



- Track 01 >
- Track 02 >
- Track 03 >

Back <

Next >

Playlist ☆☆☆☆☆

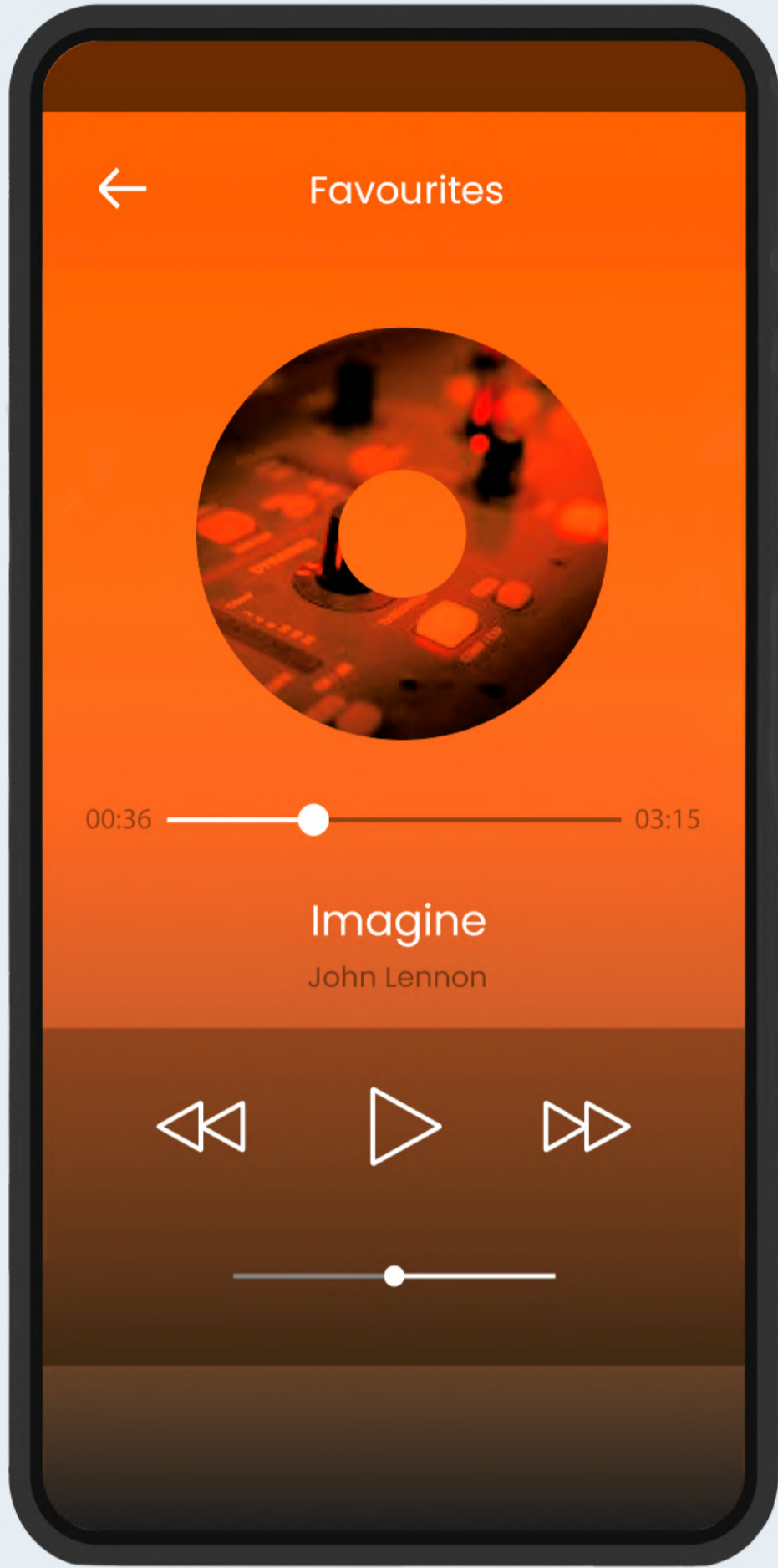
Favourite tracks

John Lennon, Bruce Willis and others



+

🔍 📌 📄 ⚙️

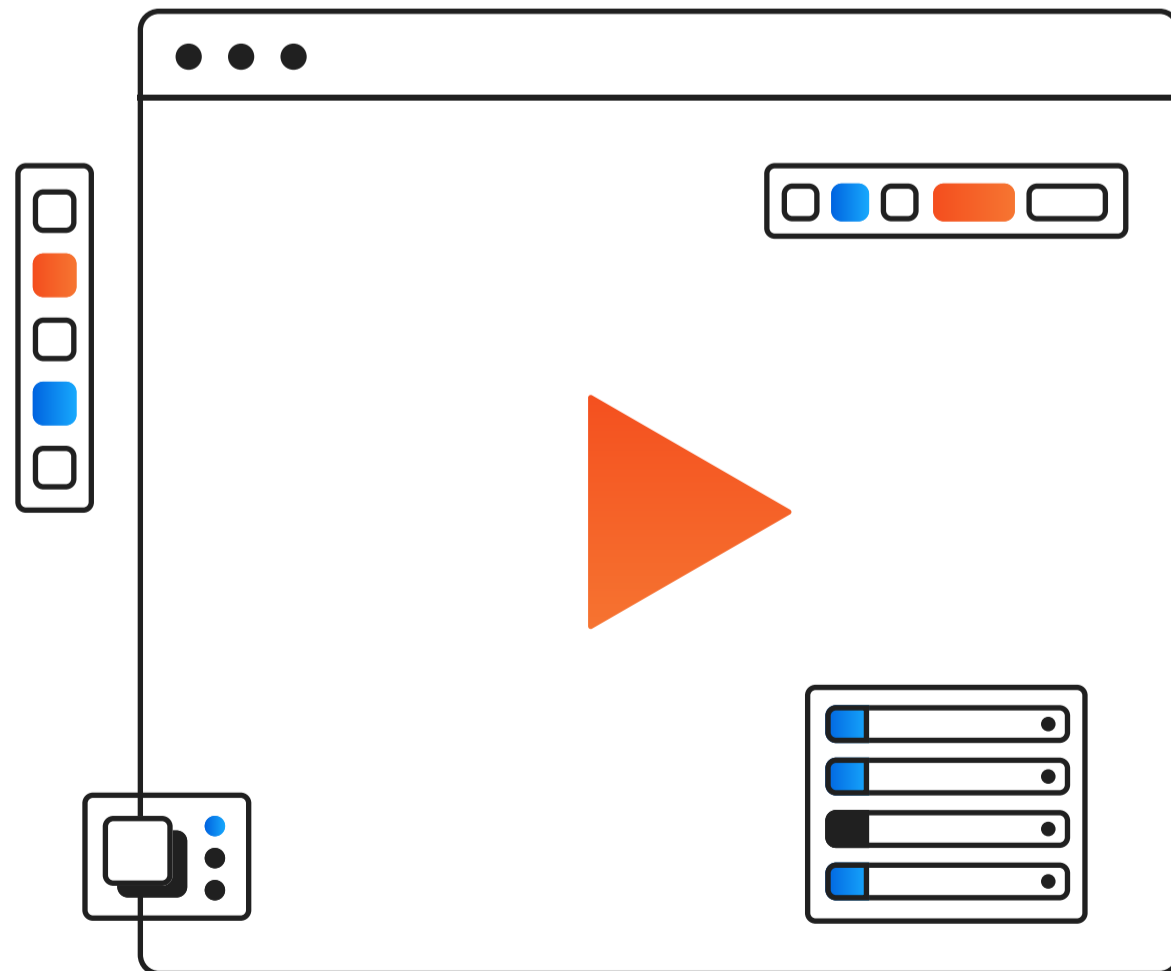


WHAT NEEDS TO BE TESTED

MEDIA STREAMING TESTING

CHECKLIST

- 01** WHAT USERS ARE LOOKING FOR IN A STREAMING APPLICATION
- 02** WHAT NEEDS TO BE TESTED IN AN OTT APPLICATION
- 03** TYPES OF TESTING USED FOR STREAMING QA
- 04** MEDIA & STREAMING TESTING: OUR OWN EXPERIENCE
- 05** HOW WE CAN HELP



MEDIA STREAMING TESTING CHECKLIST: WHAT NEEDS TO BE TESTED



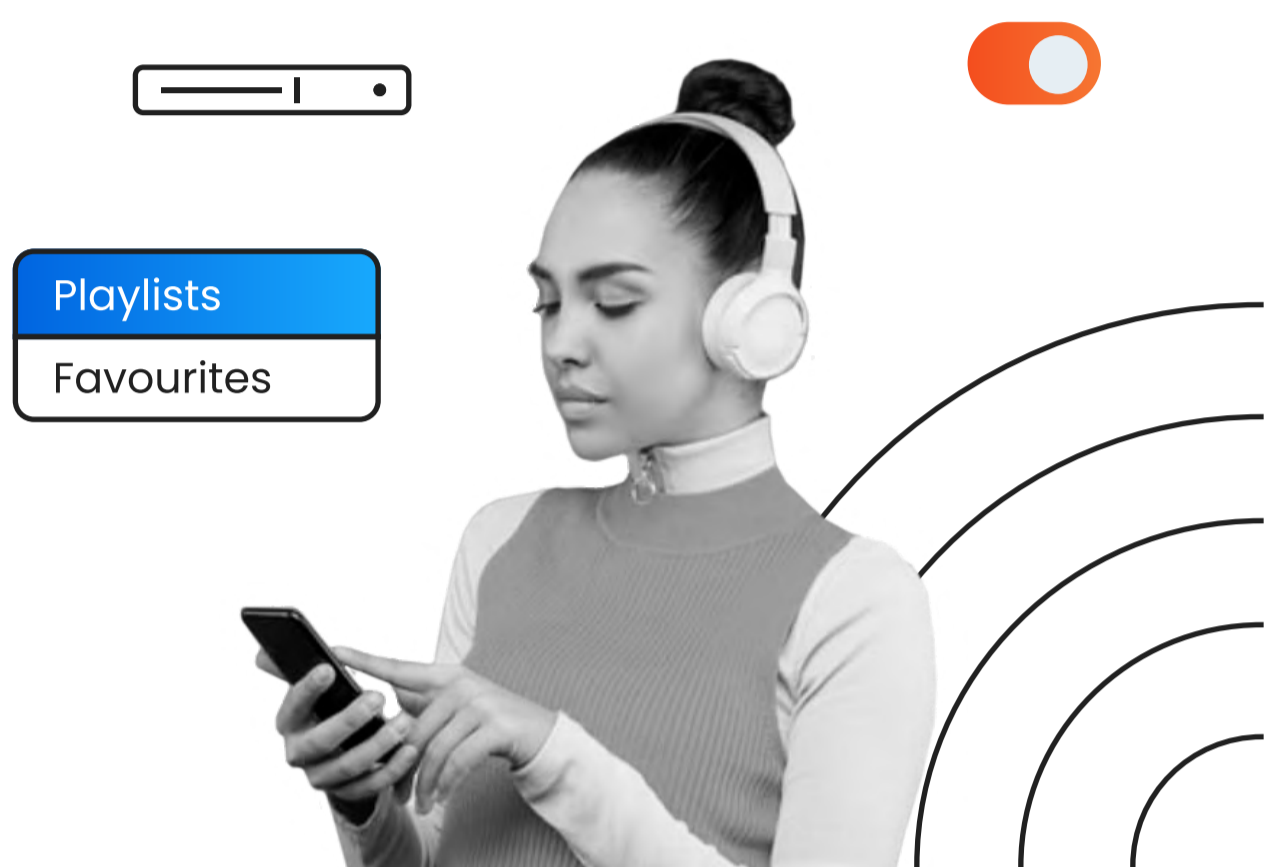
Add

Alert ×



The OTT streaming market is insanely competitive, and the competition is only getting more fierce by the year. A surefire way to stand out from the competition is **to provide a technically flawless solution** with a fabulous user experience. Here is what to include in your media streaming testing strategy.

WHAT USERS ARE LOOKING FOR IN A STREAMING APPLICATION



It goes without saying that the amount and variety of content available on a streaming platform is one of the key factors of its success. However, users will take other factors into account as well when choosing their go-to streaming service:

- 01 User-friendly interface.** The application needs to have an appealing look and, more importantly, an interface that is easy to navigate even for first-time users.
- 02 Compatibility with different platforms.** Users do not want to feel restricted in their choice of platforms and devices, so universal compatibility is a must.
- 03 Flawless performance.** This one needs no explanation: every component of the application needs to display steadily great performance under any circumstances.
- 04 Strong connectivity.** Since streaming services depend entirely on the content located on the servers, the application needs to maintain a steady internet connection.
- 05 Secure payments.** A user needs to rest assured that the sensitive and financial information they are sharing with the service isn't mishandled or compromised.

WHAT NEEDS TO BE TESTED IN AN OTT APPLICATION

These are the most important features of a media application that need to be tested in the first place.

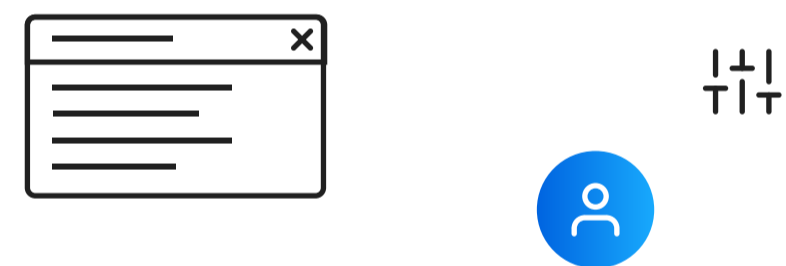
REGISTRATION

All the registration and login options need to work properly, account duplication needs to be disabled, and security protocols must be followed.



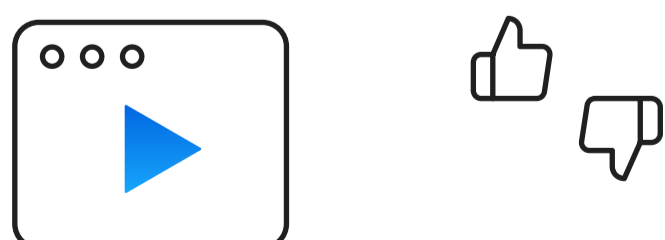
ACCOUNT MANAGEMENT

A user needs to be able to view and change their profile information. If the platform allows account sharing, the number of users sharing one account should not exceed the limit.



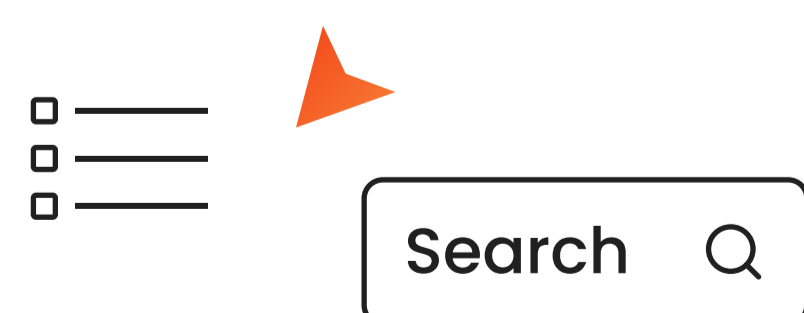
RECOMMENDATIONS

The recommendations need to be relevant to the user's listening or viewing history and take into account the company's promotional needs.



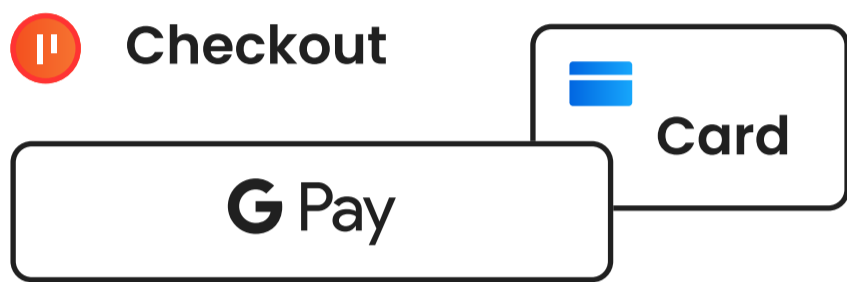
SEARCH AND FILTER

The search should display results that are relevant to the user's request. The user should also be able to narrow down the search using different filters.



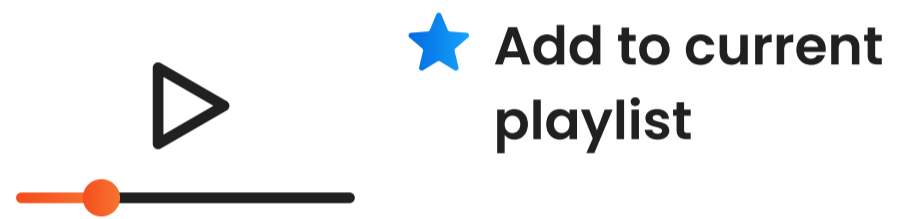
PAYMENT FUNCTIONALITY

Different payment scenarios should be tested, including when the transaction is declined by the bank.



PLAYBACK

The video needs to play without interruptions. The user should be able to pause and unpause the video or fast forward through it without any delays in the playback.



DATA CONSUMPTION

The amount of data consumed by the video should not exceed the reasonable threshold or prevent the user from accessing other network-dependent services.



BUFFERING

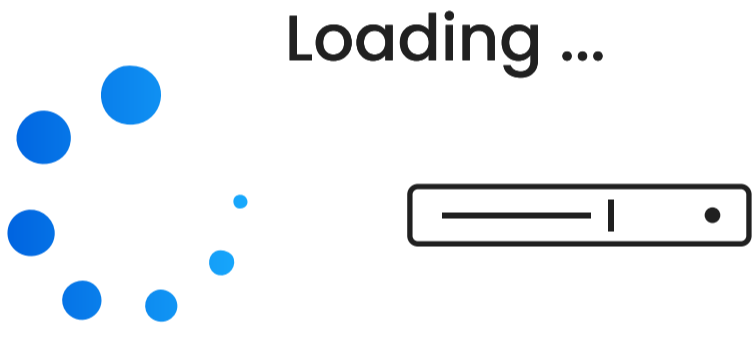
To prevent constant interruptions in the stream and ensure smooth performance, buffering functionality needs to be correctly realized in the application.





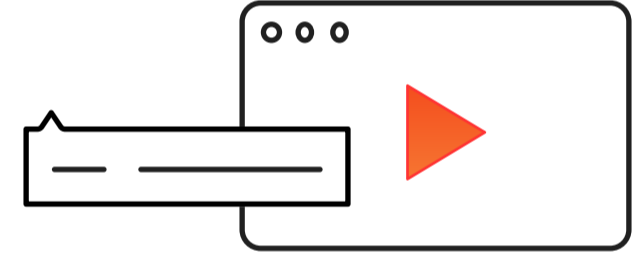
LAGGING TIME

The time spent by the content buffering should be minimized, as users will not tolerate recurring interruptions.



SUBTITLE SYNCHRONIZATION

The subtitles need to be fully synchronized with the broadcast and adequately react to the user pausing or fast forwarding the content.



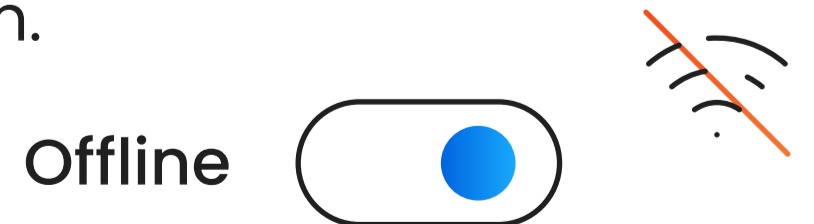
STORAGE USE

The content downloaded through buffering or for offline use should not occupy more storage than the user's device settings permits.



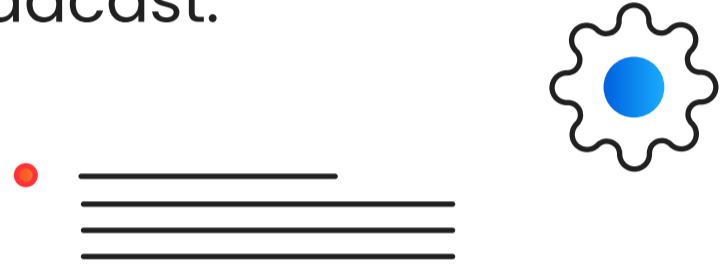
OFFLINE MODE

If the application allows the user to download content for offline use, it's important to check that it's downloaded in full and that it's only accessible through the app's player, not through the device's file system.



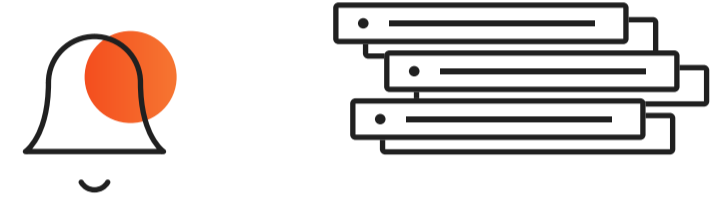
STREAM CONTROLS

When the user triggers certain controls, whether it's video/audio quality or screen size, the changes in the broadcast should only concern the selected settings and not impact other areas of the broadcast.



NOTIFICATIONS

Different types of notifications should impact the broadcast in different ways: for example, a text message can only bring the volume down for one second, while an incoming call should pause the broadcast altogether.



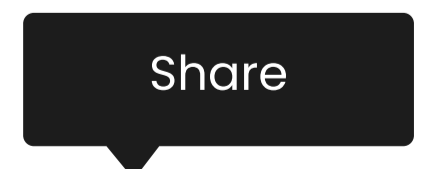
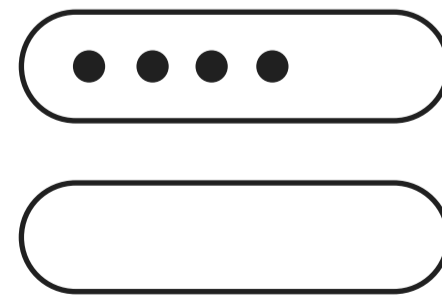
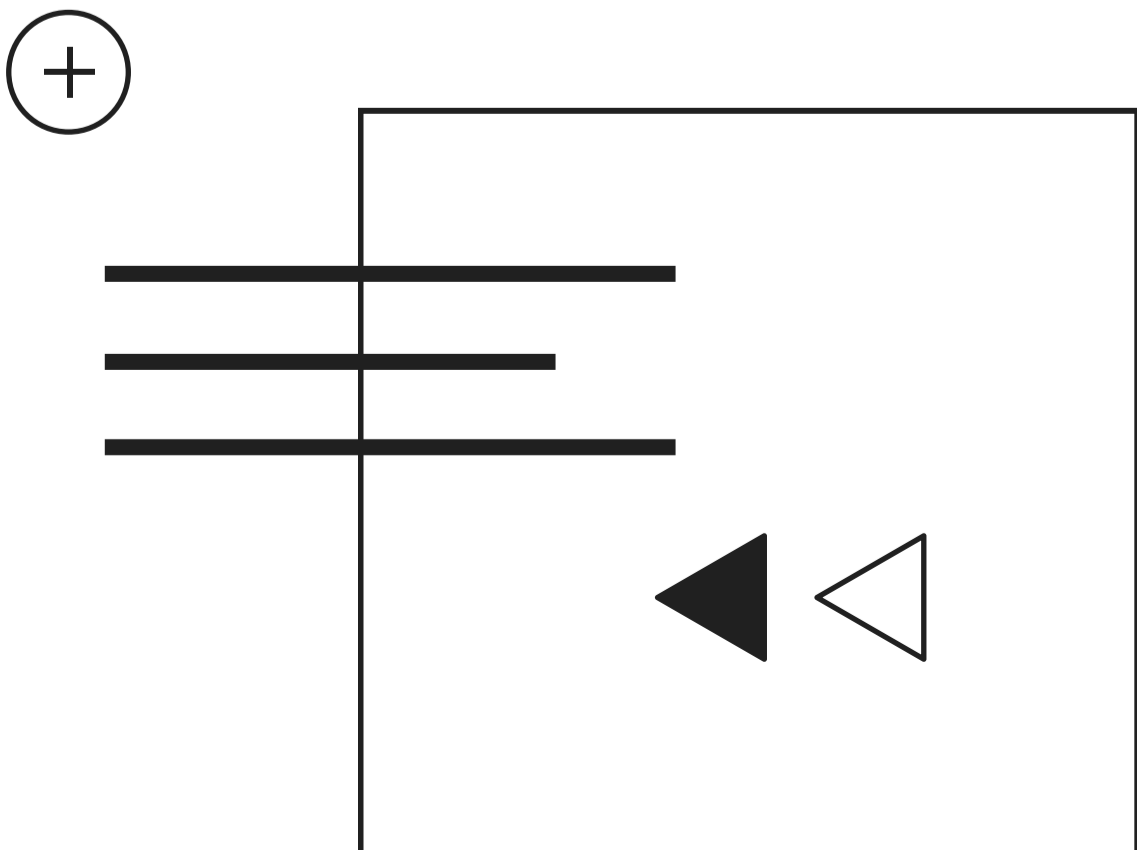
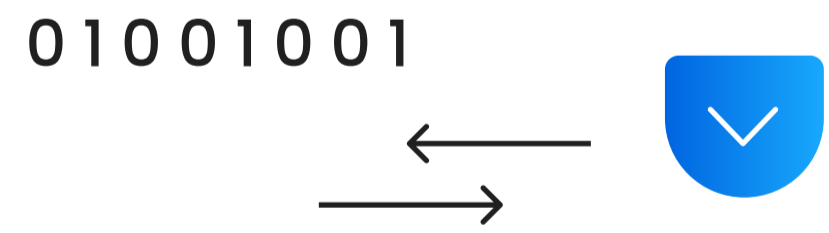
PLATFORM COMPATIBILITY

Whether dealing with a desktop, mobile, or browser application, it's vital to check its compatibility with every possible platform, operating system, and browser combinations.



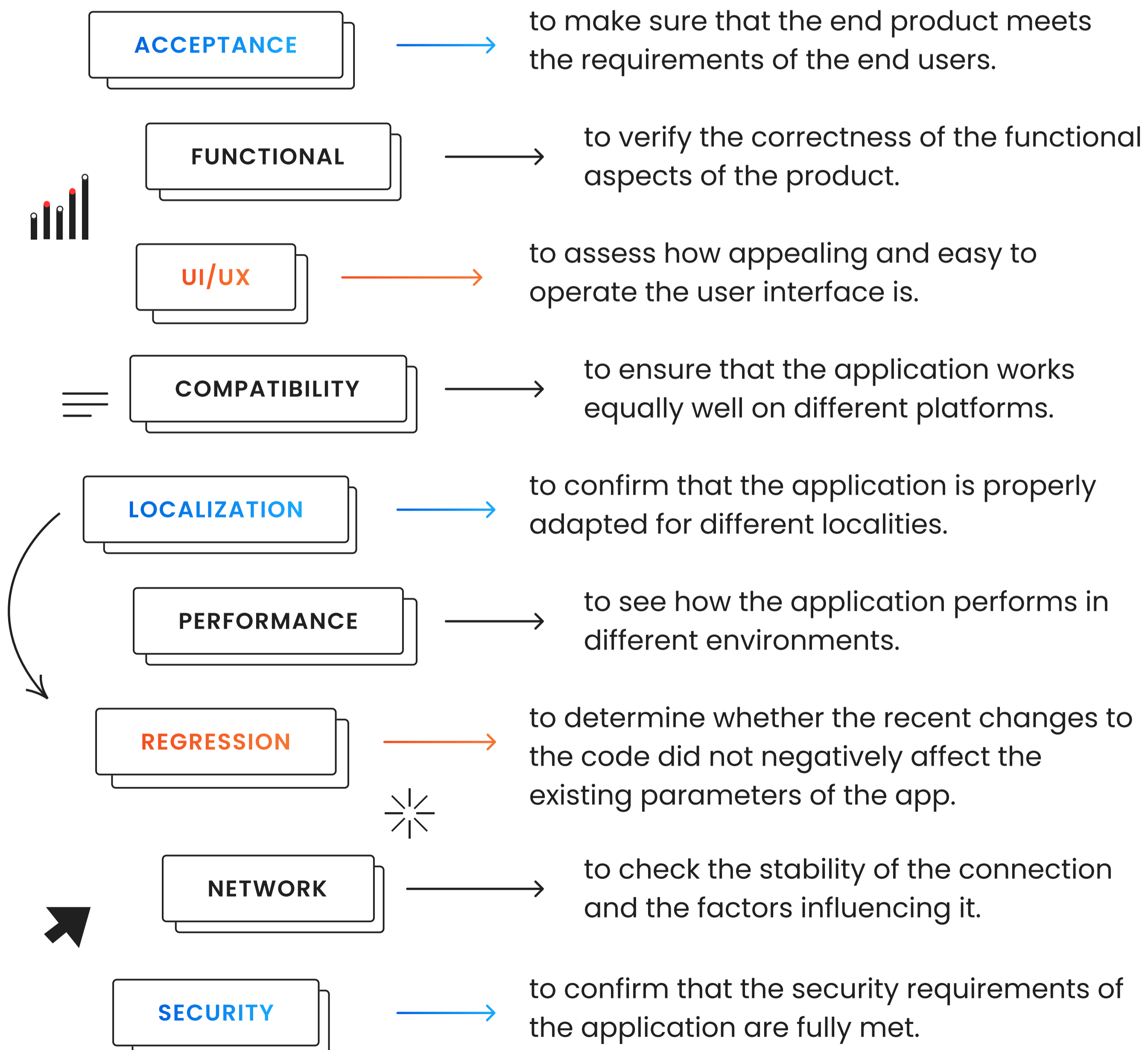
APIS

The use of APIs can significantly enhance the functionality and user experience of a streaming service, but it's important to test how well the APIs are integrated with the service.



TYPES OF TESTING USED FOR STREAMING QA

The team working on testing a streaming application will always select the most appropriate types of testing and techniques to use on the project. Here are some of the key testing types for testing media products.

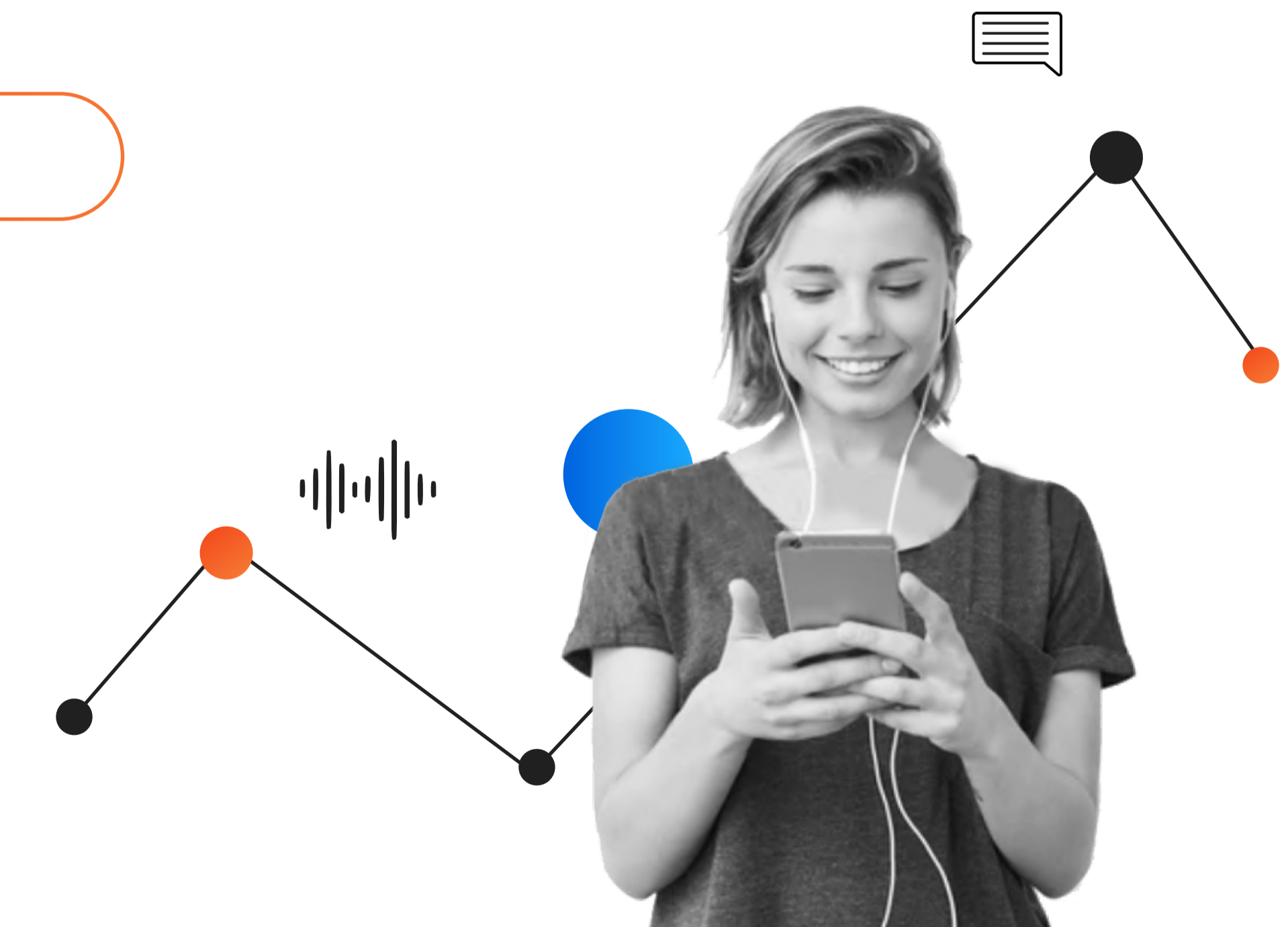


MEDIA & STREAMING TESTING: OUR OWN EXPERIENCE

For the past 9+ years, the TestFort team has been involved in the all-encompassing testing of a radio streaming application with over 100,000 available stations. Through the use of manual and automated QA, and by growing our team from 2 to 18 members, we gathered a lot of streaming testing insights.

Now, more than ever, we understand what to pay attention to in a media application and which aspects of the app have a particularly significant impact on the overall quality and user experience of the product. Find out more about our work on the project and our OTT testing philosophy in our in-depth case study.

[Read more](#)



HOW WE CAN HELP

TestFort is a software testing company with over **two decades of experience** in QA. Over the years, we have tested multiple streaming services, including a radio application with **75+ million monthly users**.

We know for a fact what a good streaming application needs to have to be successful. If you are developing a streaming application and want to be absolutely confident in its state, we can help you with all-encompassing QA, so that the **quality of your product becomes its main selling point**.

Let's talk

testfort.com ↗



ABOUT