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From the Chairman

ueled by the support of our donors and a dedicated Board, 1998 was a year of innovation and collaboration at The Computer Museum. This spirit fueled several exciting exhibits and programs, resulting in another successful year of educating people about computer technology.

For example, the Museum joined forces with MIT Media Lab Associate Professor and Board member Mitchel Resnick to create The Virtual **FishTank**™, a stunning technical achievement. The Museum capitalized on the latest 3-D computer graphics and real-time character animation to present new ideas about how the world works, while captivating the public with a virtual undersea world where they build their own fish. The National Science Foundation, the Kapor Family Foundation, Sun Microsystems, The **Ernst & Young Center for Business** Innovation, and anonymous donors collaborated on funding, and the Museum signed on Nearlife, Inc., an MIT Media Lab spin-off, to do the exhibit design and programming.

Wizards and Their Wonders: Portraits in **Computing**, an unusual chronicle of computing visionaries in both exhibit and book form, was the result of another creative alliance designed to preserve the history of innovation as it was being made. Museum Founding President Gwen Bell and portrait photographer Louis Fabian Bachrach III were the architects of this fascinating chronicle, in collaboration with the Association of Computing Machinery and Goldman, Sachs & Company, the exhibit's underwriter.

In addition, the Museum's innovative educational programs have inspired corporate, foundation and community recognition and support.

Long-time supporters such as State Street Foundation, The Boston Globe Foundation and the Massachusetts Cultural Council have helped position the Computer Clubhouse program, winner of the prestigious 1997 Drucker Award for Nonprofit Innovation, to go global in its mission of inspiring inner-city youths with the power of computers. Bell Atlantic and **American Express** provided seed money for the "Clubhouse-to-College/Clubhouse-to-Career" program that helps kids leverage their Computer Clubhouse experience to pursue college and careers. A grant from Mellon Trust exemplifies a rewarding public/private collaboration that enables the Museum to show Boston public school teachers how to harness the Internet for meaningful classroom learning.

Meanwhile, led by a growing group of enthusiastic industry supporters in Silicon Valley, The Computer Museum History Center has also had a busy year, preserving and explaining

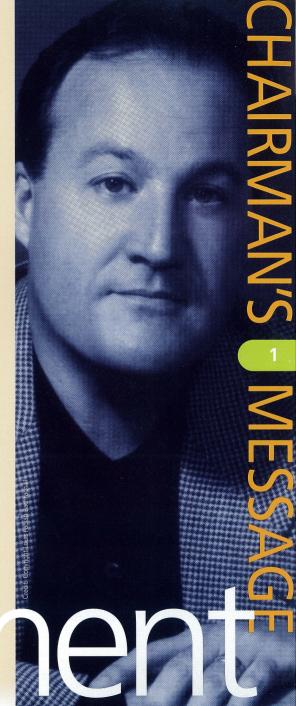
the history of computing. The History Center accessioned more than 80 artifacts in FY 98, loaning its treasures to such industry conferences as SIGGRAPH and MacWorld.

More than 1,500 people enjoyed hearing about computing history from those who made it through the History Center SRO lectures, in association with the Bay Area Computer History Perspectives. Key industry individuals, groups and the press regularly tour the Visible Storage warehouse for a firsthand look at the gems in the collection. In addition, the Founding Membership campaign successfully concluded with 270 donors, and progress is being made in the search for a permanent home for the History Center.

These achievements could never happen without the support of our members, sponsors and volunteers. On behalf of my fellow Board members, I thank everyone who has participated in this convergence of innovation, technology and support. We invite all of you, old friends and new, to join us in the excitement to come.

fammeellele Larry Weber

Chairman of the Board



To educate and inspire people of all ages dynamic exhibitions and programs on the

To preserve and celebrate the history and promote the understanding of computers worldwide.

> To be an international resource for research into the history of computing.

MISSION

"With The Computer Museum's Education Program Center, finally there is a place for educators to get the tools and insight to inspire girls' interest in computers and level the playing field for women in technology."

> Sherry Turkle, Sociology of Science Professor, MIT

and backgrounds from around the world through technology, application, and impact of computers.

when I was 12 or 13. The Museum was an integral part of my computer education. It's given me a base for social interaction, too. Everyone is intrigued by the things I saw there... the Univac computer, the artificial intelligence wing... Now I'm in computer animation. Ninety percent of what I do involves computers."

"I started going to the Museum

Justin Curtis, Creative Partner, Pixelworks, San Francisco

From the Acting Executive Director

"A great place for kids and adults.
We loved it. This is our second
visit. It was better than the last
one two years ago."

Roy Ciampi, Museum visitor, Union, N.J. t's an anomaly of our age: technology makes communication faster, easier and less costly, while capturing attention becomes ever more challenging! Yet we've been pleased and heartened to see more and more people becoming aware of the Museum's great programs and exhibits. It's happening through media coverage, through growing participation nationally and globally, and through word-of-mouth — which is the best form of promotion. Attendance has been holding steady through the Big Dig, and we saw a 24.7 percent spike in visitorship the week after **The Virtual FishTank** opened.

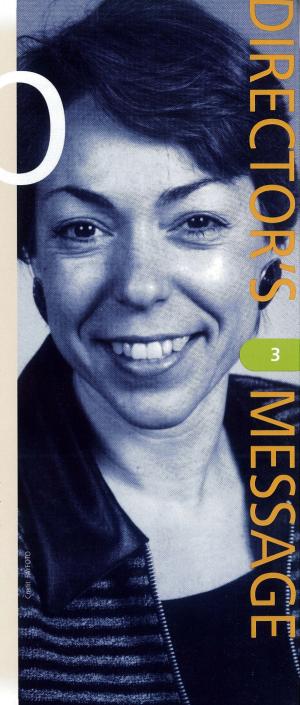
Our "Educating with the Internet" program was so successful that extra sessions have been added. The Tenth Annual Computer Bowl® set records for number of event sponsors (31), media sponsors (30 publications), attendees (650), revenue and press coverage.

As more people find out about the Museum and spread the word, we're able to do more for our members and supporters. When more people get involved, more ideas are generated... more partnership opportunities arise... more funds are available to do more things. That helps us stake our claim as a "must-see" for Boston visitors and residents alike. Spreading the word is a priority for the coming year. So we're hoping you, our friends and supporters, will get out there and shout about it.

Ellen Spear

Acting Executive Director

opportunity



"In the *FishTank*, my children can do their own research, figure out for themselves what is going on, and make their own deductions."

Mary Marzec, Museum Visitor, Getzville, NY

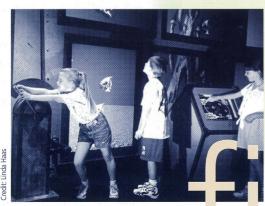
The Virtual FishTank

he Museum's newest exhibit and one of its most ambitious, a 2,200 square-foot virtual undersea world, opened in June. Visitors build their own fish, choosing behaviors such as appetite for food or responsiveness to temperature, human beings and other fish. Then they launch their creations into the 400-square-foot tank, and experience how the few simple rules they used lead to complex behaviors and patterns.

A collaboration with the **MIT Media Lab** and **Nearlife**, **Inc.**, the *FishTank* was developed with a grant from the **National Science Foundation** and others. Future plans for the *FishTank* include a traveling version.

"If you talk in the abstract about decentralized behavior, people's eyes would glaze over. But the FishTank shows us that real-time computer graphics simulations can help us look at things that are hard to see in any other way."

Robert F. Sproull, Fellow, Sun Microsystems



From the left: Alain Gregoire, 8; Zachary Putnam, 8; and Gabrielle Rossetti, 8; from Thompson, Connecticut, create and interact with their own virtual fish.



From the left: Tinsley Galyean, Nearlife, Inc.; Oliver Strimpel, The Computer Museum; King Neptune (Joe St. Jean); a mermaid (Erin Cromwell); Mitchel Resnick, MIT Media Lab; and Bob Sproull, Sun Microsystems (an exhibit sponsor), cut the ribbon at the FishTank's gala preview.

"The Virtual FishTank presents important new ideas about the way the world works, and how we think about it. It is an unforgettable experience to enter and interact with such a graphically rich, sophisticated virtual world."

Mitchell Kapor,
Founder, Lotus Development
Corporation, and President,
Kapor Enterprises, Inc.

redit FayFOTO

Credit FAYFO

"New England is fortunate to have such a tremendous educational resource in its midst. The Museum is a wonderfully engaging place for families, school groups and budding computer whizzes of all ages to learn how to harness computer technology and the Internet."

Edward J. Markey,
U.S. House of Representatives,
7th District – Massachusetts

Wizards and Their Wonders: Portraits in Computing

he exhibit opened in November, featuring specially commissioned color portraits by photographer Louis Fabian Bachrach III that reveal the human faces behind the inventions of the computer age — from the mouse and the microprocessor to applications software and the Internet. Underwritten by Goldman, Sachs & Company, Wizards and Their Wonders: Portraits in Computing introduces these visionaries in intimate profiles of their backgrounds and achievements.

"The contributions of nearly 200 wizards on display are indisputable. Their vision has influenced today's commerce, culture and community."

Charles House, President, Association for Computing Machinery

Wizards involved a selection panel of National Medal of Technology and other industry award-winners. The Museum collaborated with the **Association for Computing Machinery** on the exhibit's companion volume, written by **Christopher Morgan**. The brainchild of Museum Founding President Gwen Bell and Bachrach, Wizards grew out of a smaller portrait exhibit sponsored by the Museum's History Center in conjunction with the Association's 50th anniversary.

"These are the people who sparked and drove the explosive growth of an entire industry. In presenting many wizards' portraits with their inventions, the exhibit provides a rare educational opportunity for the public to learn about visionaries and inventors, while many are still innovating."

Alfred R. Berkeley, III, President, Nasdag Stock Market



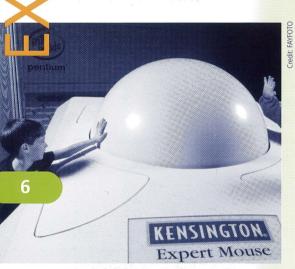
Museum Board Members Lynda Schubert Bodman and Paul Egerman were among the first people to explore *The Virtual FishTank* at a gala preview.

Wizard Dorothy Terrell also sits on the Museum's Board of Trustees.

alts

Credit: Copyright Louis Fabian Bachrach II

5



The Museum's young visitors never tire of the over-sized input device.

"As someone with an interest in mathematics, computers and networking, I think it's important to understand where we are, how we got here, and where we're going. That's one of the reasons I support the Museum. Besides, it shows that some of this stuff can be fun!"

Gary Kessler, Member of The Computer Museum since 1985, Colchester, Vermont

Giant Mouse in the House

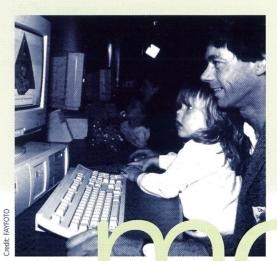
ne of the most popular components of the giant *Walk-Through Computer* was refurbished last spring with support from Kensington. The one-ton trackball has a new housing, resculpted to reflect the Kensington Expert Mouse's design. Also, a new roller assembly now evenly disperses the weight of the 350-lb. urethane ball.

"We at Kensington feel privileged to have been an integral part of *The Walk-Through Computer* from its inception. It continues to be the most innovative way for people of all ages to learn the inner workings of a computer."

Peter Dupont, President, Kensington Technology Group

Best Software for Kids Gallery

hildren's software expert Cathy Miranker tried out the latest software for kids, choosing the Top Ten new additions to *The Best Software For Kids Gallery™* just in time for the holidays. The exhibit features 50 titles rated as among the best for hands-on learning, looks and longevity. Visitors like those below can search for titles based on a child's age, need and interests, then try out the software for as long as they like.

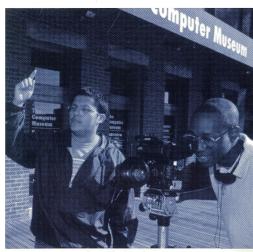


It's hard to know who is more engaged by

The Best Software For Kids Gallery, father or daughter.

"The Computer Museum offers a wonderful way to learn about computers — whether it's The Virtual FishTank, The Walk-Through Computer, the Computer Clubhouse or the Wizards exhibit. By supporting the Museum, I can do something to introduce others to this important technology that is shaping all aspects of our lives."

David L. House, President, Nortel Networks



Clubhouse Manager Marlon Orozco (left) and Clubhouse Member/Mentor Steve Osemwenkhae (right), shoot a music video. Osemwenkhae is now a freshman at the University of Massachusetts (Boston).

"My son Peter has really grown tremendously through his experience at the Clubhouse and the mentors who have worked with him. The Clubhouse has made a big difference in the way he thinks about himself and relates to other people. He has turned out to be the computer guru at school. The Clubhouse has exposed him to so much more that wouldn't have been available to him."

Joan Eacmen, Parent

The Computer Clubhouse

stablished in collaboration with the MIT Media Lab, the Computer Clubhouse Program now welcomes inner-city young people at eight different sites in Boston; Brooklyn, New York: Columbus. Ohio: Milwaukee. Wisconsin; and Stuttgart, Germany. Each site uses the original Clubhouse at the Museum as a model in engaging the creativity of the youth through self-directed projects based on their own interests. Every weekday afternoon and Saturday, curious young people age 10 to 18 drop in to explore sophisticated software and computer technology, creating animation, Web pages, multimedia presentations, music, robotic devices and science simulations. Adult mentors are on hand to answer questions — but just as often, to learn alongside their younger counterparts.

In October 1997, the Clubhouse was selected from more than 200 applicants around the country to receive the prestigious **Peter F. Drucker Award for Nonprofit Innovation**. The award recognizes innovative programs that have made a difference in the lives of the people it serves. In addition, the Clubhouse was a finalist for the **Global Information Infrastructure**

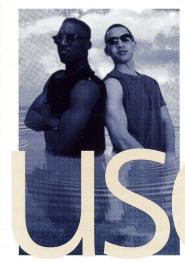
"Promise" Award, created in collaboration with the President's Summit for America's Future.

In May, the Museum was invited to set up a "model" Clubhouse at the national conference of the **Boys & Girls Clubs of America** in Orlando, Florida. The Museum is also working with Boys & Girls Clubs around the country to establish their own Clubhouses, while developing a collaborative program with the national Boys & Girls Clubs of America.

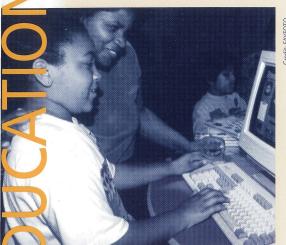
Meanwhile, a program organized with the Patriots' Trail Girl Scouts Council, MIT Media Lab and Wellesley College enables inner-city girls to open up the "black box" of science. Funded in part by the Massachusetts Cultural Council, "Beyond Black Boxes" lets Clubhouse Girl Scouts build instruments using LEGO, sensors and "Crickets," tiny programmable devices developed at the MIT Media Lab. Another initiative, "Clubhouse-to-College/Clubhouse-to-Career," launched with the support of Bell Atlantic and American Express, helps kids leverage their Clubhouse experience and skills by exposing them to professional and academic opportunities.

"I heard about the Computer
Clubhouse in 10th grade. My art
teacher said I could combine my
artistic skills with computers. The
Computer Clubhouse has helped me
in school. I help my classmates with
their projects and get extra credit
toward my degree."

Ruby Fevrier, 19, Computer Clubhouse "alum," Museum staff member, and student at Massachusetts College of Art



This portrait was created by Clubhouse Member Francisco Santiago (on the right). The figure on the left is Ruby Fevrier (quoted above).



G'Tanya Small (second from left) and her niece Kristina, 9, explore one of the Museum's software picks. In the background are Patricia Sarango (far right) and her daughter Mariana, 9.

"The teacher's role is changing. We're no longer 'sage on the stage'...we're coach and guide. But if I'm a guide who can't use the Internet, where am I going to take my students? I now feel much more confident. I can really see how this technology gives me what I need to engage students."

Rita Newark,
Special Education Teacher,
Boston Evening Academy

Educating with the Internet

hrough "Educating with the Internet," a series made possible by a grant from **Mellon Trust**, Boston public school teachers are finding out how to use and harness the power of computer technology to transform classroom learning. Geared to elementary, middle and high school teachers in all disciplines, the program targets Boston's Enhanced Enterprise Community, a technologically underserved area. The first workshops trained 300 educators. The successful pilot will be launched as a full program in the fall of 1998, training an additional 750 teachers.

The program is held in the Museum's Education Program Center, which opened in September thanks to a grant from Digital Equipment Corporation and further support from Bay Networks, Bose Corporation, The Boston Computer Foundation, The New England Hi-Tech Charity Foundation, and The Children's Museum. This networked multimedia teaching facility is available for use by education groups, businesses and trade associations.

"If teachers are to succeed in preparing their students for the technological challenges of the future, they must have access to the appropriate tools and training. We are very pleased to help The Computer Museum support teachers and their needs through the establishment of this unique Education Program Center."

Jane Hamel, Manager, Corporate Contributions, Digital Equipment Corporation

www.tcm.org

n August 1997, the Museum's website recorded an all-time high of 1.6 million hits, just one year after it first went up. The most heavily used areas of www.tcm.org are its educational resources. Educators frequently download activity pages and lesson plans for classroom use. The website has continued to evolve, responding to user feedback. Two "sub sites" have been developed for The Computer Bowl and Computer Clubhouse. The website's new look incorporates the Museum's new graphic identity, and uses advances in interactive technology for a livelier visitor experience.

"Studies show that barely half the teachers in the U.S. have had any training at all in using technology in their classrooms. 'Educating with the Internet' addresses that need. We are delighted to support this initiative, which gives us the opportunity to join forces with the many educators who work so hard to prepare our young people for the future."

Joanne Y. Jaxtimer, Vice President and Director of Corporate Affairs, Mellon Trust "There is not another museum in the world which comes close to the breadth and depth of equipment and artifacts at the History Center. It is a great responsibility to preserve and share the collection with the community, the industry and the world."

Dave Babcock, Volunteer, History Center Technical Staff, Silicon Graphics



In May, the History Center lecture, "Vigilance and Vacuum Tubes: The SAGE System, 1956-63," took place in front of the SAGE itself, which is notable for many now common technologies such as the light pen, the MODEM, real-time control systems and duplex CPUs.

Len Shustek joined the History Center at its inception in 1996 in part because he had difficulty locating a vacuum tube to show to Stanford University computer science students.

The Computer Museum History Center

ilicon Valley is all about the next, best invention. In this "Why-look-back?" culture, The Computer Museum History Center is carving out a niche helping people think about where they've been as they go forward.

In FY 98, the History Center reached approximately 1,500 people through its monthly historical lectures, in association with the **Bay Area Computer History Perspectives**. Topics included: DEC and PCs; Apple early user interface design; Doug Engelbart on his early work; Lawrence Livermore's early hardware, the SAGE and Xerox Star. The talks are videotaped for future use by researchers.

Individuals and groups regularly tour the Visible Storage warehouse. The media make frequent use of these resources, too. *The New York Times, Forbes, Wired, National Geographic, ABC News, Stern,* and



Rolling Stone Press are just some of the media outlets that call in search of photos or information. At monthly "workparties," dedicated volunteers contribute "sweat equity" to maintain and organize artifacts. A com-

plete inventory of the collection, the world's largest, began in FY 98. The History Center also loaned its artifacts to such industry conferences as **SIGGRAPH** and **MacWorld**

Meanwhile, work continues on finding a permanent home for the History Center in Silicon Valley. Much remains to be done but the History Center has inspired a devoted following in this fast-paced community.

"More than ever, we need to preserve the history of computing for future generations. The Computer Museum History Center is taking this important step."

John Doerr, Partner, Kleiner Perkins Caufield & Byers

"The development of computers will be a major part of our technological history a century from now. But who is preserving what our great-grandchildren will need to understand how it happened? It has to be done now, and it has to be done by us."

Leonard J. Shustek, Chairman, The Computer Museum History Center; Fellow, Network Associates



Computer Bowl X

"My teammates and I thoroughly enjoyed playing in The Computer Bowl to benefit the Museum, and decimating the East Coast Team was a very entertaining bonus."

Denise Caruso, New York Times columnist, West Coast Team Captain ast met West once again in this battle of computer brains — and the West trounced the East 230 to 70. But the Museum was the big all-around winner, netting more than \$300,000 for support of its computer education and preservation programs. A Gigabyte Auction, powered by *Forbes Magazine* and conducted by *Christie's*, featured a Techno-Historian's Dream Trip to London and participation in the Forbes Balloon Festival in Normandy, France.

The Computer Bowl pits two teams of five hightech industry luminaries in a live, one-hour game of computer industry trivia. This year for the first time, people around the world watched a live audio and video webcast of the Bowl, played "The Computer Museum's Computer
Bowl program is great fun and a
wonderful way to generate
awareness of the importance of the
Museum's role in technology education and the computer industry."

Thomas M. Menino, Mayor, City of Boston

in Boston at www.computerbowl.org, with playby-play and color commentary from **PC Week Radio** and **ZDNet**. The event also aired on special editions of the public TV show **Computer Chronicles**. Meanwhile, guests at the satellite party in Hangar 1 on Moffett Field, Mountain View, California, watched the Bowl live.

In the end, MVP awards went to West Coast Team player **Marc Andreessen** of **Netscape Communications** and two East Coast players, **Seth Godin** of Yoyodyne and **Walt Mossberg** of *The Wall Street Journal*.

"It's not often that Ziff-Davis can combine marketing, philanthropy, and a whole lot of fun as we can with The Computer Bowl."

Terri Holbrooke, President, Brand and Market Services, Ziff-Davis

Sam Whitmore (fifth from left), presents the Bowl trophy to the winning West Coast team, including (from the left), Mike Slade, Scott Cook, Marc Andreessen, Denise Caruso, and Bill Krause.











The 1998 Computer Bowl was presented by Ziff-Davis and underwritten by Bay Networks and Intel Corporation.

Official Sponsors included Arnold Communications, Association for Computing Machinery (ACM), *The Boston Globe's* Boston.com, Compaq Computer Corporation, Computer Sentry Software, Cunningham Communication, Fidelity Investments, Fleet Bank, Forrester Research, Infoseek, Kleiner Perkins Caufield & Byers, Lexmark International, Lizard Lounge Graphics, Lotus Development Corporation, Motorola, New York Stock Exchange, OnTarget, PricewaterhouseCoopers, LLP, *San Jose Mercury News*, Secure Computing Corporation, Stratus Computer, SuperDisk Technology Positioning Group, Thomson Financial Services, USWeb Corporation, and Yoyodyne.

Start-up Sponsors included InCert Software and The Password, a CMG Company.

All-Star Bowl 1998 Sponsor MediaOne Express.

Gigabyte Auction Sponsor Forbes Magazine

Megabyte Auction Sponsor WHERE Magazine Boston.

Farewell

fter 14 years, The Computer Museum bid farewell in June 1998 to **Oliver Strimpel** as executive director. "In recognition of Oliver's extraordinary role in shaping the visionary exhibits and programs that have



Oliver Strimpel

made the Museum into the preeminent international institution it is today, the Board overwhelmingly decided to appoint him Director Emeritus," said Larry Weber, chairman, Computer Museum Board of Trustees.

Since Strimpel's arrival in 1984 as director of exhibits, The Computer

Museum's interactive exhibits have grown from 25 to 170, its visitorship and budget have more than doubled, and the historical collection has tripled.

"When they asked me to host
The Computer Bowl, I thought it was
strikes and spares with Steve Jobs and
Bill Gates! It wasn't, but I enjoyed it
anyway. Geeks Rule!!!"

John Ratzenberger, Host of The Computer Bowl, Actor, Producer, Director, Mailman Cliff Clavin from the TV series *Cheers*



Charles A. Zraket

In Memoriam...

he Computer Museum marked the passing of former Chairman of the Board **Charles A. Zraket** at a dedication ceremony in June. His family, friends and the Museum's Board and leadership donors gathered for the unveiling of a plaque located in the Museum's sixth floor lobby. The text of the plaque reads: "In grateful memory of his major contribution to The Computer Museum, Charles A. Zraket, Chairman 1993-1996."

Zraket was a former Trustee, President and CEO of The MITRE Corporation. He advised President Reagan on defense and Pope John Paul II as a member of the Pontifical Science Academy, and was awarded the Department of Defense Medal for Distinguished Public Service in 1990. As the Museum's fourth Chairman, Zraket played a key role in the development and success of the Museum's educational programs and exhibits. As he once explained, "It is deeply satisfying to use my 40 years' experience to help the Museum realize its educational mission." He died last December in Boston at 73.

	ancial Information
	uter Museum, Inc.
	f Financial Position
June 30,	
Assets	
Current Ass	ets:
Cash and cas	sh equivalents
Accounts rec	eivable - net of allowance for doubtful
accoun	ts of \$36,695 for 1998
Pledges recei	vable - net of allowance for doubtful
accoun	ts of \$0 for 1998 and \$29,000 for 1997
Inventory	
Total	current assets
Pledges rece	civable, non-current
Investments	
Land, buildi	ing, equipment, and exhibits -
net of a	accumulated depreciation of \$6,916,373 in 1998
and \$6	,268,273 in 1997
Historical co	ollection

3,985,866 3,378,883 Total assets 6,377,398 5,297,482 Liabilities and Net Assets **Current Liabilities:** Accounts payable 334,321 214,719 Accrued expenses 179,067 109,120 Deferred revenue 17,525 30,280 Current portion of bond payable 88,055 80,000 Total current liabilities 434,119 618,968 Bond payable, net of current portion 109,333 189,333 Net Assets: Unrestricted 3,368,729 2,846,807 Temporarily restricted 1,927,334 1,577,223 Permanently restricted 250,000 353,034 5,649,097 4,674,030 Total net assets Total liabilities and net assets \$6,377,398 \$5,297,482

The Computer Museum, Inc.

Statement of Activity
For the Years Ended June 30,

1998

\$1,113,663

102,235

195.463

17,137

1,428,498

610,000

353,034

1997

\$ 996,389

120,867

94,500

56,843

1,268,599

400,000

250,000

For the years Ended June 30,		т и	D 1	1000	1007
n 6: 101 6			Permanently		1997
Revenues, Gains and Other Support:	Unrestricted	Restricted	Restricted	Total	Total
Contributions	\$1,673,439	\$536,475	-	\$2,209,914	\$953,435
Contributions - Computer Bowl	1,244,039	-	-	1,244,039	737,099
Membership	294,329	-	-	294,329	327,315
Admissions	521,623	- 75 222	102.024	521,623	568,595
History Center	507,575	75,332	103,034	685,941	607,181
Computer Clubhouse Investment income	292,169 5,187	-	-	292,169 5,187	173,546 9,271
		-	-	407,298	635,918
Auxiliary income	407,298		<u> </u>	-	
Total	4,945,659	611,807	103,034	5,660,500	4,012,360
Net assets released upon satisfaction					
of program restrictions	261,696	(261,696)			
Total revenues, gains, and other support	5,207,355	350,111	103,034	5,660,500	4,012,360
Expenses:					
Program services:					
Exhibits	988,629	-	÷	988,629	785,625
Marketing and membership	364,298		2	364,298	481,488
History Center	472,132	-	-	472,132	331,205
Computer Clubhouse	328,311	-	-	328,311	234,577
Auxiliary activities	375,844			375,844	391,400
	2,529,214	-	-	2,529,214	2,224,295
General administration	534,148	-	-	534,148	774,777
Computer Bowl	905,621	-	-	905,621	497,506
Fundraising	68,350			68,350	81,915
Total	4,037,333	-	-	4,037,333	3,578,493
Change in net assets before					
depreciation	1,170,022	350,111	103,034	1,623,167	433,867
Depreciation	648,100			648,100	773,351
Changes in net assets	521,922	350,111	103,034	975,067	(339,484)
Net assets at beginning of year	2,846,807	1,577,223	250,000	4,674,030	5,013,514
Net assets at end of year	\$3,368,729	\$1,927,334	\$353,034	\$5,649,097	\$4,674,030

The complete financial statements of the Museum are available upon request.

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Admission is free for Museum members

Contact Information

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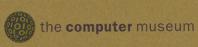
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