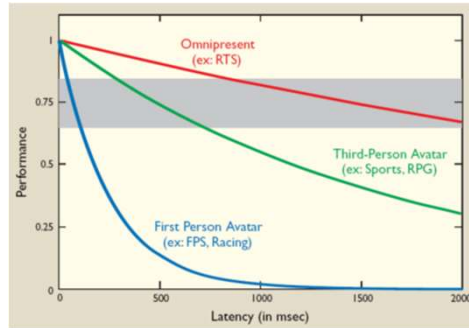


Latency and Games

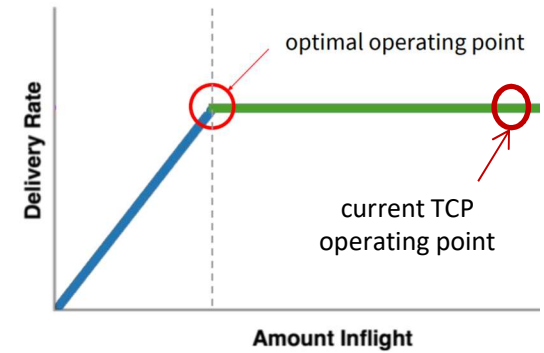
Lag can kill!
(your fun)



- Build game and **game engine**
- Implement **latency compensation**
- Run **experiments**

Congestion Control

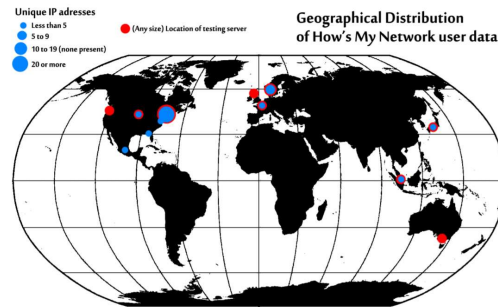
Make TCP fast!



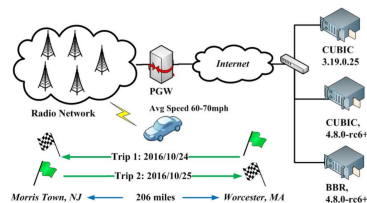
BBR, Bottleneck Bandwidth and Round-Trip Time

Video Streaming

How's My Video?



- Build video monitoring
- Measure urban streaming video
- Run **experiments**



Thin clients



Cloud games



Network Games

Streaming Media

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