**Moving Video and Audio from the Margins to the Mainstream: An Update on the Kaltura Project**

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The University of Virginia is building a comprehensive suite of solutions for video and audio management based on an open-source online media platform called Kaltura. These solutions are intended to support the use of motion media in all areas of scholarship by providing the necessary infrastructure for web-based creation, management and delivery.

The solutions include: a tool set within our Sakai-based learning management system for simple collecting, editing, sharing and annotating; a more advanced Drupal-based solution, integrated into departmental sites, that features tools for researchers; a standalone online application studio, the Kaltura Management Console, for video creation, editing and management; a plan, currently under development, to integrate the platform’s delivery system into its Fedora-based repository architecture.

Successful implementation has depended on close collaboration among project partners from digital research and scholarship centers across the institution. Included in this group are members of the following:

 *SHANTI (Sciences, Humanities and Arts Network of Technological Initiatives), a faculty-led group that promotes a culture of innovation and excellence in humanities, sciences and arts within the academic life of the University of Virginia. SHANTI aims to lay the technical basis for a new digital ecology, creating the appropriate framework for the integration vital new online software technologies enabling innovation in research, teaching, publishing and collaborative engagement - http://shanti.virginia.edu/.*

 *The Digital Media Lab, a library department that focuses on the convergence of media and technology in support of research, teaching and learning. The DML provides consultation, project planning and training in a number of areas, including digital imaging, audiovisual production and post-production, physical interactivity, 2D/3D animation, mobile technologies, visualization and delivery of media content -* [*http://www2.lib.virginia.edu/dml/*](http://www2.lib.virginia.edu/dml/)*.*

 *Online Library Environment, a library department that includes the “Hydra Project” among its key initiatives. The goal of the Hydra Project is to create a comprehensive set of open source repository workflow tools that allow librarians and scholars to manage describe, deliver, reuse and preserve digital information. The U.Va. Library is a key partner in this multi-institutional collaboration and is committed to the robust delivery of all forms of information, including rich media -* [*http://www2.lib.virginia.edu/innovation/hydra/*](http://www2.lib.virginia.edu/innovation/hydra/)*.*

During this presentation we’ll describe some of the challenges - technical, political and financial – that we’ve faced during this first year of implementation and our strategies for dealing with them. We’ll discuss the transformative effects that we’ve already witnessed on teaching and learning, and will outline our plans for the future of this initiative to move media into the mainstream of scholarly communication.