The Avalon Media System

A Next-Generation Solution for Media Management and Access

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About Us

• Jon Dunn
  – Interim Assistant Dean for Library Technologies, Indiana University Bloomington Libraries
  – Project Director, Avalon

• Mark Notess
  – Head, Teaching & Learning Systems Development
    IU Bloomington Library Technologies
  – Co-Product Owner, Avalon
Agenda

• Project background and overview
• Project progress
• Demo
• Release 1 pilots at IU
• Plans beyond Release 1
• Questions and discussion
Project Objectives

**Goal:** Create an open source system to enable libraries and archives to provide online access to video and audio collections

- Digital audio/video management and delivery system, focused on needs of libraries and archives
- Follow an agile, open source development model
- Leverage existing technologies, where feasible
- Communicate and market the project broadly to increase awareness and grow the community of users and developers
Project Overview

• Funded in part by a National Leadership Grant from the Institute of Museum and Library Services

• Original name: Variations on Video

• Planning grant:
  – August 2010 – July 2011

• Implementation grant:
  – September 2011 – October 2014

• Partnership between libraries at Indiana University and Northwestern University
Motivators

• Demand from Variations implementers and other institutions
• Increased video digitization and creation at IU
• IU Media Preservation Initiative
• IU IT strategic plan: Empowering People
• No existing system serves needs of libraries
• History of involvement in open and community source software
• Desire to create a sustainable foundation for Variations development and maintenance
Development Team

Indiana University
• Jon Dunn, project director
• Chris Colvard, lead developer
• Phuong Dinh, developer
• Julie Hardesty, metadata analyst
• Brianna Marshall, project assistant
• Mark Notess, product owner/manager
• Nathan Rogers, developer

Northwestern University
• Stu Baker, project director
• Steve DiDomenico, scrum master
• Stefan Elnabli, metadata/preservation specialist
• Adam Hallett, developer
• Michael Klein, lead developer
• Karen Miller, metadata analyst
• Julie Rudder, product owner
• Claire Stewart, product owner/director
• Andrea Zielke, project assistant
Project Partners and Collaborators

hydra
University of Virginia
Indiana University
New York University
opencast
Rock and Roll Hall of Fame + Museum
Berkeley University of California
Northwestern University
The University of York
Stanford University
WGBH
Avalon Media System
What needs are we trying to serve?

• Libraries and archives (and museums?)
• Wide variety of audio/video collections, uses, and access needs
  – Licensed educational video collections
  – Video/audio e-reserves
  – Archival collections
  – Open access collections
• Research and teaching & learning use
• Long-term management and access
• Tie-in with preservation
Existing Solutions Insufficient

- Institutional and digital library repositories
  - DSpace, Fedora, Digital Commons, ContentDM
- Web video services
  - YouTube, Vimeo
- Classroom lecture capture
  - Echo360, Mediasite, Opencast Matterhorn
- Online video environments
  - Kaltura, Brightcove
- Streaming servers
  - Flash Media Server, Real Helix, Wowza, Red5
- Digital asset management systems
  - OpenText, NetXposure
Release 1 ("any day now!")

- The audio and video player work in the main browsers – Chrome, Firefox, Explorer, and Safari – and on mobile devices (iOS and Android).
- Integration with a variety of authentication systems are supported, along with management of group-based authorization.
- Content can be added using manual upload and description, or using the batch import facility (dropbox + spreadsheet).
- For fast and easy discovery, faceted search is based on the Blacklight discovery tool using MODS metadata.
- Ingest, management, and search functionality are built using Hydra, an open source repository framework including Fedora, Solr and Blacklight.
- Media player and processing based on Opencast Matterhorn, another open source technology.
Avalon Architecture

Avalon code – consists of Hydrant Rails App and the Rubyhorn gem. Other pieces are leveraged.
R1 Pilots at IU (tentative)

- **IJCCR**: IURTC project at this point
- John Dempsey films – Film Archive
- Course reserves – French films – Media and Reserve Services
- IU-produced content – JSoM opera productions – Cook Music Library
- Others under development
Beyond R1 (Partial List, Unprioritized)

- Authorization improvements & integrations
- Structural metadata for navigation
- Technical metadata
- Workflow & batch loading improvements
- Playlists and clip making
- Easy player embedding for other contexts, e.g., course management, websites, publishing sites
- Transcripts
- Publishing out to other systems
- More optimization for mobile
- Focused accessibility work
- Improvements based on pilots, user feedback, usability testing

Releases every three months
Participation

• Try out R1 (any day now!):
  http://www.avalonmediasystem.org/try-out-avalon

• Download R1:
  http://www.avalonmediasystem.org/download

• Read our blog:
  http://www.avalonmediasystem.org/blog
Questions?
Learn More About Avalon

- **Website:** [http://avalonmediasystem.org/](http://avalonmediasystem.org/)
- **Listserv:** E-mail [avalon-l-subscribe@indiana.edu](mailto:avalon-l-subscribe@indiana.edu) to subscribe
- **Social media:**
  - @avalonmediasys
  - [facebook.com/avalonmediasys](https://www.facebook.com/avalonmediasys)

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