WHAT is AVALON?

A robust, fully open source solution for curating and providing online access to digital audio and video collections.

Avalon provides the open source community with unique features such as collection management tools, easy installation & configuration, integration with various streaming servers.

Avalon is developed for use by libraries and archives, with functionality to fit their unique needs.

FEATURES/ FUNCTIONALITY

- BASIC FEATURES
  - Index, transcode, describe and securely play media files on mobile devices and desktops.
  - Integrate with existing authentication services, directory services, streaming engines and learning management systems.
  - Organize content & permissions by collection.
  - Describe items with robust metadata in support of faceted discovery.
  - Grant access based on institutional relationships or groups/classes or public status.
  - Embed media player in other websites.

- AVALON 4 - RELEASED OCTOBER 2015
  - New Metadata and Structural Metadata fields
  - Streaming Server Support for Wowza
  - Accessibility Features for Keyboard Navigation
  - Access Encoding
  - Analysed Support
  - Time Offset URLS

- AVALON 5 - RELEASED JUNE 2016
  - Organizing and Sharing Playlists
  - Content Ingest API
  - Access Control Enhancements
  - More granular searching
  - Captioning support

- AVALON 6
  - Preview release
  - Oct 2016
  - Refactoring code for Fedora 4 and Hydra 10

- AVALON 7
  - Release SPRING 2016
  - Refactoring code for better integration for other Hydra Heads.
  - Cloud hosted pilot.

DEVELOPMENT PROCESS

The Avalon team uses the Agile Scrum development process for the design, development, integration, test, and delivery of the system. Using the Agile development process allows for a highly flexible and interactive method of receiving timely feedback about Avalon requirements and design. It works well across two institutions through virtual meetings and our private Slack channels.

Daily Stand-Ups
- every day - 15 min
- Report what team members did the previous day, pull tasks (what they will be working on) for the day, discuss progress and briefly mention any impediments encountered the course of the sprint.

Sprint Planning
- every 2 weeks - 1 - 3 hrs
- 3 major parts: demo, retrospective and sprint planning.
- Demos will be recorded and available to the public.

GitHUb
- Our process is transparent, and you can follow our progress on our waffle board or our Github.

COMMUNITY GROWTH

New methods of code transparency
- Paying off technical debt
- Community sprints

SOFTWARE AS A SERVICE

Cloud model deployment
- Exploring partnerships for hosting & support
- Community survey to measure needs and interest

http://bit.ly/2dLTwNh

MODULAR ARCHITECTURE

Creation of separate core code components
- Easier installation methods and guides
- Enable integration within other Hydra Heads

AVALON CREDITS Funding

- Design, direction, development
- MELLON
- Northwestern University
- Funded by Ehrman, Grainge, University of Illinois at Urbana-Champaign, Florida International University, Indiana University, University of Illinois at Springfield, Indiana State University, and the Art Institute of Chicago.

We Now Offer Hosted Avalon

Caring in January of 2017, 2016 30th introduced Hosted Avalon services, for all your media repository needs.

Avalon is the leading audio and video repository management system, a road for colleges, universities, archives, museums and other cultural, heritage and research institutions.

Now, let us help Avalon by you, and we'll handle the host part.

http://cursonlinepartners.com/avalon