**Title of Article**: Design and Implementation of a Virtual Machine Video Conferencing Application  
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**Abstract**: Videoconferencing today is faced with the challenge of limited number of participants per time, and also the need for large and fully equipped conference rooms. This might not be a problem to a large enterprise, but for the small to medium-sized business, access to a videoconferencing facility involves either a very costly rental fee or is completely impossible. The aim of this work is to design and implement a videoconferencing prototype (OpenMeeting) with added functionalities which will solve problems facing the traditional way of conducting meetings.