Digitizing and Hosting Streaming Media Directly from Libraries

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Streaming video is a one-way video transmission over a data network presented to an end-user while being delivered by a streaming provider.

The first principle of the Code of Best Practices for Academic and Research Libraries states that “it is fair use to make appropriately tailored course-related content available to enrolled students via digital networks.”

UNLV Libraries Film and Computer Services Department will work with instructors, librarians, and UNLV Film Department to make video resources available in the formats and locations necessary for teaching, learning, and research. We will digitize entire or segments (clips) of videos for instructors according their curriculum to use in teaching and research.

If the library cannot purchase streaming rights, we will need to evaluate the streaming request using a Fair Use analysis before digitization of the content.

Are publishers prepared to grant libraries licenses to stream their productions when a library holds one of their videos, DVDs, etc., or a born digital streaming media?

- Some do not have a policy.
- Some ask for a license fee.
- Some give authorization with no extra charge.
- Some do not give permission to digitize.
- Some give permission only for a particular course.
- Some require their product to be used through course management software, such as WebCT.