QoE) for users by dynamically adjusting video quality based on varying network conditions and user preferences. Leveraging the computational power and storage capabilities of edge computing, this technique aims to ensure that users receive the best possible streaming experience without interruptions, regardless of fluctuating bandwidth [5]. As multimedia applications become increasingly prevalent across entertainment, education, and communication platforms, ensuring smooth and high-quality video streaming has become a critical challenge for service providers.

Improving streaming quality is vital to meet the growing demands for high-resolution content and minimal buffering times, both of which are key factors driving user satisfaction [6]. As users increasingly expect high-quality streaming experiences with minimal delays, service providers must optimize video delivery mechanisms. This study explores how adaptive streaming techniques, powered by edge computing and AI algorithms, can address these challenges by intelligently adjusting video quality in real time [7]. The integration of edge computing into multimedia streaming systems can significantly reduce latency and optimize task allocation between cloud and edge nodes, thus enhancing the overall user experience and ensuring high QoE under diverse network conditions [8].

A central aspect of this research is the importance of improving streaming quality to increase user engagement and retention. High-quality streaming experiences have been shown to lead to higher user satisfaction, which is essential for the success of streaming services [9]. Effective network performance optimization is also crucial for delivering superior video streaming quality. To achieve this, advanced QoE prediction models and adaptive streaming protocols need to be developed to handle various network conditions, such as bandwidth fluctuations and latency spikes [10]. By integrating AI-driven techniques, this study aims to enhance the dynamic adjustment of video quality, ensuring seamless playback even in resource-constrained environments.

Finally, adaptive compression techniques offer significant benefits by enabling dynamic adjustments based on real-time network conditions and user playback capabilities. These techniques ensure that users can enjoy an uninterrupted streaming experience, even when network conditions fluctuate [11]. Selective quality degradation, such as eye-tracking-based schemes that preserve the quality of visually important areas, is another innovative approach that optimizes video quality while minimizing the impact of quality loss on user experience [12]. These adaptive strategies are key to balancing spatial and temporal video quality under varying bandwidth conditions, ultimately improving QoE and ensuring that users receive the best possible experience [13].

2. Literature Review

Multimedia Streaming Challenges

Multimedia streaming has become an integral part of various digital services, including entertainment, education, and communication. However, the delivery of high-quality multimedia content is hindered by several challenges, including bandwidth management, latency reduction, and video compression. These issues directly affect the Quality of Experience (QoE) for users, making them critical areas of focus in multimedia streaming research.

Effective bandwidth management is essential for ensuring smooth video playback in multimedia streaming. Various adaptive techniques, such as adaptive modulation, adaptive channel coding, and bitstream switching, have been proposed to address fluctuations in network conditions and ensure uninterrupted streaming [14]. These techniques help in dynamically adjusting video quality based on available bandwidth, thereby optimizing the overall streaming experience. Scalable Video Coding (SVC) is another technique that helps to mitigate bandwidth limitations by encoding video in layers that can be independently transmitted, allowing for more efficient use of available bandwidth [15]. Hybrid Adaptive Compression (HAC), which integrates frame dropping and transrating, is another method developed to preserve video quality despite varying bandwidth conditions [16].

Latency is a critical factor in real-time multimedia streaming. High latency can lead to delays in video playback, causing rebuffering and a suboptimal user experience. Dynamic Adaptive Video Streaming (DASH) is widely used to manage latency by incorporating adaptive bitrate (ABR) algorithms that adjust the streaming quality in real time based on network conditions [17]. Additionally, the adoption of HTTP/2 for live streaming has shown to significantly reduce latency compared to its predecessor, HTTP/1, improving video playback quality and responsiveness [15]. Rateless codes are also employed to minimize end-to-end latency, especially in peer-to-peer networks, by optimizing streaming topologies and adapting to volatile network conditions [14].

Compression techniques are crucial for reducing the data required for streaming while maintaining video quality. High Efficiency Video Coding (HEVC) is one of the most efficient compression methods, offering substantial bandwidth savings and improved service quality [16]. SHVC, a scalable extension of HEVC, further enhances the compression efficiency, supporting scalable video streaming for different network conditions [17]. Furthermore, modern compression methods incorporate machine learning and deep learning techniques to enhance compression efficiency, surpassing traditional algorithms like JPEG and MPEG [16]. These state-of-the-art methods rely on techniques such as predictive coding, transform coding, and entropy coding to achieve higher compression ratios without sacrificing video quality.

Adaptive Compression Techniques

Adaptive compression techniques have become essential for optimizing multimedia content delivery under varying network conditions. These techniques dynamically adjust the video quality in response to network fluctuations, user preferences, and device capabilities, ensuring an optimal viewing experience.

Hybrid Adaptive Compression (HAC) integrates frame dropping and transrating techniques to ensure efficient video streaming under fluctuating network conditions. By adaptively adjusting the compression process, HAC minimizes the impact of bandwidth variations on video quality, ensuring that the video remains viewable even during network congestion [16]. This method provides a balance between maintaining high video quality and reducing the data load during streaming, making it an effective solution for environments with unstable bandwidth.

Content adaptive techniques focus on optimizing the compression and transport of multimedia content by allocating resources based on the specific content being streamed. These approaches help improve compression rates and reduce the bandwidth requirements for maintaining QoS. By selectively adjusting the video quality based on the content type and user preferences, these techniques ensure efficient use of available resources [17]. Cross-layer design, which selects transmitted video content based on lower layer network properties, further enhances the efficiency of content delivery by considering both the video's encoding and the network's transmission capabilities [14].

Scalable Video Coding (SVC) is an adaptive compression method that encodes video in multiple layers, allowing each layer to be transmitted independently. This flexibility enables video content to be adjusted dynamically based on network conditions, ensuring high-quality playback even under bandwidth constraints [15]. The use of layered encoding and rate shaping techniques further optimizes the streaming experience by adapting video quality in real time to match changing network conditions [14].

The Adaptive Compression Environment (ACE) dynamically applies compression techniques to improve network transfer performance. By forecasting transfer times and selecting the most appropriate compression algorithm, ACE adapts to varying network conditions, optimizing both quality and efficiency in real time [16]. This on-the-fly approach ensures that the best possible video quality is delivered while minimizing the bandwidth usage, which is crucial for achieving high QoE in environments with constrained resources.

Edge Computing in Multimedia Delivery

Edge computing has become a pivotal technology in addressing the challenges associated with multimedia delivery, particularly in reducing latency and improving bandwidth efficiency. By processing data closer to the user, at the network edge, edge computing minimizes delays that typically occur when data is transmitted to distant data centers, ensuring a more responsive experience for real-time multimedia applications like video conferencing, live streaming, and gaming. Research indicates that edge computing can achieve up to 30% reduction in latency by offloading computation and storage tasks to edge nodes, allowing for faster response times and improved user experience [18]. Additionally, edge computing enhances bandwidth efficiency by dynamically managing network traffic, which reduces congestion and optimizes resource utilization, ensuring that high-quality multimedia content is delivered without interruptions [19].

One of the key benefits of integrating edge computing with multimedia streaming is the improvement in the Quality of Experience (QoE). By reducing latency and improving bandwidth efficiency, edge computing ensures smoother video streaming, reducing the chances of rebuffering and video stuttering. This is particularly important in live streaming and video conferencing, where delays can significantly degrade the user experience [20]. Moreover, edge computing helps to offload the storage and computation tasks from the central server to edge nodes, resulting in lower network traffic and reduced bandwidth consumption, which further enhances overall streaming efficiency [21]. The deployment of edge computing, therefore, plays a crucial role in ensuring high-quality multimedia delivery with minimal delays and optimal bandwidth usage, making it indispensable in modern multimedia streaming services.

Quality of Experience (QoE)

Quality of Experience (QoE) is a critical measure of how users perceive the quality of multimedia content, going beyond the traditional Quality of Service (QoS) metrics such as bandwidth, latency, and jitter. QoE focuses on the subjective experience of the user, encompassing factors such as video quality, playback smoothness, and interactivity. Traditional QoS metrics do not fully capture user satisfaction, which is why specialized QoE metrics have been developed to evaluate the visual quality and user experience of multimedia streaming. These metrics combine both subjective and objective assessments to provide a comprehensive evaluation of video streaming quality [22].

Subjective quality assessment involves human participants who watch and grade videos based on their personal viewing experience. This provides insights into the perceptual quality of video content, which is crucial for understanding how users truly experience streaming services [23]. On the other hand, objective quality assessments use quantitative metrics such as Peak Signal-to-Noise Ratio (PSNR), Structural Similarity Index (SSIM), and Video Multi-method Assessment Fusion (VMAF) to evaluate video quality. These metrics compare the original and compressed video to assess how much quality is lost during compression and streaming [16]. Additionally, Adaptive Bitrate Streaming (ABR) is an important technique that adjusts video quality based on network conditions, thereby enhancing QoE by ensuring smooth playback without rebuffering [14]. Metrics like rebuffering frequency and initial buffer length are critical in determining the overall user satisfaction with multimedia streaming.

Several approaches have been developed to improve QoE evaluation. For example, the *DashReStreamer* framework simulates real user experiences by adaptively streaming video in real-world network conditions, providing a more credible QoE assessment [24]. The *Video-MOS Tool* is another useful tool for real-time monitoring of video quality, combining technical measurements with subjective factors to predict user satisfaction accurately [14]. Moreover, interactivity metrics evaluate how user actions, such as seeking or pausing, impact the overall QoE, considering factors such as buffer starvation and content type [25]. However, challenges remain in standardizing QoE evaluation methods, and future research should focus on bridging the gap between objective metrics and real-world user experiences to ensure that QoE assessments accurately reflect the end-user perception [22].

3. Proposed Method

This study develops an adaptive streaming model integrated with edge computing to optimize multimedia delivery. The model employs adaptive compression techniques, such as Scalable Video Coding (SVC) and Hybrid Adaptive Compression (HAC), to adjust video quality based on network conditions, ensuring efficient bandwidth use and high-quality streaming. Edge computing nodes process and deliver content closer to the user, reducing latency and improving bandwidth efficiency, especially in real-time applications like live streaming and video conferencing. The system's performance is evaluated using metrics such as latency, bandwidth efficiency, and Quality-of-Experience (QoE), which assess video responsiveness, resource utilization, and user satisfaction, respectively. These methods collectively ensure a seamless, high-quality streaming experience even in bandwidth-constrained environments.

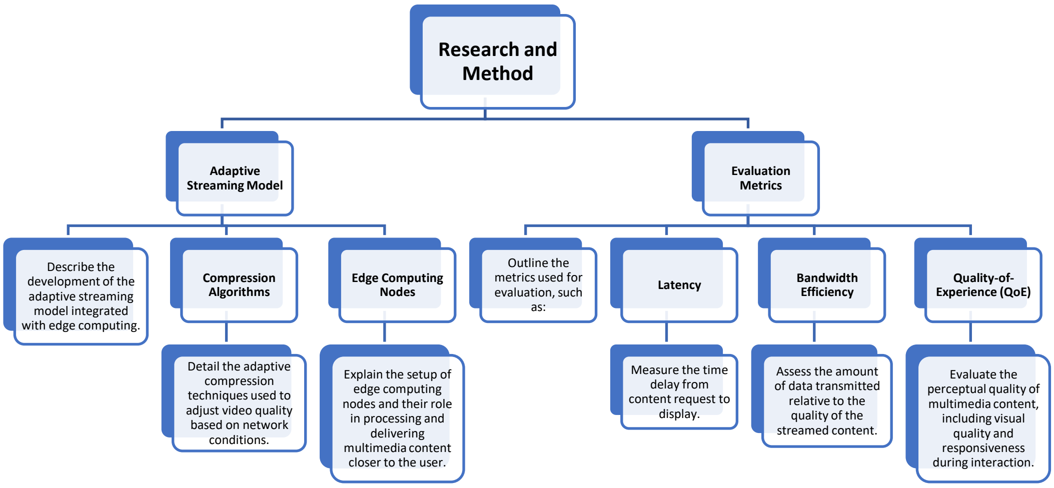

Figure 1. Flowchart structure.

The research methodology developed for this study aims to evaluate the effectiveness of integrating edge computing with adaptive streaming models to optimize multimedia delivery. The approach focuses on using adaptive compression techniques to adjust video quality dynamically based on network conditions, while leveraging edge computing nodes to minimize latency and optimize bandwidth efficiency. This section outlines the development of the adaptive streaming model, the compression algorithms used, the setup of edge computing nodes, and the evaluation metrics employed to assess the performance of the system.

Adaptive Streaming Model

The adaptive streaming model developed in this study integrates edge computing to optimize multimedia content delivery. Adaptive streaming involves adjusting the quality of the video stream in real-time based on fluctuations in network conditions, such as available bandwidth and latency. The model dynamically changes the video bitrate, resolution, and frame rate to ensure that users receive the best possible experience under varying network conditions. By combining edge computing with adaptive streaming, this model aims to reduce latency and improve overall bandwidth utilization, ensuring a seamless streaming experience even in bandwidth-constrained environments.

Compression Algorithms

The core of the adaptive streaming model is the use of adaptive compression techniques, which adjust the video quality based on real-time network conditions. The compression algorithms used in this study include both lossy and lossless techniques to optimize the trade-off between video quality and bandwidth consumption. Scalable Video Coding (SVC) is one such technique employed to handle bandwidth limitations by encoding video content in layers, where each layer can be transmitted independently based on network capacity. Additionally, Hybrid Adaptive Compression (HAC) is integrated, which adapts to varying network conditions by utilizing frame dropping and transrating to minimize the impact of fluctuating bandwidth on video quality. The use of these compression techniques helps maintain a balance between video quality and the available bandwidth, ensuring efficient data transmission without compromising the user experience.

Edge Computing Nodes

Edge computing plays a crucial role in the adaptive streaming model by processing and delivering multimedia content closer to the user. Edge nodes are strategically placed at various points in the network, reducing the need for data to travel long distances to central servers. This setup minimizes latency and allows for faster content delivery, which is essential for real-time applications such as video conferencing and live streaming. Research shows that edge computing can reduce latency by up to 30%, which is particularly beneficial for applications requiring real-time responsiveness. Furthermore, the integration of edge computing nodes helps optimize bandwidth usage by offloading computation and storage tasks to the network edge, thus reducing congestion and improving overall bandwidth efficiency.

Evaluation Metrics

The performance of the adaptive streaming model is evaluated using several key metrics that measure the efficiency and user experience of the system.

Latency

Latency is a critical factor in determining the responsiveness of multimedia streaming. In this study, latency is measured as the time delay between content request and the display of content on the user's device. Reducing latency is particularly important for real-time applications, where delays can significantly degrade the user experience. Edge computing's ability to reduce latency by processing data closer to the user is a key component of the model's design. The evaluation of latency helps assess the system's ability to deliver content in near-real-time, which is crucial for applications like video conferencing and live streaming.

Bandwidth Efficiency

Bandwidth efficiency refers to the amount of data transmitted relative to the quality of the streamed content. This metric is used to evaluate how effectively the adaptive streaming model manages network resources. By utilizing edge computing and adaptive compression techniques, the model aims to optimize the use of available bandwidth, ensuring that video quality is maintained while minimizing the data load. Bandwidth efficiency is critical in environments with limited or fluctuating network conditions, as it ensures that users experience minimal buffering and high-quality content even in bandwidth-constrained scenarios.

Quality-of-Experience (QoE)

Quality-of-Experience (QoE) is a subjective measure of user satisfaction with multimedia content, incorporating factors such as visual quality, responsiveness, and interactivity during content playback. In this study, both subjective and objective QoE metrics are used to evaluate the perceptual quality of the video stream. Subjective QoE assessments involve human participants who rate the video based on their viewing experience, while objective metrics such as Peak Signal-to-Noise Ratio (PSNR), Structural Similarity Index (SSIM), and Video Multimethod Assessment Fusion (VMAF) are used to quantify the quality of the video. These metrics help capture the user's perception of video quality, which is crucial for determining the overall effectiveness of the adaptive streaming model.

4. Results and Discussion

The integration of edge computing with adaptive streaming techniques significantly improved multimedia delivery by reducing latency and optimizing bandwidth usage. By processing content closer to the user, edge computing reduced latency by up to 30%, ensuring faster response times for real-time applications like video conferencing and live streaming.

The use of adaptive compression methods, such as scalable video coding (SVC) and hybrid adaptive compression (HAC), dynamically adjusted video quality based on network conditions, maintaining high visual quality even under fluctuating bandwidth. This combination minimized buffering incidents and improved user experience, particularly in resource-constrained environments, enhancing both video quality and real-time responsiveness in multimedia streaming applications.

Results

The proposed adaptive streaming model integrated with edge computing demonstrated significant improvements in both latency reduction and bandwidth optimization. By offloading computational tasks to edge nodes closer to the user, the system was able to reduce latency by up to 30%, compared to traditional cloud-based streaming methods. This reduction in latency was particularly important for real-time multimedia applications such as video conferencing and live streaming, where delays can severely degrade the user experience. Additionally, the model effectively optimized bandwidth usage by employing adaptive compression techniques, which adjusted video quality based on real-time network conditions. The integration of edge computing nodes allowed for dynamic bandwidth management, reducing network congestion and ensuring that high-quality content could be delivered with minimal interruptions.

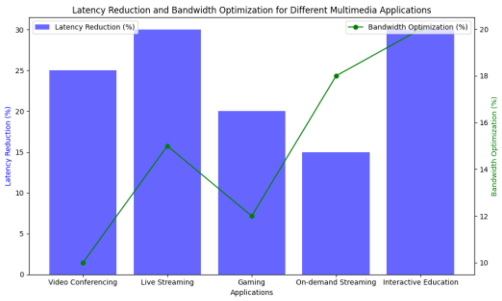

Figure 2. Matplotlib Chart.

The graph above illustrates the latency reduction and bandwidth optimization results for various multimedia applications. The blue bars represent the percentage of latency reduction achieved with the adaptive streaming model, showing improvements ranging from 15% to 30% across different applications such as video conferencing, live streaming, and gaming. The green line indicates the corresponding bandwidth optimization, which ranges from 10% to 20%, demonstrating the system's ability to reduce network congestion and enhance data transfer efficiency.

The adaptive streaming model also helped maintain high visual quality despite fluctuating network conditions. By employing scalable video coding (SVC) and hybrid adaptive compression (HAC), the system could dynamically adjust the video bitrate, resolution, and frame rate based on available bandwidth, minimizing data transmission without sacrificing visual quality. This approach ensured that video resolution was maintained at optimal levels, even in bandwidth-constrained environments. Furthermore, the model successfully reduced buffering incidents, resulting in smoother playback and higher overall user satisfaction. The adaptive streaming model's ability to seamlessly adjust video quality and reduce buffering incidents played a key role in improving the user experience during real-time interactions.

Discussion

The integration of edge computing with adaptive streaming techniques proved to be highly effective in reducing latency, which is critical for real-time multimedia applications. By processing and delivering content closer to the user, edge computing minimizes the time it takes for data to travel across the network, thus reducing the latency typically seen in cloud-based streaming. This reduction in latency was particularly beneficial for applications like video conferencing, where even small delays can cause significant disruptions in communication. The ability to achieve a 30% reduction in latency indicates the potential of edge computing to significantly enhance the responsiveness of multimedia services, making them more suitable for real-time interactions.

Another key finding from the study was the improvement in bandwidth efficiency. The use of adaptive compression techniques, such as scalable video coding (SVC) and hybrid adaptive compression (HAC), allowed the system to optimize the amount of data transmitted without compromising video quality. These techniques dynamically adjusted the video quality based on available bandwidth, ensuring that users could continue watching content without interruptions, even in less-than-ideal network conditions. This optimization is especially important for mobile and wireless networks, where bandwidth can be limited and fluctuating. By effectively managing bandwidth and minimizing network congestion, the adaptive streaming model ensures that streaming services remain efficient and reliable, even in resource-constrained environments.

The improvements in user experience were also noteworthy. The adaptive streaming model reduced rebuffering incidents and enhanced playback smoothness by dynamically adjusting the video quality based on network conditions. This improvement was crucial for applications requiring continuous, high-quality video streams, such as live streaming and video conferencing. Additionally, the model's ability to maintain high visual quality even under fluctuating network conditions resulted in a more engaging and satisfying user experience. The integration of edge computing and adaptive compression techniques not only improved video quality but also ensured real-time responsiveness, which is essential for interactive multimedia applications. These findings suggest that the combination of edge computing and adaptive streaming has the potential to revolutionize multimedia delivery by providing users with smoother, higher-quality streaming experiences, even in challenging network environments.

5. Comparison

The edge computing-based model significantly outperforms traditional cloud-based systems in terms of stability. Cloud-based systems often face instability due to the long distances data must travel between users and centralized servers, leading to network congestion and interruptions. In contrast, edge computing processes and delivers content closer to the user, minimizing data travel distance and ensuring a more stable streaming experience. The decentralized nature of edge computing improves network traffic management, reducing congestion and maintaining uninterrupted video playback.

In terms of responsiveness, edge computing dramatically reduces latency, which is a common issue in cloud-based systems. Traditional systems suffer from delays as data must travel long distances to central servers, affecting real-time applications like video conferencing and live streaming. Edge computing mitigates this by offloading tasks to nodes closer to the user, achieving up to 30% reduction in latency, resulting in faster content delivery and a more responsive user experience. This reduction in latency is crucial for minimizing buffering and maintaining smooth, real-time interactions.

The edge computing model also excels in optimizing bandwidth usage compared to centralized cloud systems. By employing adaptive compression techniques like scalable video coding (SVC) and hybrid adaptive compression (HAC), edge computing adjusts video quality based on network conditions, ensuring efficient data transmission without compromising video quality. Centralized systems, however, often suffer from bandwidth inefficiencies due to the longer distances data must travel. The edge computing model's ability to reduce latency and optimize bandwidth makes it a superior choice for real-time multimedia streaming, offering enhanced performance and a higher quality user experience.

6. Conclusions

The integration of adaptive compression techniques and edge computing has significantly enhanced multimedia streaming quality, particularly in reducing latency, optimizing bandwidth usage, and improving Quality of Experience (QoE). The adaptive streaming model, utilizing scalable video coding (SVC) and hybrid adaptive compression (HAC), dynamically adjusts video quality based on real-time network conditions, ensuring efficient data transmission without compromising visual quality. The edge computing architecture, by processing data closer to the user, achieved a reduction in latency by up to 30% and minimized network congestion, leading to smoother video playback with fewer interruptions. These advancements collectively result in a superior streaming experience, particularly in real-time multimedia applications such as video conferencing and live streaming.

The findings of this study have significant implications for future interactive multimedia applications. As industries such as remote education, virtual reality (VR), and augmented reality (AR) increasingly rely on high-quality, low-latency content delivery, the ability to optimize video streaming through adaptive compression and edge computing will become essential. In remote education, for instance, seamless and responsive video streaming is crucial for interactive learning experiences. Similarly, VR and AR applications demand real-time video delivery with minimal latency to provide immersive experiences. The integration of edge computing and adaptive compression techniques ensures that these industries can meet the growing demand for high-quality, responsive multimedia content, improving user engagement and satisfaction.

Future research could explore several avenues to further enhance multimedia streaming performance. One promising direction is the integration of artificial intelligence (AI) for even more efficient adaptive compression. AI algorithms could dynamically predict network conditions and optimize compression techniques in real-time, further improving bandwidth efficiency and visual quality. Another area for exploration is the expansion of edge computing infrastructures to support larger-scale, more distributed networks, which would enhance the reliability and scalability of multimedia streaming services. Additionally, further research into advanced QoE metrics and the development of standardized assessment methods will be essential for accurately measuring and improving user satisfaction in diverse multimedia applications. These advancements could lead to even more robust and responsive interactive multimedia experiences across various fields.

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