

Survey Report

Streaming Delivery of Library Video Content

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Variations on Video Project meeting

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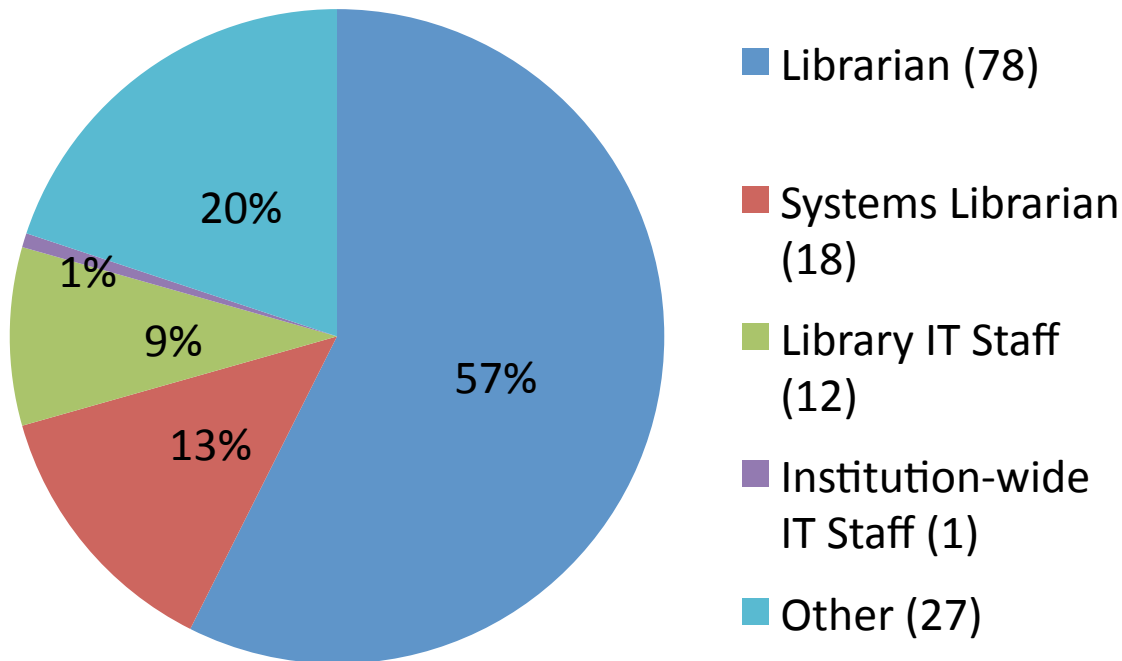
Overview

- Survey conducted online April 29 - June 5, 2010
- Invitations sent to
 - MLA-L
 - Code4lib
 - Some Variations lists
 - DLF-L
 - SYSLIB-L
 - VIDEOLIB
 - AMIA-L
- Approximately 150 respondents completed the survey
- Of these, ~90 reported currently streaming video

Primary Institutional Role

Who were the survey respondents? (N = 136)

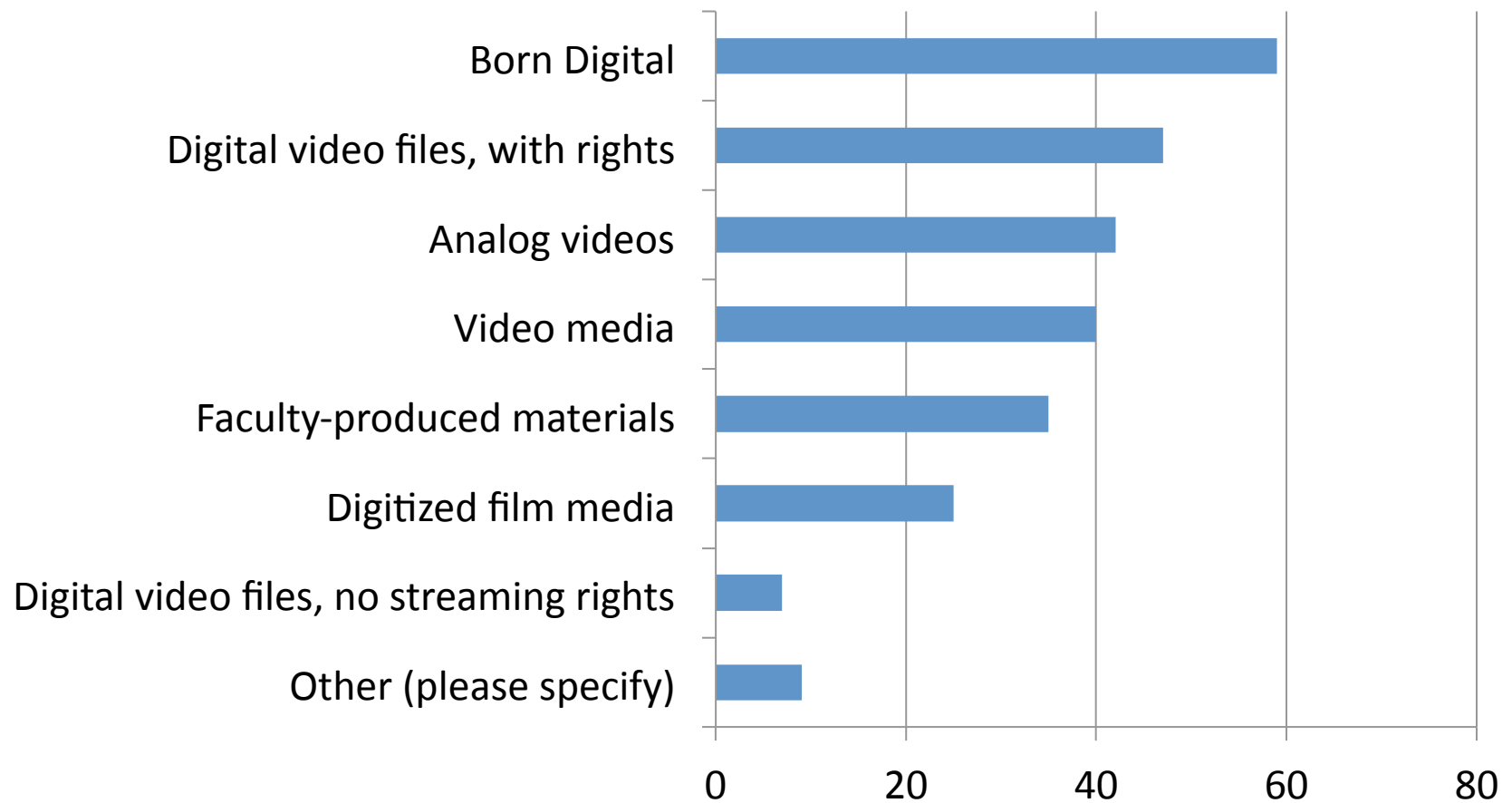
Roles



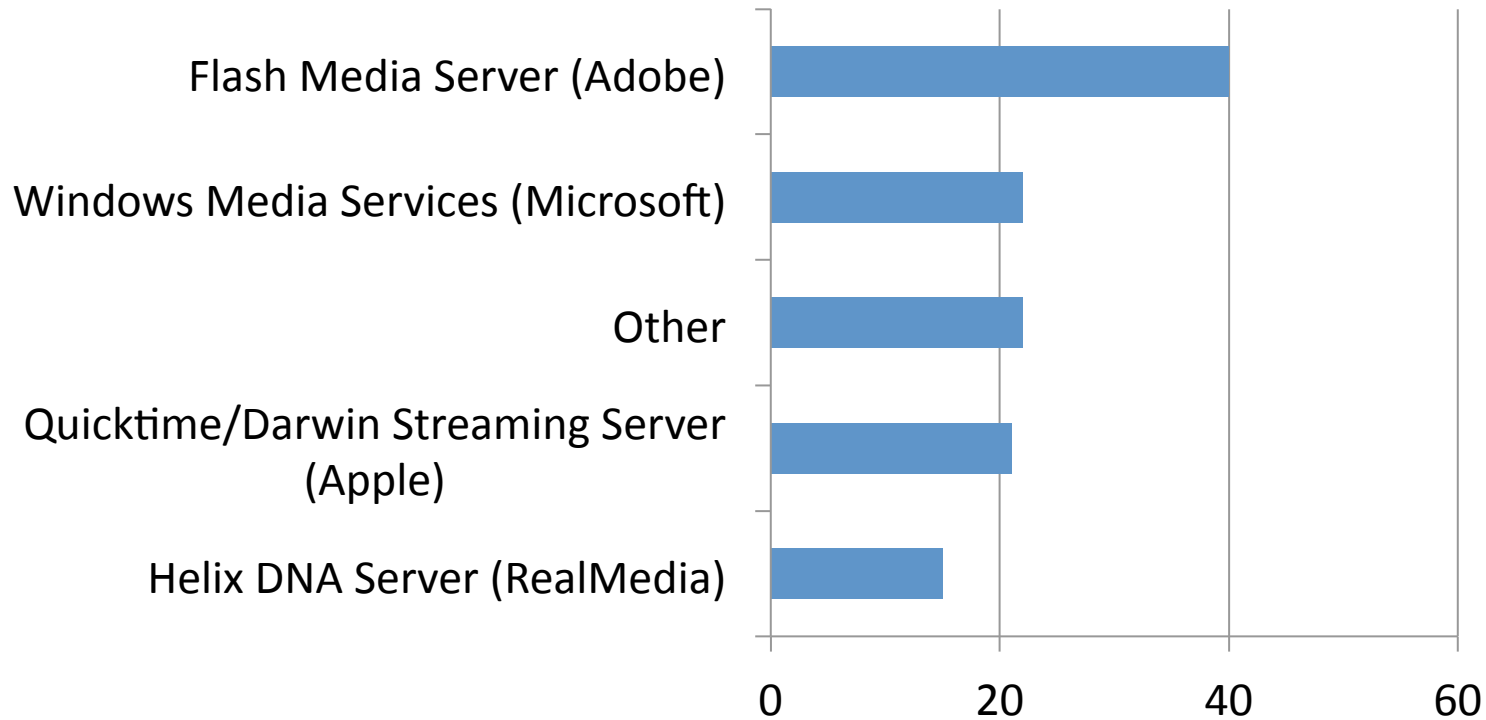
Other:

- Media Specialists (3)
- Archivists (2)
- Digital Services Librarian (2)
- Programmer, Metadata Librarian, Faculty, Developer....

What are the main kinds of video content you stream? Check all that apply (N=94)

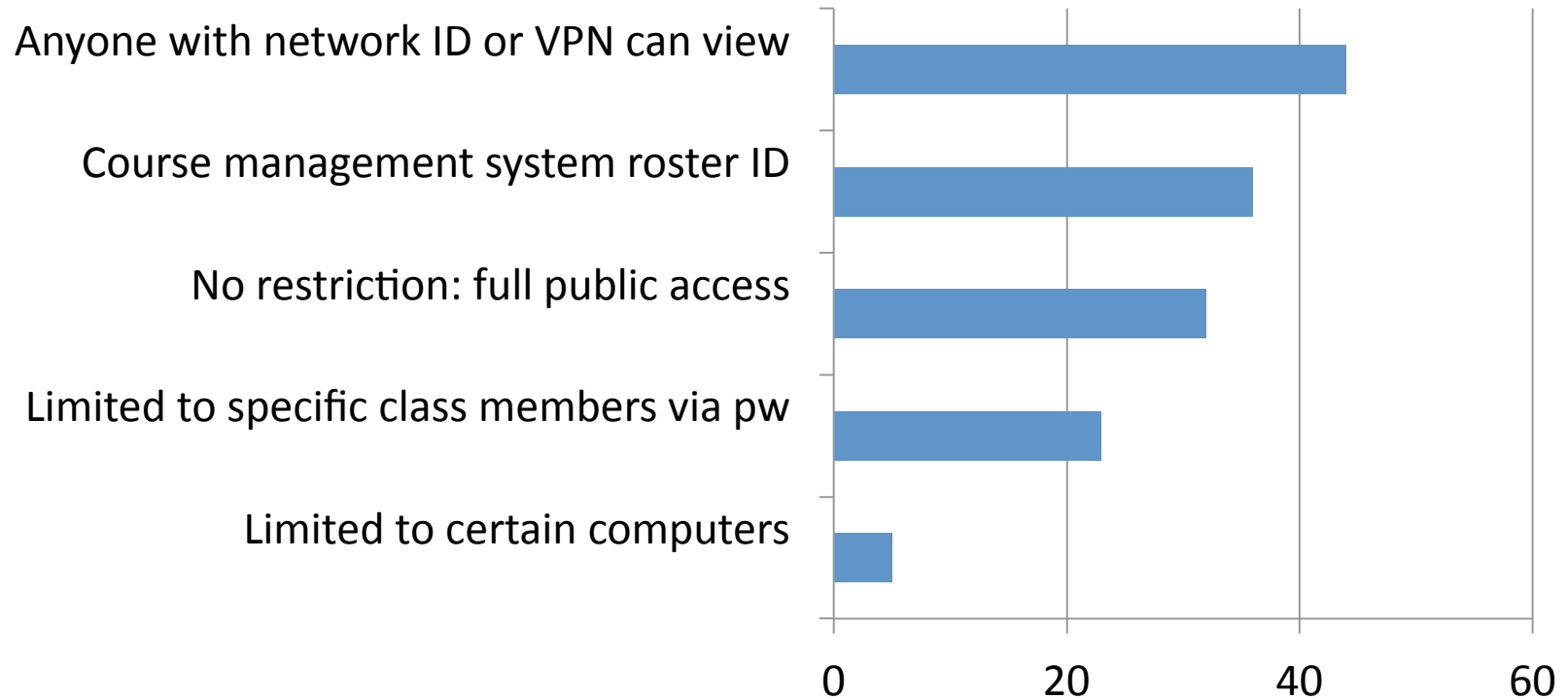


What streaming server do you use? Check all that apply (N=88)



Other: includes Wowza, YouTube, iTunes, VideoFurnace, Apple H.264

What method do you use to restrict access to your streaming video? Check all that apply (N=91)



Other: Some materials are open, some are not; on-campus only; it depends....

Which organization has primary responsibility for managing your video streaming server technology? (N=92)

- Library (47%)
- Campus IT Department (27%)
- Consortium of which we are a member (7%)
- A Commercial third-party to whom we outsource (4%)
- Other (15%) – Most of these responses were multiple servers run by multiple organizations

What do you like about your current video streaming solution? (N=66)

(open responses categorized by topic, ranked highest to lowest by count)

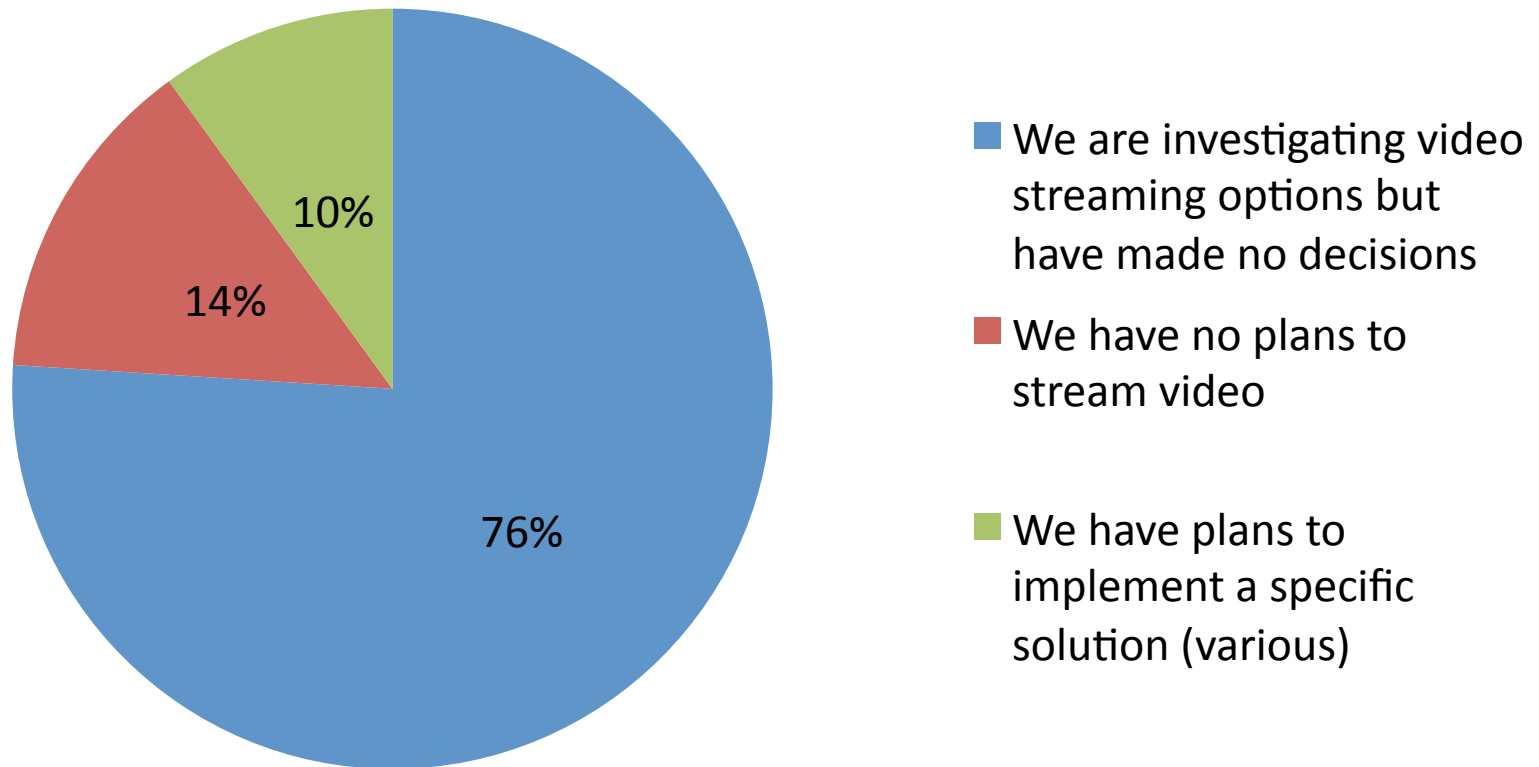
- Reliability
- Videos are accessible to broad number of users
- Tools: Clips can be created by faculty for courses, videos can be embedded, access can be controlled at several levels by admin.
- Easy to use and set up
- High praise from faculty and students
- Video stream is high-quality
- Security and password protection
- Conversion of obsolete formats
- Support for a variety of formats

What needs are not well met by your current solution? (N=57)

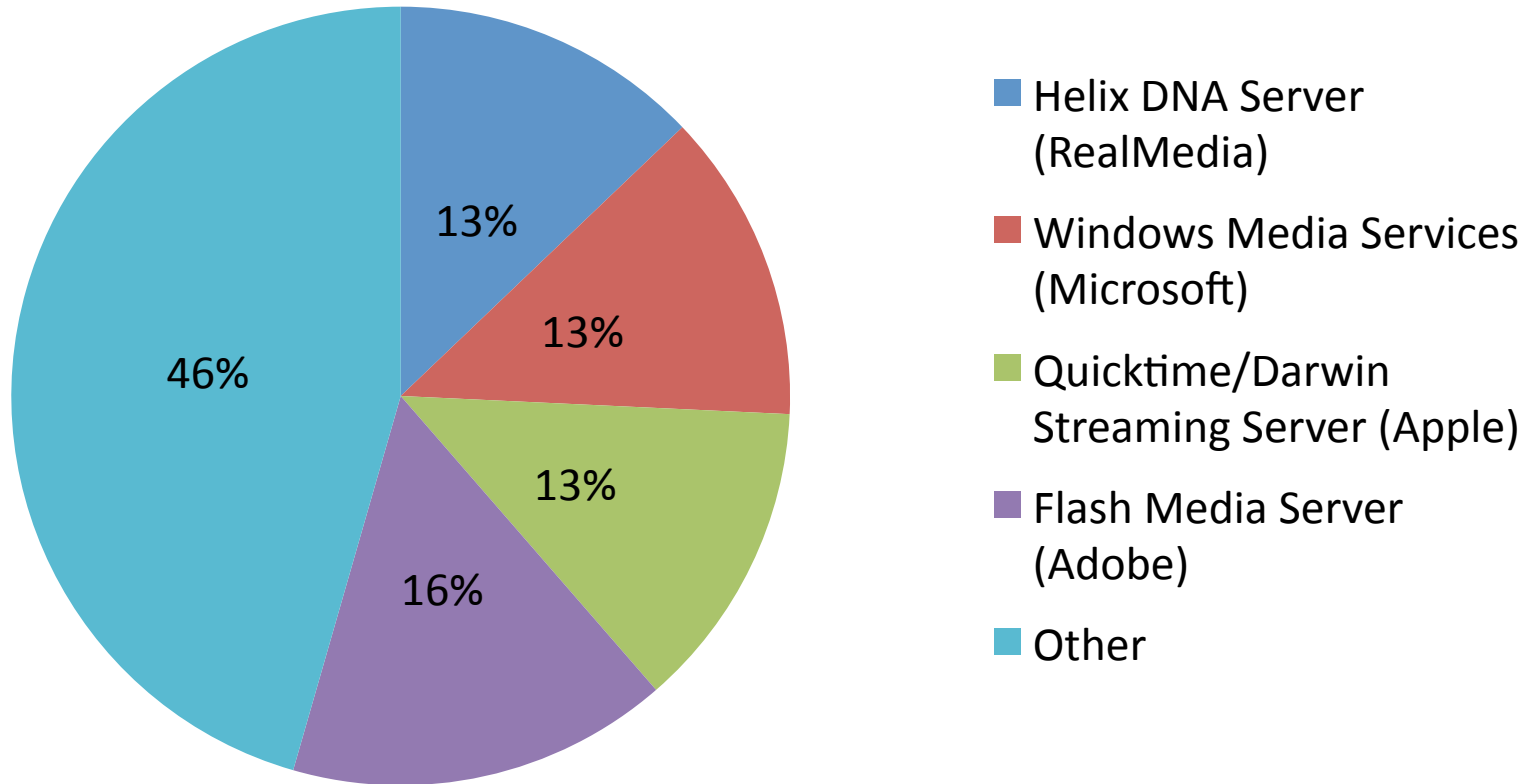
(open responses categorized by topic, ranked highest to lowest by count)

- Rights management
- Ability to control authentication or restrict access
- Lacking clip creation, Blackboard embed, clip portability, collaboration, bookmarking
- Workflow is time-consuming, labor-intensive
- Off-campus access, mobile access
- Metadata production
- Limited file support
- Platform limitations (only vendor products can be used)
- Statistical data gathering

What statement best describes your library's plans for streaming video? (N=66)

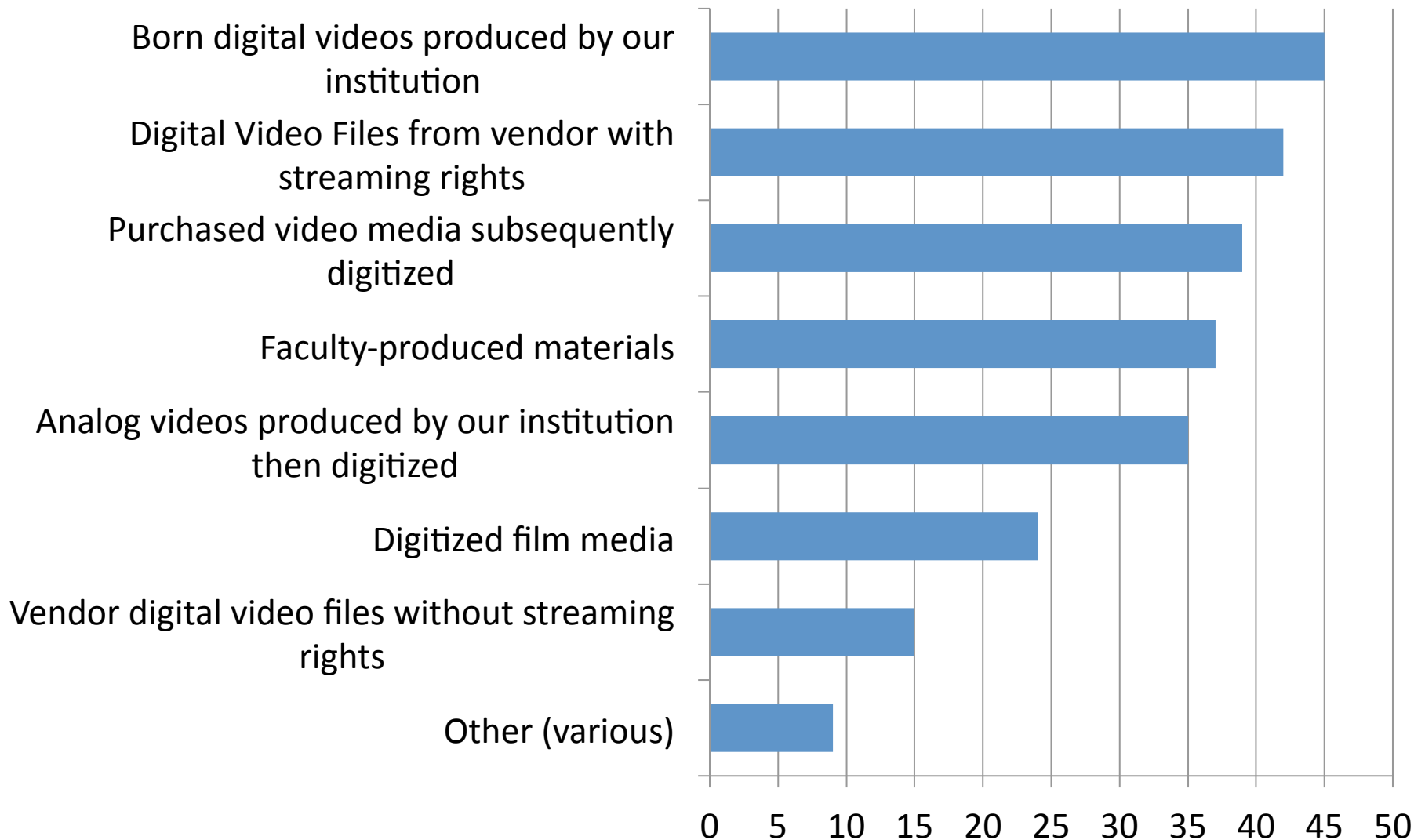


If you have already decided which video streaming server to use (or have a leading candidate), indicate which one you have chosen (N=24)



Other: Wowza (2), Flash (2), RealMedia, CONTENTdm, Video Furnace, Kaltura, SAFARI Montage

What main types of video content would you like to stream? Check all that apply (N=64)



What is important in a video streaming solution?

(The following selected answers show high 'must have' responses)

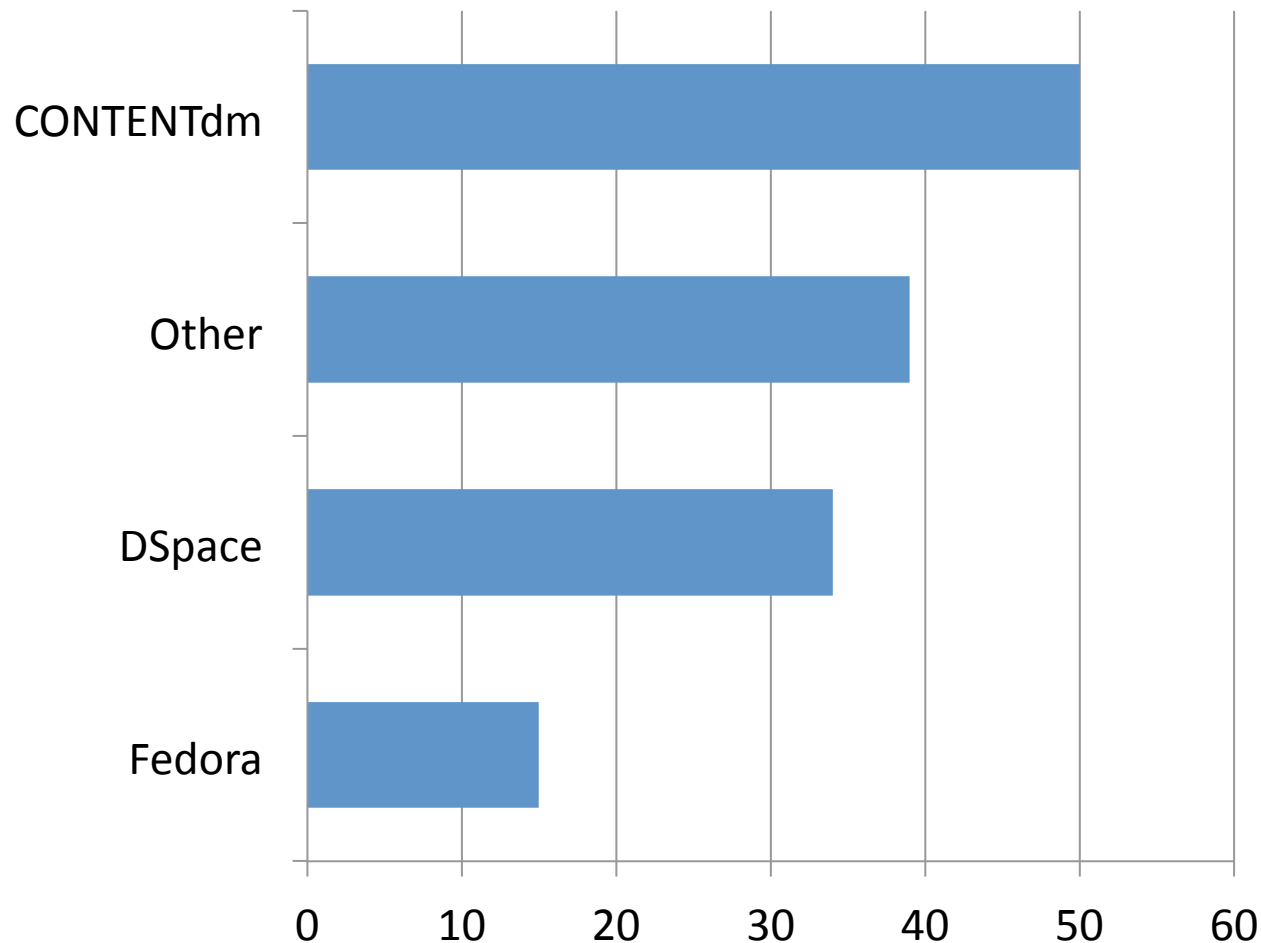
	Must Have	Would Like	Not Sure	Don't Need
Users can adjust playback location precisely (within a second of the desired location)	48	66	22	5
Users can mark a particular location in a video for future immediate access (bookmarking)	33	73	17	9
Users can create a playlist of segments from different videos for future reference	27	77	15	12
Videos can be accompanied by transcripts	28	70	22	10
Video content can be delivered to mobile devices	21	70	30	11

Interactive, end-user features wanted in a video streaming solution

(open responses categorized by topic, ranked highest to lowest by count)

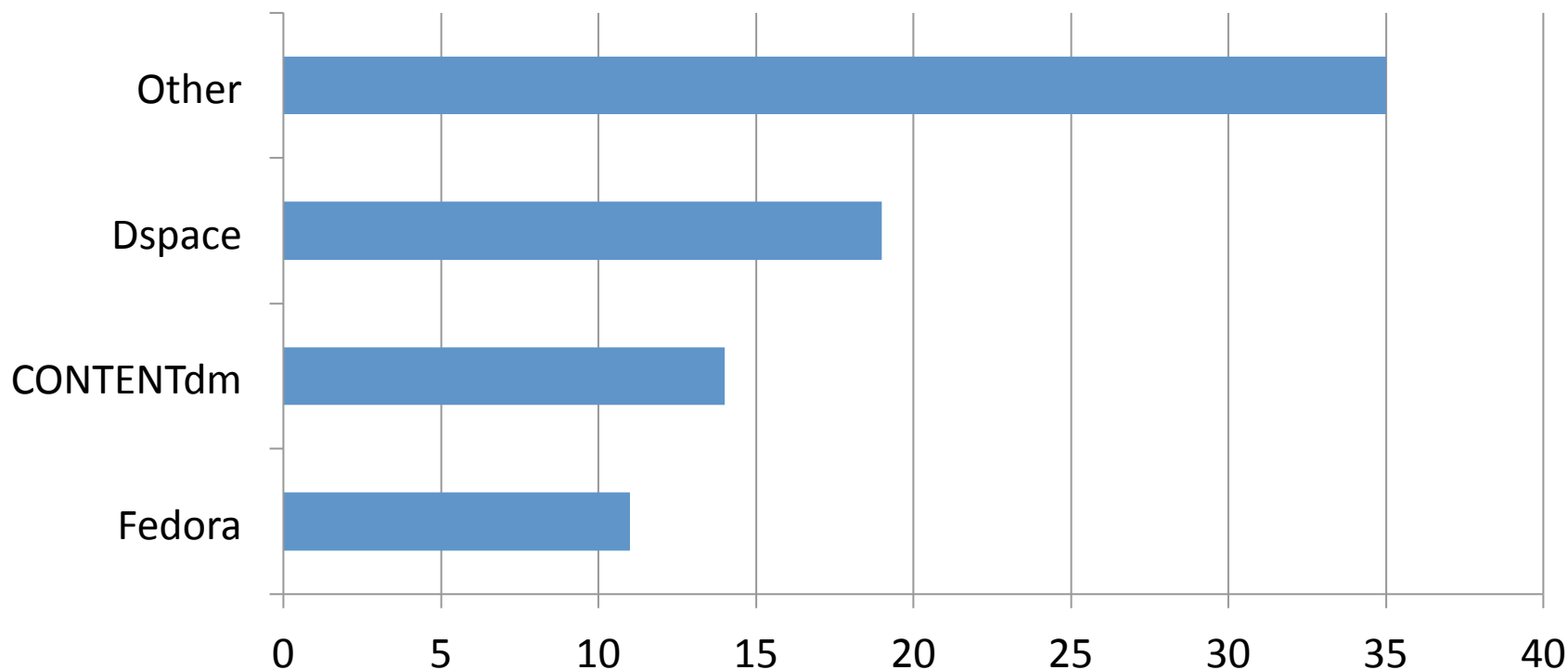
- Clips can be downloaded for use in other applications
- Closed and Soft Captioning
- Search by indexed transcript
- Tools for creating learning objects for integration into online classes
- Re-purposing of content for student use (annotation, bookmarking, remixing)
- Remote Access
- Statistics on use (overall, by school, by staff member)

Which of the following repositories or digital asset management systems are you currently running? Check all that apply (N=107)



Other includes Digital Commons, bepress, DigiTool, Symposia, custom in-house systems....

If you are running a repository or digital asset management system, check any that you use to store video assets (N=68)



Other: In-house or custom (6), bepress (2), Digital Commons (2), various....

Additional Comments

(open responses categorized by topic, ranked highest to lowest by count)

Cons

- Copyright barriers
- Cost of licensing
- No coherent policy on fair use in this 'Wild West DRM frontier'
- Conflicts between needs of Library and IT
- Storage costs

Pros

- Faculty and students love their streaming video solution
- Increased collaboration